COMP2x0/VR220
Portfolio Development/ Worksheet Support

Week 9: Talking About Your Work

Timeline

Table 1: Indicative Assignment Timeline

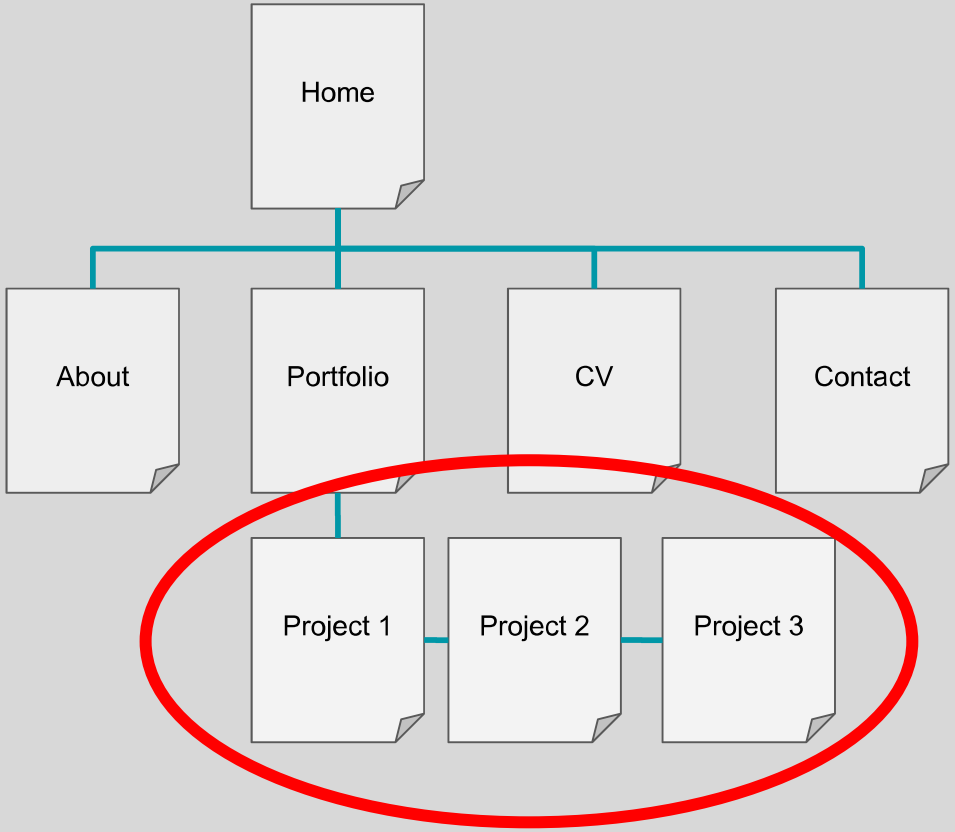
Week 2	Show Proposal to Supervisor (Part A).
Week 5	Show Work-in-Progress to Supervisor (Part B).
Week 6	Show Work in Progress to Supervisor (Part B).
Week 8	Show Draft Poster to Supervisor (Part C).
Week 9	Poster Demo & Viva (Part D).

