Learning Journal: Imran

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| 18/10/2023 | How to movement in Unity:  Today we learn more about creating movement in the Unity software for video gaming.  I used YouTube video to educate myself since last week, follow step by step. (see link)  I wanted to start with 2D, so l could progress from the basics.  It was hard to start with, as the coding was not easy to read, I made errors and omissions.  I was intrigued by the software asking me if “1 or l” is correct, I tried both, I realized how useful it is in correcting my coding (like spellcheck).  It took me ages, but I learned how to work focusedly 2 hours, break, then back to work.  When I finally “got it” it was a big relief.  It was tough, but I learned to use other YouTube videos to double check.  My confidence in coding grew.  I realise coding must be really accurate. | [https://youtu.be/K1xZ-rycYY8?si=RDRD3OvtapEJDX-](https://youtu.be/K1xZ-rycYY8?si=RDRD3OvtapEJDX-L) |
| 13/12/2023 | I realise I have not continued my learning Journal for two months because:   * There were lots to learn, which was both challenging (lot of vocabulary and phraseology new to me in Sign and text) and inspiring. I was inspired to widen my Imagination and visualisation of what games design is all about this term. * I grappled with technical issues, with trial and error, meaning I had to navigate back and forwards in the various processes of coding and design. * I faced technical obstacles inserting video features in my game designs, researched (visually) via YouTube and other media relating to my task in order to grasp how it is done. It was hard work, stressful but I refused to give in, and persevered.   It was an intense time doing several things like design, modelling and professional practice at the same time. |  |
|  | The Professional Development module opened up new vistas for me who has had a relatively sheltered life – being deaf and in my current social/family life situation. I learnt that there is a lot more to explore, visit and experience with my support professionals (in early 2024).  I acknowledge my potential, and limitations which I'm actively expanding gradually.  This term has been a rollercoaster, a lot of study features to catch up with my peers.  But the most important thing is, I feel a lot more stable in my LSBU studies this second year of my degree course, because:   * With the Professional Development module, I “grew up” a lot more, became more aware of a work environment outside the university. * LifeSkills and Study Skills with peer deaf teacher has expanded my understanding of what the course expects me to do. * More confidence in using my communication and tutorial support, I felt a lot less “lost” like last year, I feel more involved in my own learning this year. * That it is ok to integrate my own deafness and deaf experience in the presentation, it was hard work, yet rewarding, to include videos of myself signing in my presentation * I feel a better “flow” in my studies this term, with the support I have, this enables me to compartment aspects of both my learning and cognitive (thinking) skill. |  |
|  | Finally, one key aspect of the improvement of my learning journey in LSBU is being given regular feedback by my lecturers, peers in the course and my support professionals of course and my family too. I look forward to next term, with a greater sense of achievement and willingness to further in video Game Design. |  |