

Assess Problem Solving

Shortcuts

In Shortcuts, Candidates need to move the blue marble to the starred area. The aim is to do sufficiently as possible for each puzzle.

Candidates who will do this are likely to have a strong Reasoning and aptitude knowledge.

AIM: Move Blue Marbel to the Stars

IMP Points To Remember

- Keep the Distance Traveled by the Marble as less as possible.
- Less than 15 is recommended if you want Great Score
- Touch the numbers in between the lines to move the marbel.
- Difficulty Increases as you solve more puzzles

GAME 1: IBM COGNITIVE ABILITY ASSESSMENT – “SHORTCUTS”

In this gamified assessments **your goal is to move the blue marble to the area with stars, while minimizing the distance the blue marble travels.** In other words, **you need to use as few moves as possible.** The difficulty level will increase as you advance through the game.



Sometimes you will have to work around obstacles. These red marbles will be blocking your path to the stars.

NEXT



20

10

OK

GOOD

GREAT

C

Refilling

Sometimes you will see a shaded space. You can move the blue marble to this space to remove some of the distance you have built up. You can only use this once for each puzzle. Try it out now.



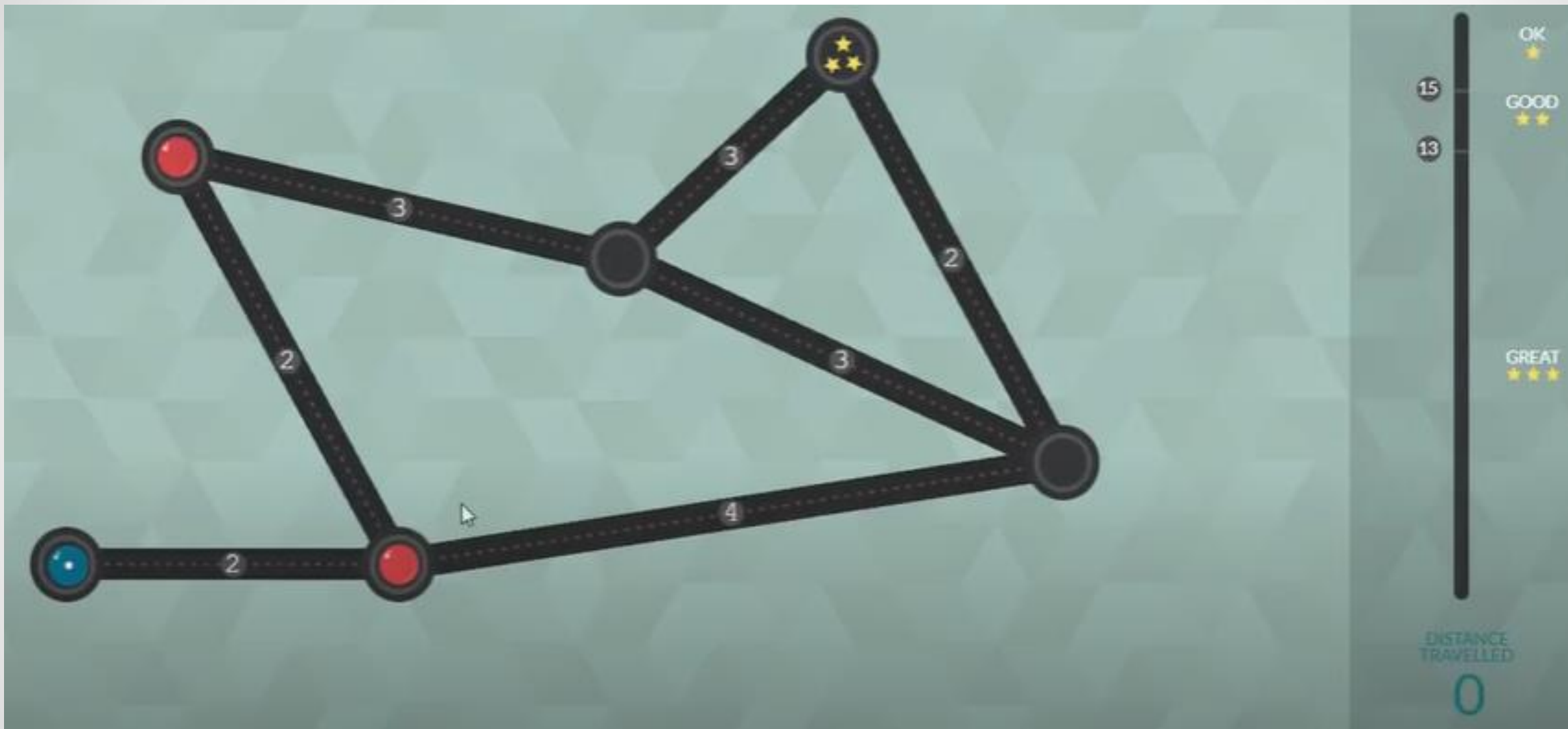


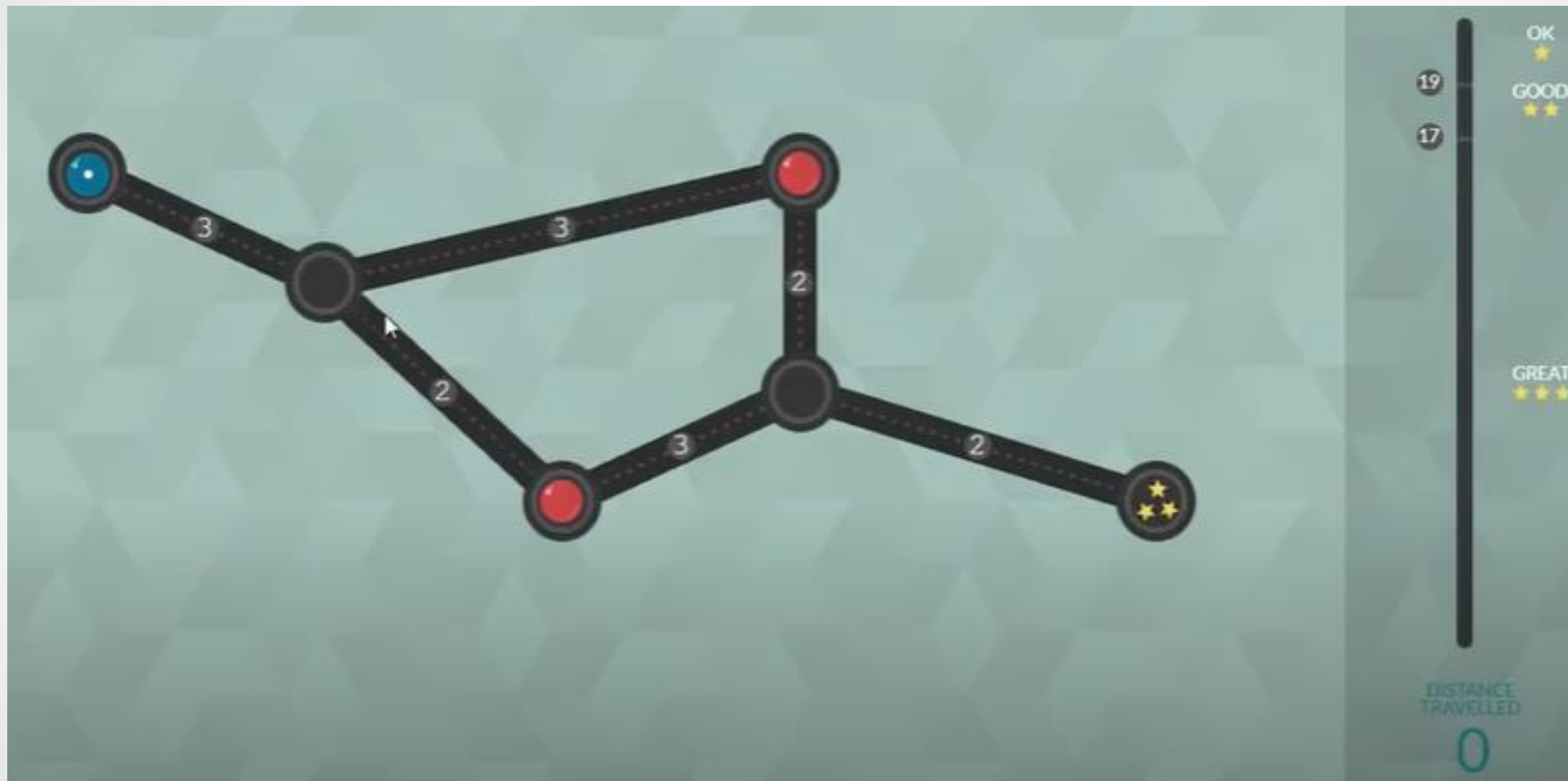
Final Practice

Now here's another practice puzzle for you. Try to complete it with the lowest distance possible.

