Semester One Reflective Report

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Introduction To Reflective Report

Over the first semester I have primarily been studying python with multiple practice projects and some essays. Over my time I have reflected upon several key skills involved in my course which I find to be weaknesses.

Key Skills Considered To Be Weaknesses

Breaking code down is a key aspect in effectively reading code and understanding it. It involves being able to identify specific parts of code and know what it does within the program. It is a skill which I am not very effective at. While I have improved it has affected my work and continues to do so. During peer reviews it makes it harder to provide feedback on longer more complex programs. This means the author receives worse feedback and what I learn through others code and mistakes which I could implement in my work is reduced. During the Kivy app it was harder and take longer for me to utilise the Pong tutorial in my snake app. In order to improve I will find long programs and practise breaking code down. My Improvement will be measured by my ability to read longer more complex programs. I will measure my progress over a 2 month period which gives me enough time to see if I have achieved my goals without committing too much time.

  With Computing For Games we have been introduced to lots of new programs. One aspect of this I struggle with is adapting to new interfaces and learning to navigate new software. It is more of a mental thing where new or unwelcoming interfaces discourage me. With the Putty software this is a clear example. The interface for this software is not as user friendly as others and it immediately made me less confident with the software as a result it meant I was unable to work as effectively and get my work to as high a standard and as soon as I would have liked to have achieved. One way to improve upon this I will try is to use different features and functions on interfaces to become comfortable with them so that when I use them in work it will not hinder the quality of work I produce. I will be able to measure my progress by my ability to use interfaces which are less user friendly with confidence.

Throughout the course proof reading through code as well as essays. Is vital in effectively producing high quality work. I find it hard to proof read often times missing my own mistakes. With my first essay this was the case as I had not got someone to proof read on my behalf I missed silly errors which cost me marks. Also in my code throughout my first semester I would fail to see small errors and would spend hours on fixing code where the bug was easy to fix. This effected my work rate and often meant I had to get someone to proof read my code to help find the error. To improve my proof reading I will be trying a new proof reading technique. I will have others proof read my work and when I proof read it I will not look at my work for a day or two so I am unfamiliar which results in me overlocking errors in grammar and spelling especially. I will measure progress by the grades I receive in my spelling and grammar on essays which I write as well as by my ability to fix code with bugs in less time.

Conclusion

These key skills which I have established I have weaknesses over time have affected my work during this first semester preventing me from achieving higher standards of content. My improvements for these are aimed to help me improve upon these key skills. They are planned to prove enough time to see if they work without over investing into one new technique.

References