Group Activity – Generating Ideas and Responses

For this task you are to complete the following 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.

# Virtual Reality Investigation

In groups of three (3), utilise critical thinking skills to determine whether virtual reality hardware will become the new consumer-grade console of choice or die out as a fad, within the next five (5) years.

You must prepare and present in a ten-minute (10 min) group presentation, your findings on each of the follow as evidence of developing a questioning mindset:

1. Consider the current market and ask questions from different perspectives to challenge and enhance creative thinking. Points to consider about may relate to:
   1. What is the audience for modern consoles?
   2. Is it medically viable for headsets to be used as often as modern consoles?
2. Explore and use a variety of information sources to provide relevant answers to the identified questions.
3. Use an appropriate process to sort throughout the information and ideas to identify the central questions, issues and challenges. For example:
   1. What are the advantages of virtual reality headsets versus modern video-game consoles?
4. Identify and challenge preconceptions and assumptions to determine if there are any actual constraints.