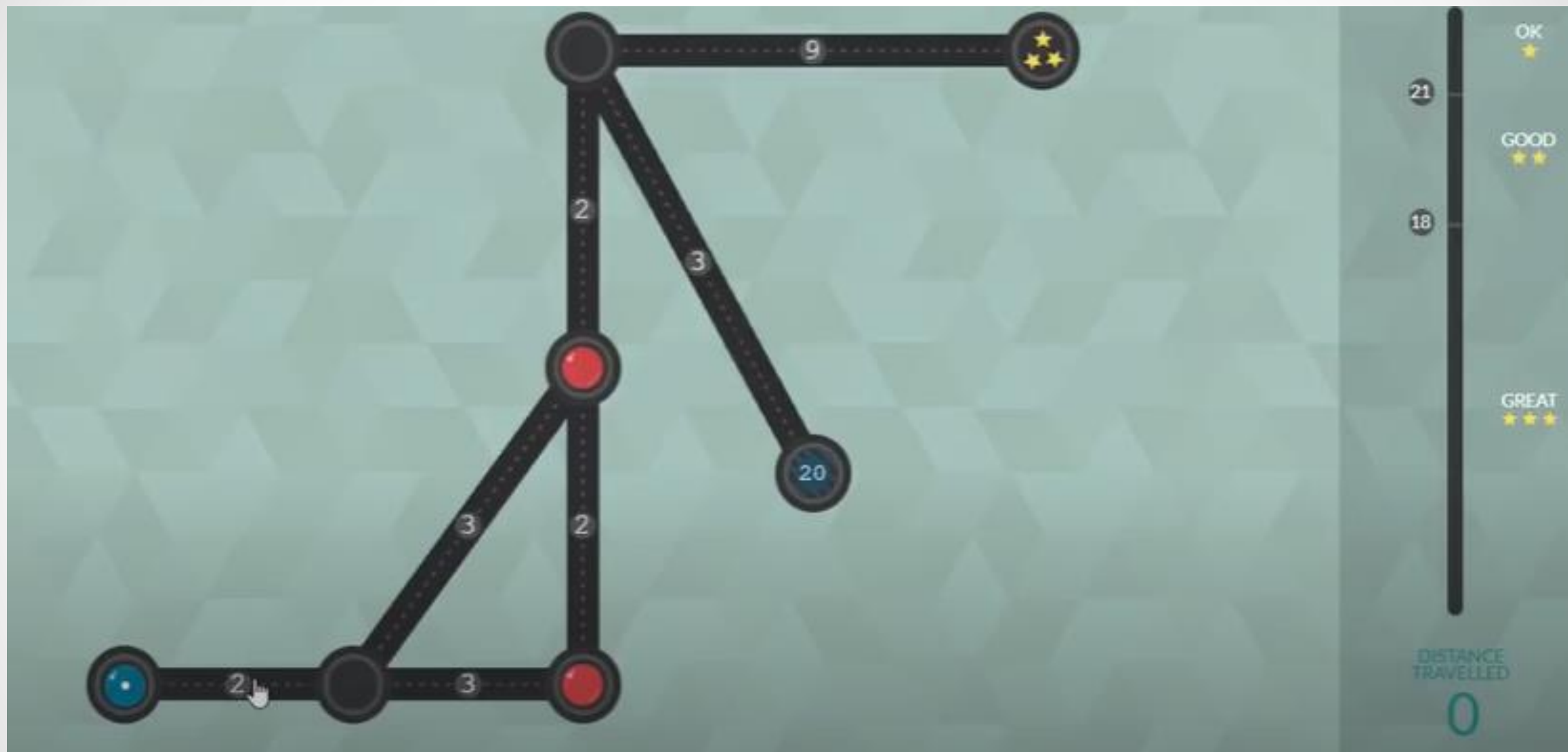


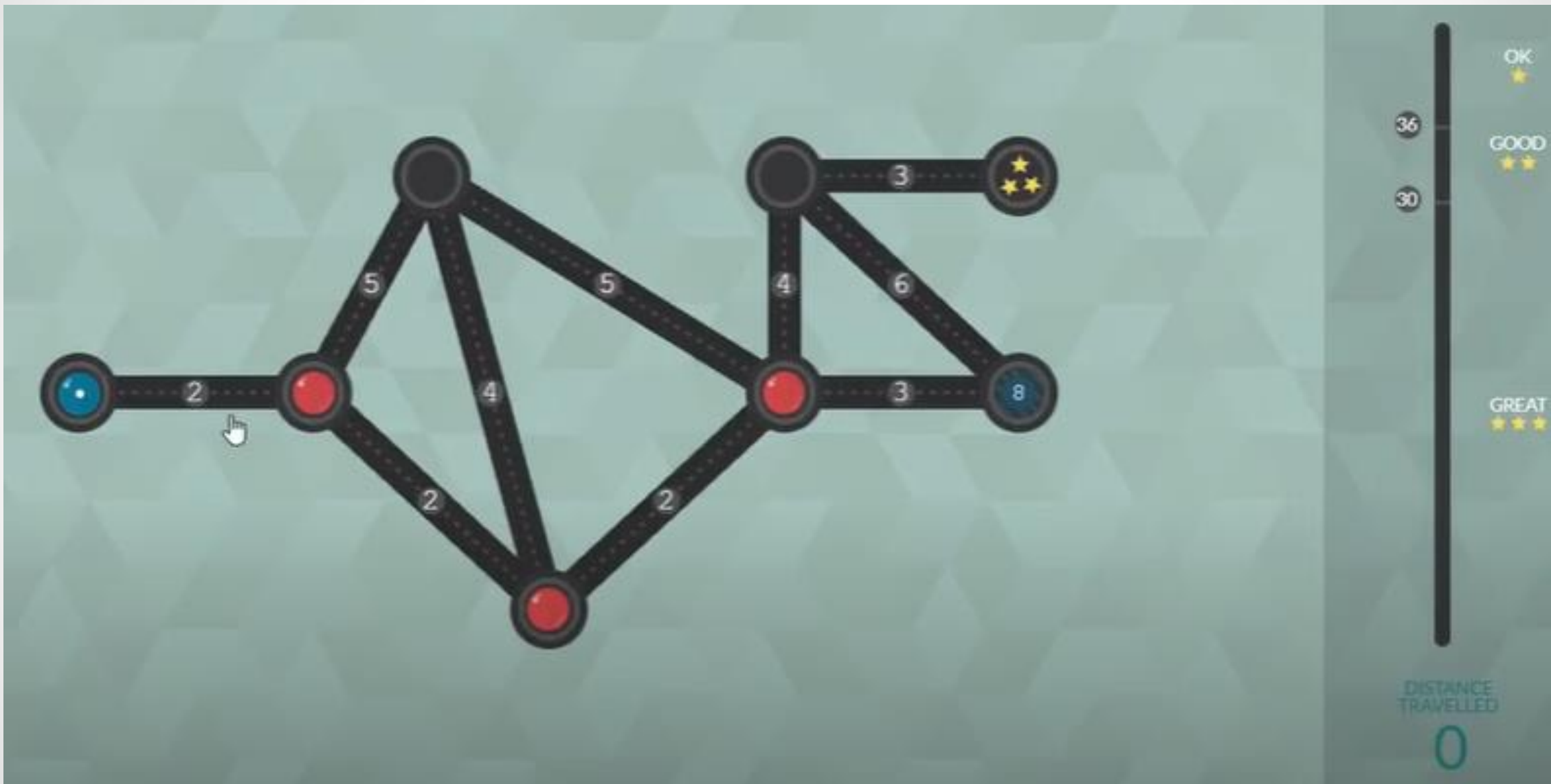
















Gridlock

In Gridlock, the candidates solves a succession of puzzles by fitting all pieces into the grid as quickly as they can.

Candidates who will do this are likely to have a strong general and spatial reasoning skills.

