# WDD 330 Personal Development

This document will be used in your final course assessment.

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## **Course Outcomes**

The following are the course outcomes of WDD 330:

1. Become more efficient at applying your innate curiosity and creativity.
2. Become more dexterous at exploring your environment.
3. Become a person who enjoys helping and learning from others.
4. Use a divide and conquer approach to design solutions for programming problems.
5. Finding and troubleshooting bugs you and others will have in the code you write.
6. Developing and debugging HTML, CSS, and JavaScript programs that use medium complexity web technologies.

To complete this course, you need to demonstrate your skill in these areas. Outcomes #1-5 demonstrate your personal development and are most easily shown through self-assessment and sharing experiences. Outcome #6 demonstrates your programming skill and is shown through code and experience in projects.

## **Personal Development Outcomes**

For each of the personal development outcomes you need to rate your development according to the following scale:

|  |  |  |
| --- | --- | --- |
| **Rating** | **Title** | **Description** |
| 1 | Unsatisfactory | You have not made progress in this area. |
| 2 | Developing | You made some progress in this area but fell short of expectations. |
| 3 | Proficient | You are progressing nicely in this area and meet expectations. |
| 4 | Mastery | You have made significant progress in your development in this area and have gone above and beyond what most students would do. |

For each course outcome, you include your rating of your development and list examples of times that you demonstrated this principle.

The following is an example of what is expected:

|  |  |  |  |
| --- | --- | --- | --- |
| **Outcome** | **Rating (1-4)** | **Week in**  **the course** | **Description of Example** |
| Become a person who enjoys helping and learning from others. | *3* | *Week 01* | *I was the first person on my team to figure out how to use all the technology we would need for the project. I took the time to meet one-on-one with two of my teammates to help them get everything set up.* |
| *Week 04* | *At the end of our first project, one of my teammates was really having a hard time figuring out how he could contribute to our project. My natural instinct in this case would have been to get the problem done on my own, but instead, I worked together with my teammate to get him started and then I followed up with him afterward to make sure he was able to get his task done.*  *This definitely took more of my time, but I was really glad to see his spirits lifted as he made progress.* |
|  |  |

In the following table:

1. Add your self-assessment rating for each outcome.
2. List several examples of places you personally demonstrated your skill in each outcome.

*Feel free to add more rows to this table if needed.*

|  |  |  |  |
| --- | --- | --- | --- |
| **Outcome** | **Rating (1-4)** | **Week #** | **Description of Example** |
| Become more efficient at applying your innate curiosity and creativity. | 4 | 2 | I read over the instructions multiples times just to understand what the code or a specific file is doing. |
| 4 | I was able to single handedly complete a task on the team Trello board(Discount indicator-product listing). It was fun. With the help previous codes, I was able to successfully complete this task. It feels fulfilling. |
| 5 | This week, I actively engage in research and explore options towards building a full functional website. I designed wire frames and planned how to go about this project. |
| Become more dexterous at exploring your environment. | 4 | 2 | I feel more comfortable going through previews codes to understand the syntax in the lines of codes, folders and their connections. |
| 4 | I have become more reliant of previous code for understanding of how a specific thing was done and how I can manipulate it to fix a different issue. |
| 5 | Overall, I referred to the pass assignments and project to build the structure of my new project and so far it’s going well. |
| Become a person who enjoys helping and learning from others. | 4 | 2 | I feel excited when I make valuable contribution to the team, so I am always learning new things so I can contribute more to the team. |
| 4 | This week, I enjoyed how I contributed to all the activity tasks completed. |
| 5 | During this process, I actively involved the opinions from my peers and my team, I also helped them to understand areas of my project where they had hard time trying to understand. |
| Use a divide and conquer approach to design solutions for programming problems. | 4 | 2 | I try my best to fix problems, but I also seek help if I need to. I know I cannot know it all. |
| 4 | When a particular task was hard to understand, I try to divide it into understandable portions and solve them individually before approaching the who task as one. |
| 5 | Yes, During the planning stage, I used Trello to divide this project into small chunks which has made it easy to understandably work on this project. |
| Finding and troubleshooting bugs you and others will have in the code you write. | 4 | 2 | I my experience, finding bugs are very stressful and time consuming, especial code that someone wrote. |
| 4 | Honestly, I do not enjoy fishing for bugs, so I try to make my code as easy and understandable as possible and avoid future bugs by sticking with the best practices. |
| 5 | So far, I have not done any fishing for bugs. I am trying my best be on track and also practice the best practises. |