Profile

Personal Information

Name: Liam Willis

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Nationality: Australian

Languages Spoken: English, some German, and a tiny amount of Afrikaans

Family: Married with a 3-month-old son, and a 3-legged cat.

Interest In IT

My interest in IT started towards the beginning of this year. I had just found out that my wife was pregnant and was looking to study something that would lead into a career which would enable me to provide for my growing family. IT was especially desirable as it has such a large variety of skills to specialise in and careers to explore. There is also a greater likelihood of finding a job which allows me to work remotely from home which would grant a great work/life balance. Whilst I currently have very little IT experience, from the little I do have, I have found that I enjoy coding and I am somewhat able to easily come up with app ideas. Whether those ideas are any good, or even possible, is yet to be seen.

My choice in RMIT was fairly simple. I researched IT courses around Australia and RMIT had a very good reputation. The course became even better when I was able to enrol through Open Universities as it allowed me to have support whilst still working and being able to put food on the table for my family.

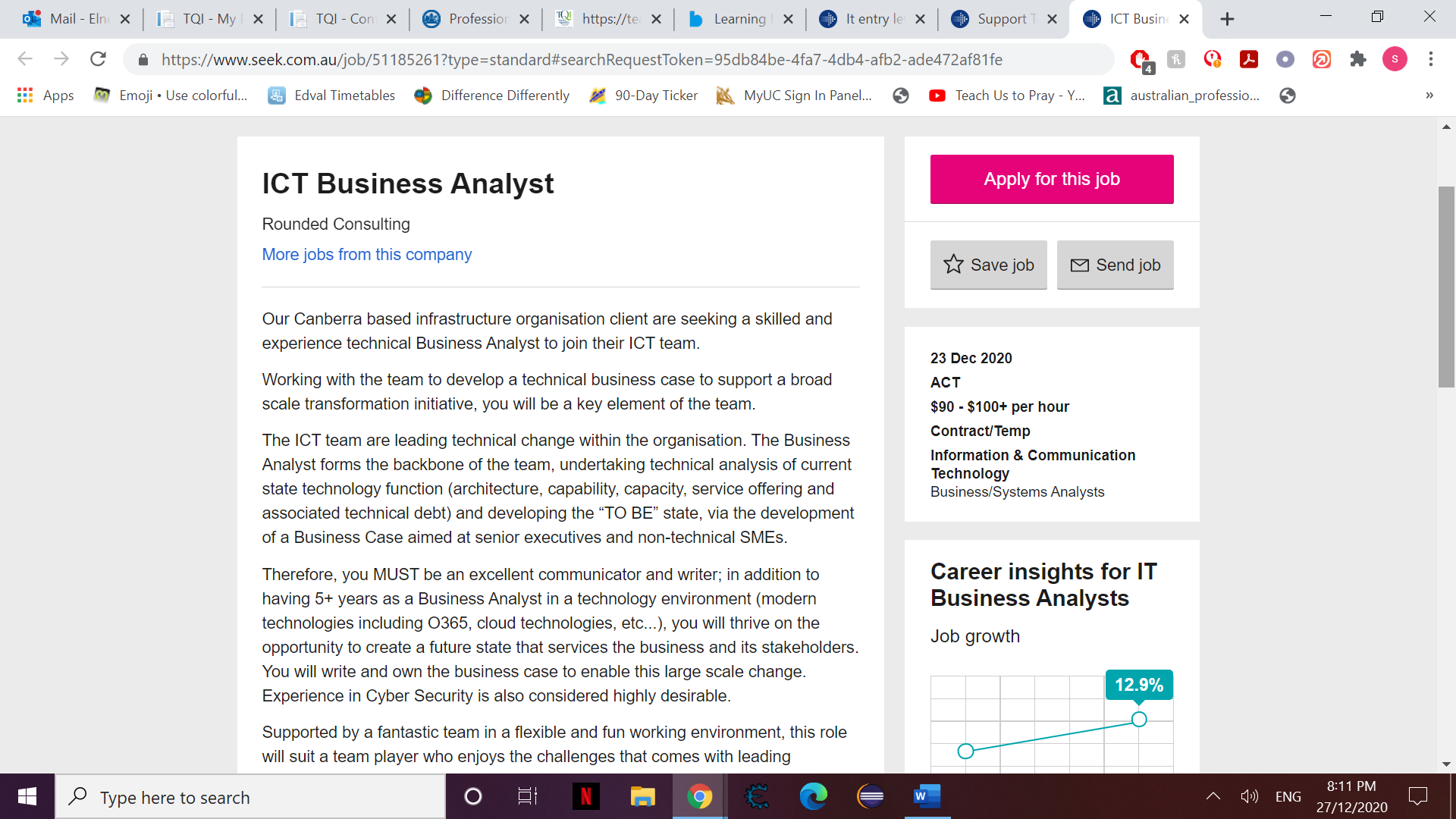
I am hoping to mainly learn coding and troubleshooting techniques throughout the degree as well as an understanding in data analysis. Mainly, I would like to become proficient with the programs and skills needed to become a successful IT business analyst.

