

SELF / DAILY CREATIVE FEATURES OF WORKING IN VARIOUS SECTORS DURING COVID 19 QUARANTINE DAYS

Reference: Erdal, N. (2020). "Self / Daily Creative Features Of Working In Various Sectors During Covid 19 Quarantine Days", International Social Mentality and Researcher Thinkers Journal, (Issn:2630-631X) 6(37): 1855-1865.

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ABSTRACT

Human history has witnessed many pandemics. It has been fighting the Covid -19 pandemic, which has recently threatened the world and life and still continues its effect, causing radical changes in private, family, business and social life. upset the layout. During the quarantine, life continued from home, except for processes that continue only at workplaces. During this period, differences in habits occurred in people and their creativity characteristics developed. During the pandemic, people improved themselves and acquired various occupations. This work in various cities in Turkey and in various sectors of public employees (287), private sector (82) and free (61) and data collected by online surveys with a total of 430 employees. The collected data were analyzed with the social sciences statistical package program. As a result of the analysis, a difference was observed between married and single people in terms of marital status and self / daily creativity during the pandemic period, and creativity was higher in singles. A significant difference has been found between the institution and creativity characteristics. There was no significant difference between the groups in terms of gender, workplace change, living with family, sector employed, age range and education level.

Keywords: Creativity, Covid -19 Pandemic, Quarantine, Self / Daily Creativity

1. INTRODUCTION

Pandemics create social, political, economic and psychological effects on people on a global scale just like wars. Thanks to the diversity of communication channels and technological developments, it is possible to be informed about all the developments in the world. What is happening in the world can be followed, but there is no information about when the pandemic will end, how its course will develop, what kind of damage it will cause, whether to return to the old situation and how the new world order will be after the pandemic. It is known that citizens can be overcome by following the rules, social distance, masks and hygiene rules in order to prevent pandemics. In this period, medicine, politics, economics, technology and sociology can work together to create conditions to prevent pandemics (<https://fintechistanbul.org/2020/05/02/pandemileri-social-etkileri-kultur-ve-temel- ihtiyaclarin-rolu>)

It is obvious that pandemics based on various reasons, whether they belong to the coronavirus family or not, will often knock on the door as a result of the disruptive destruction of nature. It is important to reflect the daily content of the fight against pandemic as well as the professional dimension and to learn lessons from it (Demirer, 2020, 608). Changing life and working conditions due to the global covid-19 epidemic are emerging as a healing power for creativity. By expanding the field of culture and art, participatory approaches that transform individuals' ways of engaging with creative expression and art were provided. Although countries try to prevent pandemic by putting a travel barrier, culture, art and creativity have gained a different dimension with the effect of social media and internet during the times spent at home and have formed the basis of intercultural communication and interaction (Ece, 2020, 884). Changes in lifestyles that improve human quality of life through technological advances such as micro drones, smart cities, internet of things, associated logistics and artificial intelligence, travel and trade, rapid urbanization, access to healthcare, environmental degradation and other trends, creating conditions for the development and growth of epidemics. has started a new era in terms of risks. With the COVID-19 pandemic that

started in late 2019, both the pandemic was fought and the problems of preventing or minimizing the pandemic were tried to be solved. Pandemic problems; creativity features are developed with needs, technology and applications (Yılmaz, 2020). The rapid spread of the Covid 19 pandemic affects the business life, as economic life comes to a standstill. Considering the global economy growth projections, 2020 is experiencing the biggest recession after the world war. In this context, it is extremely important to take the necessary structural policies and measures for the post-Covid-19 structure (Balci, 2020). Global economic uncertainty and stagnation can be overcome by revealing creativity and innovation features.

