

HOSA Creative Problem Solving Assessment Practice Test (Sample)

Study Guide



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Questions

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- 1. Which method involves developing alternatives by comparing two dissimilar things?**
 - A. Contrast association**
 - B. Ingenuity**
 - C. Analogy**
 - D. Edison technique**
- 2. What is a potential use of mind mapping according to the provided information?**
 - A. To find alternatives for well-known objects**
 - B. To evaluate team performance over time**
 - C. To create marketing strategies**
 - D. To analyze financial reports**
- 3. What is the primary goal of a written or oral presentation?**
 - A. To provide detailed explanations**
 - B. To be brief, short, and to the point**
 - C. To follow a strict format**
 - D. To cover as many topics as possible**
- 4. What term describes the biggest barrier to creativity?**
 - A. Expertitis**
 - B. Innovation**
 - C. Natural creativity**
 - D. Onion model**
- 5. Which of the following examples illustrates the use of direct analogies?**
 - A. Analyzing customer preferences in a focus group.**
 - B. Developing Pringles by studying the drying process of leaves.**
 - C. Using brainstorming sessions to create new marketing strategies.**
 - D. Finding solutions through SWOT analysis.**

- 6. How does the input-output model define its system?**
- A. By its profitability and market share**
 - B. Through the products and services offered**
 - C. By analyzing constraints and performance metrics**
 - D. By its input, output, and limiting requirements**
- 7. Observation in the IDEO creativity process is primarily focused on:**
- A. Creating final solutions**
 - B. Gathering information**
 - C. Evaluating team performance**
 - D. Setting deadlines**
- 8. What does the Onion model suggest about ideas?**
- A. They are isolated and independent**
 - B. They cluster around the focus of a topic**
 - C. They stem solely from experimentation**
 - D. They should be evaluated individually**
- 9. How is creativity defined in the context provided?**
- A. Expression of uniqueness and process of generating something new**
 - B. Producing works of art**
 - C. Managing project deadlines**
 - D. Following established rules**
- 10. What are the two primary parts of memory?**
- A. Encoding and storage**
 - B. Recognition and recall**
 - C. Storage and recall**
 - D. Processing and retrieval**

Answers

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1. C
2. A
3. B
4. A
5. B
6. D
7. B
8. B
9. A
10. C

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Explanations

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1. Which method involves developing alternatives by comparing two dissimilar things?

- A. Contrast association**
- B. Ingenuity**
- C. Analogy**
- D. Edison technique**

The method that involves developing alternatives by comparing two dissimilar things is indeed analogy. This technique allows for the generation of new ideas or solutions by drawing parallels between seemingly unrelated concepts or objects. By identifying similarities in structure, function, or outcome, individuals can gain insights into potential solutions for a problem. For instance, someone might compare the human brain to a computer to explore ideas about processing information, leading to innovative approaches in either neuroscience or artificial intelligence. This method stimulates creative thinking and can lead to breakthroughs by applying knowledge from one domain to another. Contrast association pertains more to identifying differences rather than drawing parallels. Ingenuity refers to the ability to invent or develop solutions but does not specifically focus on the comparative aspect. The Edison technique, named after the inventor Thomas Edison, typically emphasizes systematic experimentation and prototype testing rather than analogy or comparison. Therefore, the most accurate answer is analogy, as it specifically focuses on generating alternatives through comparing two dissimilar entities.

2. What is a potential use of mind mapping according to the provided information?

- A. To find alternatives for well-known objects**
- B. To evaluate team performance over time**
- C. To create marketing strategies**
- D. To analyze financial reports**

Mind mapping is a visual tool that helps in organizing information, generating ideas, and exploring concepts. One of its primary uses is to find alternatives and develop creative thoughts around a central idea. This technique encourages free association and brainstorming, which can lead to discovering new perspectives and solutions for well-known objects or problems. In the context of the options provided, finding alternatives for well-known objects aligns perfectly with the purpose of mind mapping. It allows individuals or groups to visually create connections and explore various possibilities, fostering innovation and deeper understanding. On the other hand, while evaluating team performance, creating marketing strategies, and analyzing financial reports are important tasks that involve planning and analysis, they typically rely on structured methodologies and data analytics rather than the free-form, creative exploration that mind mapping provides. These activities are often more focused on specific metrics or outcomes rather than the broad, exploratory nature that mind mapping encourages.