Ideal Job

My ideal job would be an IT business analyst. Whilst I enjoy coding, I believe it would be better as a side project for me doing app development whilst mainly working as a business analyst. I believe I have good communication and writing skills and having worked in a retail setting I believe I would be well suited to optimising the user experience.

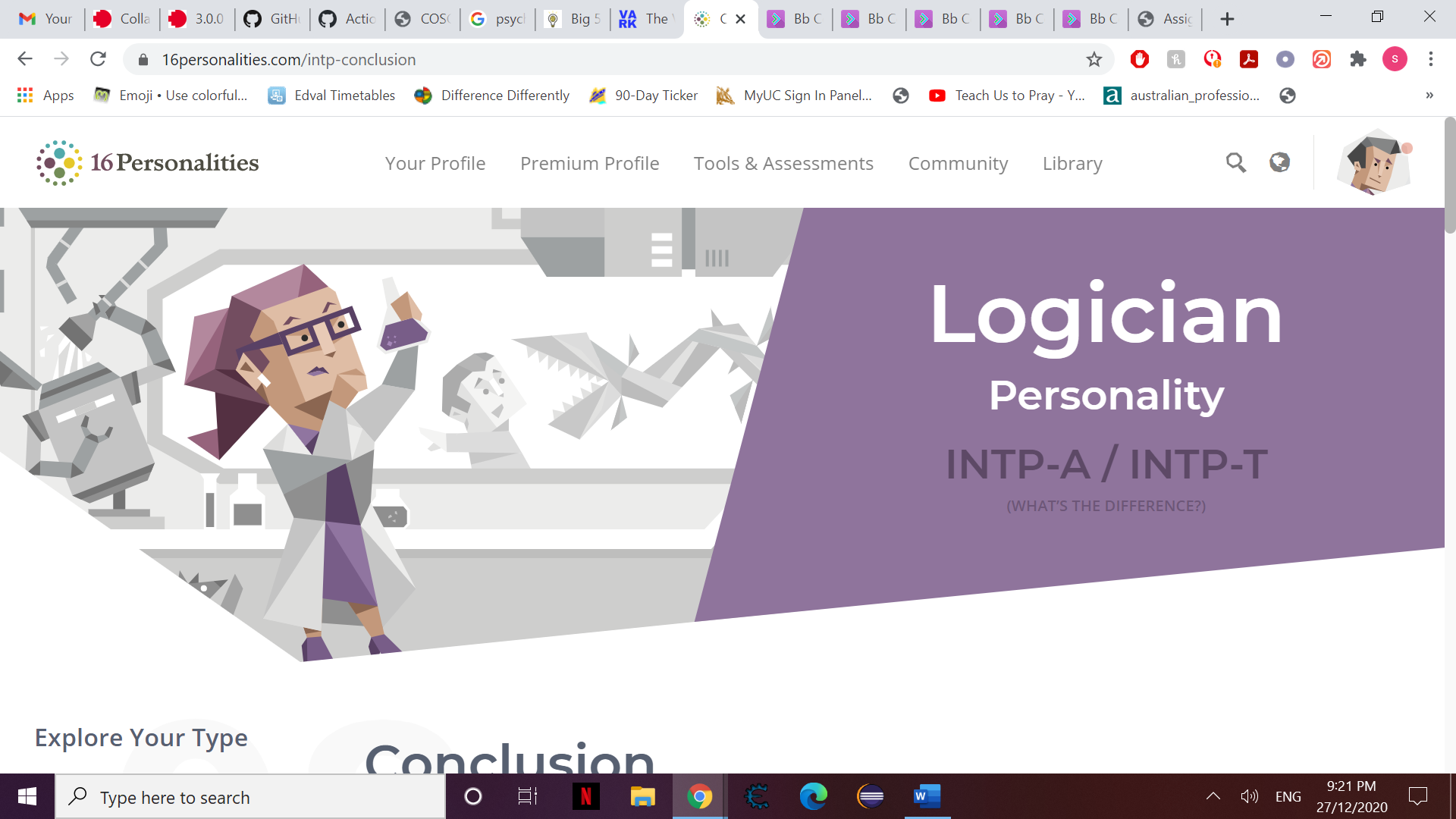
<https://www.seek.com.au/job/51185261?type=standard#searchRequestToken=95db84be-4fa7-4db4-afb2-ade472af81fe>

