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?
   1. The qualities that they have been to evaluate the pros & cons of the situation
   2. Has curiosity & an open mind, thinks logically. 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.
   1. Workplace: Computer Engineering &or Informational Technology & Engineering
   2. To understand engineering problems, precisely describe the problem, and develop possible solutions which help design good products & effectively solve problems.
   3. Identifying patterns & groupings.
   4. You will be able to assess why certain solutions might not work & save time in coming up with the right approach.
   5. How to find a unique solution to a problem, understand the limitations of a solution & identify additional information needed to solve a problem.
   6. To know what the problem is & apply the differences between inductive & deductive reasoning.
3. Explain how a worker in a supervisory role can benefit from critical thinking?
   1. They will be able to see other points of view & be able to consider what could be done to help others.
4. Discuss one benefit of a critical thinking mindset.
   1. Better decision-making by being non-biased.
5. How can critical thinking be used to analyse markets?
   1. Critical thinking is used to help you decide what markets are better 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?
   1. You can use critical thinking to gather the information about the workplace and then identify & analyse the potential limitations of the workplace.
7. What does the CRAAP test refer to? Give some examples of when it could be used.
   1. The CRAAP test refers to:
   2. Currency: The timeliness of the info
   3. Relevance: How the info fits your needs
   4. Authority: The source of the info
   5. Accuracy: Reliability & correctness of the info
   6. Purpose: The reason the info exists
   7. It can be used when researching something & cross-referencing information.
8. If the unemployment rates increase, what is the likely impact on individuals and businesses?
   1. It would mean that fewer people have jobs which means more people that don’t have much money & more people that want to work. So, businesses have to employ more people or get more work so they can employ more people to take that work.
9. How can you tell if the information is credible?
   1. If more than one site has the same information &or similar information.
   2. If there is a reliable reference &or a reliable professional quote.
10. What is a decision-making framework and why apply one to your workplace?
    1. It is a process to go through to ultimately make a decision that has the best ideal outcome by implementing critical thinking.
    2. 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?
    1. When you make a thought-out decision, you can justify the decision with your actions.
12. What are the benefits of evaluating your decisions?
    1. You will have a more thought-out decision. That thought-out decision may have more positive outcomes than a not thought-out decision.
13. Who should you seek feedback from? Why?
    1. You should seek feedback from someone who knows more about the subject than you because they can help you with some misinformation & they would have had more experience.
14. How can planning help to overcome barriers to critical thinking?
    1. It helps by allowing you to put down your thoughts instead of just keeping it all in your head because there is always a chance that you could forget something.

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

Planning Notes

1. Problem/Identify the Decision
   * How can you avoid losing your customers to this new competitor?
2. Other points of view/Gather Information
3. Options/Identify Alternatives
4. Evaluate the options/Weigh Evidence
   * Pros
   * Cons
5. Solution/Choose Among Alternatives/Options
6. Documentation & steps to implementation/Take Action
7. Evaluation & monitoring/Review Decision

Final Written

* A Logical Decision
* A Defensible Conclusion