

Evidence-based targets for problem solving

Evidence-based targets	Progress toward internalizing these targets				
	20%	40%	60%	80%	100%
M Be skilled in describing aloud your thoughts as you solve problems (24)					
M Your problem solving skill improves if you pause and <i>reflect</i> about the process and about what you are doing (27)					
M You have your own particular style that works for you; others have a different preferred style (24)					
M Your problem solving is done in STM: be active, write things down to help overcome the space limitations of STM (28)					
M Focus on accuracy and not on speed (6, 9, 20, 23)					
M Problem solving is a social process; you need to interact with others (29)					
M Assessment is about <i>performance</i> and not about you as a person					
M Assessment is based on <i>evidence</i> and not on gut feelings or wishful thinking					

1 - 25, references from the Novice vs expert evidence. In PS News 55.

27. Kimbell, R. et al. 1991 "Assessment of Performance in Design and Technology," SEAC report, UK

28. Psychology texts

29. Stanford research on the design process, Leifer, L., (1997) "Design team performance: metrics and the impact of technology," in "Evaluating organizational training: models and issues," S.M. Brown and C. Seidner, eds., Kluwer Academic publishers.