[Name of the Writer]

[Name of the Institution]

Process Flowchart for Problem Solving

Real world problems occur to human beings almost in every sphere of life.

Process for solving the problem

List of possible solutions:

Ideas from internet, colleagues, friends and even boss

Identifying the issue and getting clear about the problem, i.e., Innovation at the office

Problem-solving: ideas for the innovation

Quality: it includes a variety of services, products, systems, experiences, and processes. Low-quality products will have a poor design.

Structure design: a systematic investigation to determine the strength, rigidity, and stability of the arrangement

McGonigal’s idea of Gaming: One of the ways for improving the problem-solving skill in the practical world is gaming or playing games.

Problem-solving needs insight and planning for designing a successful structure and quality product.

The intent is an essential step in solving the problem. Unless you decide on doing something, it won't come easy.

We agree on the monitoring, contingencies, and evaluation of the proposed solution.

Written agreement on the proposed solution

Selection of the proposed options

Evaluation of the provided options

The flow chart presents with the steps essential for solving the problem in the real world. Foremost step is to identify the problem which exists in real life or the workplace. The possible solutions can be determined on the nature of the problem. If the problem is business-related, then it will have a different solving approach to the matter. Maybe it will involve legality and legitimacy (Swink et al., 2017). According to the game designer, McGonigal, gaming is the better solution for all the problems, because it induces in human beings the skills related to problem-solving. A person feels heroic and have a better structure provided in the games; it leads to the knowledge and ability to use these measures to accomplish a given task or mission (McGonigal, 2019). The quality of the technique for solving the problem depends on the structure made by the person to quickly resolve the issue.

**References**

McGonigal, J. (2019). *Gaming can make a better world*. *Ted.com*. Retrieved from https://www.ted.com/talks/jane\_mcgonigal\_gaming\_can\_make\_a\_better\_world/up-next

Swink, M., Melnyk, S. A., Cooper, M. B., & Hartley, J. L. (2017). *Managing operations across the supply chain*. New York, NY: McGraw-Hill Education.