3. What is the primary goal of a written or oral presentation?

- A. To provide detailed explanations
- B. To be brief, short, and to the point**
- C. To follow a strict format
- D. To cover as many topics as possible

The primary goal of a written or oral presentation is to communicate information effectively and engage the audience. Being brief, short, and to the point allows the presenter to convey their message clearly and helps the audience grasp the essential ideas without becoming overwhelmed by too much information. This approach ensures that the core message is retained and that the audience remains focused throughout the presentation. While detailed explanations can add value, the goal is not to overwhelm the listener with excessive detail; instead, it is about delivering key points succinctly. Adhering to a strict format can sometimes hinder the flow of information if it doesn't suit the context or audience. Covering numerous topics can dilute the focus and lead to a lack of depth in understanding. Therefore, brevity combined with clarity is the most effective strategy for a presentation.

4. What term describes the biggest barrier to creativity?

- A. Expertitis**
- B. Innovation
- C. Natural creativity
- D. Onion model

The term that describes the biggest barrier to creativity is "expertitis." This term refers to a condition where individuals, often experts in their fields, become so entrenched in their knowledge and experiences that they rigidly adhere to established norms and practices. While expertise is valuable, it can lead to limitations in thinking and the inability to see beyond conventional methodologies. This phenomenon can stifle innovative thought and hinder the ability to generate new ideas. Experts may overlook novel approaches, becoming less adaptable to change because they are bound by their prior experiences and knowledge. In contrast, other terms presented do not capture the essence of a barrier to creativity. "Innovation" is typically the goal we seek to achieve through creative processes, not a barrier. "Natural creativity" refers to the innate ability to generate ideas freely, which would ideally be encouraged rather than hindered. The "onion model" is a concept used to illustrate various layers of information or ideas but does not specifically relate to barriers in the creative process. Thus, "expertitis" clearly encapsulates the hindrance to creative thinking, making it the correct answer.

5. Which of the following examples illustrates the use of direct analogies?
- A. Analyzing customer preferences in a focus group.
 - B. Developing Pringles by studying the drying process of leaves.**
 - C. Using brainstorming sessions to create new marketing strategies.
 - D. Finding solutions through SWOT analysis.

The example that illustrates the use of direct analogies is the development of Pringles by studying the drying process of leaves. This approach leverages a direct comparison between two seemingly unrelated domains: the creation of a snack food and a natural process. By drawing a parallel between the two, innovators can apply established principles from the drying of leaves to optimize the production of Pringles, potentially leading to improved texture, flavor, or shape. Direct analogies involve drawing insights from one field and applying them to another, leading to innovative solutions by recognizing similarities in processes or challenges between different contexts. This technique often uncovers novel approaches that might not emerge through conventional problem-solving methods. In this scenario, looking at how nature dries leaves provides a new perspective on the processing of potato snacks. The other options do not illustrate the use of direct analogies. For instance, analyzing customer preferences in a focus group focuses on gathering feedback rather than relating one process to another. Brainstorming sessions aim to generate new ideas through collaboration but do not necessarily involve making analogies. Finally, a SWOT analysis is a strategic planning tool that evaluates strengths, weaknesses, opportunities, and threats without relying on analogy-making.