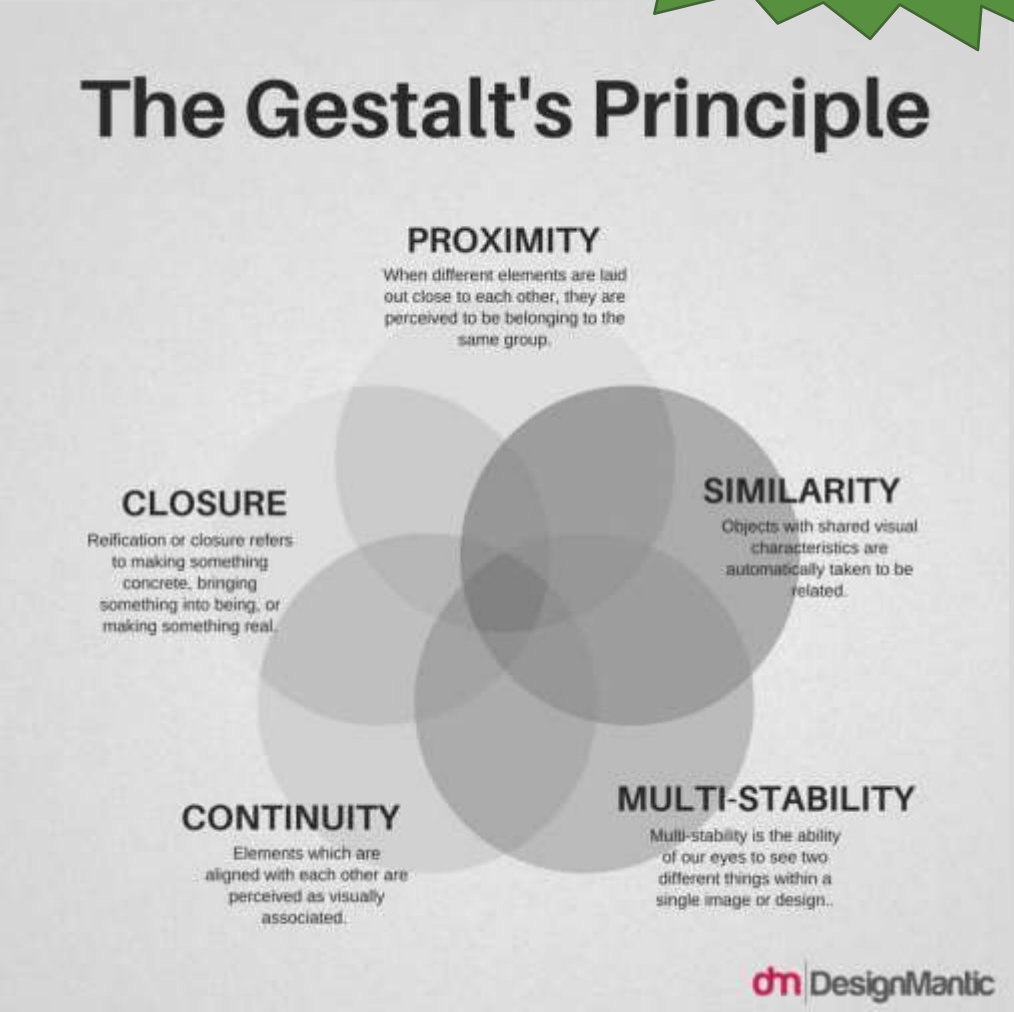
Portfolio Roadmap

Week	Topic
5	Defining yourself: what is your USP?
7	Portfolio design and structure
8	Posters peer review
9	Talking about your work
10	Talking about yourself
11	Online presence: CV/LinkedIn?
12	Portfolio peer reviews?

