



Problem Solving

Creative Solutions to an Uncreative Life

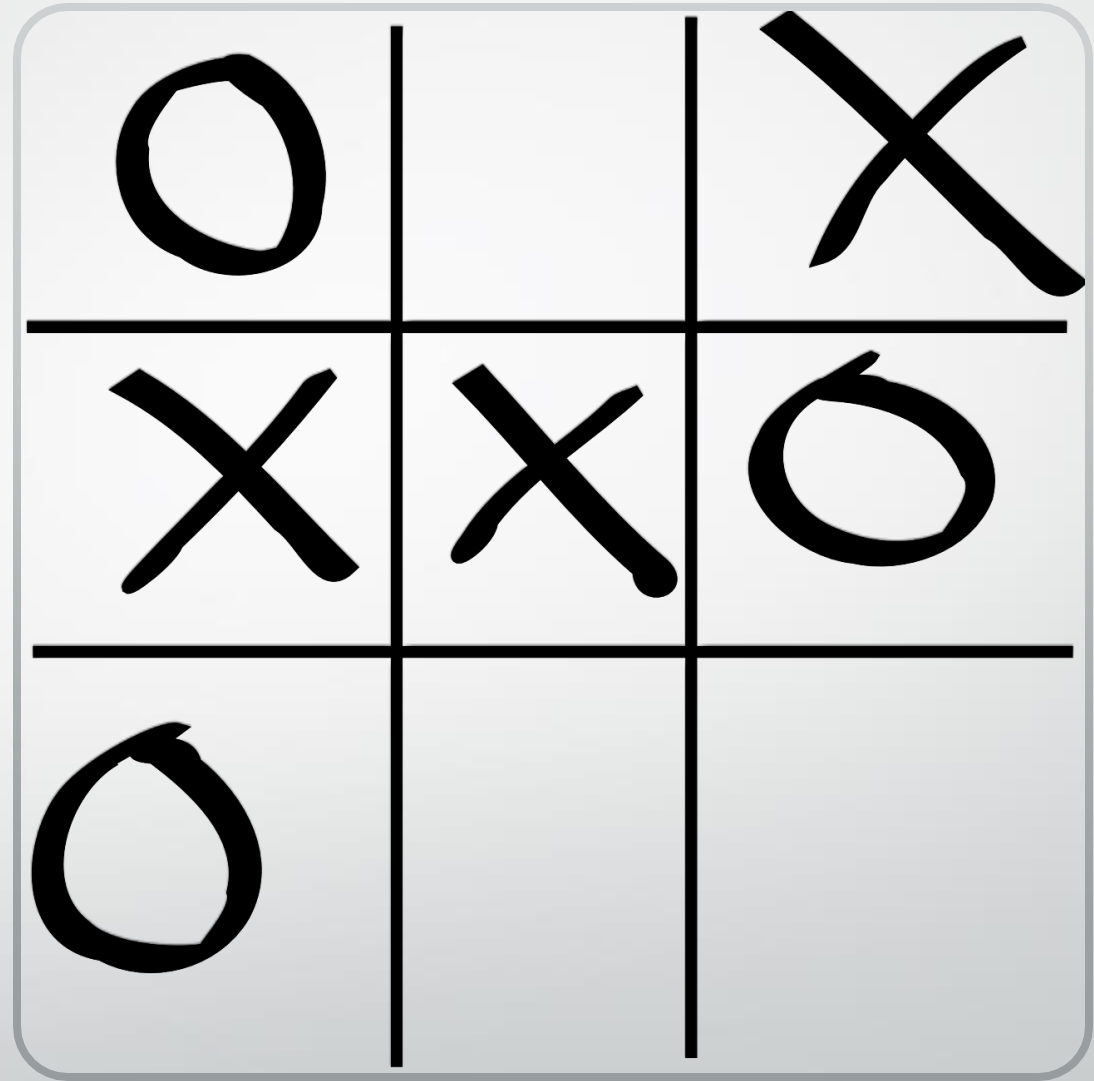
By Kristopher Johnson, Emily Overton, and Smith

What is Problem Solving?

