

Dan Johnson's Research

Computational approaches to assessing originality that I have developed including using large language models (AI) and machine learning to measure originality and creativity in numerous creativity tasks including creative problem-solving in design, creative writing, everyday problem-solving, and creative uses for common objects.

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Kandemirci, B., Beaty, R. E., **Johnson, D.,** Oliver, B. R., Kovas, Y., & Toivainen, T. (2025). What is creative in childhood writing? Computationally measured linguistic characteristics explain much of the variance in subjective human-rated creativity scores. *Learning and Individual Differences*, 118, 102626.

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Beaty, R. E., Forthmann, B., Zeitlen, D., & **Johnson, D. R.** (2022). Semantic distance and the alternate uses task: Recommendations for reliable automated assessment of originality. *Creativity Research Journal*, 34(3), 245-260.

Beaty, R. E., & **Johnson, D. R.** (2021). Automating creativity assessment with SemDis: An open platform for computing semantic distance. *Behavior Research Methods*, 53, 757-780.

Johnson, D. R., Cuthbert, A. S., & Tynan, M. E. (2021). The neglect of idea diversity in idea generation

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