The specific job I found was an ICT Business Analyst for Rounded Consulting.

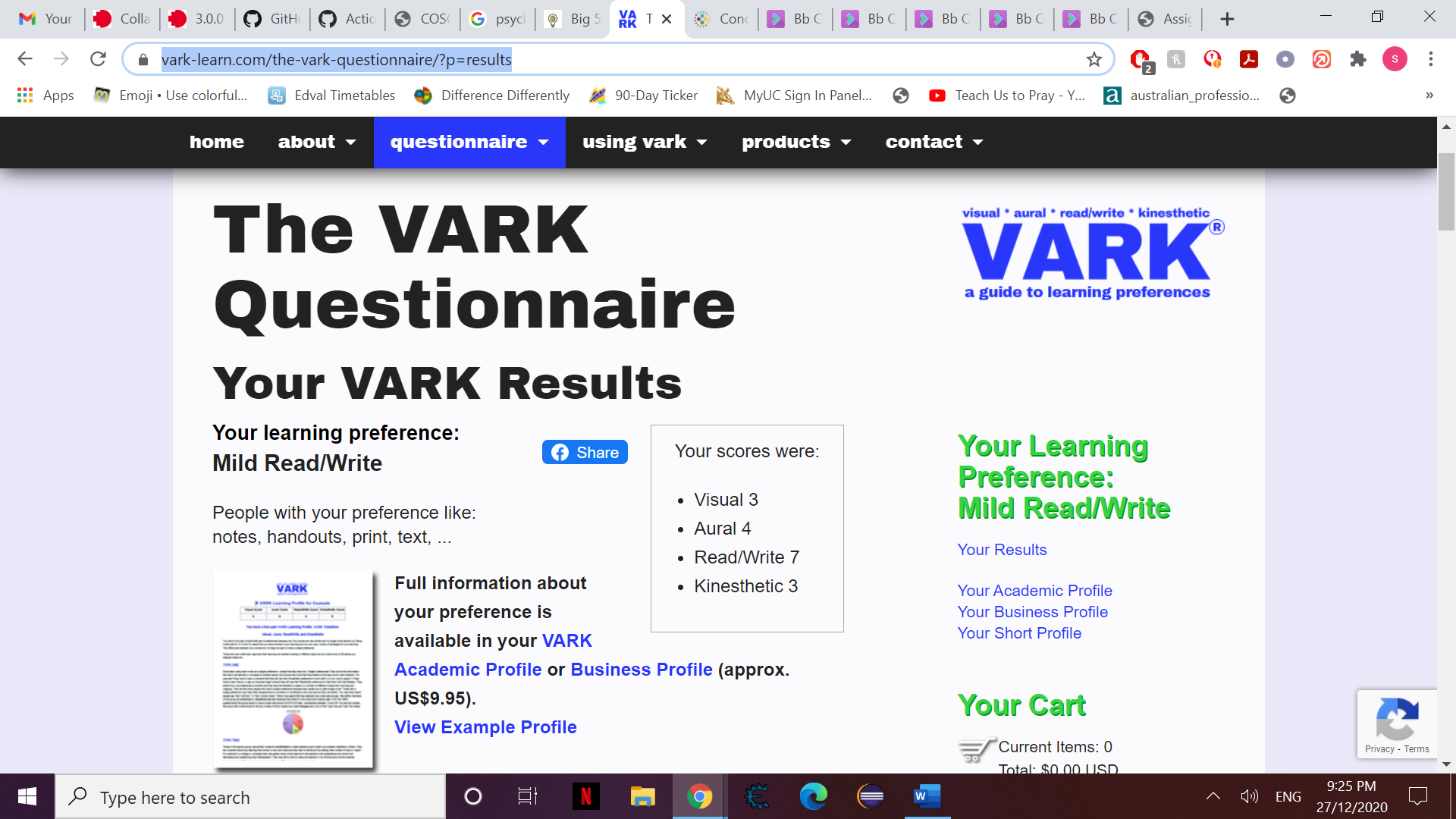


The job itself appears to be helping update and develop the technical side of a business and being able to effectively explain the system and processes to the non-IT members of staff in the company. Applicants are required to be effective communicators so that they can explain the system easily. They need at least 5 years technological business analyst experience and an understanding of modern programs. It is also advantageous to have cyber security experience. Currently I have little to no experience in any of these areas and my knowledge of modern programs is basic at best. I will need to study these programs extensively, and perhaps take an online business certificate course, to ever have a chance at successfully applying for a role like this.

