1. PEA Self-Reflection

Recently I have began to develop some awareness of myself both in a work environment and my personal development. Initially when entering this program, I had set up expectations of what this program would hold. I was expecting an amazing experience that I would truly find a passion for a future job that gave me hope. I was generally pumped for what came next. This was back in high school when I had no clue on what I exactly wanted to achieve. I wouldn’t say that I was naïve just more misguided and unrealistic with myself. After graduating I felt as though this program would help me somehow find the purpose I was searching for. However, after the first day of my course I had began to realise that my expectations were very false. I went through the day looking trying to find that hope and that program that would call to me. It never came but, I had picked out a couple of people that I felt I could connect with. They had become one of my friends that I still talk to now. So, finishing the day I came home disappointed but, wanted to believe in the future for this course since it was “only” the first day. I had faith in what came next and stuck through it.

Going into the semester I began familiarising myself with the ones around me and gained important relationships. The teachers were all kind and fun, they understood the importance of teaching combined with levels of entertainment. This sounded all great however my expectations that I had been holding for this time had begun to disappear and I began to give up on what I had initially expected. This was not a good idea on my end. I had come to a wall where my inner self and ambitions were suppressed for the longest time, and I began to break apart. I had fallen into a pit and the only one who could get me out was myself. I treated this as a learning experience that must be over came alone and only through my efforts would I find a resolution. This took a whole semester of constant struggles and searching. I had friends but felt distant and that I was not meant to be in this program. Then when coming into the middle of the second semester I began taking my needs into account and started searching for other courses. Then when it came one day doing my presentations in business class, I had created a presentation that I put more effort into than was required. I completed it and got the whole class to see the animations I had made, and everyone was impressed. It was worth one percent but, had more effect to me then any other work I had done before in the program. That’s when I reshaped my goals and tried striving for some artistic/personal value in animation and drawing. Business has given me very important skills such as time management which has helped me with school and on my own time. When doing time management, I wanted to make it very flexible but give me the time I had to do the work since when I do most assignments it tends to be in bursts of energy. Also, another skill would have to be my presentation skills. I tend to believe that I am not very good in front of an audience, but I can sort of distract myself into not being afraid. I learned how to speak and flow through a presentation which surely will help me in the future. Web as well has shown me the importance of presentability in terms of how my site would look and how it would get the message across to the user. Overall showing that the feel and design matter when you are trying to reach an audience.

1. First Year Self-Reflection

I have been learning how to solve problems with programming that forced me to change the way I would think. It required a completely different view on how everything worked since when talking about humans we do it very differently when compared to a computer. Since, for the computer it is very normal to get commands and perform the task in a very formulaic way. This forced a lot of different methods when deciding what to do for a problem. The first encounter of this would be from my third assignment in the first semester it was about making car loan tickets for people made in Java. It took in the time stayed and the level of authority into account. It was the first assignment that threatened my year since I was in a very heavy crunch with exams and assignments closing in. I had to time-manage my way to success with the last two weeks. It was very much the worst situation I had ever been in the program.

So, off I got to work trying to finish an assignment with little time. Going through the largest problem I had was from my tax calculation which required a lot of logic and debugging. It was a very small method that had to take in a lot of exceptions with the time and authority in mind. But finally, after five days of long work I had completed my problem and was off to go study for my exams. I was very happy with my work since, I had been destroying myself on this one problem forever.

For another assignment I had experienced a lot of complications with my second assignment of the second semester. It was about creating a sudoku game that required Java to create. It involved creating a window that can play a game sudoku and you can upload your own sudoku boards with it. I was having trouble with my reading of the file given to display on the board. It had multiple problems with boards displaying over the other boards. It was a big mess all around and was going to take a lot of solving and different thinking to make it work. I spent a long three days constantly thinking of solutions even in class going home and working from five to bedtime. It taught about a lot of the importance of Graphic User Interfaces and how to manipulate files to display onto the board. The result was a tightly written and satisfactory program that allowed for no mistakes to be made by the user.

The progress I had made with my thinking was through my understanding of the fundamentals that the computer follows. I had to rewire my brain to think in a formulaic way instead of my initial interpretation of the computer doing the work. It’s like when humans make a makeshift sudoku on a piece of paper it does not require any extra thought. We write and play but with computers you need to break down all the aspects that make up the game into small pieces.