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CS-499 SNHU

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5-1 Journal

One of the biggest trends within the past couple years has been the speedy development of generative AI and tools assisted by generative AI in various industries of development. Video game development, programming, chat bots, etc. AI development has reached a point where people are beginning to mistake AI generated art or news articles for content that was made by a real person. The vast majority of this content doesn’t really hold up to scrutiny for the most part because of several quirks that AI hasn’t really been able to iron out, but at a glance they can look convincing enough. There’s a distinct lack of AI understanding the “why” of things, and that leads to it spreading misinformation or only giving a basic overview of a topic.

Some of the best examples are simply the way that AI generated articles read. They come off as unnatural in a way that a human being wouldn’t communicate or perhaps if someone were to write an article in one language and then translate it into another using software instead of a person who knew both languages fluently.

As AI is developed further and further, jobs are beginning to be replaced with AI almost in their entirety, especially in spaces where AI can perform the ‘grunt work’ of the job much quicker and more easily than a paid employee, even if it results in errors that need to be fixed much more often. AI is a tool that could be very useful if given to developers to expedite the process of the basic work that goes into programming so that the developers can focus on the more complex and creative work that comes after setting things up.

One of my primary concerns related to AI is that because of the fact that it’s beginning to replace some entry level jobs in the CS field I worry that I’ll struggle to find an entry level position somewhere after graduating.

Another trend that has grown significantly in recent years is virtual reality (VR). Facebook rebranded into Meta in order to chase VR with their own version of a VR headset. A handful of years ago, VR was difficult to get into due to the technically requirements needed to use any of the available VR headsets at the time, but as time went on, the general performance level of PC’s grew and the prices of VR headsets dropped so more people could afford them and get into it. VR is fairly popular nowadays, though it’s definitely diminished a bit since the sudden explosion of popularity that hit a few years ago when so many major companies were trying to push their own VR products.

What VR does incredibly well, though, is visualization. It gives a sense of immersion that you can’t quite get with a computer screen, and as the technology develops further and further, we’ll potentially see it become more commonplace. VR has less of a direct impact on workers, however, but is very relevant to consumers in many ways. It’s common for people to feel motion sickness when using VR headsets, for example, and it’s potentially likely for that to be mitigated with the design of VR headsets in the future, though probably not entirely.

I believe I’ve made a lot of progress towards meeting the five course outcomes, specifically the first, second, and fourth outcomes. I haven’t been able to look into the security side of my project due to poor time management, and primarily due to my inexperience with professional standard work my code review is lacking, so those are skills that I need to work on especially.

| **Checkpoint** | **Software Design and Engineering** | **Algorithms and Data Structures** | **Databases** |
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| **Name of Artifact Used** | **Artifact name:** Appointment management app  **Origin:** CS-320 | **Artifact name:** Appointment management app  **Origin:** CS-320 | **Artifact name:** Appointment management app  **Origin:** CS-320 |
| **Status of Initial Enhancement** | Enhancement completed | Enhancement completed | Enhancement planning started |
| **Submission Status** | Submitted to Brightspace alongside journal | Submitted to Brightspace alongside journal | Submitted to Brightspace alongside journal |
| **Status of Final Enhancement** | Enhancement completed | Enhancement completed | Enhancement completed |
| **Uploaded to ePortfolio** | Completed | Completed | Completed |
| **Status of Finalized ePortfolio** | Incomplete | Incomplete | Incomplete |