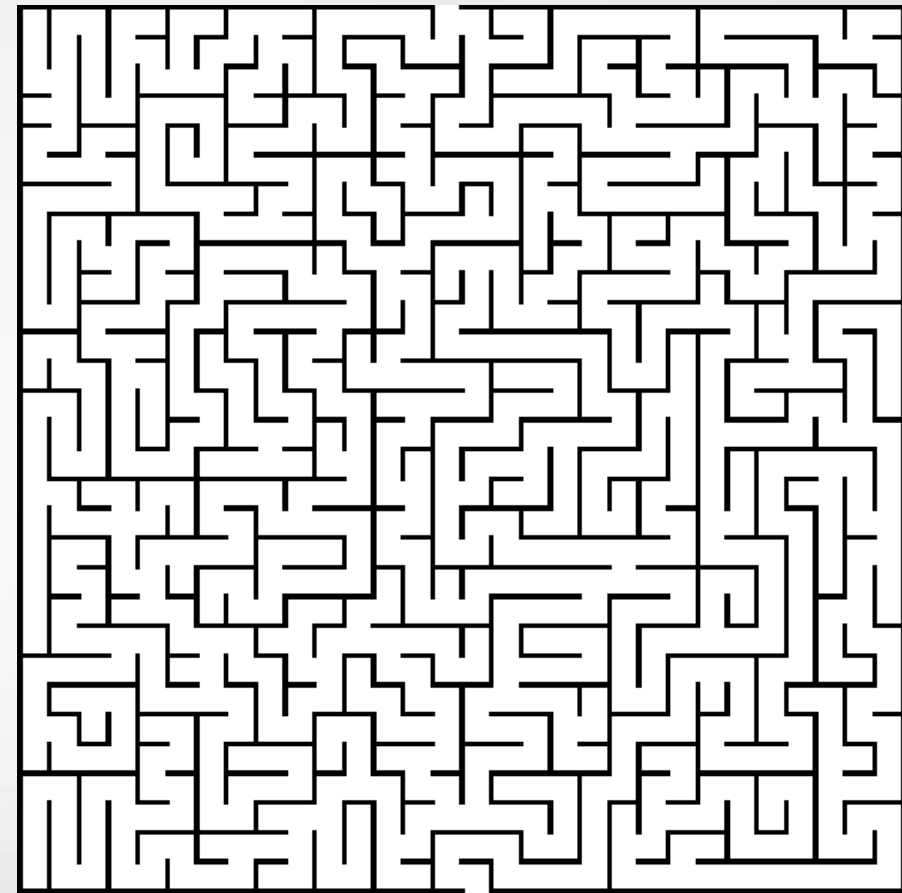
- Marian-Webster defines problem solving as "the process or act of finding a solution to a problem."
- To expand on this definition, every person here uses problem solving every day. The use of our past experiences and our ever-growing knowledge shapes every decision we make

