

Candle Problem

More Game Resources: [CQII.org](https://www.cqii.org)

Fun Scale ● ● ○ ○ ○

Ease of Play Online ● ● ● ● ○

Connection to QI ● ● ● ○ ○

Type of Game: A problem-solving game that requires individual creativity

How Long: 10-15 minutes

Learning Objectives

- Allow participants to solve a problem and strategize problem-solving skills
- Encourage critical thinking and active listening skills
- Understanding about the importance of thinking outside the box

Suggested Audiences

Anyone, whether clinical or administrative staff, QI team members, managers, people with HIV, etc., who are looking to get to know each other

History and More Information

Also known as “Duncker’s Candle Problem”, this game is a cognitive performance test created by Gestalt psychologist Karl Duncker and was published in 1945.

Materials

For this game, you will need:

- A picture with a lit candle, a box filled with thumb tacks, and a book of matches (targethiv.org/virtual-game-guide)
- The correct answer key (targethiv.org/virtual-game-guide)
- CQII instructional slides and additional resources (targethiv.org/virtual-game-guide)
- Zoom account (or other video conferencing platform)
- Access to a computer and/or handheld mobile device, and internet connection

Preparation

To prepare for this session:

- Familiarize yourself with the game’s structure
- Prepare the game:
 - Read through the game instructions and key teaching points in its entirety
 - Practice the game itself
 - Practice presenting the key teaching points

Playing the Game

Welcome and Introductions

To begin the game, welcome participants and thank them for their participation. If necessary, ask individuals to introduce themselves to the group.

Agenda

Provide a brief description of the game's primary components:

1. Setting the stage for the interactive exercise
2. Playing the Candle Problem game
3. Debrief and discussion on what lessons are learned and how they apply to HIV care
4. Feedback and close

The Game

Step 1: Provide a brief introduction of the game to participants, including the instructions and rules to play

Step 2: Using the facilitator's Zoom screen, share the display of the dripping candle, the box of thumb tacks, and matches using the provided slides. Ask participants to solve the problem of how to fix and light a candle on a wall (a cork board) in a way so the candle wax won't drip onto the table below by using only a book of matches and a box of thumbtacks

Step 3: Allow participants to ponder this individually for 1-2 minutes

Step 4: Time permitting, place participants into teams of 4-5 individuals using the Zoom breakout rooms and allow them to discuss ways to solve the problem. After 5-7 minutes, return them to the Zoom main room and have each team present their ideas.

Step 5: Share the correct answer provided in the slide set (targethiv.org/virtual-game-guide) using the Zoom share screen functionality

Debrief and Discussion

- Reflect on solving a problem
 - when we are fixated using certain tools or interventions in a specific way
 - how to think outside the box when solving problems in HIV care
- Ask the participants, what did they observe? Any trends? Thoughtful comments?
- Ask for their conclusions about this process/game
- How does this game apply to HIV care and/or your HIV program?

Feedback and Close

- Ask your audience for feedback on whether this session met its objectives; take note of their responses and keep it for your use in the future
- Schedule an informal follow-up session with any audience member who wants clarification or more information on the game or the concepts you discussed
- Thank your audience and congratulate them on their hard work and success