

CHRIS DEALS WITH IT

episode notes




EP 74 - A Creative Process: Intro

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 www.ChrisKreuter.com/CDWI

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 *AI Statement: All elements of this episode are products of the author, Chris Kreuter, made without any use of AI tools.*

This is the introduction of a multi-part series about the creative process. We'll cover my thoughts on how this process applies to creating & publishing works. And how it applies to games, fiction writing, other creative endeavors, and our professional careers.

Let's say I got in a time-travelling elevator. Inside is me from 20 years ago. I've only got that short trip to say something meaningful. What would I tell them? It's basically the TL;DR for this whole series:

A life spent being creative will have surprising, unexpected impacts on your life.

These impacts will extend far beyond the typical definitions

of success.

Though you might get that too!

- This episode provides a quick introduction to the series.
- This series is adapted from a lecture I gave to a game design & worldbuilding class at Monmouth University - In conjunction with my friends over at Shore Gamers in Red Bank, New Jersey.
- I believe that everyone has the ability to be creative.
 - The key is finding the ways in which expressing our native curiosity and creativity brings us joy and fulfillment.
 - The ways in which we're creative evolve & change over time.
 - As I told the class in the lecture: We're not the same people we were in high school. Just like I'm not the same type of creative person I used to be.
- Alongside my professional career I've been consistently creative, working in multiple creative spaces:
 - I've hosted this podcast since 2022
 - Art & illustration: I've written abstract comics, illustrated, and worked on many graphic design projects.
 - Co-founder of Masquerade Games, producing Epigo and Simpletons - As well as many prototypes & IP that haven't (yet) seen the light of day.
 - Attended & spoken at game, literary, and sci-fi conventions.
 - I've published 2 novellas & 4 novels: My fifth novel, The Boy & Bus 13 releases in May.
- Over the next five episodes, I'll walk through how I define the stages of my creative process - and provide thoughts on making creative work.

The Creative Process

1. EP 75 - IDEATION

- a. Capturing & developing ideas.
- b. Exploring their potential.
- c. Interrogating their suitability.
- d. Identifying their potential value to audiences.

2. EP 76 - SCAFFOLDING:

- a. Fleshing out the ideas that stick.
- b. Making preparations for a project: Creating structures & preparing tools to aid the production process.
- c. Understanding the contexts in which your creative work may be received, both mentally & physically.

3. EP 77 - PRODUCTION:

- a. Turning a project into a product/service/experience.
- b. Being clear on the form factors and cost structure of your creative work.
- c. Evaluating your non-negotiables, and how the work can evolve during its production.
- d. The spaces in which we create things.
- e. My thoughts on the impact of AI on creativity.

4. EP 78 - EDITING:

- a. Why and how we should refine our work.
- b. The critical service that editing performs for your audience.
- c. Getting & receiving feedback.

d. The importance of testing groups.

5. EP 79 - OUT IN THE WORLD:

- a. Dealing with the logistics & emotions of releasing your work.
- b. The role of gatekeepers, and their benefits & pitfalls - versus the realities of self-publication.
- c. The tasks required post-release, and handling the critique of others (and ourselves).
- d. How the work we create levels up our skills for future work.
- e. The importance of acknowledging others that aid & inspire your creative journey.
- f. Understanding the financial realities of your project
- g. Marketing & promoting the work.
- h. Having a healthy mindset when assessing the impact of your work.

I'll wrap up this lecture with Episode 80, which will coincide with the release of The Boy & Bus 13 - where I'll reflect on these stages of the create process to this specific work.

As always, the views expressed on this podcast are mine. What works for me isn't likely to work for you exactly the same way. The usefulness of these various pieces of advice will depend on your project, experience, tools, and more that I'll get into.

The goal of this series is to share my frameworks, mindsets, strategies, and experiences that have led me to this point of my creative journey. This is an ever-evolving process, as it should be for everyone.

Episode 74 Quote:

Why not start this series off with a quote from a creative master, Jerry Seinfeld:

“All this hand wringing worry and concern over how are people viewing me — someone said something bad about me, and you get so upset about it — is wasted time and energy. Your only focus should be on getting better at what you're doing. Focus on what you are doing. Get better at what you are doing. Everything else is a waste of time.”