1. Record Nr. UNINA9910458791603321 Autore Jonassen David H. <1947-2012> **Titolo** Learning to solve problems: a handbook for designing problem-solving learning environments / / David H. Jonassen Pubbl/distr/stampa New York:,: Routledge,, 2011 **ISBN** 1-136-94188-6 1-136-94189-4 1-282-88632-0 9786612886324 0-203-84752-0 Descrizione fisica 1 online resource (466 p.) Disciplina 153.4/3 Soggetti Problem solving - Study and teaching **Brainstorming** Electronic books. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Description based upon print version of record. Nota di bibliografia Includes bibliographical references and index. Nota di contenuto BOOK COVER; TITLE; COPYRIGHT; DEDICATION; CONTENTS; ILLUSTRATIONS: READ ME FIRST: PREFACE: ACKNOWLEDGMENTS: ABBREVIATIONS; 1 HOW DOES PROBLEM SOLVING VARY?; PART I PROBLEM-SPECIFIC DESIGN MODELS; 2 STORY PROBLEMS; 3 DECISION-MAKING PROBLEMS: 4 TROUBLESHOOTING AND DIAGNOSIS PROBLEMS: 5 STRATEGIC-PERFORMANCE PROBLEMS; 6 POLICY-ANALYSIS PROBLEMS: 7 DESIGN PROBLEM SOLVING: PART II CASES: THE BUILDING BLOCKS OF PROBLEM-SOLVING LEARNING ENVIRONMENTS: 8 CASES AS PROBLEMS TO SOLVE; 9 CASES AS WORKED EXAMPLES OF WELL-STRUCTURED PROBLEMS; 10 CASE STUDIES: EXAMPLES OF ILL-STRUCTURED PROBLEMS 11 CASES AS ANALOGIES12 CASES AS PRIOR EXPERIENCES: 13 CASES AS ALTERNATIVE PERSPECTIVES; 14 CASES AS SIMULATIONS; PART III COGNITIVE SKILLS IN PROBLEM SOLVING; 15 DEFINING THE PROBLEM: Problem Schemas; 16 ANALOGICALLY COMPARING PROBLEMS; 17

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Sommario/riassunto

This book provides a comprehensive, up-to-date look at problem solving research and practice over the last fifteen years. The first chapter describes differences in types of problems, individual differences among problem-solvers, as well as the domain and context within which a problem is being solved. Part one describes six kinds of problems and the methods required to solve them. Part two goes beyond traditional discussions of case design and introduces six different purposes or functions of cases, the building blocks of problem-solving learning environments. It also describes methods for