

I worked in a group with two other individuals to develop a scrolling space shooter game. I was responsible for the scrolling, shooting and collision coding for the game. While the other two members were responsible for design, visual and auditory, as well as menu coding and bug fixing.

My role as leader and main programmer within the group was vital to the outcome of our product. I took the other team members elements, such as sprite design, and used those to create an iteration of the end goal. This played to my strength as a worker who seeks autonomy. I used the ability to delegate tasks off to other group members to be able to maintain my optimal working conditions, independent, all the while keeping my group close to set the clear boundaries that are required to keep tasks on track. Although, my need to seek autonomy in my work could lead to challenges in future groups as in a typical group setting the leader has an autocratic leadership style. This sort of leadership could lead to an adverse effect in my work. To further improve my group working ability in the future I will introspectively review my work ethic and evaluate when my need for autonomy is feasibly fulfilled and when it is not.

When presented with the possibility of being the leader of the group I was initially sceptical. During the group discussions I highlighted that I had a lack of experience in this role. Other times in software development groups I have taken a less assertive role and did not present myself as a possible leader, hence my little knowledge in the role. This is one of the main weaknesses I have identified in myself. I allowed my lack of prior experience in leadership influence my decision; therefore, I did not immediately appoint myself as leader. During the group discussions I took initiative and held a group vote on leader as we could not come to a decision, the rest of the group appointed me. In order to work on my self-doubt in the future I will seek further guidance from those around me on what makes me a good or bad leader. This will give me reassurance in my ability as a leader and help me build leadership confidence.

My self-doubting leadership led to my group missing the initial deadline. We set out to finish the game within 5 months, this did not happen. My self-doubt made me create a lenient workplace with no consequence for missed or sloppy work. I did this to try and keep team members happy, so they did not begin to doubt my leadership. This is another angle of my leadership style I need to work on. I need to evaluate how I am delegating tasks and how precise I am making those tasks so that I cause no confusion, which could lead to missed deadlines.

One of my positive skills in team working is that I am generally a doer. I feel an innate desire to contribute to the team to achieve the best outcome possible. I found that this was evident in my work with the games development team I managed. I actively sought out tasks that needed to be done and applied myself to those tasks. This also highlights another one of my positive team working attributes, versatility. I am able to dedicate myself and my knowledge to almost any task given to me. Within the team I initially was only assigned to complete the coding of shooting and collision while the other members picked up the rest of the work. However, after a short while of working on the project I saw that other tasks, such as finalising sprite design, were not making any progress or given any attention; therefore, I took it upon myself to apply what knowledge of art and design I had to the task. This could lead to teamwork becoming individual work if the other members do not pull their weight. This is something I think I balance well. Within the team I feel I did not take on all the work myself when work was not getting completed. I allowed others to work at their pace and gave them space to complete tasks in their own time, while still within task bounds.

As before mentioned group management is generally autocratic or do as I say. Like I said before it has an adverse effect on my work, but it also has affected other members of groups I have worked in. In another team I was in many of the other members felt the same as I did. We were tasked to create an app prototype. From the outset the leader made it clear that they were an autocratic leader and had no other leadership nuances. This had a negative effect on myself and other team members, it slowed our work rate down because it overloaded us with precise do as I say tasks, which are generally hard for independent workers to follow. So, our work suffered as a consequence. Therefore, if team management is generally autocratic then how can independent workers participate as part of a team? To the best of my knowledge and experience, I understand that the best way to allow independent workers the freedom they desire and autocratic leaders the dominance they want is communication. So that this issue does not become catastrophic to work progress each team member would have to communicate their needs to each other. For example, I would have to communicate to everyone the fact that I thrive while working with direction but independently. The issues myself and other team members had could have been minimised or even eliminated by clearer and more precise communication on each other's needs and wants. So generally speaking, teams require clear and accurate communication in order for them to produce an outcome that they are proud of and remember fondly rather than in bitterness. Alongside this having an immediate effect on teams it will have a lasting effect on team members, and they will be more likely to continue good communication in the future.