

CHRIS'LL DEAL WITH IT

episode notes




EP 47 - Figment's Five

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I recently returned from a family trip to Disney World. While I enjoyed the trip, it was overshadowed by the tragedies in Israel. I struggled with the juxtaposition between human joy and the knowledge that others elsewhere were suffering horrible atrocities.

These issues were on my mind while waiting in line at the Imaginarium at Epcot. While I waited to introduce the kids to Figment, there was a sign off to the side that struck me. The sign reiterated the core messages of

Figment: That we should all Explore, Create, Dream, Imagine, and Inspire.

It's a challenge to feel creative, to find joy and purpose during difficult times. And these five reminders from Figment struck me as vital ideals. By living them, despite our circumstances and surroundings, we can help create a better world. It's a message I hope my children never get too jaded to forget.

1. Explore

- The Journey Into Imagination ride highlights the importance of sparks.
- By exploring, we expose ourselves to sparks of inspiration. All of our senses and environments: Sound, light, smell, taste, and texture, can all spark our mind to moments of insight & discovery.
- With each of us having a unique biology, history, and perspective, these senses and environments often create vastly different sparks from each of us.
- And it's these sparks that lead to imaginations, which can lead us to the act of creation.

2. Create

- Creation is the setting free of our inspirations, allowing them to make an impact on the world.
- To illustrate this, the Epcot ride has a section focused on smell. It compares smelling a skunk and a rose, but the message can be applied to anything positive or

negative: Both good and bad events have the power to spark our imaginations for better or worse.

- Even horrific events can become powerful sparks that ignite us to the action of creation.
 - In a practical sense it could be increased awareness and preparedness of potential dangers near ourselves.
 - But it could also implore us to create things that help counter the darkness of the human condition.

3. Dream

- Sadly, I feel many in our current society have devalued the power of dreaming.
- We certainly hear the message consistently enough, but do we truly value it as a vital virtue to creativity?
- The bombardment of information, tasks, and entertainment options creates this constant cacophony, which overwhelms our senses.
- It's vital that we develop the ability to step outside all that noise. To create an environment that is wholly our own. One that allows us to dream. To ponder what's possible.
- By cultivating the mental and physical time and space to dream, both consciously & subconsciously, we allow our minds a limitless playground.
- And it's in these playgrounds where sparks of inspiration synthesize with our knowledge, skills, assets, network, community, and potentially the entire world to forge new and deeper insights.

4. Imagine

- I consider imagination as a kind of conduit. One that allows dreams to become molded into creative work.
- Consider how many ideas (good and bad) come to us every day. And consider how many get acted upon.

- Through the act of active imagining, we're able to create what's dreamt. It's an act of discernment: Actively choosing the who, what, where, why and how that we manifest in the world.
- Imagining is manifesting a dream into forms that can interact with the world. Or to put it another way, locating the heart within our songs, literature, paintings, dances, or inspiring podcast episodes.
- It's brainstorming, plotting, sketching, debating, ruminating, and similar activities. It's the sitting with our sparks, ideas, and dreams until they result in our creations.
- These acts of dreaming, imagining, and creating, are by no means limited to artistic expression. All of Figment's five reminders are also vital to inventing new technologies, defining laws, delivering aid, creating social structures, and the dismantling of elements of human suffering.

5. Inspire

- Is it enough to explore, create, dream and imagine?
- It can be enough if all these stop within ourselves, done purely for our own enjoyment.
- However, Figment implores us to not let our songs play merely in only our head. To keep our manuscripts and blueprints locked away in our drawers. We should set free our creative work, so that our spark might create sparks in others.
- The word here is Inspire, not 'Market'. As much as possible, we should divorce the commercial returns on our work from the core purpose of setting our imaginations off into the world.
- Humanity is in constant conversation with itself: Who are we? Why are we here? What should we do? Where are we headed? How should we get there?
- Through the act of inspiring, we're influencing this conversation. We simply have no idea of all the impacts our sparks that will go on to spark in others. But regardless of the scale of our impact, it's the act itself that's central to humanity's imaginative spirit.
- After all, this whole episode exists because of a complex, unfathomable stacking of explorations, creations, dreams, imaginations, inspirations, and of course, sparks

that resulted in a sign on a wall, which inspired me.

Episode 47 Quote:

A stanza from the song *Journey Into Imagination*, written for the Disney ride by Richard M. Sherman and Robert B. Sherman:

*One little spark, of inspiration,
Is at the heart, of all creation.
Right at the start, of everything that's new.
One little spark, lights up for you.*