Education 173 Cognition and Learning in Educational Settings

Problem Solving Fall Quarter 2007





Problem Solving

- A Major Category of Human Cognition
- · What is Problem Solving?
 - The pursuit of a goal when the path to that goal is uncertain
- Distinct from Algorithmic Performance
 - No rule or recipe to guarantee success
 - Tying shoelaces is not problem solvingOr is it?



Heuristics Can Help

- Heuristics
 - Are "rules of thumb"
 - Not algorithms
 - Because success is not guaranteed
- Polya's Heuristics for Mathematical Problem Solving
 - Think of a related problem
 - Try to solve part of problem
 - Draw a picture



Heuristic Search

- Search Through Problem Space
 - -Beginning state
 - What's the situation?
 - · Westley: What are our assets?"
 - -Ending state
 - · What are we trying to accomplish
 - -Legal moves
 - What's permitted?
- · Metaphor: Navigating a Maze



General and Domain-Specific Heuristics

- · General Heuristics
 - Hill climbing
 - Working backward
 - Means-ends analysis
 - Working forward (experts)
 - Subgoaling is a common feature
- · Domain-Specific Heuristics
 - Math: Polya's heuristics
 - Writing: Save words





Experts and Novices



- How Much Knowledge?: 50,000 Chunks
- How Much Time?: 10 Years
 - But what about Mozart?
- Problem Solving Characteristics
 - Working forward heuristic
 - Deep structure vs. surface features
 - More up-front time in problem representation
- When Would Experts Rely on General Heuristics?

Insight • Sudden Solution of a Problem · Stages of Insight - Preparation - Incubation • Bed, bath, bus phenomenon - Illumination "Aha" - Verification • Even Apes: Gestalt Theory - Sultan on Tenerife Implications of Problem • Problem Solving is Important to Human Purpose. - Being successful in _ Some Problems Are III-Defined - Where the ultimate goal and means are not clear. · Problem Solving Involves Regulation of **Emotion** - "I don't know what I'm doing" - And that's okay · Errors and Inefficiency - Are they always bad? - Are they compatible with the school culture