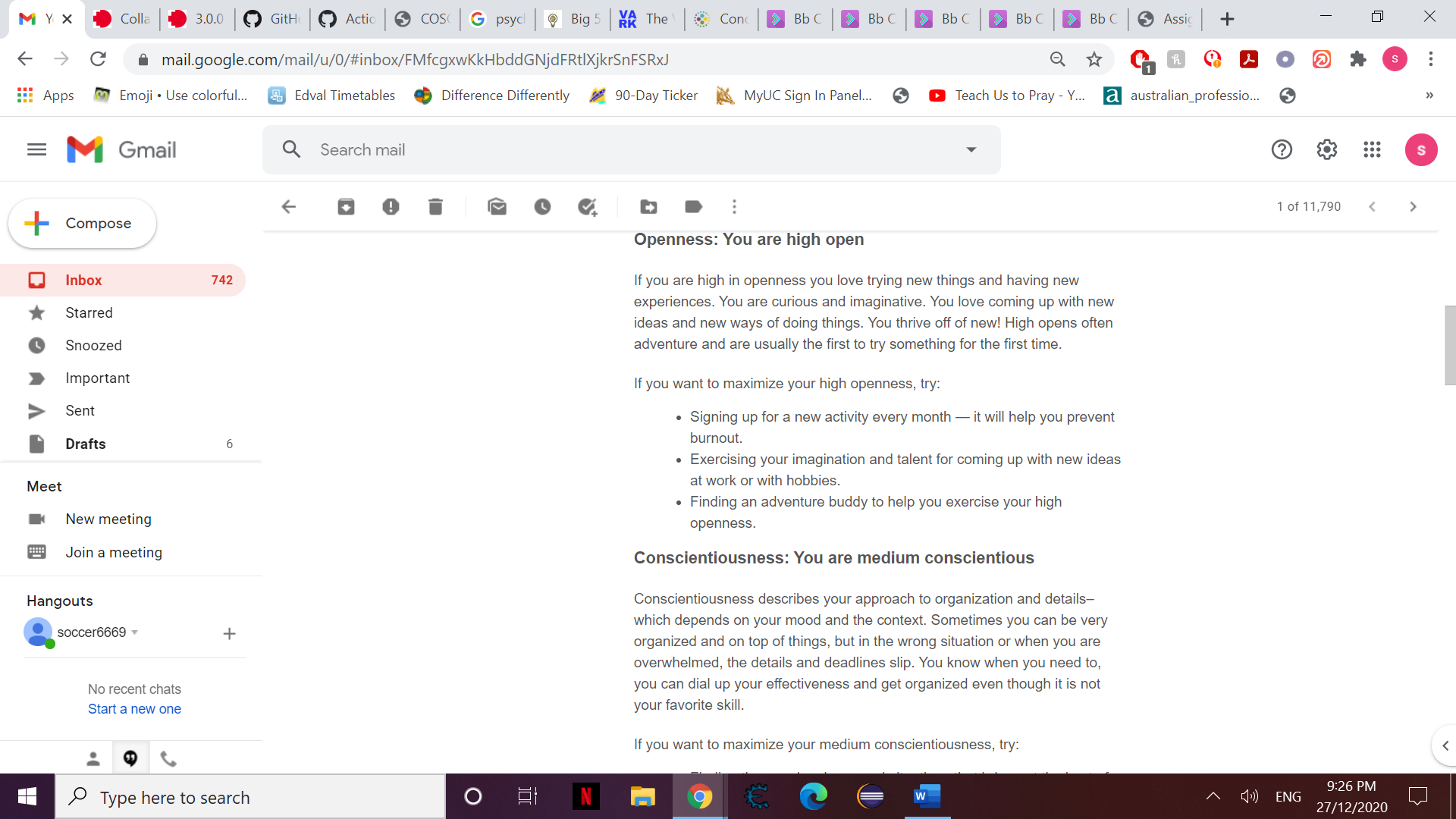
Personal Profile

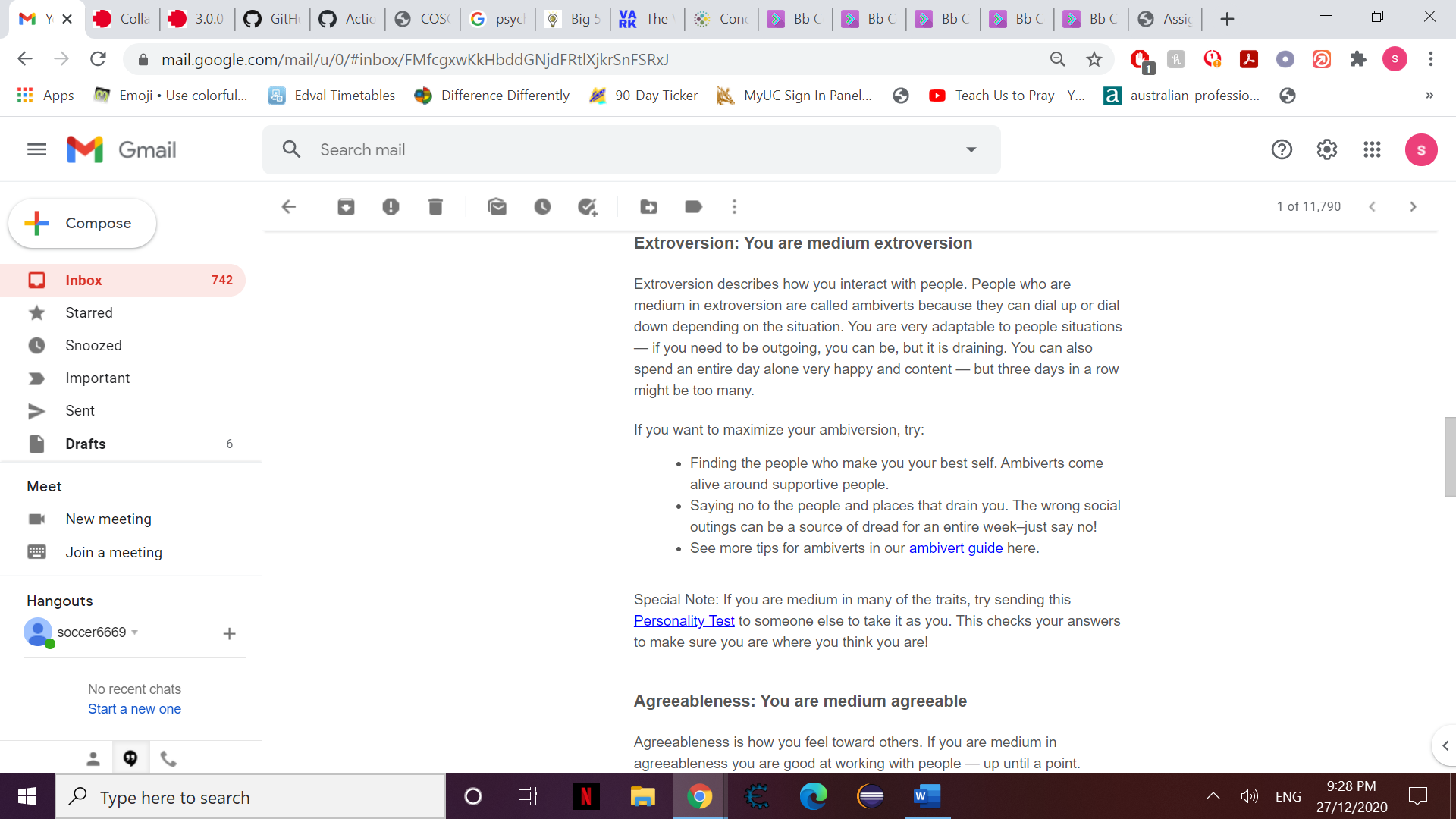
On the Myers-Briggs test my results stated that I was a Logician personality.

