

First semester - progress, challenges, actions

COMP150 - CPD Report

1607934

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1 Introduction

Currently, it is uncertain which career path/goal I intend to choose, however I am confident of it being in the games industry. I am interested in continuously developing my programming knowledge, as well as learning the Agile ways and the games industry in general. Challenges I have encountered are as follow: understanding code structure, group work engagement, independent work research, using Git systems such as branching and the use of version control, and presentation skills.

2 Understanding code structure

One of the major things that has been both apparent and challenging for me is understanding code structure. This is obviously a vital skill to have, as it covers everything to do with computing. I am able to understand simple code processes like the ones done during the tinkering-graphics lectures, although anything further than that has been completely incomprehensible to me. Nothing sticks, even when everything has been

explained in great detail. As expected, this overwhelmingly affected my performance and overall motivation when I worked in teams where I didn't have much to offer at all, forcing my colleague(s) to do most of the work, which I found awfully discouraging and disappointing. Even more so since I see myself as a committed person. To address this, I have decided to practice more during the break in order to catch up, especially since we will be working with the BA's next year. Thereafter, I'd like to compare the results with the current lines of code I have, which should indicate my progress of learning to understand code structure or programming in general.

3 Group work engagement

The second skill goes in conjunction with the first skill. Especially in the games industry, it is important to feel comfortable and to provide personal thoughts within a group, as they establish structure and form a communicative circle which help group members remain on the same page. I struggled with this both due to my understanding of code structure as mentioned, which currently isn't much, and due to my overall confidence. I have had multiple ideas and opinions during group projects, although I end up keeping most of them to myself as a result of my lacking knowledge for the specific topics we worked with - even though they were thoroughly explained. To overcome this, I will try to push myself more and communicate more with group members in order to improve my engagement and prove my commitment. I will then analyse if my overall confidence within groups has increased overtime.

4 Independent work research

Unsurprisingly, finding the appropriate sources for my Agile essay proved to be a challenge. While the importance of academic research in the games industry can be argued, it can prove useful to acknowledge and understand the various methodologies, approaches and

general opinions that could be potentially applied - or at least considered - to oneself or in a workplace. As for me, I had to search and change between multiple sources that would fit my research question. While this is not unusual, I spent too much time on this instead of refining what I actually had. This affected the final version of my essay, as I ended up underutilising the research sources and at times wrote vague assumptions. For next time, I will try preparing and searching online ahead of time in contrast to doing everything a few weeks prior the deadline. The quality of my second essay should be an indication of how much I have improved in terms of independent work research. Comparing my old and newer essays should be considered.

5 Fourth Key Skill

Write about 200 words. As above.

6 Fifth Key Skill

Write about 200 words. As above.

7 Conclusion

Write your conclusion here. Though the conclusion should be brief, no more than 100 words, it should do more than merely summarise the report. Focus on the five SMART actions that you intend to take in order to overcome any challenges and/or obstacles. Contextualise how this will help you towards your intended career goal and how this may improve your project for the next semester.