Due to Covid -19 prevention measures, situations such as social isolation, quarantine, curfew increase the time spent at home. Nowadays, when digitalization is increasing, the advantages of technology are being used. But this digitalization has different consequences. Although surfing on the phone, watching television, and spending time on the computer helps to get away from daily short-term boredom, it dulls creativity. Studies show that having a daily dose of free time and boredom increase success and creativity. Although boredom is perceived as a negative situation, people are more calm in spirit and body and can think more rationally. Even if you feel the discomfort of being bored these days, it is actually the best opportunity for creativity to come alive (<https://www.hurriyet.com.tr/mahmure/pandemi-doneminde-yaraticiligimiz-gelisti-mi-41538852>)

This study was conducted to reveal the self / daily creativity characteristics of people staying at home during the Covid-19 quarantine days, to solve problems, to contribute to the economy with alternative ways of working, and to reveal the creativity characteristics of employees in various sectors in order to help people feel well physically and psychologically.

2. COVID-19 PANDEMIC AND CREATIVITY

2.1. Covid-19 Pandemic

Covid-19 First emerged in December 2019 in Wuhan, China, characterized by pneumonia attacks, and soon spread to almost every part of the world and was declared a pandemic (Gülbahar & Gökmetin, 2020). This new virus was quickly identified as a human coronavirus SARS-CoV-2, and its clinical picture was named as the coronavirus disease Covi-19. It has been suggested that the virus is in a zoonotic nature and passed from animals called pangolin, which are possible hosts, to humans (Deng, 2020). Its spread by transmission from human to human is the most important feature of Covid-19. In March 2020, Covid-19 caused more damage and death than the sum of SARS and MERS diseases (Karcıoğlu, 2020).

The incubation period of Covid-19 disease ranges from 2 to 14 days after infection (Hemida & Ba Abdullah, 2020). Patients show symptoms that vary from patient to patient, such as fever, dry cough, muscle pain, fatigue, and diarrhea (Zhang et al., 2020).

Covid-19 affects everyone the same and people differently. Most people develop mild to moderate symptoms and recover without being hospitalized, it is appropriate for such patients to stay in home quarantine and should undergo the treatment process at home. If severe symptoms occur, they should go to the hospital immediately (https://www.google.com/search?rlz=1C1EJFC_enTR901TR902&ei=wOx2X8z6B6TrxgOUmIHABA&q=covid+19+symptoms&oq)

Covid-19 virus is transmitted in two ways; The first is human-to-human transmission. The virus is thought to spread mainly from person to person. The second route of transmission is contamination through contact with contaminated surfaces or objects (Sağdıç et al., 2020).

Various measures have been taken to prevent pandemics. Measures have been taken for quarantine practices at home, social distance, schools to be closed and continue online, curfews, stopping sports competitions, closing workplaces, closing international border crossings, social distance and use of personal protective equipment at workplaces (Duran & Acar, 2020).

2.2. Creativity

Creativity first produced theories on philosophy, then on many different disciplines such as psychology, social sciences, fine arts and education; It is accepted as a multidimensional phenomenon that is difficult to define (Onur & Zorlu, 2017). Although scientists cannot define creativity precisely and clearly, some define creativity as processes and others as products. But the common point in these definitions; creativity is to do something new and different or creativity can be evaluated depending on an observable product (Erdoğan, 2006). Scientists have made various definitions. Some of these are; According to San, creativity (1979) is a skill that exists in every individual and can be found in every part of human life, a whole process that covers a wide area from daily life to scientific studies, as a form of attitude and behavior. creativity; argues that pressure, person, process and product are combined with each other. Creativity according to Torrance (1968); It is the person's introduction of a new product to solve a problem in the face of a problem. In this context, Torrance creativity has been defined as an action. This action can be artistic, mechanical or theoretical. Torrance (1995) emphasizes the process of creativity. According to Turgut (1990), "Creativity means giving birth, keeping alive, bringing about. Creativity can be considered as both a process and putting forward a unique product at the end of this process (Aktamiş & Ergin, 2006).