AIM: Fill the main area with blocks given

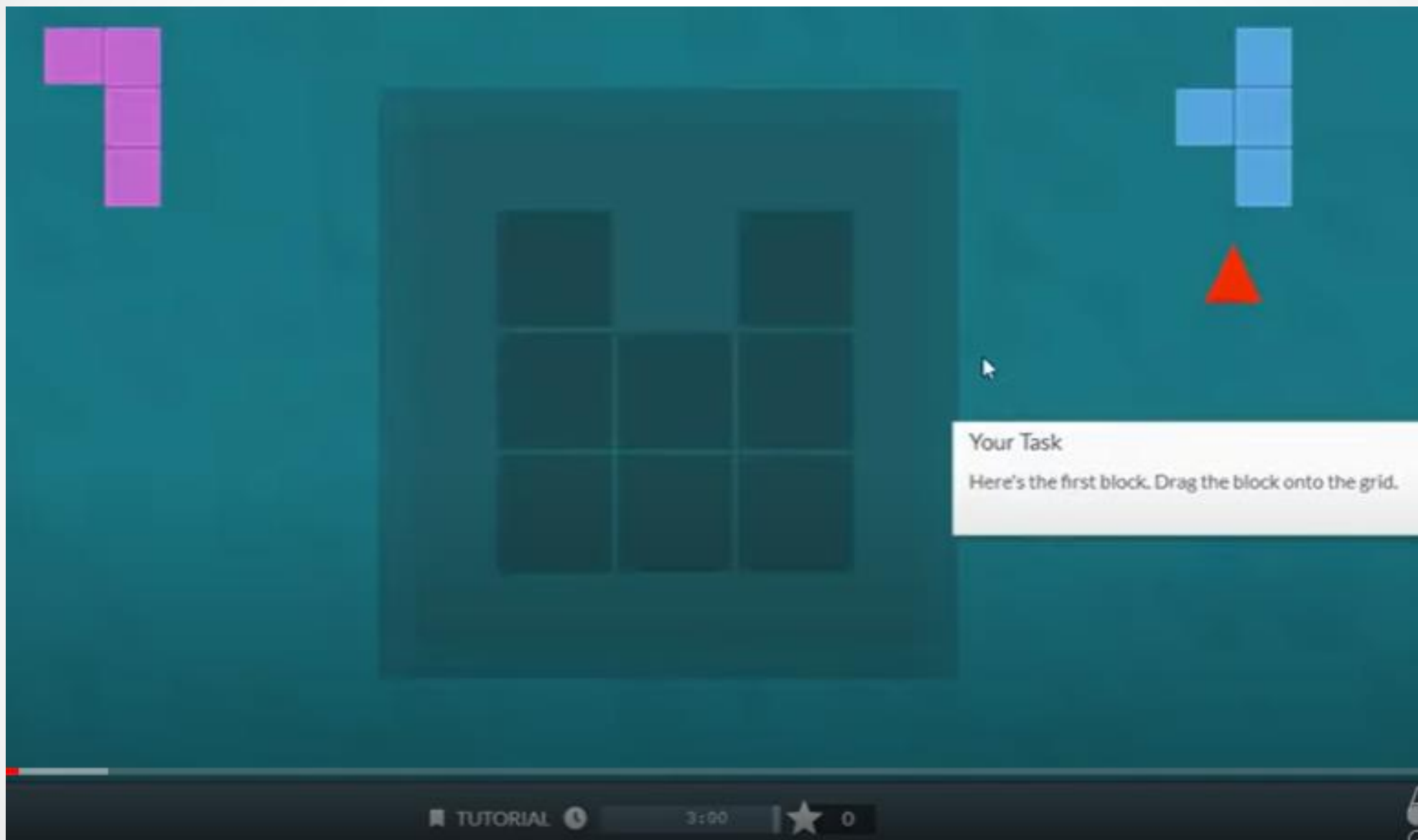
IMP Points To Remember

- 3 mins is the total time to solve as much puzzles as you can.
- Difficulty Increases as you solve more puzzles
- Click on the blocks outside the main area to rotate them to the desired angle

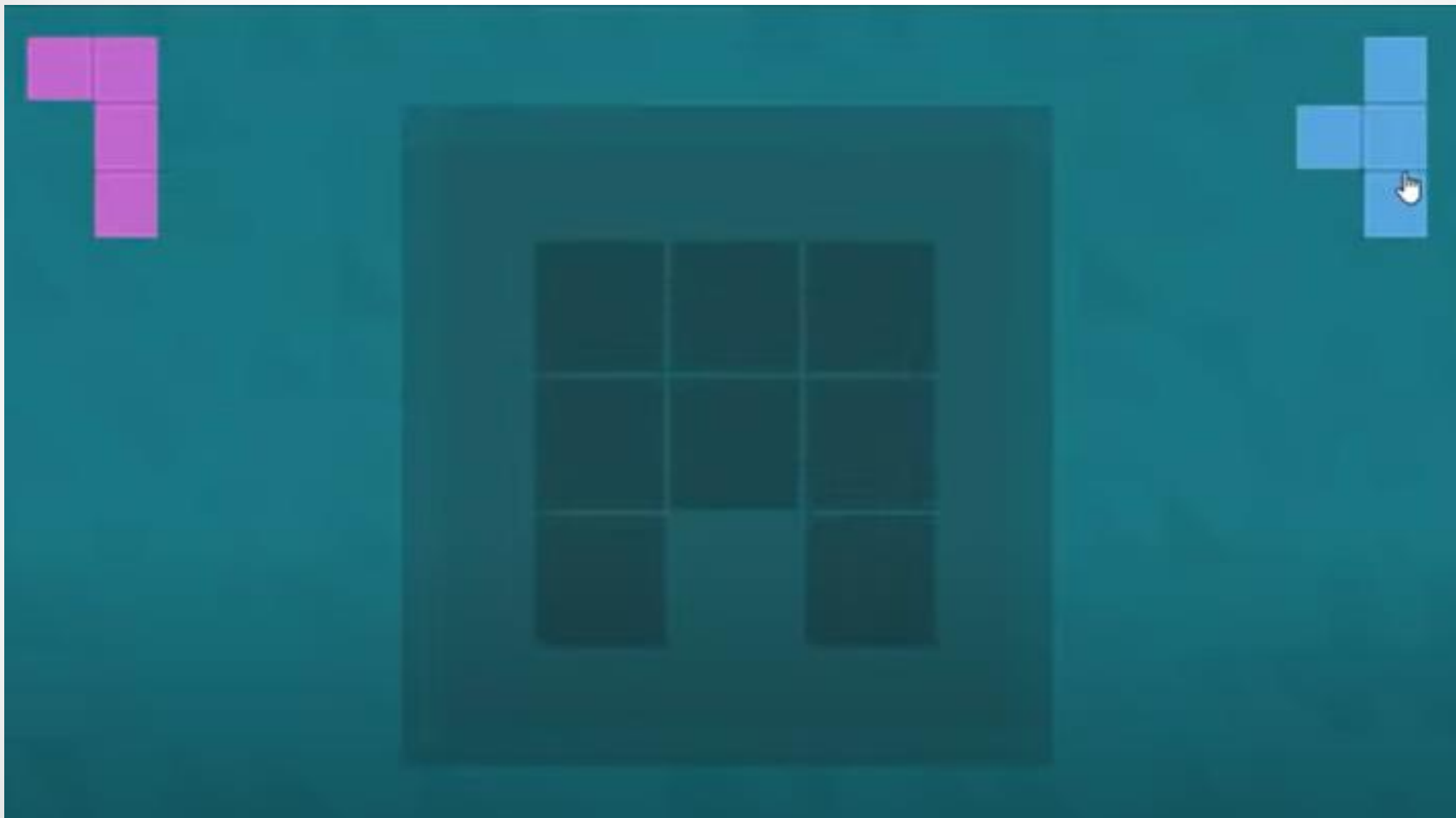
GAME 2: IBM COGNITIVE ABILITY ASSESSMENT – “GRIDLOCK”

The second of IBM Cognitive Ability Assessments is called a ‘Gridlock’. Gridlock is an IBM gamified assessment which **will** require candidates to solve a number of puzzles by fitting all pieces into the grid as quickly as possible.