Previously…

Week 7





Week 5

Asynchronous Task: Personal Brand

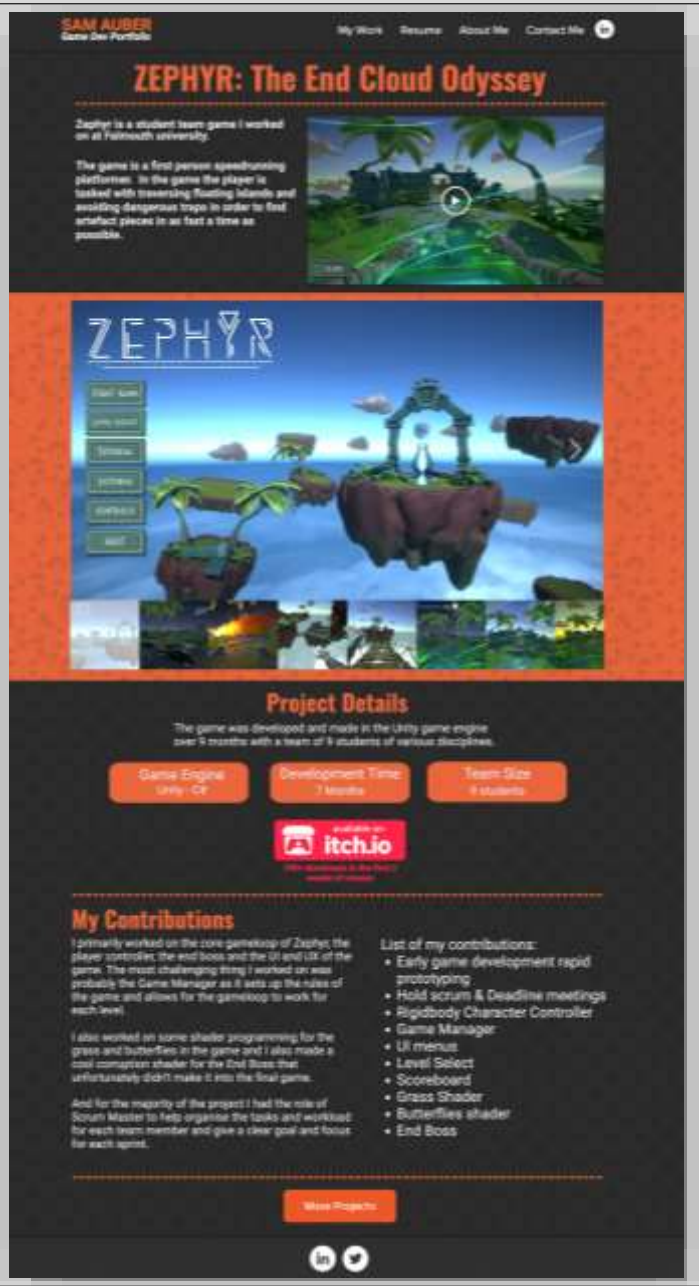
- Read how to Use a Personal Value Proposition to Land Your Next Job
- Decide how you'd like to present yourself online:
  - Identify your strengths/USPs
  - Write an elevator pitch (or PVP) for yourself.
  - Use it to "introduce yourself" on this week's Teams channel.
- Collect examples of your work that support your brand.

Showing Off Your Skills

- As a programmer (or possibly designer!) you need to sell the aspects that may not be seen.
- Highlight your role in developing features.
- Emphasise technical innovations or programmatic solutions you discovered.
- Discuss the development process and include justified decisions.

Project Description

1. Brief outline/elevator pitch
2. Project spec/aims/ambitions
3. Principal achievements
4. Details of your role and innovations
5. Include visual evidence: images, video, diagrams etc.



https://www.samauber.me/zephyr

Telling a Story

- Set the Scene: necessary background information; how did this lead to the idea for your project? Who are the "main characters"? Introduce tension as the problem to solve.
- The Adventure: how did you arrive at the design for your project, and what did you find on the way? Were there any plot twists?!
- The Conclusion: where did you end up, and what does it mean for your "characters"? Will there be a sequel?

More info:

- https://www.scientifica.uk.com/neurowire/tips-for-presenting-your-scientific-poster-at-a-conference
- https://www.annaclemens.com/blog/story-structure-scientific-paper

Activity: Storytime

- Choose a project you've worked on recently
  - Identify the starting point, motivation and characters (could be players/users, algorithms, techniques…), as well as any key plot points or incidents and the final outcome.
  - Describe your development process as a story: "Once upon a time…"
  - Remember to introduce tension: "however", "despite", "although"
  - Listeners can offer prompts, e.g. "what happened next", "why/how did they/you do that" etc.
- Tell your own stories or choose one to develop as a group

Story Example

"Once upon a time, there was a CG bear named Paddington. He was to star in his own movie, for which he had to look just like a real bear (albeit one who talks). There were talented animators who could move his face and limbs just so, but something wasn't quite right: he looked somehow rigid and unnatural.

"Closer inspection revealed that, although he was modelled as endearingly tubby, his body didn't move the way it should: there was no wobble! It would have taken the animators too much time to move every single vertex of his skin mesh in the right way, so an automated solution was required.

"Various techniques exist that can simulate soft tissue, though many still require significant human intervention. One technique that previously hadn't been tried (due to limitations in computing power) was a method commonly used in engineering, based on balancing internal forces of stress and strain…"

Asynchronous Task: Describe a Project

- Write a description for a project you've worked on, using it to highlight your skills relevant to an area you'd like to work in.
- Add this description to your portfolio website, including any relevant images and/or video clips.