Being in an organization that encourages creativity, enough freedom, a challenging business potential, appropriate resources, a supportive consultant, diverse and talkative colleagues, collaborative or team spirit and a sense of creativity promotes creativity and ensures that time pressure, too much in evaluation, the continuation of the status quo They stated that the importance given and excessive corporate policies hinders creativity (Amabile et al., 1996)

Global competition, developments in information and communication technologies have increased the importance of creativity. Today, organizations engage in creativity activities to create differences and value for their customers (Karcıoğlu & Kaygın, 2013). It is a driving force in the development of economy, culture, technology and science (Chang & Hsu, 2013) Individual creativity is critical for the organization to adapt to complex and competitive environments and change, to innovate, to improve its performance, to gain competitive advantage, to succeed and to survive in the sector. has an importance (Hirst et al., 2011); (Janssen & Giebels, 2013)

2.3. Creativity and Covid-19 Relationship

The corona virus (Covid-19) epidemic that started in China affected the Far-Eastern economies first, then the economies of the United States, Europe and the whole world. In this context, the spread of the Corona virus (Covid-19) epidemic around the world has affected production, supply chains, domestic and foreign trade, consumption, and caused a global recession. It has especially deeply affected the service sector. Household income has also decreased significantly (Adıgüzel, 2020).

In line with the instructions of the World Health Organization, various measures are taken in national administrations to protect public health and to get rid of the epidemic with the least damage (Acar, 2020). First of all, the quarantine process enabled the regeneration of habits related to time and space, the destruction of the natural environment with urbanization came to the fore. The transformation in business culture was experienced with the introduction of technology in all areas of social life. A significant segment of the society entered the process of working at home The fact that even family members can come together without being in the same place changed daily life, new habits and order were obtained, and creativity features began to emerge with spending time at home (Poyraz, 2020). The most common myth about when people are creative is that people are the most creative when there is time pressure (Kaygın & Çetinkaya, 2015). The fact that these individuals have a horizon beyond the expectations of the era in many fields and sectors such as science, technology, industry, investment, and so on, makes them different and special (Kaygın &

Çetinkaya, 2015). During these quarantine periods, when the creativity of these special people is revealed, the country's economy will develop.

In the Covid-19 epidemic, the frequency of psychiatric symptoms is increasing due to the direct effects of the pandemic or the quarantine and social isolation applied due to the pandemic. These symptoms include depressive symptoms, sleep disorders, anxiety, obsessive symptoms, irritability, loneliness, helplessness, and post-traumatic stress symptoms (Erdoğan & Hocaoğlu, 2020). People's productivity and peace will increase.

While pandemics show us the inadequacy of the scientific knowledge we have, on the other hand, they provide solutions to the destruction caused by the pandemic (Demirer, 2020). It is known that nothing will be the same at the end of the epidemic. Therefore, the covid-19 epidemic will help to establish new paradigms in numerous fields, from individual perception to state administrations, from ideologies to mentalities, from lifestyles to fashion, from production and consumption relations to power balances, new inventions and creativity features (Gündüz, 2020)

3. METHODOLOGI

3.1. Purpose of the Research

Pandemics cause radical changes in human life. As people continue their lives, sudden pandemics break out and their lives turn upside down. Their habits, behaviors, life styles, working styles and social habits differ. This study was conducted to investigate how individuals' self / daily creativity emerged in the Covid - 19 pandemic.

3.2. The Universe And Sample Of The Research

Between 5 May 2020-5 September 2020 Turkey 's data were collected through questionnaire method on line 352 workers from living in various places. The collected data were analyzed with the Social Sciences statistical package program.

3.3. Research Scales

Two scales were used in the study. The first part includes questions about the institution he works for, job title, age, gender, marital status, gender, education status, how he works during the pandemic and whether he lives with his family in the pandemic. In the second part, Original Kaufman Fields Creativity Scale was used. Validity and Reliability The “Kaufman Fields Creativity Scale” (KAYÖ) developed by Kaufman (2012) is a 50-item scale developed based on the view that creativity consists of multiple fields. KAYÖ consists of five sub-factors: academic, scientific / mechanical, performance (art), daily / essence and art sub-fields. It is prepared as a Likert-type five-point scale (I'm much more creative, I'm more creative, I'm similarly creative, I'm less creative, I'm a lot less creative). High scores indicate a high level of creativity. It is prepared as a Likert-type five-point scale (I'm much more creative, I'm more creative, I'm similarly creative, I'm less creative, I'm a lot less creative). In this study, the daily / self-creativity dimension was used. In this study, Self / Daily creativity scale was used as adapted to Turkish by Şahin (2016).

