

CPD Report

COMP150 - CPD Report

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1 Introduction

I would like to be an indie game developer with a focus on programming. I like to have control over the technical side of the game, because then I can quickly test my own game ideas when I want. The five skills I would like to highlight for my CPD Report are *Procrastination*, *Supplementing Learning*, *Thinking ahead*, *Taking charge* and *Asking for help*.

2 Procrastination

The biggest challenge for any student is *Procrastination* telling yourself "I'll work on the worksheet tomorrow". I believe for me personally *Procrastination* is something I struggle with the most, with all these distractions of from TV, Games it is so easy to lose track of time and before you know it the deadline is next week. For me *Procrastination* doesn't lead to me failing the task at hand, it just leads to more stress for myself. I have never failed to submit something because of *Procrastination*, but it has certainly hurt the quality of my work. To combat this issue I did some research in *Procrastination* and I found this great talk by Tim Pynchyl - "Helping Students Who Procrastinate"[1],

in it he talks about why it happens how knowing more about it will help you combat it. After listening to the talk It gave me a sort of awerness of when I am Prorastinating and that lead me to correcting my path. I believe getting back into the student life with deadlines and essays I needed some time to get back my work ethic, and with the weeks progressing I got better and better at not Procrastinating. Going into the Second Term I would like to keep track of when I work on a project and for how long using a Calendar or a To Do List app, "Wunderlist" might suit my needs.

3 Further Learning

It is a challange for me to set off time for *Further Learning*, this is because when the letcures end for the week I stop thinking of the studies, there is a feeling of "This week is done, onto the next". And by not focusing on *Further Learning* I have found myself having trouble at the beggining of lectures. It takes me some time to get into the subject, but If I had done Further Learning the week before I would not encounter this problem. To fix this I need to get away from the idea that on Wednesday the studies end. Looking back at the studies It was never due to Time managment that I failed to do *Further Learning*, it was mainly about not keeping track of what is up for *Further Learning* this week. So to combat this I would like to keep track of what is assinged for Further Learning at the end of the study week(Wednesday) add each of the items to my weekly To Do List. By doing that I would like to set a precedent for myself that Thursday and Friday are *Further Learning* days. For the Second Term I would like to be more aware of the Further Learning tasks.

4 Thinking ahead

I would describe *Thinking ahead* as me not reading the Assignment briefs ahead of time. I first encountered this in the very First week of the studies in one of the first Introduction

lectures. There was a portion of the presentation where the lecturer went over **every single assignment brief** for the entire first Term. By being shown these assignments in such a condensed way I could immediately feel overwhelmed by assignments. And this mainly ties into getting back into Studies and not having deadlines and assignments for a few years before this. With this first experience I immediately associated the assignment briefs with this sense of overwhelming, which lead to some problems in my studies during the first term. The main problem I encountered was that I would only read the assignment briefs when I would be doing the actual assignments and this would lead me to doing the worksheets for the basic proficiency marks. As an example for the workseet from COMP 110 to make an OXO board I created the entire thing as I would do it regualary. But then the very last paragraph of every worksheet stated the things you should be going for to get higher marks, so the way I was reading the assignments I would only get to that last paragraph was when I had already done all the work required for the base worksheet, and in the OXO worksheet that would require me to scrap the entirety of my work. And this is where *Thinking ahead* comes in I would not have these problems if I had thought ahead and read the entire assignment brief before starting to work on it. To combat this problem I will read the entire assignment brief before starting the work, and just keep track of what the assignment brief requires me to do. Going into second term I don't believe this will be as big of an issue, because I am now aware how the assignment briefs are layed out and with more time I'll get more and more used to keeping up to date with the briefs.

5 Taking charge

I consider myself to be a neutral personality, I will not take control of a situation in a team unless it is the only way the work is going to get done. This is something I would like to work on, because I notice that in team projects I tend to not participate in teams that already have a strong leader, that sets out what everyone is going to do. This lead

to me feeling like I'm not contributing to the group project as much as I would like to. This is where *Taking charge* would help me, most of the group projects are set up using the agile philosophy and that gives people control every week through a weekly scrum master and I regret not taking taking the opportunity to do that. This comes back to my neutral personality if someone is already a scrum master It is extremely difficult for me to say "I want to be the scrum master". This is a problem that might be the most difficult one to combat, because you cant change your personality on a whim. Starting the games group with the BA students, I have tried more to be heard and participate in the creation of the project, by at the very least leading the BSc students. To combat this problem for the second term I would like to take a lead role in a team project for one of the sprints, just to get a sense of how leading a team will help with my confidence of expressing my thoughts. Being a leader also ties into being and indie game developer, as If I'm there creator of the game I need to be a good leader for my artists/designers.

6 Asking for help

I enjoy the whole process of finding a solution and coming to it naturally so I often times wait for the very last minute to ask for help with something. This lead to me often falling behind in lectures and not being as far with programming as the slides are. Also when I ask for help I will often times not ask for help again, because I do not want to bother the person and this is a bad way to think about it. Mainly I encountered this at the very beggining of the Python programming week, when we started doing Tinkering Graphics, I was not familliar with Python yet and the first few slides didn't make sense to me. I did not understand what I was supposed to do, because there was no example code before the very first task. So instead of asking for some guidance I tried to solve the problem myself and ended up falling behind with lecture and not getting far enough in the slides. This lead to me not understanding tinkering graphics as much as I should have. To solve this I would like to be more confident in asking for help and not think

about if I am bothering someone, because the people around me are more than happy to help and I am happy to help them. Also if I would like to not interrupt the flow of the lecture there are personal tutor meetings that are set up just for this situation and for the second term I would like to get better at applying for a personal tutor meeting if I encounter problems understanding the curriculum.

7 Conclusion

Being a indie game developer, requires a strong work ethic ,leadership skills and great planning skills. The most common thing that indie game developers say to future developers is that you need to make something, anything. This will show your work ethic and it strongly ties in with *Procrastination* the main reason someone doesn't create something, so solving this issue durning my studies and growing my work ethic will help me with my career goals. Leadership skills are required for Indie game developers to manage a team and conveying your project to your team. This is why I want to take charge in projects and gain some experience in leading. And the main thing to bring all of the skills needed for an indie game developer is great planning skills. A subtle thread of terrible planing goes through all of my issues during the first term and this is something I will extremely focus on during the second term. There are many good practices to follow to improve your planning skills with software solutions and even by using scrum for your entire studies. I am confident In my ability to adapt to these issues and I feel like I needed the first term just to get back into the groove of the Student life.

8 Referances

[1] "Helping Students Who Procrastinate" - Tim Pychyl (<https://www.youtube.com/watch?v=mhFQA998V>)