Exploration

Eureka Moment as Divine Spark

Victor Christianto[*1] & Florentin Smarandache[2]

[1]Satyabhakti Advanced School of Theology, Jakarta Chapter, Indonesia
[2]Dept. Math. & Sci., Univ. of New Mexico, Gallup, USA

Abstract

In the ancient world, the Greeks believed that all great insights came from one of nine muses, divine sisters who brought inspiration to mere mortals. In the modern world, few people still believe in the muses, but we all still love to hear stories of sudden inspiration, like Newton and the apple, or Archimedes and the bathtub. We are eager to hear and to share stories about flashes of insight. In this article, we point out some arguments suggesting that the *eureka* moment is divine spark.

Keywords: Eureka, divine spark, insight, creativity.

Introduction

Burkus, an educator of the executives management science, investigates innovativeness back to antiquated Greek fantasies. He contended that in Greek folklore, purported innovativeness was just controlled by a bunch of individuals who were honored by the divine beings' sprinkling of the "*divine fire*", so they in some cases experienced Eureka minutes [1].

As indicated by Burkus, there is nothing of the sort as an imaginative flash or aha minute. Genuine imagination is an iterative procedure, regularly comprising of moderate and steady changes and advancements for existing thoughts. Imaginative people seldom create in disengagement; actually, bunches are greater at advancement than people. Large thoughts are not constantly perceived from the start; many need a very long time to acknowledge, and others simply vanish.

Burkus likewise dismisses the organization's endeavors to empower innovativeness, contending that there is little proof of such endeavors bringing about more advancement. Inventive individuals are propelled by the work itself, which they feel is expressly fulfilling; Extrinsic sparks assume a moderately little job in their lives. The appropriate response, he proposed, was just giving individuals the work they needed to do, which they discovered fulfilling. He also believes that a happy workplace and a good team spirit, which is generally believed to be beneficial for creative thinking, can actually act as a barrier. "Excessive focus on cohesion…. actually can reduce team creativity," he wrote. "This can narrow down choices and cause those

*Correspondence: Victor Christianto, Satyabhakti Advanced School of Theology, Jakarta Chapter, Indonesia.
Email: victorchristianto@gmail.com

who have a unique perspective to censor themselves rather than take risks not to be considered part of the team."

What is *Eureka* moment?

Eureka's minute feels like a blaze of understanding since it frequently leaves periods when the brain isn't centered around the issue, which therapists call the hatching time frame. Brooding is where individuals step once again from their occupations. A significant number of the most beneficial innovative individuals purposely put aside activities and enjoy a physical reprieve from their work by accepting that this hatching stage is when thoughts start to blend beneath the limit of cognizant idea.

A few people shuffle different undertakings simultaneously under the conviction that while their cognizant psyche is centered around one anticipate, others are hatching their intuitive. The knowledge that emerges after hatching is the thing that feels like we are outfitting the intensity of delivering similar thoughts that help Newton and Archimedes [4].

An exploration group drove by Sophie Ellwood as of late discovered experimental proof for the intensity of hatching to upgrade imaginative understanding. The scientists isolated 90 undergrad brain research understudies into three gatherings. Each gathering is appointed to finish the Alternative Usage Test, which solicits members to make a rundown from the same number of uses of normal items as they can envision. Right now, were solicited to make a rundown from potential employments of paper. The quantity of unique thoughts delivered will fill in as an alternate proportion of thought, a significant component of imagination and a significant advance towards finding feasible bits of knowledge for Europeans.

The main gathering chipped away at the issue for 4 minutes persistently. The subsequent gathering was hindered following two minutes and approached to deliver equivalent words for each word from the rundown gave (considered another undertaking that did innovativeness), at that point given two additional minutes to finish the first test. The last gathering was hindered following two minutes, given the Myers-Briggs Type Indicator (thought about a random undertaking), and afterward requested to keep on taking a shot at the trial of utilizing the first option for an additional two minutes. Aside from the gathering, every member was given a similar measure of time (4 minutes) to deal with a rundown of potential uses for a bit of paper.

