

# Cochise College Cooperative Education

## Learning Objectives Worksheet

for Adhem Azzabi

### **Objective 1**

#### **1. What is the task to be completed?**

I will update and add functionality to our in-house asset editor window, a tool for developers and designers to use in order to streamline the asset creation process.

#### **2. How will it be accomplished?**

I will accomplish this by working with my team lead, and consistently learning about the technologies in use. I will use my C# programming and Unity3D knowledge to work on this tool.

#### **3. How will it be measured/evaluated/rated and by whom?**

The project will be used by the entire Asset Pipeline team who can voice any concerns to me and evaluated by the team lead with regular feedback. Our CEO will review the progress upon completion.

#### **4. When will it be completed?**

No later than by the end of the internship.

### **Objective 2**

#### **1. What is the task to be completed?**

Assist in implementing and working with an asset production workflow to efficiently prepare and deploy simulation content.

## **2. How will it be accomplished?**

I will work with the Asset Pipeline team to streamline the process of creating custom and importing external content and then implement this into our software.

## **3. How will it be measured/evaluated/rated and by whom?**

I will receive regular feedback from our team leads, and at the end of the internship, I will receive a performance review by our CEO.

## **4. When will it be completed?**

During the course of the internship, this is a learning object that I work on daily.

### **Objective 3**

## **1. What is the task to be completed?**

Learn and develop content using a standardized scripting editor to develop interactive assets for use in virtual simulation and educational experiences.

## **2. How will it be accomplished?**

I will use the PlayMaker plug-in to work on interactive assets. By working with this tool regularly, I will learn visual scripting standards commonplace in the industry.

## **3. How will it be measured/evaluated/rated and by whom?**

Every interactive asset I work on gets reviewed by our team lead and goes through quality assurance testing. As with all of my learning objects, the CEO will provide a performance review at the end of the internship.

## **4. When will it be completed?**

The end of every asset creation sprint and the end of the internship.