

# BSBCRT404 AT02

By Richard Pountney

## Fourteen activities:

1. **Think about** someone you consider to be a critical thinker (friend, professor, historical figure, etc.). **What qualities does he/she have?**
  - a. I think one of my friends are a critical thinker because they are curious & have an open mind.
  - b. They are good at gathering information, analysing the information & evaluating the information.
2. **Provide five examples** of critical thinking **relevant** to your workplace or your anticipated workplace.

Workplace: Computer Engineering &or Informational Technology & Engineering

  - a. To understand engineering problems.
  - b. Precisely describe the problem & effectively solve problems.
  - c. Develop possible solutions which help design good products.
  - d. Identifying patterns & groupings.
  - e. You will be able to assess why certain solutions might not work & save time in coming up with the right approach. (Time management)
  - f. How to find a unique solution to a problem, understand the limitations of a solution & identify additional information needed to solve a problem. (Problem Solving)
  - g. To know what the problem is & apply the differences between inductive & deductive reasoning. (Open Research)
3. **Explain** how a worker in a supervisory role can **benefit** from critical thinking?
  - a. The benefits are:
    - They can find multiple solutions to a problem.
    - They would be able to effectively communicate between teams & individuals.
    - They would be able to develop unique perspectives on situations & challenges at work.
4. **Discuss** one benefit of a critical thinking mindset.
  - a. Better decision-making by being non-biased.
    - It is a benefit because you would be able to put your bias to the side so it doesn't influence your decision.
5. **How** can critical thinking be used to analyse markets?
  - a. Critical thinking is used to help you decide what markets are more beneficial for you & what one has more benefits that apply to you.

6. **Outline** an approach to **identifying** potential limitations in a new workplace process. **What** specific techniques could you use?
  - a. You can use critical thinking to gather the information about the workplace and then identify & analyse the potential limitations of the workplace. You could do this by giving out a feedback form & review the feedback.
7. **What** does the CRAAP test refer to? **Give** some **examples** of **when** it could be used.

The CRAAP test refers to:

  - a. Currency: The timeliness of the info
  - b. Relevance: How the info fits your needs
  - c. Authority: The source of the info
  - d. Accuracy: Reliability & correctness of the info
  - e. Purpose: The reason the info exists
  - f. When you feel overwhelmed by information that you are finding, you can use the CRAAP test to determine what information is most useful for your research topic.
8. If the unemployment rates increase, **what** is the likely **impact** on individuals and businesses?
  - a. It would mean that fewer people have jobs which means more people that don't have much money meaning fewer people are spending money meaning businesses are receiving less money.
  - b. Businesses would earn less money because people would be spending less which could mean some businesses wouldn't even be earning any money at all so they may end up closing.
9. **How** can you tell if the information is **credible**?
  - a. To decide if the source is reliable, you should consider if:
    - It is impartial meaning is the source takes a particular side or not.
    - It has a vested interest in other words does it have something to gain from protecting or promoting the interest.
    - The source is biased by being one-sided or ignoring evidence that might contradict the bias.
    - The source has a quote from a reliable professional or someone that has a high reputation.
  - b. To check if the source is up to date because some information can go out of date in other words it may become inaccurate.
  - c. You should consider if the information is relevant to the source.
  - d. Is it useful? by being believable & appropriate information that you understand then it should be useful.
10. **What** is a decision-making framework and **why** apply one to your workplace?

A Decision-Making Framework

  - a. Listing Possible Solutions/Options
  - b. Setting a Time Scale & Deciding Who is Resp

- c. Information Gathering
- d. Weighing up the Risks Involved
- e. Deciding on Values
- f. Weighing up the Pros & Cons
- g. Making the Decision
  - It is a process to go through to ultimately make a decision that has the best ideal outcome by implementing critical thinking.

Why apply one to your workplace?

- You should apply one to your workplace because it helps ensure that the best possible decision can be found & made, based on all possible evidence & information.

11. Under **what** circumstances would you need to **justify** your decision-making?

- a. When making the best possible choices.
- b. & When updating the decisions.

12. **What** are the **benefits** of **evaluating** your decisions?

- a. It could prevent mistakes from happening.
- b. You may find errors that you didn't initially see.
- c. Discussing with Important Stakeholders could spot flaws, make recommendations, & support your conclusion.
- d. You can eliminate common decision-making problems.

13. **Who** should you seek feedback from? **Why**?

- a. You should get feedback from the team & you should monitor the progress yourself and ask questions about how everything is going.

14. **How** can planning help to **overcome** barriers to critical thinking?

- a. It helps because it eliminates schedule pressures. Schedule pressures is when you think that you are working against time this can cause people to think poorly & make the wrong decisions. Properly planning things out before we even start will save us from wasting time & resources.

## Task 1: Elevator Pitch

### Planning Notes

Emotional Rewards	Rating from 1 to 10	Reason
Accomplishment	7	This is high because you would have figured out how to do something & just felt accomplished for that.
Collection	3	This is low because there is barely anything to collect throughout the game.
Competition	1	This is low because it is barely competitive unless it gets popular with speedrunners.