3.4. Theoretical Framework

H1: There is a difference between self / everyday creativity and gender.

H2: There is a difference between self / everyday creativity and marital status.

H3: There is a difference between self / daily creativity and workplace change during the pandemic period.

H4: There is a difference between self / everyday creativity and living with the family during the pandemic period.

H5: There is a difference between self / daily creativity and the institution.

H6: There is a difference between self / daily creativity and the sector studied.

H7: There was a difference between self / everyday creativity and age range

H8: There is a difference between self / everyday creativity and educational background

3.5. Demographic Findings

Table 1. Institution where Participants Work

	Frequency	Percent	Valid Percent	Cumulative Percent
Public corporation	287	66,7	66,7	66,7
private sector	82	19,1	19,1	85,8
Self-employment	61	14,2	14,2	100,0
Total	430	100,0	100,0	

As can be seen in Table.1, the participants were mostly (287) public personnel with 66.7%, then (782) people with 19.1% private sector and (61) people were self-employed with 14.2%.

Table 2. Sector Worked by Participants

	Frequency	Percent	Valid Percent	Cumulative Percent
Health	181	42,1	42,1	42,1
Education	46	10,7	10,7	52,8
Self -employment	53	12,3	12,3	6,1
Finance	37	8,6	8,6	73,7
Testil	17	4,0	4,0	77,7
Other	96	22,3	22,3	100
Total	430	100,0	100,0	

As seen in Table 2, the highest participation was in the health sector with 181 people (42.1%). Participants from the education, self-employment and finance sectors are very close to each other, with at least 17 people (4.0%) from textile.

Table 3. Age Range of Participants

	Frequency	Percent	Valid Percent	Cumulative Percent
20 age below	10	2,3	2,3	2,3
21-30	58	13,5	13,5	15,8
31-40	114	26,5	26,5	42,3
41-50	149	34,7	34,7	77,0
51-60	87	20,2	20,2	97,2
61 age over	12	2,8	2,8	100
Total	430	100	100	

As can be seen in Table 3, the highest participation was 149 people (34.7%) between the ages of 41-50, followed by 114 people (26.5) and 87 people (20.2%) between the ages of 31-40. At least 10 people (2.3%) are under the age of 20 and 12 people (2.8%) are over 61 years old.

Table 4. Gender of Participants

	Frequency	Percent	Valid Percent	Cumulative Percent
Female	244	56,7	56,7	56,7
Male	186	43,3	43,3	100,0
Total	430	100,0	100,0	

According to Table 4, Participation was 244 people (56.7%) of the participants are female and 186 people (43.3%) are male.

Table 5. Marital Status of Participants

	Frequency	Percent	Valid Percent	Cumulative Percent
Maried	302	70,2	70,2	70,2
Single	128	29,8	29,8	100,0
Total	430	100,0	100,0	

As can be seen in Table .5, 302, (70.2%) of the participants are married and 128, (29.8%) of them are single.

Table 6. Educational Status of Participants

	Frequency	Percent	Valid Percent	Cumulative Percent
Primary School	14	3,3	3,3	3,3
High School	76	17,7	17,7	20,9
Associate Degree	47	10,9	10,9	31,9
License	176	40,9	40,9	72,8
Graduate	104	24,2	24,2	97,0
Doctorate	13	3,0	3,0	100
Total	430	100	100	

As can be seen in Table 6, the majority of the participants 176 (40.9%) are undergraduate degrees. This is followed by a master's degree with 104 people (24.2%). At least 13 of the participants (3.0%) were PhD graduates and 14 (3.3%) were primary school graduates

Table 7. Where Works During Pandemic

	Frequency	Percent	Valid Percent	Cumulative Percent
Workplace	296	68,8	68,8	68,8
Home (on line)	70	31,2	31,2	100,0
TOTAL	430	100	100	

According to Table.7, 296 (68.8%) of the participants worked at work and 70 (31.2%) from home during the pandemic period.

