Hi, my name is morgan hodge and this is my individual journey video, all resources shown and discussed in this video can be found at my GitHub repository, the link will be on screen here.

ON SCREEN IMAGE OF GITHUB THAT REANSITIONS

**Mind Map**

During the first stage of this module, I spent a lot of time creating a strategy plan.

Firstly, I had to think of what goals I wanted to achieve through this module, I had complete freedom to do whatever I wanted. I already knew I wanted to do something that would help me grow as a game developer.

To help me decide what it was I wanted to spend all this time working on and creating, I made a mind map

SHOW IMAGE OF MIND MAP AND TALK ABOUT THAT HERE

This mind map was created to visualize my skills, what my aspirations were for the future, what areas of game development I was weak in, and what I was good at. This would give me an idea of the gaps in my skills and make me think about what I could do to fix this.

After creating this, I realised that I lacked an online presence, and I had no portfolio. After receiving feedback from tony about my mind map, he agreed a portfolio would be beneficial, as well as the online presence.

This confirmed for me that I wanted to create a portfolio for myself and establish an online presence. After confirming this I created 2 more mind maps that were tailored to those specific objectives.

MIND MAPS

**SWOT**

During this planning phase I also conducted a SWOT Analysis, this explored the strengths and weaknesses of me as a person and as game developer. It helped me get a better understanding of the specific things that I struggle with, unlike the mind maps that just told me weather I did or didn’t do/have something. The SWOT analysis took a deeper dive into what exactly the problems and solutions are.

IMAGE

Once the SWOT Analysis table was finished I had a set list of what I can be working on to prevent threats through my strengths, and what I can be working on to make opportunities through my strengths. This was useful as I could pick skills that I am weak in , and make sure that whatever I create in this module, I can incorporate an aspect that will work towards also strengthening that skill.

For example, when I created this a weakness was “I don’t have a lot/ any connections to anyone or anything in the industry”, I took this weakness and worked on it and now I have a lot of connections to the industry and I feel much happier where I am now compared to when I wrote that.

**Retrospective**

My Next Planning tool was completing a retrospective, this was similar to the SWOT as this broke down skills and tasks into different sections to help visualise the data. Retrospective was more focused on the future and how to solve the problems, wheras swot was highlighting the problems as well as the strengths in more detail.

IMAGE

**GOALS**

Goals were one of the most important planning tools I created as this established what my actual goals for the module were. These took the previous planning tools I just mentiond and acted upon the weaknesses and opportunities that I stated to create goals.

My main goals were to

* Find a job in games development
* Create a social media presence that will help me get noticed
* Create a portfolio that displays information about me and my work

These goals had branches connected to them that told me various things such as what I needed to do in preparation before starting these goals, what research needs to be conducted.

Now the main goals were defined – they could be broken down into SMART GOALS

**SMART GOALS**

SMART Goals take a goal and break it down into five key criteria to make it clear, actinable and trackable. SMART = SMART MESURAVLE, AC

These smart goals were the most important of the planning tools as they told me exactly what I had to do, how do to it, what the time constraints and elaborated on the goal in every aspect.

**USER STORIES**

User Stories are similar to the smart goals in the sense that they take the goal and break it down into smaller task like sections. However what user stories does differently is that it takes the goal, turns it into smaller tasks and then breaks the smaller tasks down to even more tasks. This ends up giving you a to do list almost. It was very useful as it made it easy to visualise what I had to do and what I had done.

**Timeline**

A timeline was created , this displays a visual representation of the tasks, milestones and events that will occur over a time period. This included dates for things such as significant events, submissions, and personal milestones.

**RoadMap**

The last planning tool created was the roadmap, this was created in excel and took the user stories and combined them with a custom key chart I created to make a roadmap. This was a high level visual summary that outlined the plans, goals, and timeline for each goal.

GOAL 1

Going back to my first goal that was to find a job in games development – I have had a change of plan. I have started to consider doing a master’s degree, I am still not certain but I aim to make a decision by the end of may so if I do decide to do a masters I can get my application in.

Despite not actively searching for a job anymore, I have still been completing the smart goals, this included strengthening my skills. I did this by participating in 3 gamejams, I focused on learning a new skill which was using the 2D Unity engine as I had never done it before, and it is used frequently within the industry. The 2 games I created can be found on my Itch page or in my github repository.

This was a good experience as I got to add projects to my portfolio, strengthen and obtain new skills and receive feedback on my games through itch.

GOAL 2

To start with I achieved my main goal of creating a social presence I did this by setting up my LinkedIn account, I now have over 80 connections who most off are game developers. I post frequently and engage with other posts almost every day as I have got used to using this app daily. My account is filled with skills, past work experience, links to my website, and I even have a commendation. I will keep using linkdin as it’s a great way to connect with people in the industry, and to stay up to date.

"I recently set up my **itch.io page**, which is a platform specifically focused on **game developers**, unlike LinkedIn which is broader. My itch.io profile includes links to both my **personal website** and my **LinkedIn**, so everything’s connected.

So far, I’ve gained **4 followers** on itch.io—not a huge number, but it’s a start. My next goal is to **improve how I share and promote my work** to grow my audience and connect with more developers."

During this module I also attended an event called digital Plymouth, durin this event I networked with other software engineers and obtained over 5 conencitons on linkdin from this event alone. I made a post about it and it statisticly did really well.

Goal 3

My third goal was to create a portfolio. This was the project that I was the most proud of. During this module I have coded my own portfolio website. This website includes eveyrthign an employer would want to know about me, including my cv, an about me section, my projects and how to contact me.

Everytime I completed a gamejam or a coursework piece I have been adding them to the website.

I also brought my own domain name on godaddy to help make the website look even more proffesinal.

Recently I have reached out to game developers that I am connected with on linkdin to gather feedback on my website. I compiled this feedback on a spreadsheet and then made the changes. With this all done I feel like my website is now ready to be used to promite myself and is in a industry standard. I will continue to participate in gamejams and complete projects so I can then upload them to my site.

TIME 4 EVALUATION

In conclusion I am really proud of what I have achieved during this module

What I have achieved and learnt will benefit me in the future as I have now established a online presence and have a really good portfolio that employers will see

The only thing I wish I did different in this module was attend more events but there will always be time do to that in the future

Thanks for watching

EVALUATE

REFLECT