Group Exercise – Developing a Questioning Mindset

For this task you are to complete the following steps to challenge, enhance and report on your own critical and creative thinking skills in relation to a predetermined issue or situation provided by your assessor that is relevant to your industry sector.

In classroom groups of around three (3), complete one the following briefs. Present your results to the class at end of session.

Brief 1 – A new Jump Mechanic

Select one team member to *role-play* as "game designer". The designer has requested a new "Long Jump" mechanic be added to the game for an extra challenge in later levels.

1. The other team members are to use a *Socratic questioning technique* or similar *Thinking Routine* to investigate what the designer needs (see Appendix A for starting questions).

2. Research several alternatives to a "Long Jump" from existing games, videos, past experiences and other sources. These might include *double-jumps*, *dashes* and other similar *movement mechanics*

3. Analyse each alternative against the designer's requirements

4. Propose final solution

Brief 2 - Maps for the Blind

As a team, mock-up an interactive GPS location and routing application for the blind (i.e. Google Maps for blind people). Use Appendix A for starting questions.

1. How will the user input the location they wish to access and or the location they are currently at?

2. How will the user track along the given path to reach their destination?

   a. How will the user know when and where to turn?
   b. How will the user know how far away the final destination is?

3. What device, existing or not, would this application run on? Are smart phones a viable option? Why or why not?

4. How will the user enter the application to begin the entire process?

Appendix A: Questioning & Investigating – Starter Questions

Use these questions when you want to:

- Make inferences
- Develop good questions
- Think deeply about a topic

Ask yourself, your teammates, your client the following:

- Why do you want …?
- Why do you need …?
- What are the reasons for …?
- What if …?
- What is the purpose of …?
- How would it be different if …?
- Suppose that…?
- What if we knew …?
- What would change if …?
- When is this required?
- Who will this benefit?
- Who will this affect?
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