

INDEX

- Abstraction, 70–71
- Adaptive selection, 73
- Aggression, 60–61
- Algorithms, 17
 - classes of, 21–29
- Analogies, 43
- Artificial emotions, 54
- Artificial intelligence, 31
- Asplund’s motivation theory, 38
- Associations, 43
- Awareness, 12–13

- Beliefs, 20, 61
- Brain, 27–28
 - processes, 10
- Causal processes, 19
- Causation, 53
- Chance, 38–39
- Change rules, 43
- Childhood experiences, 26–27
- Circular argumentation, 58–59
- Collective unconscious, 12
- Concept, 42
- Conceptions, 47
- Connectionism, 76
- Consciousness, 1–2, 9, 14, 19–20, 54–55, 60–61
 - downward causation, 56–66
 - network causation, 76–85
 - reflection on, 9, 11, 14
 - upward causation, 66–76
- Creative actions, 7
- Creative ideas, 47
- Creative mental leaps, 44
- Creative output, 5
- Creative people, 5

- Creative practice, 34
- Creative processes, 5, 8, 22
- Creative thinking, 40
- Creativity, 1–3, 17, 20, 39
 - analysis, 24–25
 - classes of algorithms, 21–29
 - description, 22–24
 - and hidden knowledge, 4–9
 - ideas, creative processes and, 6
 - reflection, 21–22
 - reflections on future competences, 2–3
 - theoretical points, 25–29
- Creativity, change, communication, cooperation (4C competences), 3

- Desires, 20, 61
- Deviation management, 46
- Dialectics, 11
- Distributed processes, 37
- Downward causation (DC) (*see also* Upward causation), 53–54, 56, 65–66
 - analysis, 60–61
 - conditions, 56
 - description, 57–59
 - practical utility related to, 63–65
 - theoretical points, 61–63

- Efficiency, 29
- Emergence, 58
- Emergents, 13–14, 38
- Environment, 69
- Epistemology, 20

- Evolutionary algorithms, 19–21, 23–24
- Explicit knowledge, 18, 31–32
- Fact-based knowledge, 59
- Facts, 42
- Feedback, 57–58
- Feelings, 61
- Fourth Industrial Revolution, 2–3, 31, 35
- Free will, 13
- Galileo's law of free fall, 43–44
- Genetic algorithms, 19, 21, 23–24, 70
- Gestures, 43
- Gordian knot, 27
- Heredity, 69
- Hermeneutics, 26
- Heuristic concept (H-concept), 40–41
- Hidden knowledge, 4, 9, 17, 29, 32, 39, 47
 - analysis and theoretical points, 38–40
 - description, 30–31
 - detect, 40–45
 - intelligent robots, creativity and, 33–38
 - knowledge types and creativity, 31–33
 - practical utility, 45–47
 - small reflection and substantial assumption, 30
- Hierarchical organization, 39
- High-technology developments, 31
- Higher order thinking (HOT), 64
- Higher-education systems, 3
- Hopes, 20
- Human brain, 37–38
- Human emotions, 46–47
- 'I' (philosophical and psychological construct), 10
- Idealistic constructs, 13–14
- Ideas, 36
- Ignorance, 39
- Imagery, 43
- Implicit knowledge, 18, 31–33
- Information analysis, 73
- Information and communication technology (ICT), 31
- Information control process, 74
- Information coordination, 74
- Information gathering unit, 73
- Information security, 75
- Information strategy, 73
- Information structuring and systematization unit, 74
- Information transmission unit, 74–75
- Informats, 4–5, 18–20
- Innovation, 39
 - economy, 35
 - projects, 32–33
 - theory, 36
- Innovator, 32, 39–40
- Intelligent informats, 26
- Intelligent robots, 1–2, 7, 18–19, 54, 63
 - and consciousness, 9–14
 - creativity, 2–3
 - hidden knowledge, 4–9
 - types, 25
- Internal goal-efficiency, 79
- Intuition, 43
- Knowledge
 - and creativity, 31–33
 - types, 38, 40–41
- Learning, 69
- Linear 'if-then' algorithms, 24
- Linear algorithms, 21, 24
- Logical rational intelligence, 22
- Logical-rational algorithms, 19
- Logical-rational robots, 63
- Loops, 54–55
- Luck, 38–39
- Memory, 58
 - unit, 73–74

- Mental leap, 41
- Mental processes, 13–14
- Mental representations, 54–55
- Metaphors, 43
- ‘Mind’ (philosophical and psychological construct), 10, 13–14, 27–28
- Mind–body problem, 27
- Mirror consciousness, 67–68
- Modularity, 72
- Network causation (*see also* Upward causation), 53–54, 76, 83, 85
 - analysis related to, 78–80
 - description related to, 76–78
 - practical utility related to, 81–83
 - theoretical points related to, 80–81
- Neural networks, 23
- Ontology, 20
- Parables, 43
- Parallel processes, 37
- Perceptions, 61, 67
- Perseverance, 34
- Phenomenology, 26
- Physical laws, 64–65
- Planned creative process, 8
- Planned innovation, 33
- Productivity, 29
- Psychoanalysis, 12
- Psychology, 36–37
- Quantum mechanics, 66
- Quantum theory, 66
- Rage, 60–61
- Reality, 19–20, 67
- Requisite variety, 26, 31
- Robotic ‘consciousness’, 66
- Robots, 25–26
- Rule-based algorithmic systems, 24
- Russian dolls, 27–28
- School, 3
- Science, technology, engineering, mathematics competences (STEM competences), 3
- Scientific ‘fundamentals’, 40
- Seeing, connecting and creating process (SCC process), 34–35
- Self-driving cars, 23
- Self-reflection, 69
- Self-understanding, 71
- Sensitive methodology, 41–42
- Sensitizing concepts, 40–41, 44–45
- Simulated emotions, 54
- Singularity, 11
- Social system, 39
- Socialization, 69
- Somatoparaphrenia disorder, 61
- Soul, 13–14
- Speculative element, 43–44
- Spirit, 13–14
- Sufficient competences, 3
- Super-intelligent robots, 66
- Synthetic ‘I’, 56, 62–64
- Synthetic brain, 37–38
- Synthetic consciousness, 26–27, 56, 62–63, 65
- Synthetic creativity, 20–21, 26–28
- Synthetic ethics, 56
- Synthetic intelligence, 28
- Synthetic thinking, 20
- System theory, 57–58
- Systemic algorithms, 20–21, 24, 28–29
- Systemic thinking, 12
- Tacit knowledge, 18, 31–32
- Theory, 42
- Thinking, 13
- Thoughts, 12, 61

Threshold, 57–58

Time-lag, 57–58

Unconscious mind, 36–37

Upward causation (*see also*
Downward causation (DC)),
54, 66, 75–76

analysis related to, 68–70

description related to, 67–68

technological consciousness,
72–75

theoretical points related to,
70–72