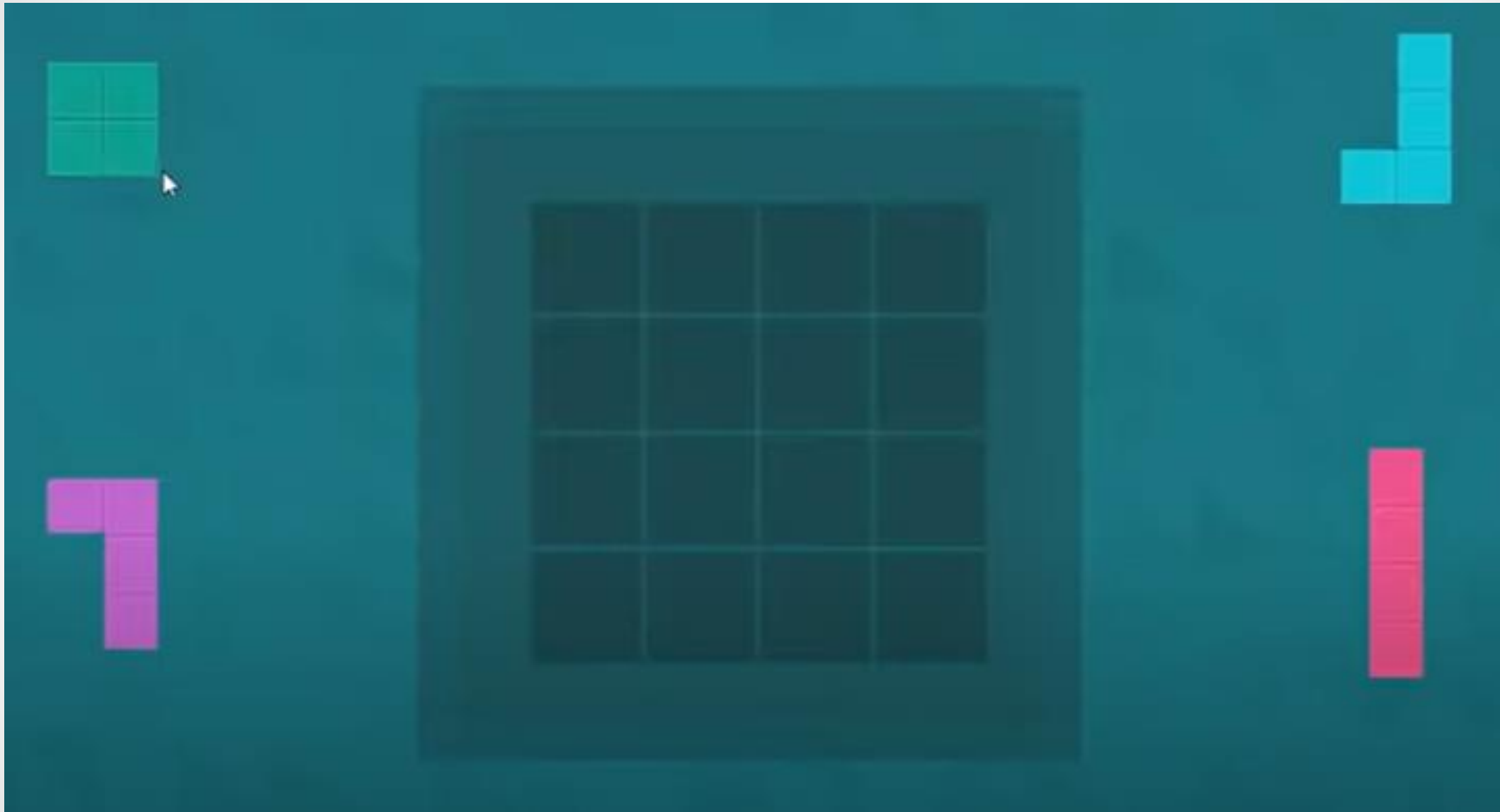


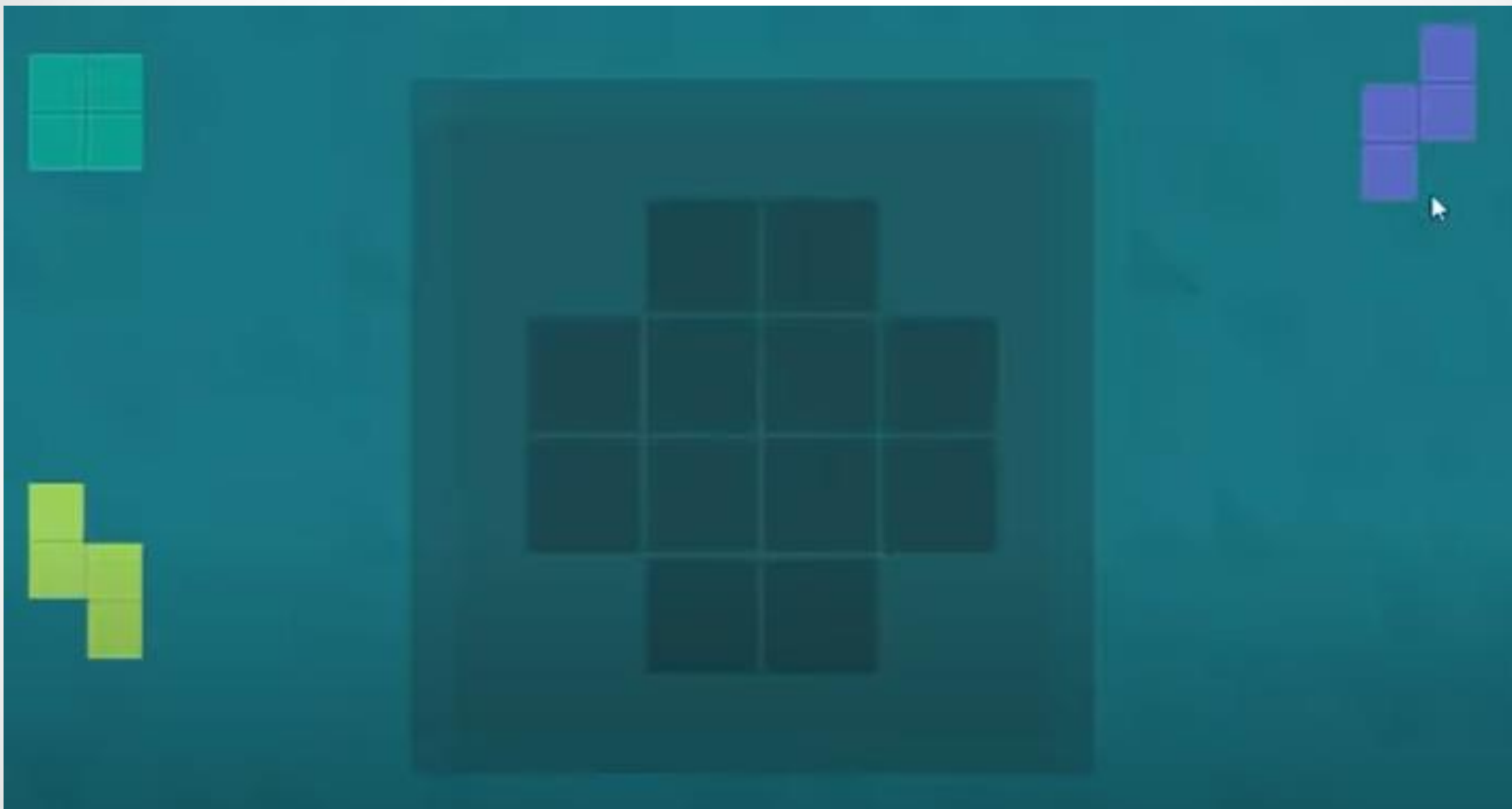


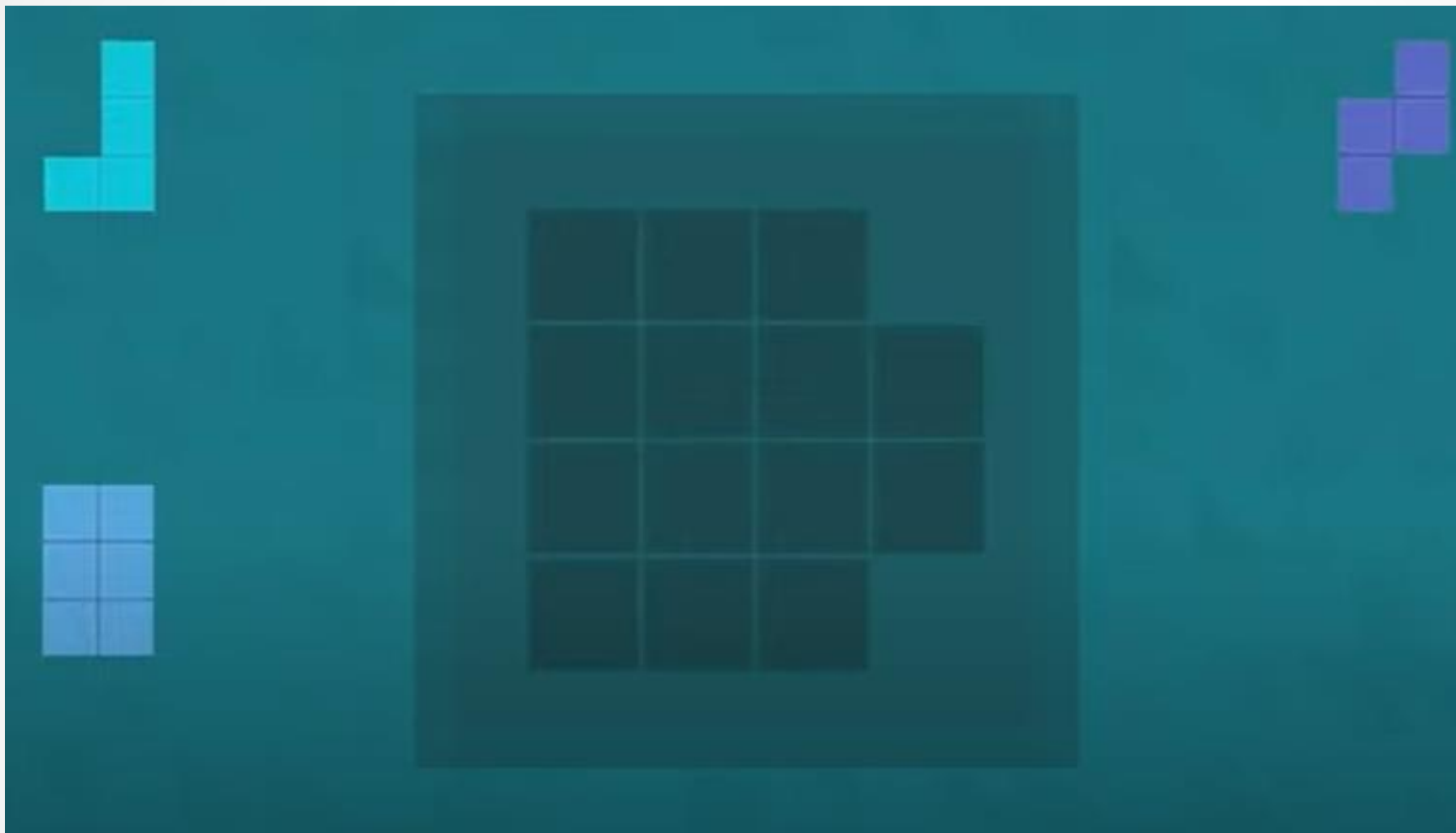


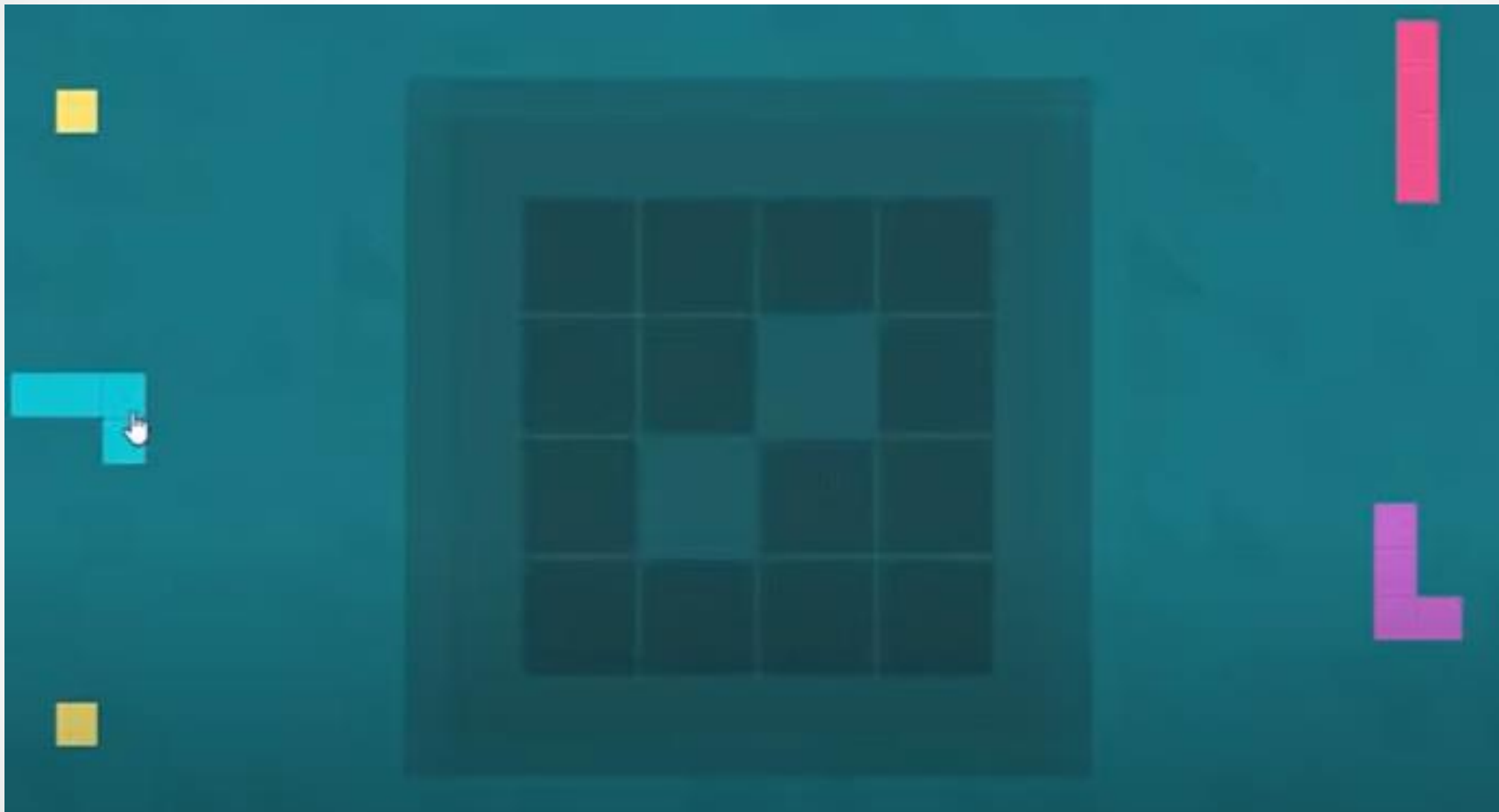