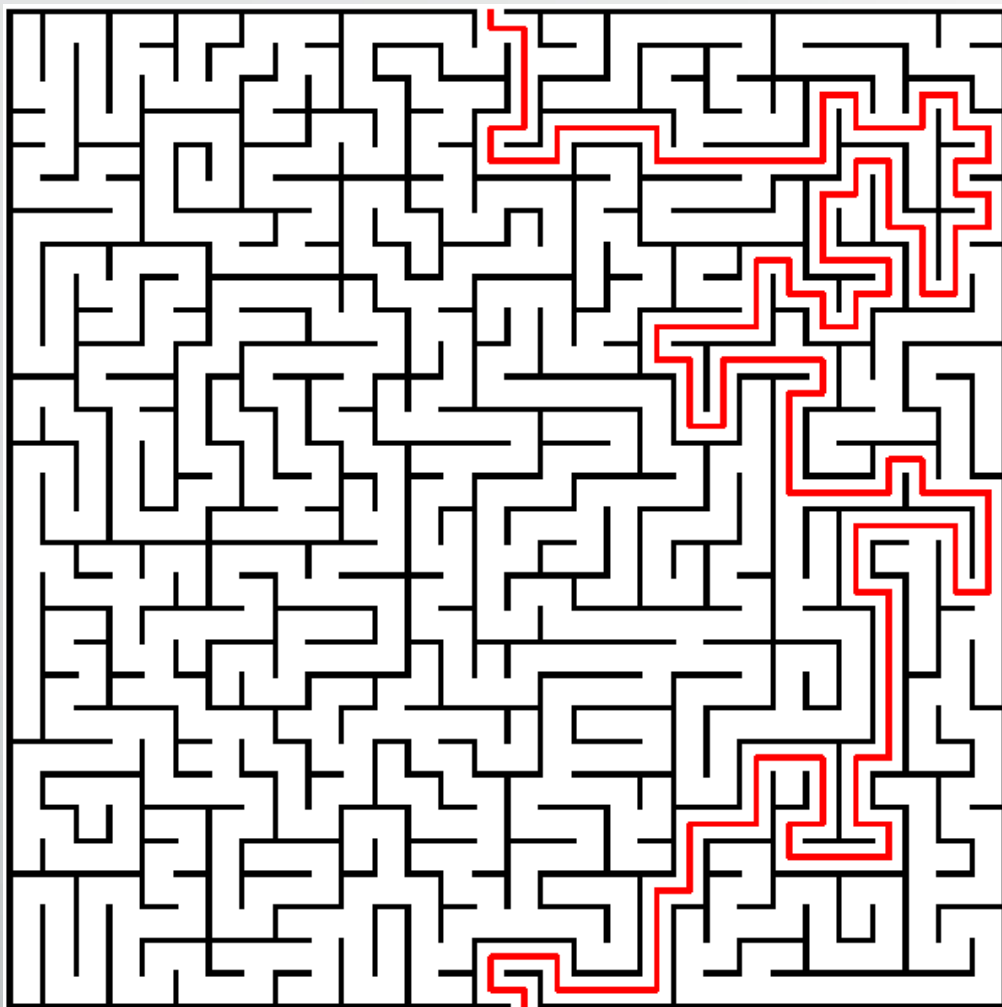
Present in All Stages of Life

- From the day we start making decisions on our own we are practicing problem solving.
- Many games we play as children are designed to help with critical thinking and problem solving.

