# CMGT Personal Portfolio Learning outcomes template *v1.5*

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| *You need 2-4 learning outcomes for every personal portfolio. A learning outcome should represent 20-40 hours of work. Each Personal Portfolio module is 3 ECTS, every 1 ECTS is 28 hours. In total you need to spend approximately 84 hours on every Personal Portfolio module. That equals 1 day of work in every week of the term. Your portfolio item and critical reflection needs to represent this.*  **Learning outcome 1**  “As a programmer looking to enter the game industry,  I want to gain experience developing software for VR hardware by setting up a VR set to be ready for game development using the Unity engine over the course of 5 hours,  so that future employers can see that I have experience with VR development. “  *CMGT Competence(s):*  *1. Technical research and analysis*  *3. Testing and rolling out*  **Learning outcome 2**  “As a programmer looking to enter the game industry,  I want to gain experience developing software for VR hardware by creating a simple demo scene including locomotion and simple object interaction over the course of 20 hours,  so that future employers can see that I have experience with VR development. “  *CMGT Competence(s):*  *3. Testing and rolling out*  *11. Learning ability and reflectivity*  **Learning outcome 3**  “As a programmer looking to enter the game industry,  I want to gain experience developing software for VR hardware by creating a simple game including UI, advanced object interaction and a win condition over the course of 55 hours,  so that future employers can see that I have experience with VR development. “  *CMGT Competence(s):*  *2. Designing and prototyping*  *3. Testing and rolling out*  *11. Learning ability and reflectivity* | |
| **Describe how your learning activity corresponds with your learning outcome.**  Which assignment(s) and activities will you carry out to achieve your learning outcome? | My learning goals can be summed up as:   * Learn how to set up VR to be game development ready. * Learn how VR interacts with the Unity Engine * Learn how to take advantage of VR in the Unity Engine.   To achieve these goals, I will be doing the following activities:   1. I will be setting up a VR device to be ready for game development with the Unity Engine. 2. I will be creating an interactive demo scene including locomotion and simple physics-based object interaction in Unity. 3. I will be creating a small game including UI, advanced object interaction and a win state in Unity.   Therefore, I believe these activities will help me reach my learning outcomes. |
| **Which product(s) (or outcome(s)) will you work on to demonstrate the extent to which you have achieved your learning outcome? Describe what the essential conditions, necessary characteristics, and requirements of each product (outcome) should be?**  What is the least you must do to demonstrate that you have achieved your learning outcomes? | For this personal portfolio project, I will be creating 2 separate builds using a single Unity Project.  The first build will be a simple demo that shows off locomotion and simple physics-based object interaction.  The second build will be a simple but complete game, which shows off UI, advanced object interaction and a win / game over state. |
| Describe your portfolio item(s): | The final portfolio item will be a build of the game.  For now, it will be hosted as a git repository on my personal GitHub page, but this will be changed once a better alternative is ready. |
| Which sources (literature, tools, books, blogs, specialist journals, video tutorials, keynote speeches, interviews, etc.) will you consult and why? Which software/hardware will you use? | I will be using the official unity documentation and scripting API as my main source of information.  I will be using the Unity Engine for development, Visual Studio as my IDE, git for version control and fork as my git interface and I will be using Trello for planning. |
| **Previous Learning Outcomes**  Please paste the learning outcomes of modules here. Explain the relation with your current learning outcome and/or portfolio item, and or/ other CMGT modules. | This portfolio project build on the ‘Unity Game Scripting’ course, since it builds upon game development in Unity. |