MOUNT PLEASANT COLLEGE CUA20215

CERTIFICATE II CREATIVE INDUSTRIES

Interactive

STUDENT WORKBOOK

BSBCRT101 – Apply critical thinking techniques
Written by: Brad Gurney and Cameron Van Den Bogert
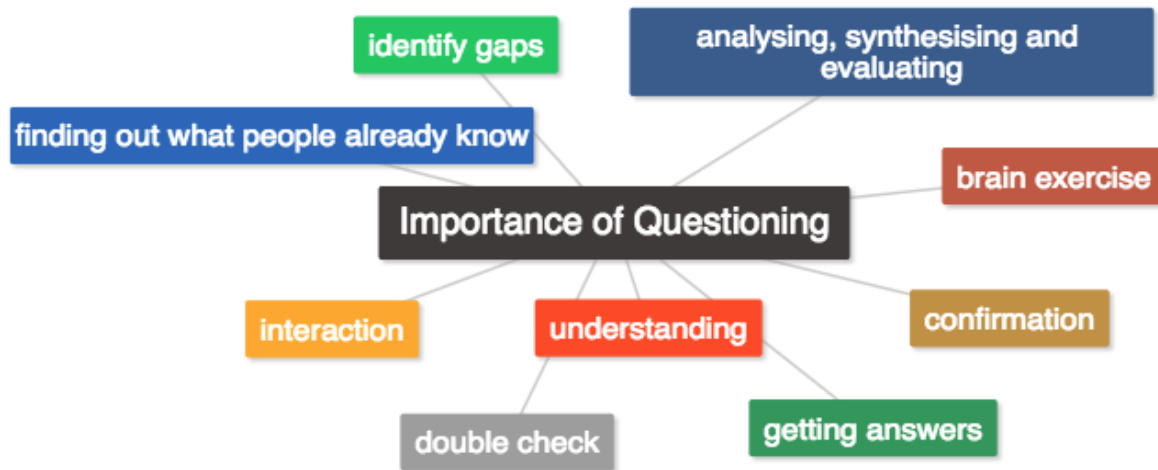Last updated: April 2018

STUDENT WORKBOOK

Student Name: Engel Chad Mateo

Student №: 23661368____

Section 1:

1. Importance of Questioning

a) Brainstorm (use the mind map on the front page of moodle and paste the image here)

"Why do people ask themselves questions?"

People ask themselves to make sure and have a clear understanding of what they're doing.

b) Below are a few different types of questions, give an example for each and when they would be useful?

i.   Closed questions:

- are those which can be answered by a simple "yes" or "no," while open-ended questions are those which require more thought and more than a simple one-word answer.
Eg. Are you feeling better today?

ii.   Leading Questions:

- a question which subtly prompts the respondent to answer in a particular way

Eg. Do you have any problems with your boss?

iii.   Recall Questions:

- requiring something to be remembered or recalled, or 'process' – requiring some deeper thought and/or analysis
Eg. What happened before the accident?

iv.   Probing Questions:

- asking follow-up questions when we do not fully understand a response, when answers are vague or ambiguous or when we want to obtain more specific or in-depth information.
Eg. What did you like best about the program?

v.   Evaluative Questions:

- are those which deal with matters of judgement, value, and choice
Eg. How would you feel?

c) What are some ways in which asking questions may help to identify problems and solutions and opportunities?

Asking questions are helpful in many ways because by asking questions, it helps you identify the problem and find solution to solve the problem and results to improvement and better opportunities.

d) Give an example of when asking too many questions or the right question at the wrong time can stifle creativity?

Basically, it is simple to understand that asking too many questions is annoying for most people. The person gets sick of answering questions and eventually harm their creativity by any means. On the other hand, the right question at the wrong time, in this case maybe the person is busy and then you ask a question. Sometimes or most of the time, the person will get distract and this leads to loss of focus that affects the creativity

2. **The Creative Process**

   a) **The creative process could be broken into four stages, please explain each stage.**

   i. Research:

   the systematic investigation into and study of materials and sources in order to establish facts and reach new conclusions.

ii. Ideation:

the formation of ideas or concepts.

iii. Development:

the process of developing or being developed.

iv. Refinement:

the process of removing impurities or unwanted elements from a substance.

3. de Bono's Six Thinking Hats

a) Edward de Bono's Six Thinking Hats can help us in developing ideas by allowing us to ask different questions at appropriate times. What are some questions that you might ask while wearing each of these hats?

