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| **Across**  **7.**  The process of designing, launching and running a new business, which is often initially a small business.  **8.**  To differ in opinion.  **9.** Mental state associated with the nervous system brought on by chemical changes variously associated with thoughts, feelings, behavioural responses  **10.** The quality that allows creativity to include both the human and the nonhuman elements of the creative practise | **Down**  **1.** A form of logical inference which starts with an observation or set of observations, and then seeks to find the simplest explanation for the observations.  **2.** A method that potentially links the ideas in a free thinking environment, generating ideas to solve a design problem.  **3.** process of acquiring knowledge and understanding through thought, experience, and the senses  **4.**  A construction referred to the various institutional, physical, and administrative mechanisms and knowledge structures which enhance and maintain the exercise of power within the social body (Foucault).  **5.**  The thought of involving the value systems of many players; not just designers.  **6.** A temporary mixture of heterogeneous material, affective and semiotic forces, where capacities and practices of creativity emerge |