

1163-D5-1137      **Adam Case\*** ([adam.case@drake.edu](mailto:adam.case@drake.edu)), Drake University, Collier-Scripps Hall, 3rd Floor, 2702 Forest Avenue, Des Moines, IA 50311. *Using Computer Game Software to Teach Creative Problem Solving in a First-Year Seminar*. Preliminary report.

In this talk, I discuss an experimental first-year seminar that uses computer game software to teach creative problem solving to a class of twenty first-year college students. The software used is a puzzle game (which can be played cooperatively by two students on a single Apple iPad) where the rules to each puzzle are never explicitly stated. Students, therefore, must derive the rules themselves and master them. As students make progress in the game, they build up a significant body of knowledge regarding the rules to the puzzles and various strategies for solving them. I also describe an initial quantitative study in which I explored how students' attitudes toward their own creative problem solving abilities changed by the end of the semester. A reflection on the results of the study will be discussed, along with ideas for improving the course. (Received September 14, 2020)