**Dear student,**

When you are halfway your graduation internship, it is a good moment to reflect on your progress. Ask your company mentor to fill in the form that you can also find in Canvas and discuss together. Also, fill in the form below to help you think about your progress, and submit both forms (evaluation company mentor, and from yourself) in Canvas. Your graduation teachers will review and also give their view on the progress and will give feedback, feedforward and feedup. If you, the company mentor or your teacher judges to be helpful or necessary plan a meeting to further discuss with the three of you.

In the form on the next page, describe for each learning outcome on which level of progress you think you are working, and give substantiation your ideas how to further work on it. By the end of the semester, all learning outcomes should be at least on proficient level. We recognize the following levels:

*Undefined:* you have not yet undertaken activities to demonstrate the learning outcome.

*Orienting:* you have made a start and explored the possibilities to demonstrate the learning outcome.

*Beginning:* you have taken the first steps and carried them out which contribute to demonstrating the learning outcome.

*Proficient:* you have demonstrated the learning outcome several times. You will demonstrate the learning outcome at a sufficient level, if your development continues in this way.

*Advanced:* you have shown several times to work on this learning outcome with good results. You have performed above expectations and have focused on continuous improvement. You will demonstrate the learning outcome at a more than sufficient level, if the development continues in this way.

At the end of this document you find a clarification on the learning outcomes.

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| Student number | 444310 |
| Graduation Profile | Software – Game Development |
| Date | «Date» |
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| --- | --- | --- | --- |
|  | **Learning Outcome** | **Level\***  **(U, O, B, P, A)** | **Feedback** |
| 1 | Professional Duties | P | I had a pretty bad start when it comes to part of my professional duties. I did professionally handle the activities and I cut corners in the analysis part, which resulted in bad design choices regarding the target audience. I realized this when I got feedback from my assessor and since then I started working ina more professional way. |
| 2 | Situation-Orientation | P | I have applied my previously aquired skills in software engineering and game design and technology in both my project and in helping others. I have helped both my mentor and assessors with my knowledge in these fields and other self-learned skills, like AI Generation.  I have came up with design choices, ideas, and implementations based on my previously aquired skills that match the stakeholder requirement and even goes beyound what was expected. |
| 3 | Future-Oriented Organisation | P | I correctly identified the business domain, stakeholder requirements and the area of which the project will contribute to based on the project requirements using my software engineer and game developer skills  While for this project a buisiness side might not be present – it is a free educational game- I have taken into account the ethical aspects when it comes to design.  I have also created an in-depth project plan and game design document that contains all the information about the design choices, intent, and features of the game that can be used in the future for continued development. |
| 4 | Investigative Problem Solving | A | I have done extensive research and prototyping for everything, to the point where both my stakeholder and assessor have told me that I am doing too much research and going too in-depth.  I have also created solutions that far exceed the quality standards set by both my stakeholder and assesor, and was told that the implementation is too complex and high quality for the scope of the project.  As mentioned above, I created an in-depth project plan which recieved very good feedback. |
| 5 | Personal Leadership | B |  |
| 6 | Targeted Interaction | B | Google Scholar |

**\***choose from **U**ndefined**, O**rienting, **B**eginning**, P**roficient**, A**dvanced

**Appendix: Explanation about the learning outcomes**

1. Professional Duties: You carry out the professional duties on a bachelor level resulting in professional products in line with the IT-area you are working in.

*Clarification:*

* Professional duties on bachelor level = All or a subset of the activities Analysis, Design, Realize, Advise, Manage&Control on professional level. As a reference, 1) use the HBO-I framework[[1]](#footnote-2) on proficiency level 3, 2) the level as required in OE6 or OE7 that relates to the IT field, 3) the expectation in the professional workfield related to IT field of the graduation project.
* Professional products: end products and other products as a result of the professional duties
* In line with the IT-area = You deliver professional products that are characteristic for the IT area of your project. E.g., a software architecture in full stack software development. On a general level the IT areas are defined by the 5 architectural layers of the HBO-I framework (User Interaction, Organizational Processes, Software, Hardware Interfacing, Infrastructure), or a more specific level as a subset or combination of the architecture layers (like cyber security or web development).

1. Situation-Orientation: You apply your previously acquired knowledge and skills in a new and authentic context to deliver relevant and valuable results for the project and company.

*Clarification:*

* Apply your previously acquired knowledge = You adapt to the processes and way of working of the company
* Relevant and valuable = Your work is relevant for one or more persons and creates value (e.g., in terms of upward TRL transition)
* New and authentic context = you work in a methodological and structured way in a context where approach and solution area are open, with multiple stakeholders and multiple IT areas combined.

1. Future-Oriented Organisation: You explore the organisational context of your project, make business, sustainable and ethical considerations and manage all aspects of the execution of the project.

*Clarification:*

* organisational context – you identify the business domain and stakeholders of the project and know its business legitimisation.
* business, sustainable and ethical factors – you take into consideration business, sustainable development and ethical aspects in your judgement process using standards or methods/tools (e.g. TICT).
* manage execution – you create a project plan and monitor your project including the research activities, time, money, risks and the quality of the solution which is valuable for the organisation.

1. Investigative Problem Solving: You take a critical look at your project from different perspectives, identify problems, find an effective approach and arrive at appropriate solutions.

*Clarification:*

* Identify problems - Throughout all phases of the project, initially by identifying the problem/opportunity of the client, defining the main scope of the project and formulating the related research questions, and during the project by identifying newly encountered problems/challenges and formulating more in-depth or detailed research questions.
* Different perspectives and effective approach – you use a variety of research strategies, methods and activities (reference: <https://ictresearchmethods.nl/The_DOT_Framework>) in a structured way in order to find justified answers to your research questions.
* Appropriate solutions – you use the results from your research to create valuable solutions and validate these with the relevant stakeholders.

1. Personal Leadership: you are entrepreneurial around your projects and personal development, you pay attention to your own learning ability and keep in mind what kind of IT professional and/or what type of positions you aspire to.

*Clarification:*

* Entrepreneurial means that you take the lead in your own project, both planning as well as content wise.
* Paying attention to your own learning ability means that you can reflect on your own actions, ask and receive feedback on your actions and look for further opportunities and possibilities that flow from hat feedback and that you are aware of your development as an IT professional.
* You know which role you envision in the IT-landscape and what role you play in a team.

1. Targeted Interaction: You determine which partners play a role in your project, collaborate constructively with them and communicate appropriately to achieve the desired impact.

*Clarification*:

* Communicate appropriately means that you make sure that your communication has the right impact and execution.
* Partners are the different stakeholders in the project to which you pay attention to and whose interest in the project are clear to you.

1. As described in: HBO-i Domeinbeschrijving 2018, HBO-I stichting, Amsterdam. [Domeinbeschrijving - HBO-i stichting](https://www.hbo-i.nl/publicaties-domeinbeschrijving/) [↑](#footnote-ref-2)