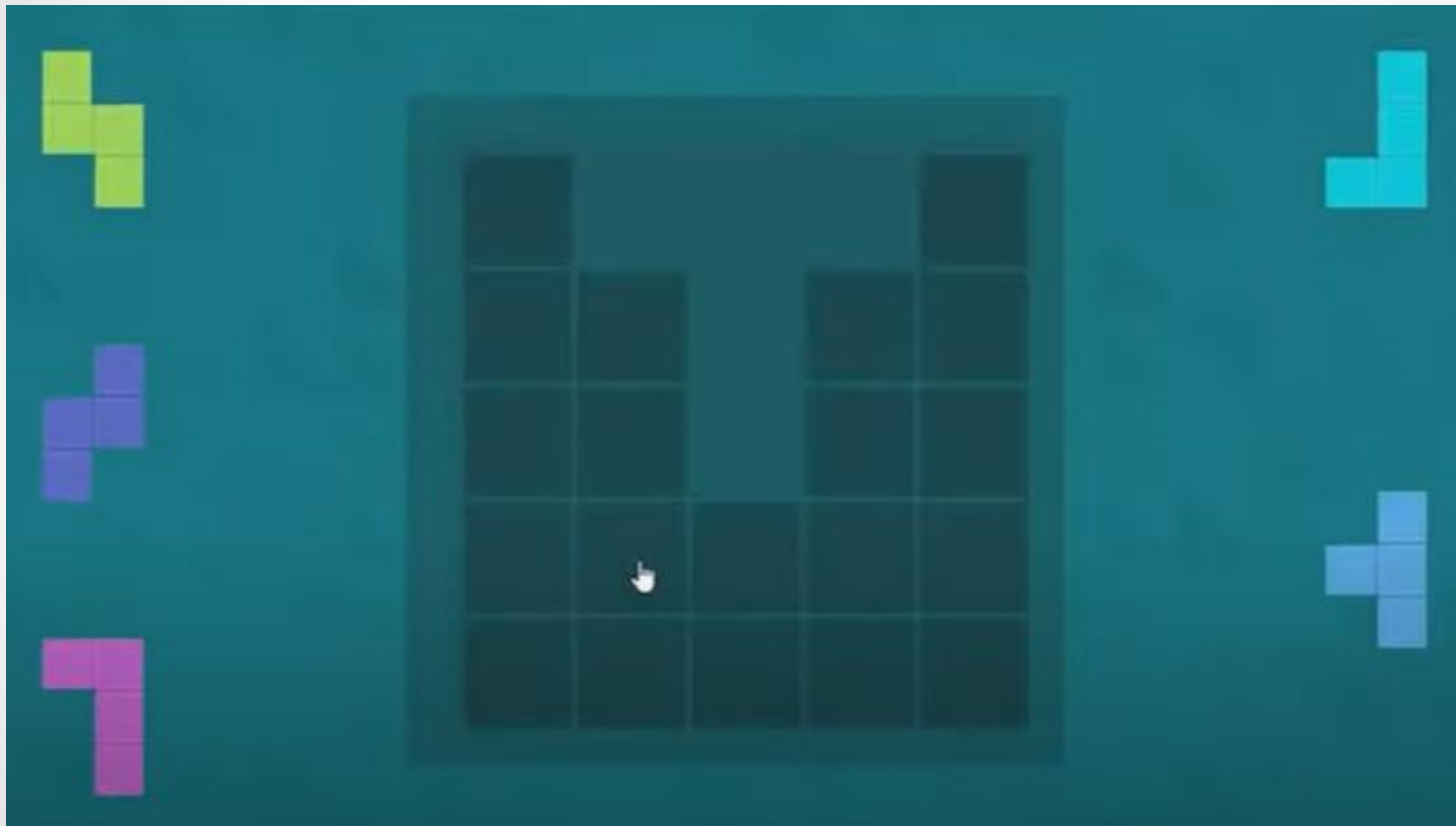


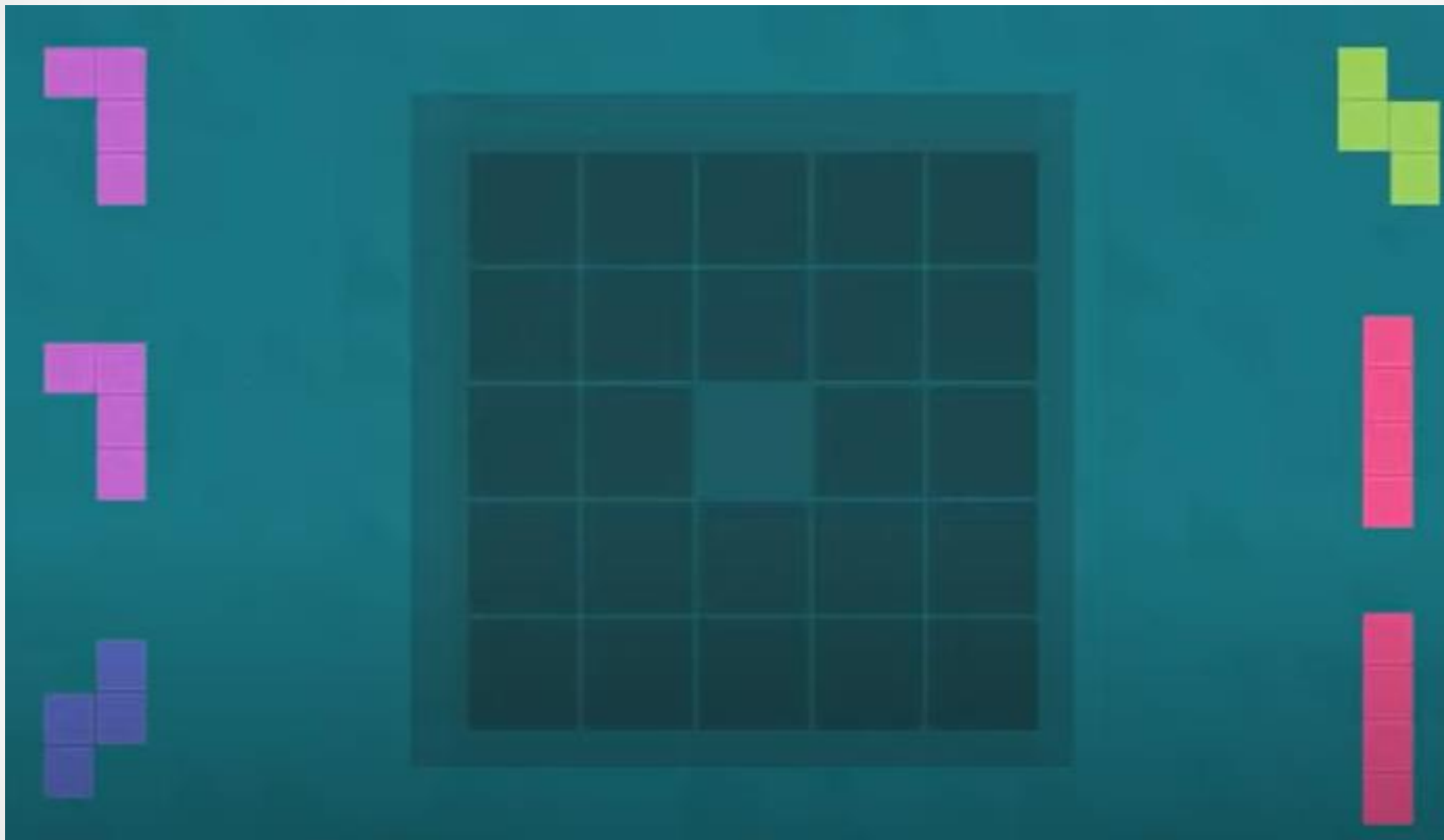












Resemble

In Resemble, the Candidate needs to mentally rotate the image on the left and then replicate it on the right. Candidates who will do this are likely to have a strong general and spatial reasoning skills.

