There is a global call for creativity to improve and expand the knowledge economy. The production of more creative individuals from our education system requires that creativity skills be taught alongside existing curriculum. This research investigates the requirements for developing a system for teaching creativity skills alongside the original course curriculum. The research focuses on two aspects of creativity – the creative process and the aspects of the environment for supporting creativity. Several creativity theories will be used and include Wallas’ Creative Stage Theory, Resnick’s Creativity Spiral, De Bono Thinking Steps and Roger von Oech’s Creative Strategies. An online social network has been chosen as the ideal environment for supporting creative work. Processes based on creativity theories will be integrated into the social network together with design principles for Creativity Support Tools (CSTs). This presentation will introduce the system’s design, highlight the contributions of this research in relation to the current research in the field and give insight into future research projects resulting from this work.