6. How does the input-output model define its system?
- A. By its profitability and market share
 - B. Through the products and services offered
 - C. By analyzing constraints and performance metrics
 - D. By its input, output, and limiting requirements**

The input-output model defines its system primarily through the components of input, output, and limiting requirements. This framework essentially focuses on understanding how various inputs—such as resources, materials, or information—are transformed into outputs, which can be products or services. The limiting requirements help identify constraints that may affect the efficiency and effectiveness of this transformation process. This clear delineation is crucial because it directs attention to how each part of the system interacts and how effectively inputs are converted into the desired outputs. Other dimensions like profitability, market share, and products offered do provide important context in a broader business strategy but do not specifically define the operational mechanism of the input-output model itself. Thus, focusing on the core elements of input and output along with limiting requirements provides a more precise understanding of how the system operates.

7. Observation in the IDEO creativity process is primarily focused on:

- A. Creating final solutions**
- B. Gathering information**
- C. Evaluating team performance**
- D. Setting deadlines**

The primary focus of observation in the IDEO creativity process is to gather information. This stage is essential because it involves understanding the needs, behaviors, and experiences of users in real-world settings. By closely observing how individuals interact with products or services, designers can uncover insights that may not be evident through other methods, such as surveys or interviews. This rich, contextual information informs the design process and helps in generating innovative solutions that truly meet user needs. The other options do not align with the fundamental purpose of observation in this process. Creating final solutions comes later in the design phase and is not the goal of initial observations. Evaluating team performance is about assessing how well team members collaborate and contribute rather than focusing on user needs and experiences. Setting deadlines pertains to project management and timeline adherence, which is also not the primary objective of the observational phase, where the emphasis is on understanding rather than completing tasks.

8. What does the Onion model suggest about ideas?

- A. They are isolated and independent**
- B. They cluster around the focus of a topic**
- C. They stem solely from experimentation**
- D. They should be evaluated individually**

The Onion model suggests that ideas cluster around the focus of a topic, illustrating how thoughts can be layered and connected in relation to a central theme. This model conceptualizes the process of idea generation as concentric layers, where the core of the onion represents the main topic and the surrounding layers contain related ideas, perspectives, or angles that develop from this central concept. This cluster effect demonstrates how related ideas can enhance creativity and foster deeper exploration of the main topic, leading to innovative solutions and a richer understanding. The model emphasizes the interconnectedness of ideas, indicating that brainstorming and creativity flourish when thoughts are grouped and explored in relation to one another rather than treated as isolated or independent entities. This collaborative dimension is essential in problem-solving, where drawing connections between ideas can lead to more effective and comprehensive solutions.

9. How is creativity defined in the context provided?

- A. Expression of uniqueness and process of generating something new**
- B. Producing works of art**
- C. Managing project deadlines**
- D. Following established rules**

In the context of this question, creativity is defined as the expression of uniqueness and the process of generating something new. This definition emphasizes the importance of originality and innovation, which are central to the creative process. Creativity involves thinking outside the box, coming up with novel ideas, and finding unique solutions to problems, all of which are essential for fostering innovation in any field. The other options, while they may relate to specific aspects of creativity, do not fully encapsulate its broader definition. For instance, producing works of art is certainly a form of creative expression, but creativity extends beyond just artistic endeavors to include any situation where new and unique ideas are generated. Managing project deadlines and following established rules are more about structure and organization, which do not inherently involve creative thought or individuality. Thus, the first choice accurately captures the essence of creativity in a way that integrates both uniqueness and the generation of new ideas.

10. What are the two primary parts of memory?

- A. Encoding and storage**
- B. Recognition and recall**
- C. Storage and recall**
- D. Processing and retrieval**

The correct answer focuses on the fundamental components of memory, which are storage and recall. Storage refers to the process of maintaining information over time, while recall is the ability to access and retrieve that stored information when needed. This duo plays a critical role in how we remember experiences, facts, and skills. While the other options mention important aspects of memory, they either emphasize processes or types of memory tasks rather than the core components. For instance, encoding is the initial process of transforming information into a format that can be stored but isn't directly tied to the two primary elements of memory. Recognition pertains to identifying previously learned information, and processing generally refers to how information is managed in different stages of memory, rather than defining the parts themselves. Understanding the distinction between these elements is vital for grasping the overall functioning of memory.