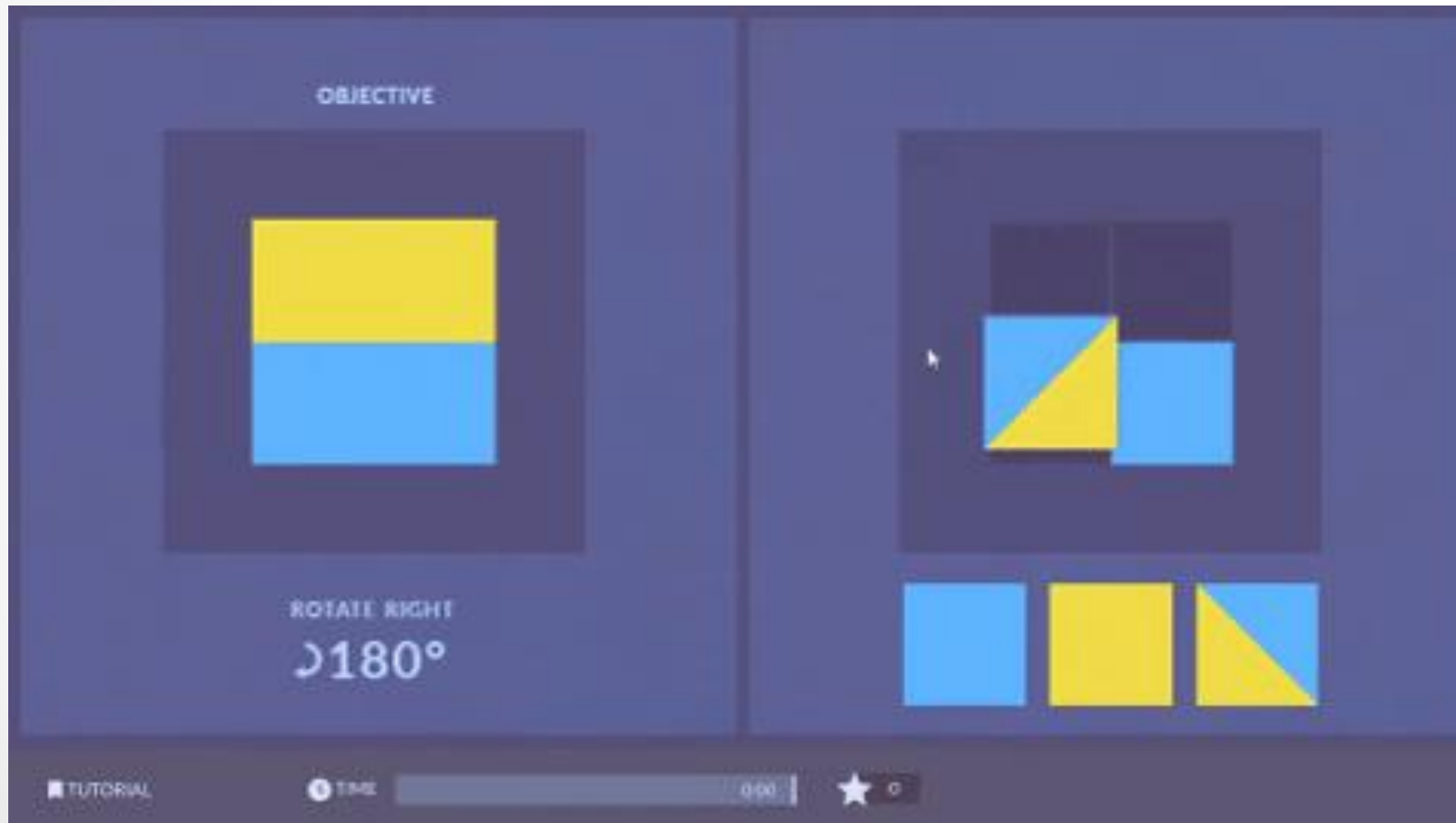
AIM: Create the Image after rotation

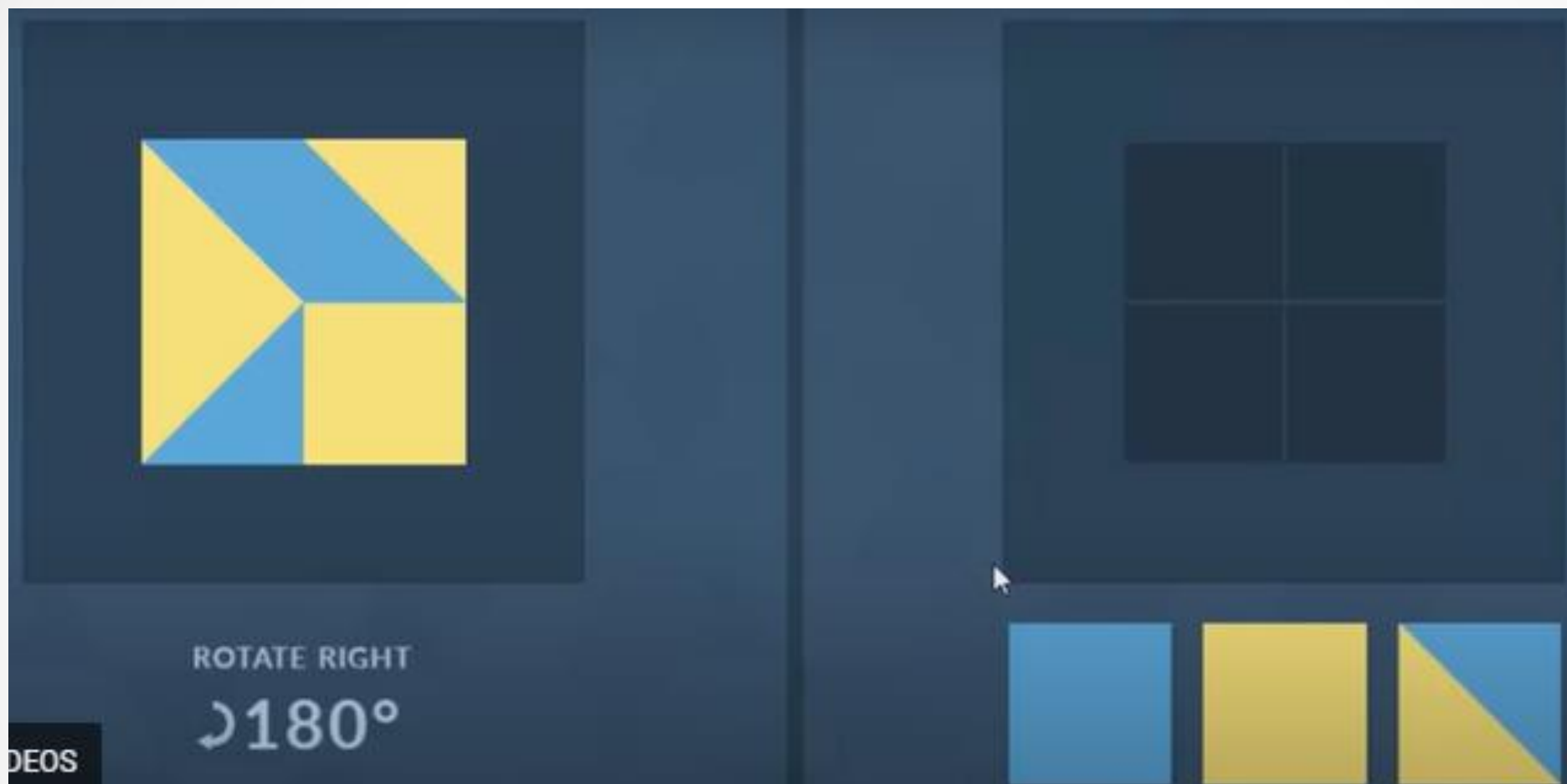
IMP Points To Remember

- Mentally solve the picture first
- There maybe be 180 and 90 Degree of rotation for each image
- Difficulty Increases as you solve more puzzles
- 3 to 4 mins of time can given for this section

GAME 3: IBM COGNITIVE ABILITY ASSESSMENT – “RESEMBLE”

The third in the series of IBM Cognitive Ability Assessments is a game called ‘Resemble’. In this game, the candidate will **need to mentally rotate the image on the left, according to the instruction below the image, and then reproduce the image on the right-hand side**. This game examines a candidate’s spatial reasoning skills.







