



TAKE HOME EXAMINATION

Programme : **BA (HONS) BUSINESS
BSC. (HONS) MARITIME BUSINESS & LOGISTICS**
Academic year : **2020/21**
Stage : **2**
Course : **CREATIVE PROBLEM SOLVING**
Course Code : **MPU3223**
Time Allowed : **3 HOURS**

INSTRUCTIONS TO CANDIDATES:

1. Please read the instructions given in the question paper **CAREFULLY**.
2. Answer **ALL FOUR (4)** questions.
3. Answers to the questions are to be handwritten in paper.
4. Please write your student ID number on the first page of your answer script.
DO NOT write your name.

WARNING:

The Examination Board of Peninsula College Georgetown regards cheating as a most serious offence and will not hesitate to mete out the appropriate punitive actions according to the severity of the offence committed, and in the 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 FOUR (4)** questions.

1. a) Define "Problem Solving" and explain with an example. (5 marks)
b) Analyse the differences between well-defined problem and ill-defined problem. **THREE (3)** points for well-defined problem and **THREE (3)** points for ill-defined problem. (12 marks)
c) Discuss **FOUR (4)** characteristics of real problems. (8 marks)
2. a) Define "Creativity" and explain with an example. (5 marks)
b) Explain the components in The Four "C" Model of creativity. (12 marks)
c) Discuss **FOUR (4)** creative personalities by Torrance. (8 marks)
3. a) Analyse the differences between short-term memory and long-term memory. **TWO (2)** points for short-term memory and **TWO (2)** points for long-term memory. (8 marks)
b) Analyse the differences between simple transfer and complex transfer of creative problem-solving strategy. **TWO (2)** points for simple transfer and **TWO (2)** points for complex transfer. (8 marks)
c) Discuss **THREE (3)** key features in social constructivism. (6 marks)
d) Define self-efficacy and explain with an example. (3 marks)
4. a) Discuss the Salmon's model of Learning Online. (10 marks)
b) Explain **FIVE (5)** Characteristics of An Environment That Influence Intrinsic Motivation in fostering creative problem-solving skills with examples. (15 marks)

- END OF QUESTIONS -