Stanford



Grace Hawthorne

Adjunct Professor, d.school

Bio

BIO

Grace Hawthorne is an entrepreneur, artist, author and educator. She is the Founder/CEO of Paper Punk, an award-winning Origami-meets-LEGO mashup that helps people exercise their creativity, and Foldmade, an innovative work supply system that helps people get stuff done. As an Adjunct Professor at Stanford University's design institute (aka: the d.school) since 2008, she has taught courses on creativity and failure for over fifteen years and spearheaded a groundbreaking research project on creative capacity building published in Science and covered by Wired magazine. Previously, she founded ReadyMade, the culturally disruptive design magazine that ignited the maker movement, and led its acquisition by Meredith Corporation (NASDAQ: MDP) and co-authored the critically acclaimed book on reuse design, ReadyMade: How to Make (Almost) Everything (Random House/ Potter). Her products can be found on the shelves of mass retailers and her artwork has been exhibited in several national museums including the Smithsonian Cooper-Hewitt Design Museum Triennial and her products can be found at mass retailers nationwide. She holds an MBA from the Anderson School at UCLA, MFA from UCLA's School of Film and Television, and a BA in Visual Communication from UC Berkeley. Her newest book titled, Make Possibilities Happen: How to Transform Ideas into Reality (Random House/10Speed) is part of Stanford d.school's ten design guides. Grace has dedicated her life to making things and experiences that cultivate human creativity through the marriage of art + commerce. She believes that (almost) anything is possible. www.graciemade.com

LINKS

- linkedin profile: https://www.linkedin.com/in/gracehawthorne
- current venture: https://paperpunk.com
- Stanford d.school: https://dschool.stanford.edu

Publications

PUBLICATIONS

- **Virtual (Zoom) Interactions Alter Conversational Behavior and Inter-Brain Coherence.** *The Journal of neuroscience : the official journal of the Society for Neuroscience*
  Balters, S., Miller, J. G., Li, R., Hawthorne, G., Reiss, A. L.
  2023
- **Design science and neuroscience: A systematic review of the emergent field of Design Neurocognition** *DESIGN STUDIES*
  Balters, S., Weinstein, T., Mayseless, N., Auernhammer, J., Hawthorne, G., Steinert, M., Meinel, C., Leifer, L. J., Reiss, A. L.
  2023; 84
- **Capturing Human Interaction in the Virtual Age: A Perspective on the Future of fNIRS Hyperscanning** *FRONTIERS IN HUMAN NEUROSCIENCE*
  Balters, S., Baker, J. M., Hawthorne, G., Reiss, A. L.

2020; 14: 588494

- **Real-life creative problem solving in teams: fNIRS based hyperscanning study.** *NeuroImage*
  Mayseless, N. n., Hawthorne, G. n., Reiss, A. L.
  2019: 116161

- **Creativity in the Twenty-first Century: The Added Benefit of Training and Cooperation** *DESIGN THINKING RESEARCH: MAKING DISTINCTIONS: COLLABORATION VERSUS COOPERATION*
  Mayseless, N., Saggar, M., Hawthorne, G., Reiss, A.
  edited by Plattner, H., Meinel, C., Leifer, L.
  2018: 239–49

- **Changes in Brain Activation Associated with Spontaneous Improvization and Figural Creativity After Design-Thinking-Based Training: A Longitudinal fMRI Study.** *Cerebral cortex*
  Saggar, M., Quintin, E., Bott, N. T., Kienitz, E., Chien, Y., Hong, D. W., Liu, N., Royalty, A., Hawthorne, G., Reiss, A. L.
  2016

- **Developing Novel Neuroimaging Paradigm to Assess Neural Correlates of Improvisation and Creative Thinking Using fMRI** *DESIGN THINKING RESEARCH: TAKING BREAKTHROUGH INNOVATION HOME*
  Saggar, M., Chromik, L. C., Royalty, A., Hawthorne, G., Reiss, A. L.
  edited by Plattner, H., Meinel, C., Leifer, L.
  2016: 309–17

- **Designing a Creativity Assessment Tool for the Twenty-First Century: Preliminary Results and Insights from Developing a Design-Thinking Based Assessment of Creative Capacity** *DESIGN THINKING RESEARCH: MAKING DESIGN THINKING FOUNDATIONAL*
  Hawthorne, G., Saggar, M., Quintin, E., Bott, N., Keinitz, E., Liu, N., Chien, Y., Hong, D., Royalty, A., Reiss, A. L.
  edited by Plattner, H., Meinel, C., Leifer, L.
  2016: 111–23

- **Pictionary-based fMRI paradigm to study the neural correlates of spontaneous improvisation and figural creativity** *SCIENTIFIC REPORTS*
  Saggar, M., Quintin, E., Kienitz, E., Bott, N. T., Sun, Z., Hong, W., Chien, Y., Liu, N., Dougherty, R. F., Royalty, A., Hawthorne, G., Reiss, A. L.
  2015; 5

- **Developing Novel Methods to Assess Long-Term Sustainability of Creative Capacity Building and Applied Creativity** *DESIGN THINKING RESEARCH: BUILDING INNOVATORS*
  Saggar, M., Hawthorne, G., Quintin, E., Kienitz, E., Bott, N. T., Hong, D., Chien, Y., Liu, N., Royalty, A., Reiss, A. L.
  edited by Plattner, H., Meinel, C., Leifer, L.
  2015: 29–39

- **Targeted intervention to increase creative capacity and performance: A randomized controlled pilot study** *THINKING SKILLS AND CREATIVITY*
  Kienitz, E., Quintin, E., Saggar, M., Bott, N. T., Royalty, A., Hong, D. W., Liu, N., Chien, Y., Hawthorne, G., Reiss, A. L.
  2014; 13: 57-66

- **Creativity training enhances goal-directed attention and information processing** *THINKING SKILLS AND CREATIVITY*
  Bott, N., Quintin, E., Saggar, M., Kienitz, E., Royalty, A., Hong, D. W., Liu, N., Chien, Y., Hawthorne, G., Reiss, A. L.
  2014; 13: 120-128