

Creativity, Problem Solving and Innovation (CPI)

As part of the curriculum, students are informed to undertake a course “Creativity, Problem Solving and Innovation” (Credit: 01). In view of this, students are informed to submit the assignment as detailed below.

Assignment Submission

Mode of Assessment: Supporting Creative Problem Solving with a Case-Based Reasoning System (experiential learning)

Experiential learning is an engaged learning process whereby students “learn by doing” and by reflecting on the experience. Experiential learning activities can include, but are not limited to, hands-on laboratory experiments, internships, practicums, field exercises, study abroad, undergraduate research and studio performances.

Well-planned, supervised and assessed experiential learning programs can stimulate academic inquiry by promoting interdisciplinary learning, civic engagement, career development, cultural awareness, leadership, and other professional and intellectual skills.

Learning that is considered “experiential” contain all the following elements:

1. Reflection, critical analysis and synthesis.
2. Opportunities for students to take initiative, make decisions, and be accountable for the results.
3. Opportunities for students to engage intellectually, creatively, emotionally, socially, or physically.
4. A designed learning experience that includes the possibility to learn from natural consequences, mistakes, and successes.

How does it work?

- knowledge—the concepts, facts, and information acquired through formal learning and experience.
- activity—the application of knowledge to a “real world” setting; and
- reflection—the analysis and synthesis of knowledge and activity to create new knowledge”.

Kindly come up with the activity related to the above. For examples, the activity can be and not limited to.

- ***Conduct a critical review about a novel software/algorithm/method and so on.***
- ***Failure of iPhone 15?***
- ***Worst iPhones of all time***
- ***10 cases of cybersecurity failure in recent times***

The abovementioned activities are just an example, and the activities are open to the interests of the students.