HU Core Competency – Critical Thinking

I learned quite a bit more from my original understanding of this competency. I had gained more of an ability to show rather than tell when it came to this project. I was able to illustrate my game’s purpose without too many words to describe it. For example, I made sure to show the gameplay itself in the PowerPoint to the observers which also showcased how the educational element can be used in a fun or interactive manner. This changed how I viewed games as it showed me that it is more possible to make educational types of games that can be both a learning experience and an interactive experience. I am not sure if it impacted others, but it might have gave them the boost in showing that each type of game can have a different reason for creation itself. To continue learning in this area, I am going to continue using different types of games as reference and look at more topics that could be vital as well to learn about. Since my game had a bit of math in it, I may also continue with more in that section.