**Standardized Creativity Tests and Interview Questions**

**Torrance Tests of Creative Thinking (TTCT)**

**Verbal Fluency Tasks:**  
*Instructions: For each prompt, write as many different ideas as you can in a short amount of time (usually 1-2 minutes per prompt).*

* **Prompt 1:** What are all the possible uses for a paperclip?
* **Prompt 2:** Imagine an animal that has never been seen before. Describe it and how it survives.
* **Prompt 3:** List all the different ways a chair could be used if it were not for sitting.
* **Prompt 4:** Think of all the possible ways to get from one side of the room to the other without touching the floor.

**Open-Ended Narrative Task**

**Instructions:** You will be given a series of prompts to help you create a short story. Your answers should demonstrate your ability to think creatively and provide detailed responses. Take 5-10 minutes for each prompt.

**Prompt 1:**  
Imagine you’ve been tasked with designing a brand-new kingdom for a tabletop role-playing game. Describe the kingdom, its people, its geography, and its history. How did it come to be? What makes this kingdom different from others?

**Prompt 2:**  
A character in a TTRPG is trying to solve a difficult problem and is faced with a series of unexpected events. Write a brief narrative about how they react, what solutions they try, and what surprises they encounter. Be sure to explain their thought process in handling the situation.

**Prompt 3:**  
Think of a unique creature for a TTRPG world. What does it look like? How does it behave? How does it interact with the environment around it? Where does it live, and what is its role in the game’s ecosystem or story? Be detailed in your description.

**Prompt 4:**  
Write a scenario where a character must make an ethical decision in the heat of battle during a TTRPG session. What decision do they make, and how do they justify it to themselves?

(Scoring: Assessed based on originality, the depth of storytelling, and the creative solutions or character development described in the narratives.)

**Interview Questions About Gaming Habits, Creative Activities, and Problem-Solving Tendencies**

**Introduction:**  
The purpose of this interview is to explore your experiences with tabletop role-playing games and how they might relate to your creativity and problem-solving abilities. Your answers will help us understand how playing TTRPGs influences these aspects of your thinking.

**Gaming Habits:**

1. How did you first become interested in tabletop role-playing games (TTRPGs)?
2. How often do you typically play TTRPGs (e.g., *Dungeons & Dragons*)?
3. What role do you usually take in TTRPGs (e.g., player, game master)? How does this role affect your experience?
4. Can you describe a memorable game session and what made it stand out for you?
5. In your experience, how important is improvisation and flexibility in TTRPGs? Could you provide an example?

**Creative Activities:**

1. Besides TTRPGs, do you regularly engage in any other creative activities (e.g., writing, drawing, acting)? How do you feel these activities compare to playing TTRPGs in terms of creativity?
2. How would you describe your creative process in both gaming and other creative activities? Is it more structured or free-flowing?
3. When playing TTRPGs, how do you approach creating characters, storylines, or solving in-game problems?
4. Do you feel that playing TTRPGs helps you think more creatively in other areas of your life (e.g., work, school, personal projects)? Can you provide an example?

**Problem-Solving Tendencies:**

1. TTRPGs often present unexpected challenges. How do you typically approach problem-solving when faced with an in-game challenge?
2. When creating narratives or solving problems in a game, do you prefer to rely on logic, imagination, or a mix of both?
3. Do you find that you use different problem-solving strategies in TTRPGs compared to everyday life? If so, how?
4. In your opinion, what makes a good problem-solving strategy in TTRPGs? Can you think of a time when you used a creative or unconventional solution to overcome a challenge in a game?

**Wrap-Up:**

1. How has your experience with TTRPGs influenced the way you approach creativity in other aspects of life?
2. Do you feel that TTRPGs have helped you develop skills in collaboration, decision-making, or creative thinking? Could you provide a specific example?

This comprehensive set of tasks and interview questions aims to evaluate both the creativity and problem-solving abilities of participants while examining how tabletop role-playing games influence these cognitive processes. The goal is to uncover the cognitive mechanisms by which TTRPGs foster creativity and apply these insights to real-world contexts.