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Creative problem solving sebagai media pengembangan makanan

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Abstrak

Introduction to culibnary business environment is a course that is based on a real project with real problems experienced by students. Students are expected to be able to understand and professionals of the food product, bakery and pastry terminology, preparation, seasoning and ingredients used, cooking methods and manner of presentation. Live entertainment project will be held by combining the compherensive, synthesis and evaluation with an application to the project. Students are expected to have some successfull indicators to be achieved and learning experiences. Classroom action research is used to this research. This research is about how to implement the creative problem solving methods by the Hermann Model as a tool of developing a creative way of food.