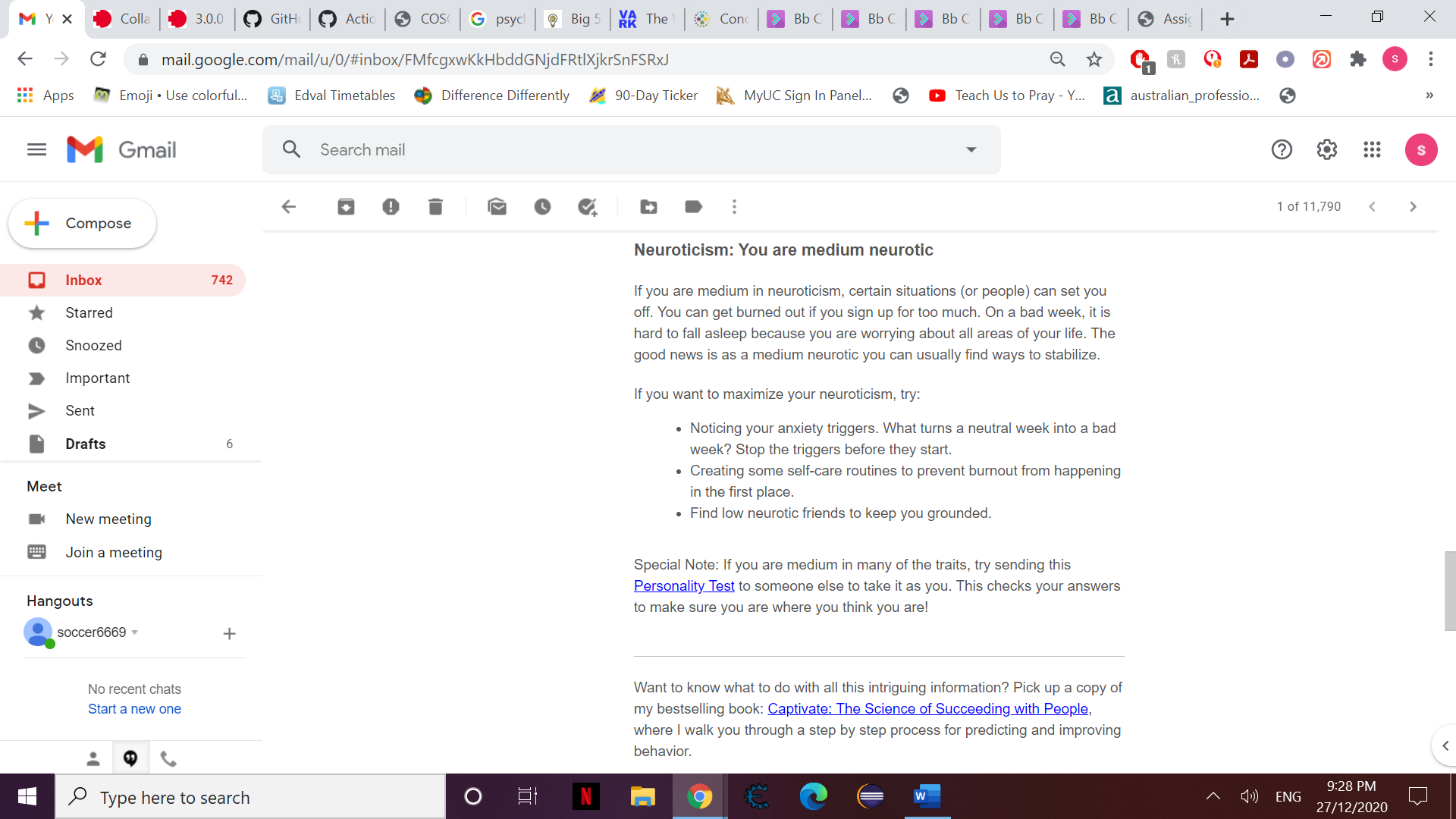
I took the Vark test to find out my learning style which is reading/writing.