Red Asks questions based on ***emotion*** and intuition.	**Blue** Asks questions about the ***process*** being followed	**White** Asks questions about the ***facts*** and looking at things objectively
Intuitively, what makes most sense here? Do I feel this is the right choice to make? What is my gut telling me right now?	What problem do I face? What do I want to achieve? How will I solve this problem?	What do I know about this problem? What don't I know about this problem? What's significant about all these facts?
Green Asks questions aimed at increasing ***creativity*** and potential ideas.	**Yellow** Asks questions looking ***positively*** at different ideas	**Black** Asks questions looking ***critically*** at ideas and thinking about the logistics

What's a unique way of looking at this? What's more efficient solution to this? What are the possibilities if I try?	Given my skills and resources, what's possible? What opportunities could evolve from this? How can I realistically make this work?	What is the fatal in this idea? How many ways is this likely to fail? What are the risks associated with this?

b) Why might this be a helpful way to order the thinking hats?
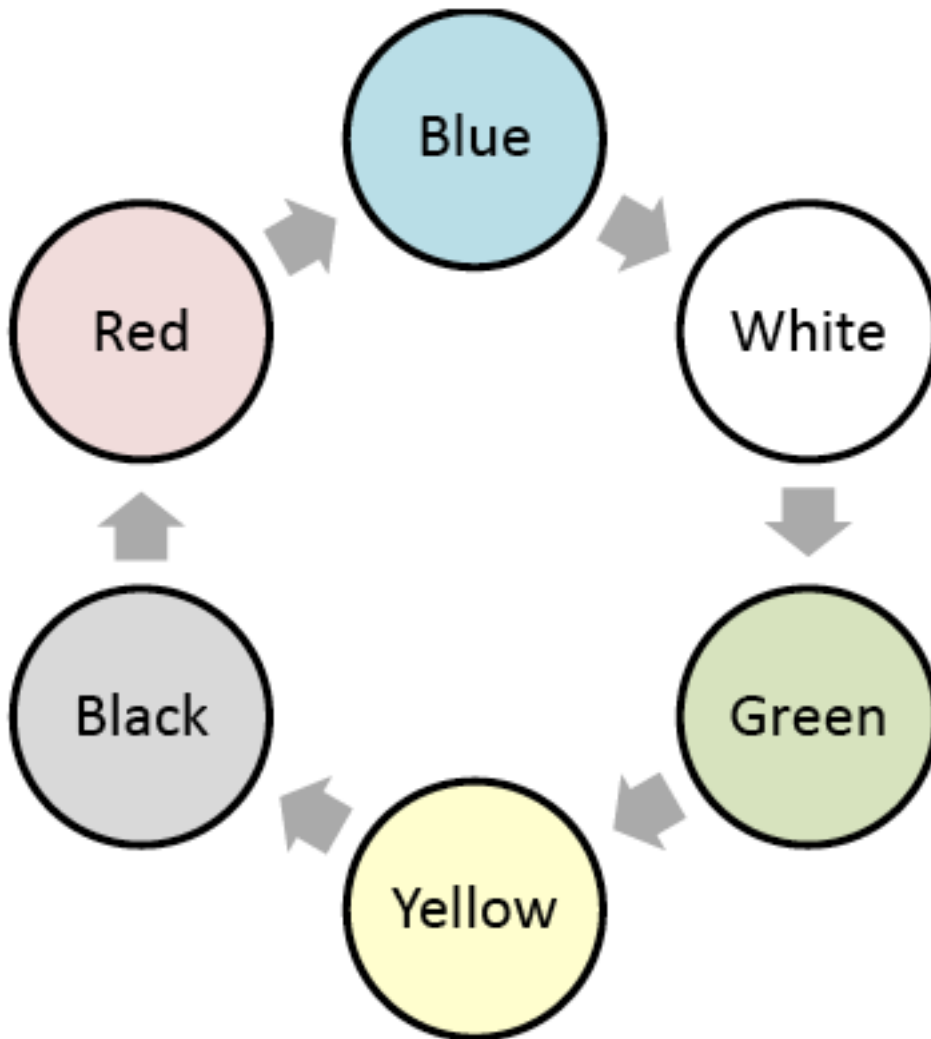
I think this order of the hats is very helpful because it starts with the bases that needs to be find out or learn then progresses to the small details.

