

Create a

SWOT

analysis of yourself.

Strengths
Weaknesses
Opportunities
Threats



Strengths

Digital drawing



Very... creative

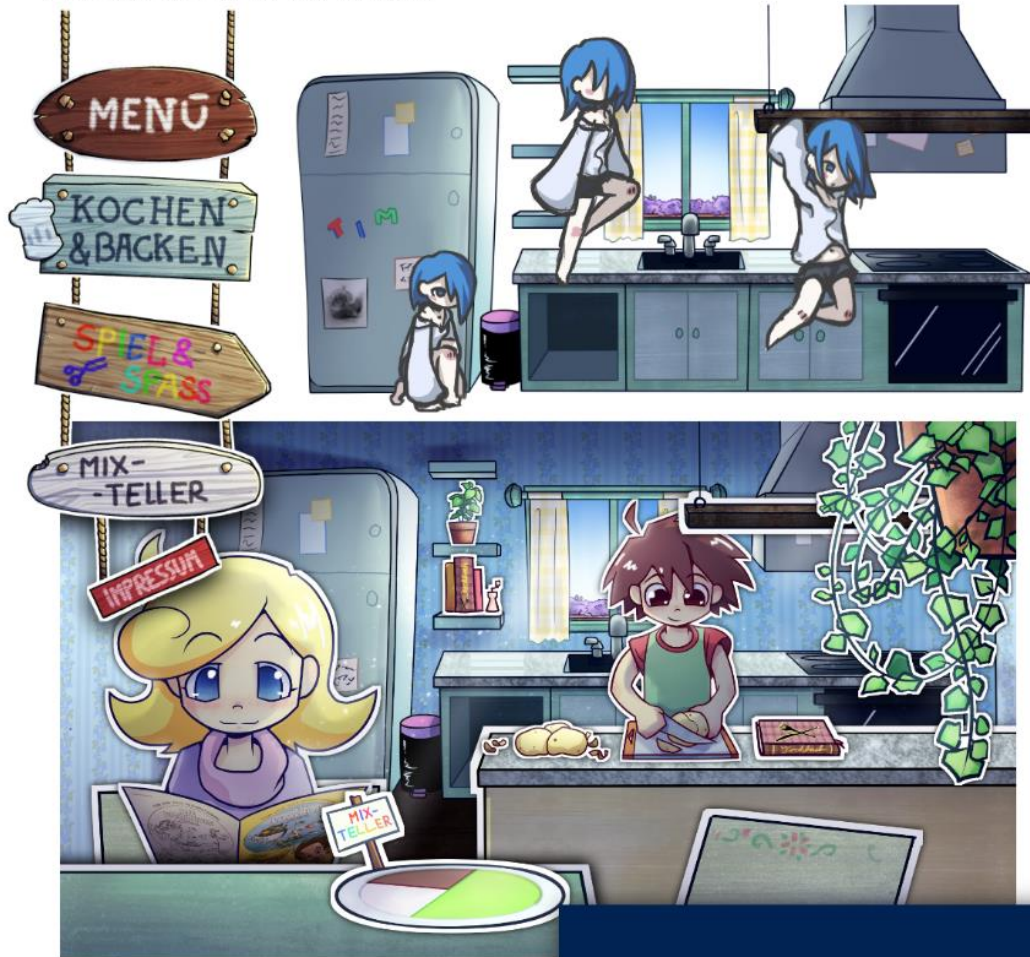


Lots of first hand
experiences with
UI design

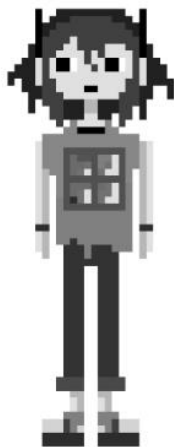


Other previous experiences:

- Multiple explanation videos
- Interactive website for children, made in a team for the bachelor-project (sadly no link available, but I still have some of the assets, see down below)
- A few game-assets for Uni projects



Interactable items light up when hovering:



WEAKNESSES

- adorable animals
- bad at coding
- easily distracted hyperactive fluff
- scared of humans and talking
- what even is phrasing
- can't do audio, but willing to learn

OPPORTUNITIES

- fleshing out my "visual" skills;
getting a better eye for design
- working together with people with
different strengths

Topics that would be interesting:

- Diegetic UI (f.ex. NIER or dead space)
- Making user interfaces that "fit"
into a game or an application
stylistically/using style
to create a better UX
- The influence of Character design/Game
design on the interfaces
- Unique or interesting ideas in UI

RISKS

- very heavily theoretical (though I don't mind theory in general, I'm just hoping to take a few looks at existing examples and learn what they do right/wrong as well)
- the risk of getting sick
- Overload throughout the semester due to a large number of very resource heavy courses, that may not be used to working online in this current situation, and thus don't transfer well
- my inability to manage things



To end on a positive note - some other pros:

- The website, its structure and the uploaded videos help immensely
- Online classes offer different opportunities than traditional classes
- There seem to be a lot of really nice, interesting, diverse and amazingly talented people in this course - which is a bit intimidating - but I look forward to learn more with you all <3