

Stanford



Grace H 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), she teaches courses on creativity and failure and started a groundbreaking research project on creative capacity building published in Science and covered by Wired magazine. Previously, she founded ReadyMade, the culturally groundbreaking design magazine that ignited the maker movement, and led its acquisition by Meredith Corporation (NASDAQ: MDP). She co-authored the critically acclaimed book on reuse design, ReadyMade: How to Make (Almost) Everything (Random House/Potter). Her artwork has been exhibited in several national museums including the Smithsonian Cooper-Hewitt Design Museum Triennial. Her products can be found on shelves of mass retailers nationwide. Grace has dedicated her life to making things and experiences that cultivate human creativity through the marriage of art + commerce.

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*
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- **Pictionary-based fMRI paradigm to study the neural correlates of spontaneous improvisation and figural creativity** *SCIENTIFIC REPORTS*
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- **Developing Novel Methods to Assess Long-Term Sustainability of Creative Capacity Building and Applied Creativity** *DESIGN THINKING RESEARCH: BUILDING INNOVATORS*
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- **Targeted intervention to increase creative capacity and performance: A randomized controlled pilot study** *THINKING SKILLS AND CREATIVITY*
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