# **The future: do-it-yourself, or Non-obvious literature**

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We had started a creative imagination development project. The participants of the project were mainly students, young people, and adults. The goal of the project was to find a space where everyone could create without any limits.

Traditionally creativity stands for some interior process inside the human's mind, while this process is genetically determined. This shows, for example, in the term “gifted children” and raises the question as to what ordinary, ungifted children, youth and adults can do, if they really want to create – i.e. make something good and useful?

In order to make the creative process accessible to everyone, we tried to solve three problems.   
*The first problem* is the genetic determination of most human abilities. For instance, if one has no ear for music there is no chance to achieve great results in this domain.   
*The second problem* is “the blockade of reality”. A beginning creator compares his results to the results of experienced creators. This inner competition, however, should not prevent a beginner from attempting.  
*The third challenge* is an “algorithmization” of the study of the subject matter. Learning is much easier when instructors can give their audience clear algorithms.   
 The best foundation for answering to all of these challenges lays in the creation of literary texts – especially science-fiction and fantasy — since they are dealing with development, the future and other worlds.  
For this reason, we developed a training course that consists of three main parts:  
 1. A drama text structure.  
 2. The basic writing skills of authors.   
 3. Algorithms of creative activity.   
 Later we faced a new problem. During the classes, students come up with many bright and interesting ideas and stories. But most of them do not intend to complete their works. The main result – the creative product — remains a nice discussion, a mind game; nothing more. Why?  
We believe there are two reasons.  
 1. During class, collective creation, story and novel design satisfy the cognitive needs of the  
 students, while the game ends when the class is over — it is no more fun to go further.   
 2. Today's youth is more pragmatic: “Why would I do that?”. The possible solution is to  
 provide the participants with inspiring pragmatic goals that can encourage them.   
Moreover, we add some competition to the project. Sci-Fi literature ideas are actually solutions to problems and challenges formulated years ahead.  
But this type of development is a stochastic process: authors spontaneously produce some ideas. The practical effectiveness is reduced: only some of these stories are linked to realistic issues and are helpful for our society. Therefore, we changed our project. We find some actual future problems and challenges that require a solution and present the to the participants. [modestov-s@mail.ru; sergej.modestov@gmail.com](mailto:modestov-s@mail.ru)

Participants try to invent possible solutions through fantasy and science fiction narratives and build them into an attractive context (for instance, adventures). We believe that such pragmatic and interesting goals will inspire our participants and benefit them and humankind.