



FINAL EXAMINATION

Semester	:	MAY 2025 SEMESTER
Programme Name	:	BSc (HONS) BUSINESS MANAGEMENT BA (HONS) ACCOUNTING & FINANCE (ACCOUNTING) BSc (HONS) MARITIME BUSINESS (LOGISTICS) BSc (HONS) COMPUTER SCIENCE (CYBER SECURITY) BSc (HONS) COMPUTER SCIENCE (SOFTWARE ENGINEERING)
Course Code & Name	:	MPU3223 CREATIVE PROBLEM SOLVING
Duration	:	3 HOURS

INSTRUCTIONS TO CANDIDATES:

1. Please read the instructions given in the question paper **CAREFULLY**.
2. The question paper consists of **FOUR (4)** questions.
3. Answer **ALL** questions in the question paper.
4. Answers to the questions are to be written into the examination booklet.
5. Electronic dictionaries, lecture notes, files or any unauthorised materials except writing equipment are strictly prohibited.

This question paper must be submitted along with all used and/or unused rough papers and/ or graph papers (if any). Candidates are **NOT ALLOWED** to take any examination paper(s) used or unused out of the examination hall.

WARNING:

The Examination Board of Peninsula College Georgetown regards cheating as a very serious offence and will not hesitate to mete out the appropriate punitive actions according to the severity of the offence committed, and in accordance with the clauses stipulated in the Students' Handbook, up to and including expulsion from Peninsula College Georgetown.

(This booklet contains 2 printed pages including this page)

DO NOT OPEN THIS BOOKLET UNTIL YOU ARE ALLOWED TO DO SO

Answer **ALL** the questions on the separate sheet provided.

[100 marks]

1. a) Define **Thinking Actively in a Social Context (TASC)**. (1 mark)
- b) Students are often late submitting homework in a class of diploma students in a private higher education. Apply the **TASC framework** to solve a real-life classroom problem and outline how each stage of the TASC wheel could be used to address this issue. (24 marks)
Total: [25 marks]
2. a) List the **SIX (6)** steps in the **Osborn-Parnes Creative Problem-Solving Process**. (6 marks)
- b) Analyse how Osborn's refined **THREE (3)-stage Creative Problem-Solving process** improves the effectiveness of problem-solving process. Use relevant examples to support your analysis. (15 marks)
- c) Explain the **TWO (2)** importance of incubation stage during the **Seven-Stage Process** (Osborn, 1952) for Creative Problem Solving. (4 marks)
Total: [25 marks]
3. a) Differentiate between a **Mind Map** and a **Concept Map** in the creative thinking process. (10 marks)
- b) Imagine you are part of a group tasked with finding innovative ways to reduce plastic usage in your local community. Apply **THREE (3) creative thinking strategies (SCAMPER, Six Thing Hats, ALUo)** to generate and evaluate possible solutions. Clearly explain how each strategy is used in the context of this problem. (15 marks)
Total: [25 marks]
4. a) Explain the **SIX (6)** steps of process in problem-solving. (12 marks)
- b) List and briefly define any **FOUR (4)** tools or strategies mentioned in the notes that are used in the problem-solving or troubleshooting process. (8 marks)
- c) Define the terms :
- i) Lateral Thinking (2 marks)
- ii) Six Thinking Hats (2 marks)
- iii) Mind Map (1 mark)
Total: [25 marks]

- END OF QUESTIONS -