Connection	2	This is low because it barely gives you a way to connect with others through the game but if it gets popular with a speedrunning community then that would be your connection.
Creation	1	This is low because you are barely creating anything in the game.
Discovery	9	This is very high because this is the core emotional reward that I want the players to get. + the use of the player's curiosity.
Empathy	4	This is in the middle because I want the player to have empathy for themselves.
Empowerment	5	This is in the middle because I do want the player to empowered but it isn't my main priority.
Escapism	5	This is in the middle because I don't know how much the player would be emersed in the game, but it doesn't mean that it isn't possible for the player to feel this while playing.
Excitement	7	This is high because it can be exciting to be able to explore & to have the ability to satisfy their curiosity.
Fear	3	This is low because I don't want the player's main emotion to be fear of being followed but I would still have some eerie sounds in the background.
Frustration	7	This is high because this feeling would occur from the player being annoyed at themself for some reason or for the reason of something being so obvious.
Growth	2	This is low because it isn't a high priority.
Joy	4	This is in the middle because it is similar to the excitement but still a different feeling & you would only get some joy throughout the game.
Mastery	6	This is in the middle because you would be able to master the skill to see when to use a certain item.
Reflection	5	This is in the middle because the player may want to reflect on how the game played & how well they got through.
Relaxation	2	This is low because the eerie sounds may make the player not be able to relax but some people may be able to relax even with the eerie sounds.
Reward	4	This is in the middle because there won't really be any rewards in the game but there may only be a few achievements at the minimum.

Have you ever had the feeling of curiosity to explore a big maze? Have you been able to satisfy that curiosity? (This is a rhetorical question while stating the target ordinance)

Well, I have an idea for how to satisfy that curiosity. (No matter what their answer is)  
Hi, I'm Richard Pountney.

#### Written Pitch Version 1

Hi, I'm Richard Pountney.

Have you ever had the feeling of curiosity to explore a big maze? Have you been able to satisfy that curiosity?

Well, I have an idea for how to satisfy that curiosity.

#### Written Pitch Version 2

- Hi, I'm Richard Pountney.
- I am here to propose my game
- Have you ever had the feeling of curiosity to explore a big maze? Have you been able to satisfy that curiosity?
- Well, I have an idea for how to satisfy that curiosity.
- It is with my maze game that I am working on.

#### Written Pitch Version 3

Hi, I'm Richard Pountney.

Have you ever had the feeling of curiosity to explore a big maze? Have you been able to satisfy that curiosity?

Well, my game can satisfy that curiosity.

My game is for curious explorer-type people of most ages.

At my game's core, it is about discovery & exploration with a tad bit of puzzle-solving.

#### Written Pitch Version 4

Hi, I'm Richard Pountney.

Have you ever had the feeling of curiosity to explore a big maze? Have you been able to satisfy that curiosity?

Well, my game can satisfy that curiosity.

My game is for curious explorer-type people of most ages.

At my game's core, it is about discovery & exploration with a tad bit of puzzle-solving.

This first-person game is placed in an eerie abandoned theme park setting & once you enter the maze you will realize that it is amazingly bigger than what you would've thought.

The maze goes from wooden fencing to stone walls to metal wire fencing and then to plants like hedges that creepily don't seem to be overgrown. The plant area is meant to represent the final area.

## Task 2

### 7 Steps Problem Solving

#### Gaming Development

##### 1. Problem

- How can you avoid losing your customers to this new competitor?
- How to avoid losing more customers to this new competitor?

##### 2. Other points of view

- I think that we haven't updated our services in a while (like a year or 2)
- Rob says that our customer service isn't as good as the competitors.
- Taylah says that our development is slow & that there is no information about the progression.

##### 3. Options/Identify Alternatives

- 1) Update our services.
- 2) Improve our customer service.
- 3) Improve our communication about our progression/development (e.g., Dev Blog)

##### 4. Evaluate the options/Weigh Evidence

- Option 1:
  - Pros
    - Improved services
    - More efficient
    - More followers
  - Cons
    - Less efficient
    - Harder navigation
- Option 2:
  - Pros
    - More friendly customer service
    - More customer service people
  - Cons
    - Miscommunication
    - Less customer service people
- Option 3:
  - Pros
    - Customers/followers will be more up to date with the development.
    - The followers will have more knowledge on progression.
    - The followers could give feedback/make comments.
  - Cons
    - The information that we deliver may be confusing.

- The follower may not see the dev blog.
- 5. Solution/Choose Among Alternatives
  - Doing option 1 has some pros & cons but may not give enough of an effect to work.
  - Option 2 doesn't work without a proper context behind it.
  - Doing option 3 has more beneficial effects that can get our customers/followers back.
- 6. Documentation & steps to implementation/Take Action
  - 1)
- 7. Evaluation & monitoring
  - To evaluate you would just need to look at how your customer base has increased.

Final Written

- A Logical Decision
- A Defensible Conclusion