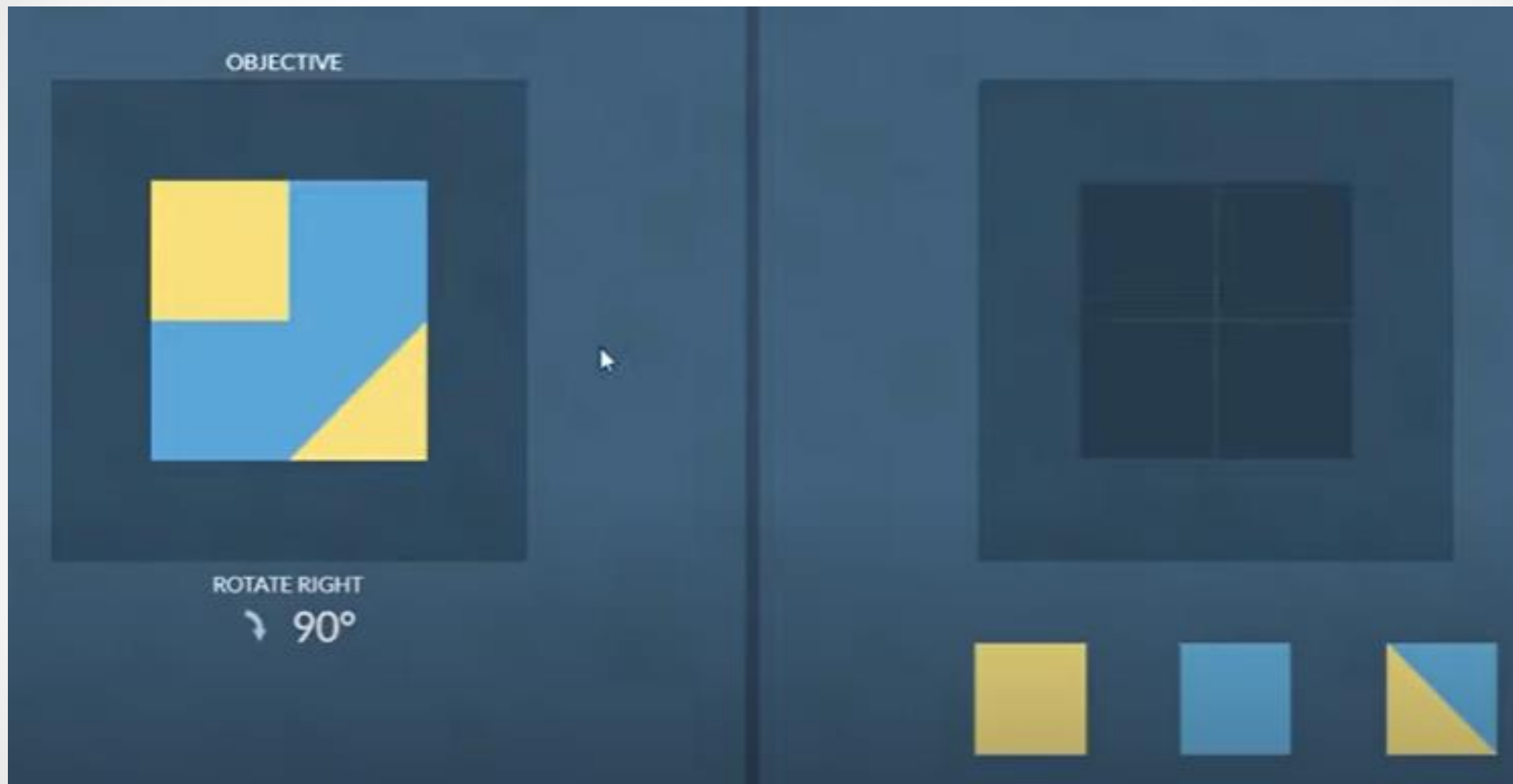
OBJECTIVE

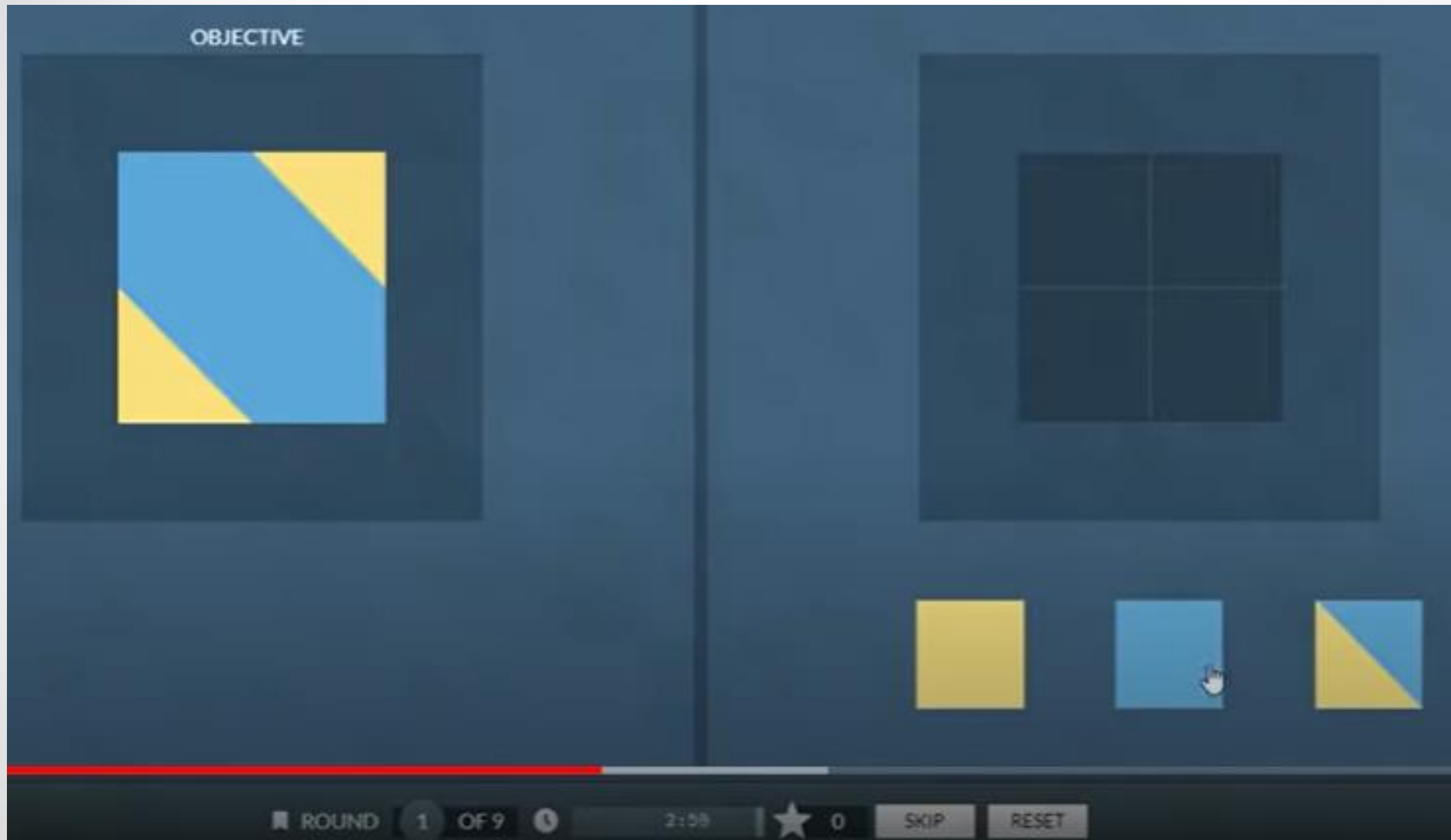


Your Task

Drag this piece to the empty space on the grid.







OBJECTIVE



ROTATE RIGHT

↻ 180°



OBJECTIVE



ROTATE RIGHT
↻ 180°



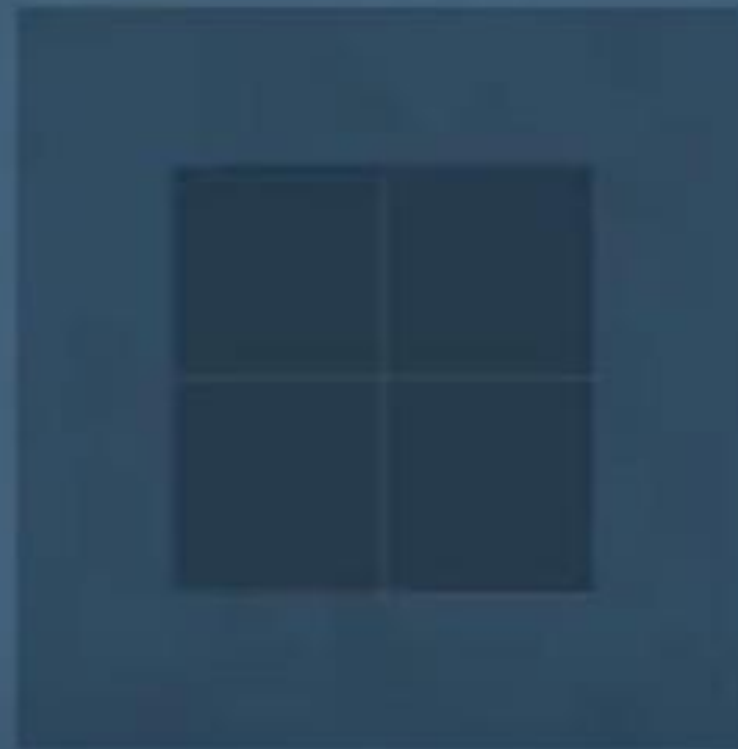
OBJECTIVE



OBJECTIVE



ROTATE RIGHT
↻ 180°

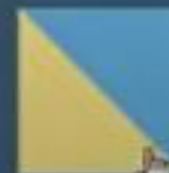


OBJECTIVE



ROTATE RIGHT

↷ 90°



Any Doubts???