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PDF The Illusion of Leadership : Directing Creativity in ...

Leadership is often said to be an art. Usually this simply means that it is not a science (despite the best efforts of twentieth century management scholars). Sometimes the idea of leadership as an art is taken as a metaphor. Perhaps the best metaphor for the business leader is the theater director.

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People need a degree of free choice for creativity and change to happen. But they must also have boundaries. At one level this is what politics and business are all about. Too much of the wrong sort of control and the system becomes bureaucratic or tyrannical, too little and it becomes arbitrary and chaotic.

What is authentic leadership? Does it require a leader to express his or her true self even if that true self is less than •wonderful? How do followers know the difference between real and fake leaders anyway? What happens when cultural expectations o

Academic literature has to a large extent ignored how leaders present themselves physically. This volume invites leadership scholars to inquire rigorously into the physical aspect of leading and leadership. By noticing and dwelling with the visible facets of leading, the book suggests new possibilities for how leadership can be created and studied.

Discover how to unlock the potential contained within your teams with this insightful resource The Leadership Star: A Practitioner's Guide to Building Staff Engagement provides readers with a step-by-step guide to developing engagement within their professional teams in for-profit, non-profit, academic, and governmental organizations. Experienced executive, management consultant, and author Brian Hartzler walks readers through the foundational and advanced techniques required to develop high performing professional teams. He shows readers how to: Care about individuals as human beings, rather than as means to an end Provide context to people to help them understand the company and why what they do matters Give clarity by telling people what outcomes and behaviors are expected of them Help clear the barriers that stand in the way of people doing a great job Recognize individual contributions and success Perfect for current and aspiring senior managers and executives who need to know exactly what they should personally do to draw out the best from their teams and build the highest levels of engagement, the book also belongs on the shelves of anyone with direct reports and anyone who hopes to enhance their own performance in the professional sphere.

Taylor leads readers through creativity and how it relates to leadership followed by the five stages of theory behind the idea: 1) preparation, 2) time-off (or incubation), 3) the spark, 4) selection, and 5) elaboration.

Arts and Business aims at bringing arts and business scholars together in a dialogue about a number of key topics that today form different understandings in the two disciplines. Arts and business are, many times, positioned as opposites. Where one is providing symbolic and aesthetic immersion, the other is creating goods for a market and markets for a good. They often deal and struggle with the same issues, framing it differently and finding different solutions. This book has the potential of offering both critical theoretical and empirical understanding of these subjects and guiding further exploration and research into this field. Although this dichotomy has a well-documented existence, it is reconstructed through the writing-out of business in art and vice versa. This edited volume distinguishes itself from other writings aimed at closing the gap between art and business, as it does not have a firm standpoint in one of these fields, but treating them as symmetrical and equal. The belief that by giving art and business an equal weight, the editors also create the opportunity to communicate to a wider audience and construct a path forward for art and business to coexist.

Artistic intervention, where the world of the arts is brought into organizations, has increasingly become a research field in itself with strong links to both creativity and innovation. Opportunities for the arts to interact with public and private organizations occur worldwide, but during the last decade artistic interventions have received growing attention in both practice and research. This book is the first comprehensive attempt to map the development of the field and provides an international overview of the area of artistic interventions and their impact on organizations from different perspectives, ranging from strategic management to organizational development, innovation and organizational learning. Featuring chapters from prominent and emerging scholars, including Nancy J. Adler, Barbara Czarniawska, Lotte Darsø and Alexander Styhre, it places artistic interventions within an international context. The book also offers readers the opportunity to learn from experiences in a varied range of organisations, including newspapers, manufacturing, government, schools, and covers many art-forms, such as music, contemporary dance, painting, photography, and theatre. Using extensive empirical examples, this book is vital reading for researchers and scholars of creativity and cultural industries, as well as innovation, creative entrepreneurship, organizational studies and management.

'In many organisations creativity is so often seen as the preserve of a small number of people with "artistic temperaments" but in my experience all sorts of people have creative abilities which can be used to the benefit of a "creative" organisation. The task of a manager is to find ways of exploiting this. This Handbook provides the reader with insights to help them and others to promote the kind of creativity that adds real value.' - Greg Dyke, Chair, British Film Institute; Chair, Football Association; Chancellor, University of York, UK and Director-General of the BBC 2000-2004

What does a video game director actually do? What guiding principles do they follow while leading a team of game creators? Longtime Ratchet & Clank director, Brian Allgeier, boils down his decades of experience into 101 fully illustrated tips. Written for both aspiring and experienced creative leaders, this book covers the expansive and multi-faceted role of the director, from developing the initial vision to key methods on tackling design, story development, and production challenges. 5 essential qualities of a creative director: 1. Hold the Vision 2. Provide Structure 3. Keep a Creative Toolbox 4. Lead Effectively 5. Know Production For those who are curious about what it takes to be a video game director or want learn more about the art of creative collaboration, this book covers the basic principles for leading and inspiring a team to make great games. "Directing Video Games is a literal loot drop of knowledge, decades of experience concisely and expertly crafted into 101 densely packed tips. Even a page - with no exaggeration - can be transformative to a project's success." -Brenda Romero, Award winning game designer "This book is one of a kind, and is essential reading for anyone who wants to lead the creation of a video game. It's full of great visuals and excellent advice, and belongs on every game director's bookshelf." -Richard Lemarchand, Associate Professor in the Interactive Media Division, USC "Born of expansive experience, this is a comprehensive book that both beginners and seasoned developers should keep at their side." -Michael John, Program Director of Games and Playable Media, UCSC "Brian has managed an incredible thing-to present a broadly complex, multi-faceted role in bite-sized, easy to digest nuggets of sage advice." -Marcus Smith, Creative Director of Resistance 3 and Sunset Overdrive

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