4. Creative Blocks
a) What are some ways in which these creative blocks can be overcome?

i. Mind blank
"I can't think of anything"

Relax your mind for a while until you can recover and can think some ideas again. Asking or consulting other can also help you.

ii. Being Too Critical Too Quickly
"Brainstorming… no I don't like that idea I wont bother writing that done"

Think of what outcome you would like to achieve. Challenge yourself and give yourself an idea that more brainstorms more chances you can get greater results.

iii. Fear of being wrong
"What if people think that idea is stupid?"

Try to understand yourself. What I'm saying is accept yourself before others. Stop thinking of what others will think about your idea. It is normal to be worried but it's unacceptable to be stopped by this mind set. My advice is simply get used of not think of others' thoughts.

iv. Too many ideas
"I have so many ideas, but none of them are helpful at the moment"

Just be organised, priorities the main ones or in other words, rank all your ideas from most useful to not.

v. Stuck in the middle
"I have a start, I have an end. Unfortunately can't think of a middle though"

Rethink and observe your ideas. Test out different middle until you find the best fit. So basically, revisit your ideas and test them.

5. Making Assumptions
a) What are some ways that making an assumption might be helpful

Makes anything works faster. It is because it lessen the time of any process that need to run. It is helpful because making assumptions are ways of getting straight to the point.

b) What are some ways that making an assumption might lead to problems or block when thinking creatively?

Some ways that making assumptions might lead to problems are skipping proper process or instructions. Making

assumptions means decreasing the things that need to be think of which means the result isn't 100%

6. Challenging Assumptions

a) Three large people try to crowd under one small umbrella, but nobody gets wet. How is this possible?

It's not raining at all.

b) A certain five letter word becomes shorter when you add two letters to it. What is the word?

Short

c) Your sock drawer contains ten pairs of white socks and ten pairs of black socks. If you're only allowed to take one sock from the drawer at a time, what's the minimum number of socks you need to take before you're guaranteed to have a pair?

3 because it will definitely pair 2 of the 3 picks

d) A horse is tied to a 30-foot rope. A haystack lies 40 feet away, but the horse is able to eat it. How is this possible?

The rope isn't tied to anything

e) If you put a small coin piece in an empty bottle and replaced the cork, how would you get the coin out of the bottle without taking out the cork or breaking the bottle?

Simply take it out because there is no bottle size mention or cork

Section 3: Game Idea Development

1) Research 3 different games and comment on the following elements.

Game 1:

Name of game: Past The Night

Game genre: Adventure/Running

Target Market:

Free download fanatics. Modern gamers/millenials. Simple game players.

General Appeal:

Dark but modern

Visual Style:

Cartoon, repetition, scale and lines

Game 2:

Name of game: Sketch Your Way

Game genre: Puzzle

Target Market:

Puzzle solvers

General Appeal:

Light Game

Visual Style:

Abstract/Generic

Game 3:

Name of game: Fight For Safety

Game genre: Combat/Shooting

Target Market:

Simple players/gamers

General Appeal:

Basic 2D combat shooting game

Visual Style:

Modern/Tech

2) Idea Development

Brainstorm (use the mind map on the front page of moodle and paste the image here)

