



ID: 56704

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Abstract: We employed a five-session intervention of game-based creativity learning to explore path models regarding how the concerned personal traits would interact when growth creativity mindset changed. Participants were 114 3rd and 4th graders. The result revealed that when pre-intervention creativity mindset was employed, grit was the major predictor of creativity self-efficacy (CSE), and self-determination was the mediator; when post-intervention creativity mindset was employed, growth creativity mindset became the major predictor of self-determination and CSE. These findings suggest that growth creativity mindset can be enhanced in a short period of time, and that a strong growth creativity mindset is the most powerful predictor of CSE. This study contributes to the field of creativity by clarifying the dynamic influences of growth creativity mindset on the enhancement of CSE in game-based learning.

Topic

E-learning/E-training (/conf/edmedia/2020/sessions/?search_topics=ELET)

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