I took the science of people Big 5 personality test which found I was high on openness and moderate on the rest.







These results indicate that I am well suited for creative and analytical work. I need to be careful not to alienate others in a group setting and to remain on top of my emotions. I am suited in a group setting to help with ideas, but I do need t make sure I follow through with projects and implement those ideas. When forming a team, I should make sure I have people in the group who are hard workers and follow through as well as those with personalities strong enough to keep me focused.

Project

Overview: The project idea that I have is to create an educational gaming app which reflects the syllabus of each year level. There would be several games on the app, similar to apps such as Cool Maths Games, but they would only relate to the Australian educational syllabus, enabling them to be used by teachers in order to make their students learning enjoyable. The app would be aimed mainly at students from year 2 till year 8 and cover all the different academic subjects which would necessitate many different games, though they could possibly have similar formulas across the age groups.

Motivation: I used to work as a Learning Support Assistant at both a primary school and high school environment, and my wife currently works as a primary school teacher, and I have seen how few options there are for teachers to involve technology effectively and easily into the classroom, especially in a way that the students find accessible and enjoyable. Whilst there are some games and activities available, most are to do with maths and reading, and very few are actively linking to the Australian curriculum. I want to make teaching through technology easier for my wife and all the other teachers out there.

Description: The application will focus on having educational games that match the Australian curriculum and are appropriate for the classroom setting. The main challenge will be coming up with effective games for each different subject, and each different year level, whilst not being too bland or repetitive. For instance, earth science contains content on recycling. A game for this could be somewhat like pong but you need to hit the right waste into the right bin. There could be a game to learn fractions through baking cakes, using fractions for the ingredient measurements. This would be for maths. For English there could be create a story games where the students must write words to fit into the story structure which could affect the images that they see as part of the story. For history they could do pick your adventure stories set during parts of history and learn about events that happened, and so on. The app will have user accounts for each student and there will be no ability to communicate or to compete within the game between users. This will limit the likelihood of the games becoming inappropriate or bullying based on the result and will hopefully lead to the student competing against their personal best, leading to individual improvement and achievements, rather than discouragement at their scores compared to their peers. In keeping with this, the only leader board will be their own scores, allowing for them to monitor their improvement.

Effectively, the app will be organised into the different subjects and then into the different year groups as what is appropriate for the older years may be too advanced for the younger years, but by having the app incorporate all the year groups, there is the ability for younger, advanced students to be able to extend themselves by going up a year level, or older less advanced students the option to do work that is more in line with their ability level. This would also make the app more appealing for the teachers to use as they are required to adjust their teaching to the levels of their students. By linking all the games to the Australian curriculum there is more likelihood of teachers and schools accepting the application schoolwide. The application would need to be usable on both Apple and Google systems to ensure that it is as accessible as possible. The app itself would either be subscription based for each school or would have a base account free for the students, but a premium account available with added content.

Tools: I would use Unity to create the games for the app. I would use free image libraries to make 2D games. I would possibly need to have someone do illustrations for some of the games and would need someone to do the 3D modelling for other parts of the games as I do not really have any drawing abilities. The writing I could do myself. I would also need to study the syllabus extensively in order to properly link the games.

Skills Required: As stated above, I would need to have a much higher skill level in coding, as well as the ability to create a whole database of games in an app. I would also need to source an artist or learn the graphic design skills necessary for the project. Finally, I would need the skills to market the app to different schools.

Outcome: The success of this app would be measured in quite a few different ways. The first way would be the number of schools using the app. Obviously, the more schools that use the app, the more chance there is to charge a subscription amount for each school. There is also more likelihood of being able to attract advertising, though this would have to be academically appropriate, and it is not a desirable way to make the product financially viable. Another way to measure the success of the app is through improved results for students using the app. This could be measured through reviews and recommendations from the teachers and parents of the students, allowing for the app to better direct its educational efforts. User reviews from students are also an extremely important way to assess the success of the app as it will be imperative to keep them interested, otherwise the app will become just another piece of schoolwork or homework, and the students will stop being engaged. The final way to test the success of the app is through profitability. Whilst this is an educational app, if it isn’t profitable, the amount of time and effort put into it would mean that it was a major drain on those that create it and as such would likely be unable to continue.