

The Experimental Differences between Creative Techniques and Creativity Works by the University Makers

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Abstract

The purpose of this study is to explore the different creative techniques received by the university makers and to compare the experimental differences of assessments of creative puzzle games. The quasi-experimental research method was employed in this research. Firstly, the students in the three creative classes were served with creative techniques and practical teaching. Secondly, the university makers collected the information of puzzle games in their spare time, conducted the group discussion, and created the works of puzzle games. Finally, the sharing sessions of demonstrating the diversity of the puzzle games were held by the university makers. The findings of this research suggested that the university makers received the creative techniques with completed-knowledge and creative steps in the experimental group produced more works of creative puzzle games than the students in regular creative techniques classes did.

Keywords

Creative techniques, Makers, Puzzle games, Creative works.