Table 8. Living With Your Family During The Pandemic

	Frequency	Percent	Valid Percent	Cumulative Percent
Yes	360	83,7	83,7	83,7
No	70	16,3	16,3	100,0
Total	430	100,0	100,0	

As can be seen in Table 8, 360 people (83.7%) of the participants stayed with their families and 70 people (16.3%) stayed in various accommodation places to avoid contamination.

Table 9 . Cronbach's Alpha

Scale	Cronbach's Alpha	Based on Standardized Items	N of Items
Self / Daily Creativity	,848	,851	9

When Table 9 is examined, it is seen that the dimensions of the research scale are Cronbach's Alpha = 0.848. In social sciences, Cronbach's Alpha = must be greater than 7 in order to be reliable (Kılıç, 2016). This value found is very good in terms of reliability.

Table 10. KMO and Bartlett's Test

Kaiser-Meyer-Olkin Measure of Sampling Adequacy.		,897
Approx. Chi-Square		1306,225
Bartlett's Test of Sphericity	Df	36
	Sig.	,000

Two separate measurements were made to measure the validity of the variables of the scale. Kaiser-Mayer Olkin (KMO) to test sampling adequacy and Bartlett's test of Sphericity to test its significance. Bartlett's sphericity value should be 0.7 large (Kaiser, 1974). According to Table 10, Bartlett's Test = 0.897, this value is quite high. For Bartlett's Test of Sphericity to be significant, sig = 0.05 must be small (Hair et al., 2010). In Table 10, Bartlett's Test of Sphericity was found = 0,000. There is a significant correlation and correlation between all variables.

Exploratory factor analysis was performed for variables that passed KMO and Bar Bartlett's Test of Sphericity.

Table 11. Exploratory Factor Analysis

	Self / Daily Creativity	Component
1	Mediating when there is a problem or an argument between two friends	,557
2	Creating a sense of relaxation and relaxation in people	,625
3	Thinking of new ways to help people	,723

4	Planning an event or trip with friends that can meet everyone's needs	,404
5	Helping people in difficult situations	,800
6	Solving Personal Problems in healthy ways	,752
7	Choosing the best solution for a problem	,725
8	Balanced work and private life	,741
9	Teach someone how to do something	,739

Extraction Method: Principal Component Analysis.
a. 1 components extracted.

Table 11 shows the results of the exploratory factor analysis. Factor analysis was performed with the Equamaks method.

Table 12: Gender and Creativity Features Independent Samples Test

Grup	N	Mean	t	Df	Sig. (2-tailed)
Female	244	4,0615	1,617	428	0,10
Male	186	3,9086			

In Table 12, self / daily creativity characteristics and gender were compared with the Independent Samples Test method at 95% confidence interval, although the average was slightly higher in women and no significant difference was found between men and women. H1 hypothesis is rejected

Table 13. Features of creativity with marital status Independent Samples Test

Grup	N	Mean	t	df	Sig. (2-tailed)
Married	302	3,9371	1,914	428	0,05
Single	128	4,1328			

In Table 13, self / daily creativity characteristics and marital status were compared with the Independent Samples Test method at 95% confidence interval, and it was found that the creativity characteristics were lower in married people and higher in single ones. H2 hypothesis was accepted.

Table 14. Work Type Change and Creativity Features During Pandemic Independent Samples Test

Grup	N	Mean	t	df	Sig. (2-tailed)
Yes	296	4,0473	1,560	226,245	,120
No	134	3,8806			

In Table 14, self / daily creativity features and the Change in Working Method During Pandemic are compared with the Independent Samples Test method with a 95% confidence interval, although the creativity characteristics of those who work outside the workplace are a bit high, no significant difference was observed between them. H3 hypothesis was rejected.

Table 15. Living with the Family During the Pandemic Creativity Features Independent Samples Test

Grup	N	Mean	t	Df	Sig. (2-tailed)
Yes	360	3,9806	-,715	428	,475
No	70	4,0714			

In Table 15, self / daily creativity characteristics and living with the family during Pandemic are compared with the Independent Samples Test method with a 95% confidence interval, although the creativity characteristics of those living with their family are a bit high, no significant difference was observed between them. H4 hypothesis was rejected.

