Self-Reflection Paper

Belal Elhalles

May 25, 2022

My CIS201 project was about a video games store, I have presented it to my class and instructor on Tuesday May 24th . Since we had a tight time schedule I only presented my project briefly, what it was, the colors used, the fonts, the page hierarchy and the external CSS and JS links.

Thanks to my instructor Ms. Layla I have gained clarity on where I went wrong with the project and what things I did good. I will be talking about all of that in this paper.

First, my presentation, I had prepared a lot for this presentation but still I did some stuff wrong. For example, I didn’t look at my audience a lot, instead I was talking to the instructor which is not good in a presentation. Also, I felt that I was talking quickly so I forgot to present some of the features of my project. In the plus side, I had good body language, I spoke with a clear voice. My design documentation wasn’t up to date, but this didn’t stop me from presenting and I improvised most of the presentation.

Second, my design documentation, as I have stated earlier, the design documentation presented on May 24th was the old version which was missing a lot of things. But my new version Includes everything, for example, cover page, introduction about the project, the color scheme, fonts used, page hierarchy, detailed view on each page, initial vs final design, and finally the external links.

In general the things that I would change if I had a second chance are: I would try to make everything functional, add more colors, in version control I would give each commit more details, and try to make the website as responsive as possible on every platform.

Finally, all of the feedback I got was really helpful and constructive, it would help me improve my presenting skills in the future for any other projects.