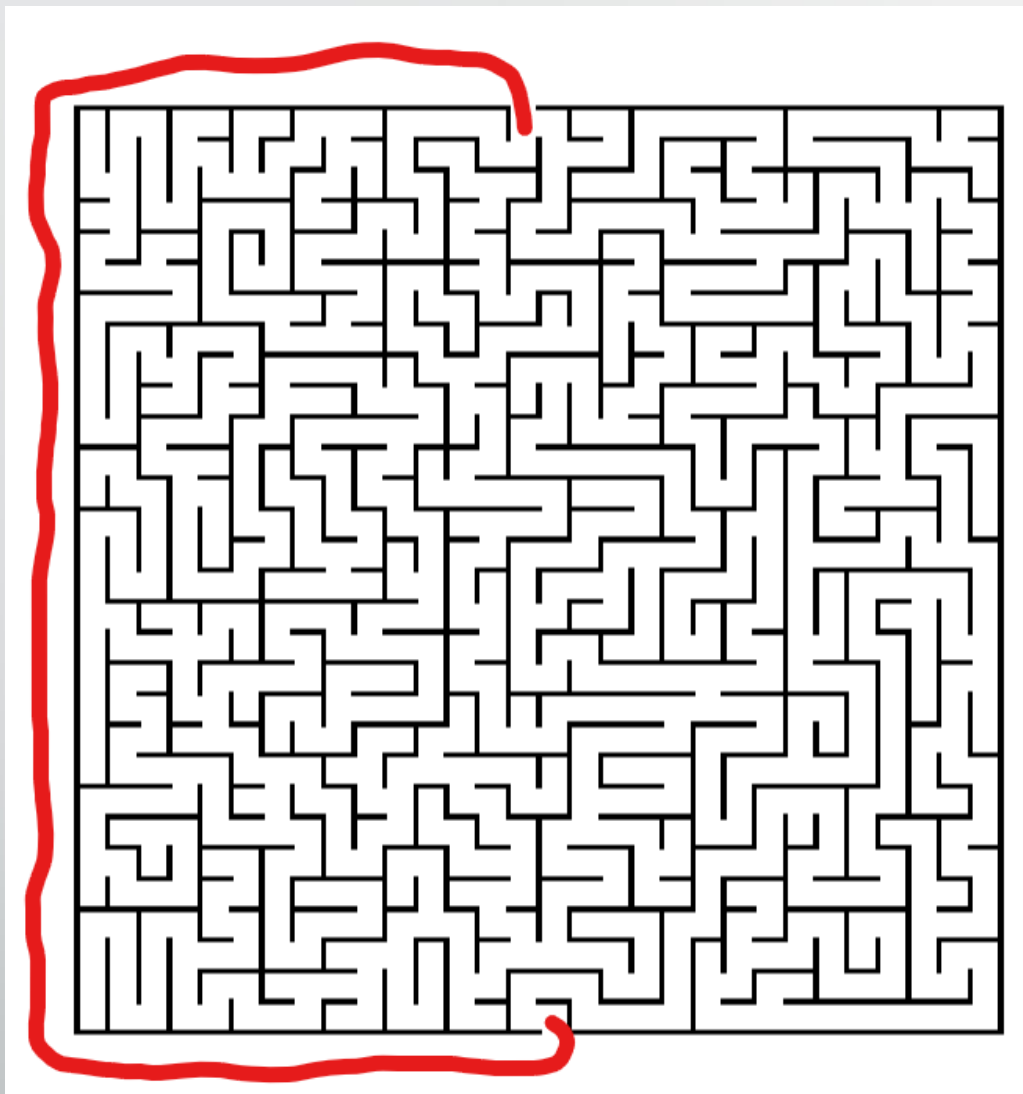


Let's see how you handle
one of the best known
puzzles: the maze.





Here is the common
solution



Here's the quickest solution.



The Steps of Problem Solving

A (very) Brief List:

1. Identify the Problem
2. Determine Complexity of Problem
3. Brainstorm Solutions
4. Implement a Solution
5. Did The Solution Work? Did It Work Well?
6. Revise the Solution if Needed

Problem Solving in College

- As college students it is easy to say that problem solving is something that we do constantly. But, what exactly do we use problem solving for?
- The first answer that comes to mind is our classes. Most people come to college to expand their knowledge on one of many complex and detailed subjects.
- However, problem solving extends beyond the classroom. What time should you go to bed to get to class on time? How much time should you waste procrastinating? Should you really take that 8am class(no)?



“

There are no more than five musical notes, yet the combinations of these five give rise to more melodies than can ever be heard.

”

- Sun Tzu, The Art of War

Problem solving is not just running at a problem with whatever is your in hand in hopes of something magically turning out better. Problem solving is the art of creatively deciding what tools you have and how to apply them.

Creativity versus Straight-Forward

- **CREATIVE**

- - Finding new or re-inventing old ways to solve problems
- - Creativity in Science and Math fields.
- - Not as easy to learn or teach

- **STRAIGHT-FORWARD**

- -Faster depending on situation
- -Easier to teach and implement
- -Won't solve all problems
- -Complexity is your enemy



Thanks For Listening!