GANGSTER
SHOOTING
CITY
STREET
BIG DAWGS

BLOOD GAME
MACHINERY
HUMANS
PHANTOM CHAINSAW
GHOST

GAME IDEAS

CHILDREN
ESCAPE THE CLOWNS STREETS
CIRCUS
CLOWNS
RUNNING GAME

CHASE YOUR SURVIVAL
ZOMBIES
HUMANS
RUNNING GAME
DROIDS

What are the main ideas and mandatory inclusions of an infinity runner games?
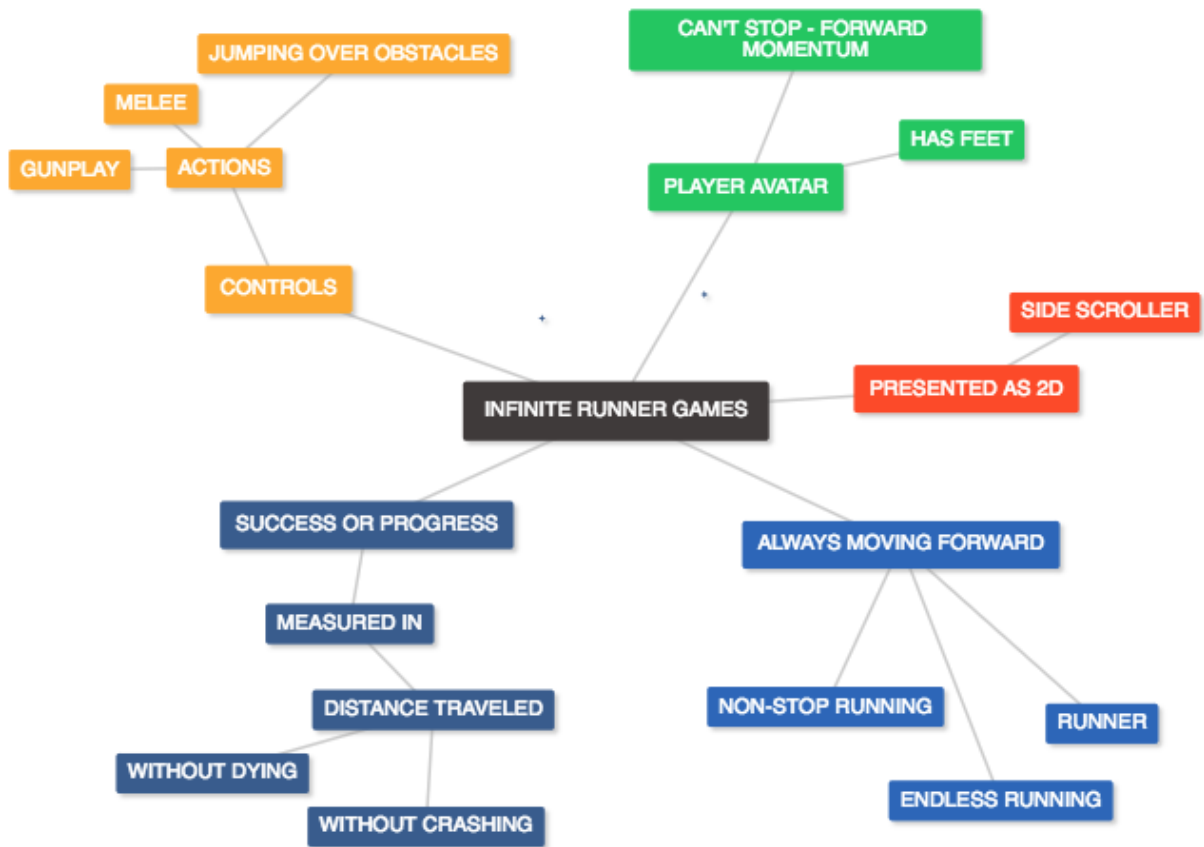
Choose a target market for your infinity runner game.

