



## **The Creativity Process in Designing a Short Story Book for Children**

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*Decoration Department, Faculty of Applied Arts, Helwan University, Cairo, Egypt*

manal.hassan71@gmail.com

<http://manalhassan.artweb.com/>

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## **ABSTRACT:**

the creativity process is unpredictable but it is full of fun and good experiences, especially when dealing with children. the experience of writing, drawing and designing a book for them wasn't easy at all because you are dealing with the most intelligent creature in the world and you have to be careful in every step and every word you say but to be simple at the same time. a difficult equation to achieve. the idea for this book came from watching a child girl and observing how she reacts towards every matter in her life. and trying to give her something she needs which is a book to read with some kind of motivation in it to help her in her life. the story writing and designing process took two years to finish. in this article I'm trying to take the reader through the whole process of creating this book. every step, the writing, the drawing and the designing, has its own creative process and that will be cleared in this paper following the previous fellows in the creativity process field.

Keywords: creative process, design practice, design methodology, inspiration.

## **1. Introduction:**

Working in the field of teaching and learning is unique. It is very rich and full of different and various experiences.

The essence of teaching is to have a message to deliver, then taking every way possible to make sure it is been delivered. There's a good way to make a good and effective impact in people minds to plant good habits, or to give them motivation for living a useful life. It is writing a book. Writing a book and targeting children to plant good ideas and being assured it is going to grow. In this paper some good ideas are been focused on to deliver by simple and lovely way to children which is an illustrated short story. All the motivation and observation for this story is from a little girl, so the writing is based on a true story mixed with some personal dream. And the drawings are from life references and pictures for the girl.

## **2. Methodology:**

An organized steps have been followed in the creating process representing the creative and design thinking methods described as following:

- (1-1) Finding a topic or concept to build on it requires observation, coexistence and sympathy with the subject. Then collecting information and identifying the sources that should be sufficient and adequately as possible so that the designer can trust and ensure his decisions depending on them. So, this artwork idea has been built on the character has been handled daily for so long to be expressed with understanding, awareness and capability as good as possible. Lots of notes may be audited and footage to be taken as a reference at the design stage.
- (2-1) Based on previous observations and references, Special material selection phase came to work in the development stage of the idea and design for the written work and drawing work. Scenes from the girl's daily life have been selected in various circumstances and different habits such as drawing, reading, playing and being nutty.

- (3-1) The writing stage relied mainly on expressing the personal characteristics and the psychological component in real life and try to contain all of these features in the written work and present them in a simplified style for children. It also ensures positive ideas and moral behaviour values to deliver to children and plant them in their minds through the literary context and art. These values such as: the dream and goal, trying and determination and taking action, questioning and searching for the answer, read, appreciate and respect others.
- (4-1) Developing the sketches and trying to find a drawing style . This step took a time actually to be achieved because it is not easy to simplify shapes to be convincing for children.
- (5-1) Finally a big decision has been made. The drawings would be in a childish style which is simple in drawing and colouring but has a good expressive concept.
- (6-1) Using an attractive cheerful colours while maintaining the artistic values of the work in general.
- (7-1) Getting help from some kids to fill in the spaces with soft pastel colours to get the feeling of a childish hand colouring.
- (8-1) Arabic alphabet within the drawings used to easily understand the story for Arabic-speaking children to reach the largest possible numbers of readers.
- (9-1) Designing pages: Text font chosen to be like hand writing as possible to be familiar without complication in reading. The background for the text pages made as a water mark frame drawing to give some colour richness to the pages.
- (10-1) The cover design took the longest time to be designed. It should convey the conclusion of the book story and be attractive for the book to be picked by a child. Also the cover contained the title in two languages, English and Arabic targeting a wide range of recipients.

(11-1) Writing Arab poetry to be as a conclusion for the story at the end. The poetry about the journey of the girl dream for making her drawings move. It is full of hope, persistent and cheerful in its words to ensure delivering these values to the reader.

### **3. Results**

- (1-3) The sympathy is very important element to start writing or design a book.
- (2-3) In writing or drawing a book illustration, the artist is so involved in it that he might not see or miss things others might see.
- (3-3) It all starts with a small sketch and or idea and developed to get with the concept of the whole work.
- (4-3) Summing up the message in a short sentence and simple drawings is a very important element to make an illustrated book for children.

### **4. Conclusion**

The creativity and design process is very unpredictable especially when connecting with children. And the qualified simplification is a necessity to give the impression fast and directly. With a good idea the qualified designer can present the concept easily. Using the attractive childish style makes delivering the idea more easy to the children. Use any number of colours but make it simple to go with the simplicity concept.

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Fig. (1) Some of the sketches for the main character.

