INFO1111 2021 Sem 1 : Self-Assessment Instrum

Individual Strengths and Needs + Planning

Student Name

Unikey

Enter the **three strengths** that you believe you have that are most significant to your ability to work in the computing field.

The ability of self-learning
Patience
Information searching

Enter the **three area for further development** that you believe are most important in improving your ability to work in the computing field.

Communication
Report writing
Time management

Previous Experience, etc.
Prove a brief outline of your previous experience
Already known how to write C/C++, Java, Python, C# code. Had made one game. Know something about the computer system. Know how to write an Arduino program. Know how to write an application on android os.

Plan for undertaking development

Area 1:
Communication
Analysis of the need

Communication might helps in teamwork and explaining the program to clients.

Area 2:

Report writing

Analysis of the need

Report writing might help to facilitate the formulation of the work plan and let other members know the progress of my work.

Area 3:

Time management

Analysis of the need

Time management might contribute to greater productivity, efficiency and lead to the better work quality.

Instrument

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Additional notes

Enter here any additional explanatory notes regarding these strengths and weaknesses and how they should be interpreted.

The ability of self-learning means learning without other people's help, choosing study topic, study materials by myself. Patience means the ability to continue working while facing some difficult problem rather than just give up. Information searching means searching for things I want from the Internet, article, book, etc., and organise them.

Communication includes exchange idea with teammates, explaining the program to clients. Report writing means concluding work that has done. Time management means making a schedule for work and following the plan.

Career Ambitions
Provide a brief summary of your career ambitions
Working in a game company like Nintendo, make interesting games, create my own game IP.

Plan for undertaking development

Be more active during the tutorial, exchange my idea with my teammate and discuss that.

Plan for undertaking development

Review my progress at each stage of the work, think about what I have done and how is it going, and write it down.

Plan for undertaking development

Always make a schedule before starting to work, follow the schedule while working.

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