Young generation. Infinite runner games players

Choose 3 possibly genres for your game

ADVENTURE

ACTION
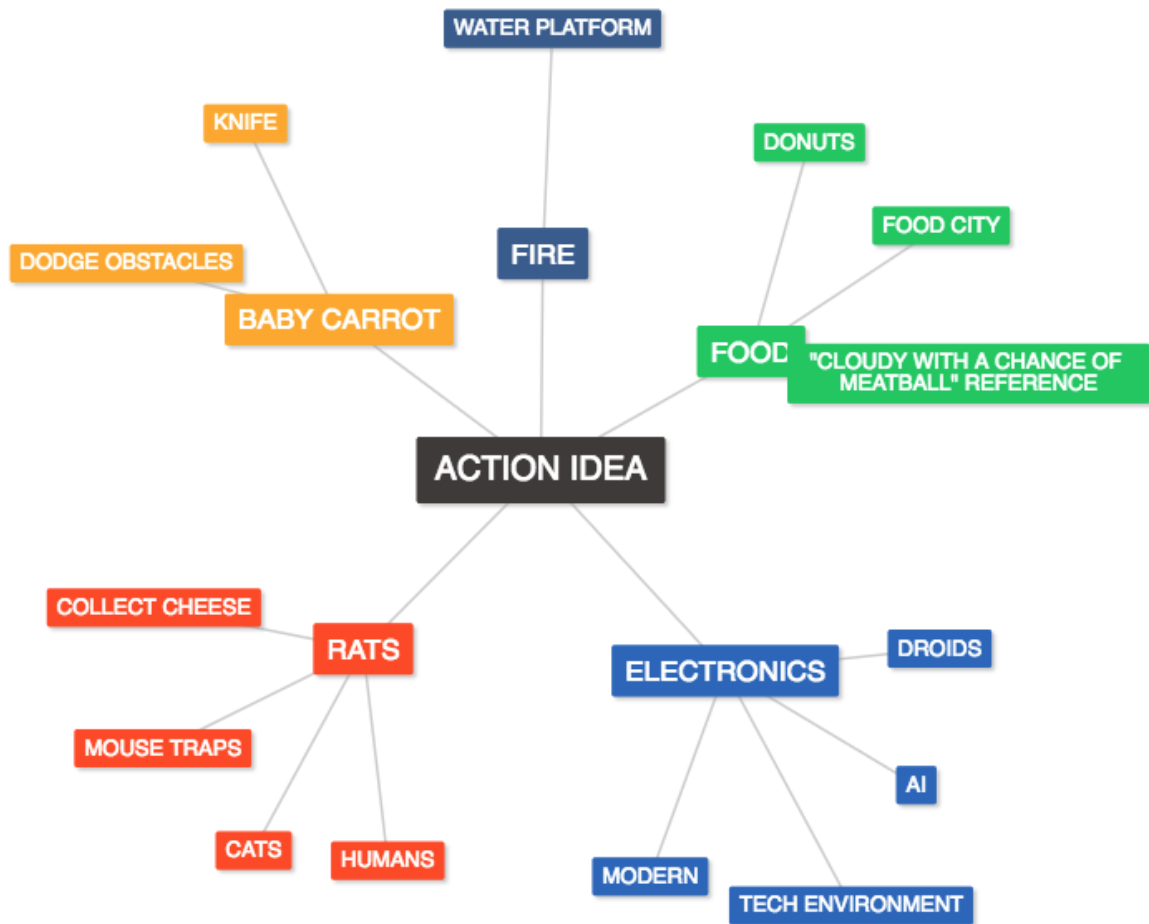
COMBAT/SURVIVAL

Brainstorm at least 5 ideas for each genre (write the genre in the box):

Genre 1
ADVENTURE

MARIO 2D · RUN OR DIE · JETPACK JOYRIDE

ADVENTURE IDEA

MY GAME IDEAS

WOLF
CHASE
RABBIT
JUNGLE

OBSTACLES
DINOSAURS
STONE AGE
HUMANS

MODERN
HUMANS
DROIDS

ROCK CITY
ROCK AVATARS
WATER OBSTACLES

ALIEN
INFINITE
GEM COLLECTORS
RUNNING

| Genre 2 |
| ACTION |

WATER PLATFORM

KNIFE

DODGE OBSTACLES

BABY CARROT

FIRE

DONUTS

FOOD CITY

FOOD

"CLOUDY WITH A CHANCE OF MEATBALL" REFERENCE

ACTION IDEA

COLLECT CHEESE

RATS

MOUSE TRAPS

CATS

HUMANS

ELECTRONICS

DROIDS

AI

MODERN

TECH ENVIRONMENT

Genre 3
COMBAT/SURVIVAL

What problems or difficulties can you foresee with creating any of these ideas as an infinity runner
game:

The general problems that I think that I would have are character design (animation and controls), functions for obstacles and power

Ups and the overall avatar controls. In addition, the flow of the game, whether it's smooth or rough.

Choose two of your ideas that you believe will work best as a platform game and write a very brief
synopsis of the idea.

Idea 1:

Rats and Traps

-basic rat dodges trap thought-out the course and survive
-multiple different traps that are ready to eliminate rats
-environment would be city or modern home

Idea 2:
Burst Off
-bubble gum that needs to avoid obstacles
-basically, try not to burst off
-in other words, avoid the blocks so the avatar doesn't pop
-environment would be an office

Obtain feedback on both ideas from peers and your trainer and have them write down bulleted notes
in the section below:

- Surveyed my peers
- 7 voted for "Burst Off"
- 3 voted for "Rats and Traps"

- They said that burst off sounds modern and light

- Rats and Traps sound a bit generic/boring

- Bubble gum is cuter than rats

Based on feedback choose 1 game idea and develop your synopsis further by answering the following
questions:

Working Title: Burst Off

Game Genre: Running/Survival Game

Characters (include brief bio of each of the main characters):

Bubble Gum

(in some cases different outfits of the bubble gum character)

the traps or obstacles aren't characters but they would be big part of the game there would be variety of obstacles

Visual style:

Conceptual Style/Abstract ✅

Plot:
Survive the course without bursting or popping/exploding.
There would be several obstacles/traps throughout the game.
There would be some power ups to make the avatar stronger.