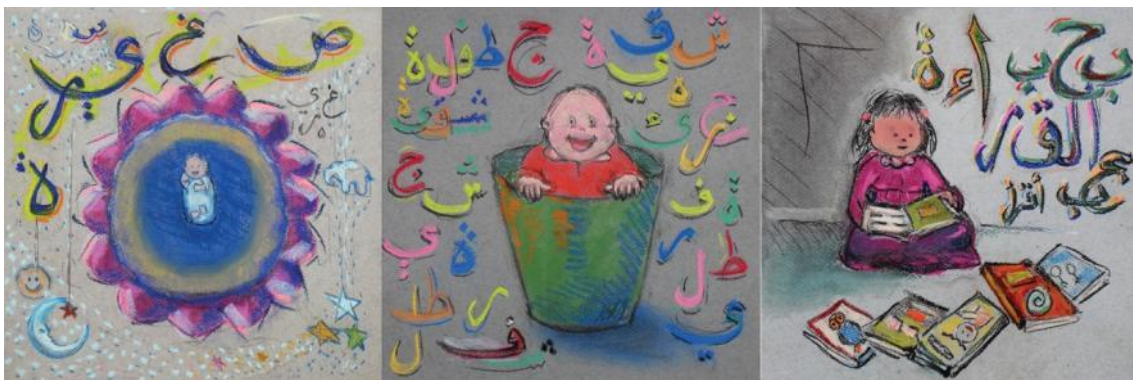


Fig. (2) the first 3 pages with attractive colours.



Fig. (3) Situations from the main character life.



Fig. (4) Arabic letters on the images.



Fig. (5) The Simple colours with soft pastel.

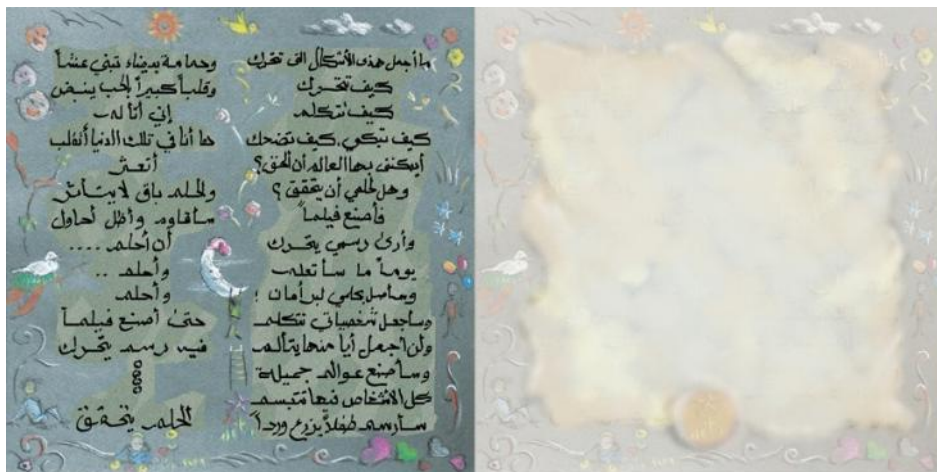


Fig. (6) The Arabic poetry and the background idea.



Fig. (7) Ideas for the cover in the design process.

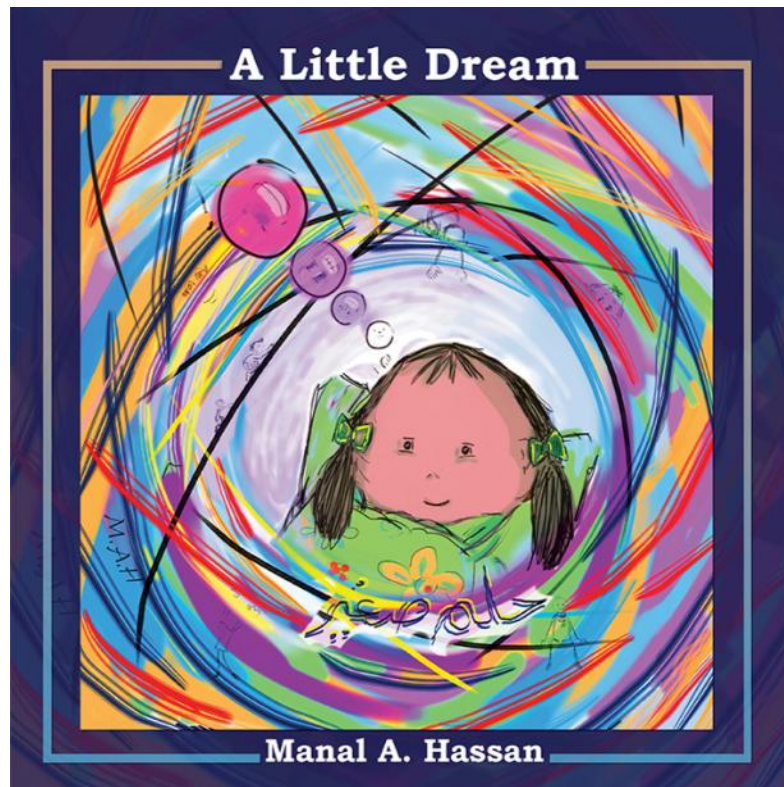


Fig. (8) The final front cover design.