Table 16. Test of Homogeneity of Variances (Creativity features with the institution he works for)

Levene Statistic	Df1	df2	Sig.
2,618	2	427	,074

In order to investigate whether there is a difference between the sectors, Anova test was performed and the Anova test was performed because the Levene Statistic f value was sig = ,074.

Table 17. Institution of working creativity features Anova test

	Sum of Squares	Df	Mean Square	F	Sig.
Between Groups	6,769	2	3,385	3,620	,028
Within Groups	399,221	427	,935		
Total	405,991	429			

According to Table 17, a significant difference was observed because the F value = 3.620 and sig = 0.028. H5 hypothesis was accepted.

Table 18. Test of Homogeneity of Variances (Work Industry and Creativity)

Levene Statistic	Df1	df2	Sig.
3,872	5	424	,002

According to Table 17, the Anova test could not be performed between the working sector and creativity characteristics because the Levene Test = .002 H6 hypothesis was rejected.

Table 19. Test of Homogeneity of Variances (Age range and Creativity)

Levene Statistic	Df1	df2	Sig.
4,362	5	424	,001

According to Table 19, the Anova test could not be performed between the age range and creativity because the Levene Test = .05, H7 hypothesis was rejected.

Table 20. Test of Homogeneity of Variances (Education and Creativity)

Levene Statistic	Df1	df2	Sig.
,261	5	424	,934

According to Table 20 , the Levene Test = ,934, so the Anova test was performed.

Table 21 Educational Status and Creativity Features Anova test

	Sum of Squares	Df	Mean Square	F	Sig.
Between Groups	8,433	5	1,687	1,799	,112
Within Groups	397,558	424	,938		
Total	405,991	429			

According to Table 21, since F = 1.799 and Sig = .112, no significant difference was found between educational status and Creativity characteristics. H8 Hypothesis rejected

4. CONCLUSION

It is obvious that there will be individual and social changes in our lives after the global pandemic epidemic. This epidemic caused radical changes in our lives by putting it into the compulsory social isolation process that humanity is not used to. Like every pandemic in human history, this pandemic has provided people with advantages and disadvantages. Individuals found it difficult to live alone and spend long periods of time alone or around family.

Quarantine practices or social isolation practices experienced during the pandemic caused anxiety in individuals and affected them psychologically and physiologically. In addition, when the pandemic will end and the effects of the pandemic is still uncertain, it creates pressure on individuals. Buddha causes mental depressions, anxiety, stress, fear, and unhappiness.

With the necessity of spending time at home, occupations, hobbies and habits that are about to be forgotten have emerged. Opportunities to learn what people want to learn with online trainings have emerged and combined with their creativity features have led to innovations. People have had the chance to improve themselves and their family, and new inventions and habits have been formed through cooperation. When we look at our environment, we will see that there is creativity everywhere. People reveal their characteristics they have not discovered before by doing activities they have not done so far, and those shared on social media support these behaviors of people. Time caused by boredom prevents people from dulling their creativity and makes them feel physiologically and psychologically well.

As can be seen in the study, there is no difference according to gender regarding creativity. Men and women can reveal their creativity during the pandemic period. Those who were married had less creativity than singles. Because in married people, the responsibilities of spouses and children make it difficult for creativity to emerge. It affects the creativity of the people in the institution where they work. Routine work reduces creativity. Briefly, as understood from the study, the pandemic has affected all people. Factors such as gender, industry, working style, living with the

family, education level, and age range should all affect the creativity created by the pandemic and there is no significant difference between the groups.

To prevent the global pandemic, it cannot be prevented by a single country's effort. Even developed countries were caught unprepared for such pandemics and many systems, especially health systems, collapsed. Therefore, the problems can be solved by taking decisions with international policies and solidarity. One of the advantages of this pandemic is that it will be understood how important humanity, nature and health are, violence and wars are meaningless.

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