The research team can then compare the creativity that results from ongoing work, work with the incubation period in which the related tasks are completed, and work with the incubation period in which the unrelated tasks are completed. Interestingly, the researchers found that the group that was given a break to work on an unrelated task (the Myers-Briggs test) produced the majority of ideas, an average of 9.8 [4].

Burkus in his HBR article states [4]:

> One possible explanation for these findings is that when presented with complicated problems, the mind can often get stuck, finding itself tracing back through certain pathways of thinking again and again. When you work on a problem continuously, you can become fixated on previous solutions. You will just keep thinking of the same uses for that piece of paper instead of finding new possibilities. Taking a break from the problem and focusing on something else entirely gives the mind some time to release its fixation on the same solutions and let the old pathways fade from memory. Then, when you return to the original problem, your mind is more open to new possibilities – eureka moments.

Discussions

That creative spark or Eureka moment is indeed rare is true. But it is also not always true that working in groups produces more ideas. Although Burkus's analysis is quite interesting, it seems that he is too influenced by the management's perspective on creativity. More references are needed about methods of generating ideas and also the literature of creativity experts such as De Bono [2-3].

In addition to the task switching method as a way of incubation described above, there are actually various ways to generate fresh ideas and insights, see for example [3]. One quite interesting way is to provide regular intake to our minds, for example every morning, with two words combined at random (random).

Around 2002-2003, one of these authors (VC) made a small script that basically: (a) uses the Miriam-Webster or Oxford dictionary as a data source, (b) randomly selects two nouns from the dictionary, (c) displays both words as new phrase to users. Imagine, for example, one morning while you were having coffee and breakfast, knowing on your cellphone screen a strange phrase appeared: "ice cat" ... Your mind must have been searching for what was the meaning or application of the phrase “cat ice”? Maybe it can be a beautiful ice sculpture in the form of a cat (usually at a large party event there is “*ice carving*”). And so on, we tend to be more creative if our minds are routinely consumed with fresh things, which can be raised by such a method, which may be termed: RWPG method (*random word-pair generator*).

Another way, which might be closer to the original meaning of the Eureka moment as "*divine spark*," is to use time deliberately to experience and communicate with God and nature. This method is closer to *experiential learning* patterns. For example, if you take an hour each morning to take a walk in the woods or in the fields, observe the things you find along the way. And also take time to pray and communicate with God. See our previous papers [5-6].

Conclusion

Like Newton and the apple, or Archimedes and the bathtub (both another type of myth), we are eager to hear and to share stories about flashes of insight. But what does it take to be actually creative? How to have such a flash insight? Turns out, there is real science behind "*aha moments."* This article is our way to distinguish which is actual activity and which is myth in order to get such flash moments.

References

[1] D. Burkus, *The Myths of Creativity: The Truth About How Innovative Companies and People Generate Great Ideas*, Jossey-Bass.

[2] E. de Bono. *How to be more interesting*. Url: https://www.debono.com/Books/How-To-Be-More-Interesting

[3] K. Hudson. *Idea generator: tools for business growth*. Url: https://www.amazon.com/Idea-Generator-Tools-business-growth-ebook/dp/B003KK5RFK

[4] D. Burkus. How to have Eureka moment. *HBR*, 2014. https://hbr.org/2014/03/how-to-have-a-eureka-moment

[5] V. Christianto & R.N. Boyd. An Outline of New Proof of the Existence of God. SciGod J, vol. 10 no. 5 (2019). URL: https://scigod.com/index.php/sgj/article/view/682

[6] V. Christianto, R.N. Boyd & F. Smarandache. How to Balance Intuitive and Analytical Functions of Brain: A Neutrosophic Way of Scientific Discovery Process. EC Neurology 11(7): 495-499. url: https://www.ecronicon.com/ecne/volume11-issue7.php