WDD 330 Personal Development

This document will be used in your final course assessment.

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Course Outcomes

The following are the course outcomes of WDD 330:

1. Become more efficient at applying your innate curiosity and creativity.
2. Become more dexterous at exploring your environment.
3. Become a person who enjoys helping and learning from others.
4. Use a divide and conquer approach to design solutions for programming problems.
5. Finding and troubleshooting bugs you and others will have in the code you write.
6. Developing and debugging HTML, CSS, and JavaScript programs that use medium complexity web technologies.

To complete this course, you need to demonstrate your skill in these areas. Outcomes #1-5 demonstrate your personal development and are most easily shown through self-assessment and sharing experiences. Outcome #6 demonstrates your programming skill and is shown through code and experience in projects.

Personal Development Outcomes

For each of the personal development outcomes you need to rate your development according to the following scale:

Rating	Title	Description
1	Unsatisfactory	You have not made progress in this area.
2	Developing	You made some progress in this area but fell short of expectations.
3	Proficient	You are progressing nicely in this area and meet expectations.
4	Mastery	You have made significant progress in your development in this area and have gone above and beyond what most students would do.

For each course outcome, you include your rating of your development and list examples of times that you demonstrated this principle.

The following is an example of what is expected:

Outcome	Rating (1-4)	Week in the course	Description of Example
Become a person who enjoys helping and learning from others.	3	Week 01	I was the first person on my team to figure out how to use all the technology we would need for the project. I took the time to meet one-on-one with two of my teammates to help them get everything set up.
		Week 04	At the end of our first project, one of my teammates was really having a hard time figuring out how he could contribute to our project. My natural instinct in this case would have been to get the problem done on my own, but instead, I worked together with my teammate to get him started and then I followed up with him afterward to make sure he was able to get his task done. This definitely took more of my time, but I was really glad to see his spirits lifted as he made progress.

In the following table:

1. Add your self-assessment rating for each outcome.
2. List several examples of places you personally demonstrated your skill in each outcome.

Outcome	Rating (1-4)	Week #	Description of Example
Become more efficient at applying your innate curiosity and creativity.	4	1	I was the first to recognize the CSS problems and fixed to make completing tasks more efficient. Got a head start on cloning repository and building the tasks for the group.
	3	4	From my personal project I began researching ideas and skills I would need to learn to make my movie website functional and interesting. I knew I need to learn animation, creative use of local storage and layout for different screens views.
Become more dexterous at exploring your environment.	3	1	I spent most of the week before meeting with my group to really understand the website problems, the goals we needed to achieve and how to assign tasks that each person would be comfortable completing. I found that preparation for groups projects is important to success and helping others understand the end goal.
	3	5	When building my personal project, I found great tools using W3schools, geeks, GitHub, and use of code pen to test theories of code manipulation. This
Become a person who enjoys helping and learning from others.	4	2	A class mate of mine was struggling with understanding CSS and how to design their tasks with showing items in the cart. I was ablet o help find a solution that maintained a cohesive page but was easily noticeable from a user point of view. I followed up with the them at the end of the week when I did not see anything to be pushed. He was finalizing and testing things beforehand. Great team work.
	3	3	Hard for me to ask for help, but I was struggling figuring out a JS code for the individual assignment, and my team mate was kind to meet with me. We worked it out together and provided resources outside of the reading to help better understand the JS process to create the functions needed.
Use a divide and conquer approach to design solutions for programming problems.	4	2,3,4	My team would meet 2 times a week. Monday we would have a short meeting to assign tasks. Since there were 5 of us, we each had to do 2. I wanted to help people explore outside their comfort zone and suggested we each pick one we know and one we do not know to learn and grow our skills. We would take turns choosing and if one person had two tasks that were too hard for them, we worked together to trade and support one another.
	4	3	During a team meeting we had some class mates that were short on time, so we divided the team meeting into two parts to complete tasks. The first part we completed the main requirements. Second part to finish the stretch we each tried to solve it and then collaborated on the solution of the stretch to keep the meeting short.
Finding and troubleshooting bugs you and others will have in the code you write.	3	3	Had a challenging task that I had to explore further to better understand how to apply registration to only show up for first time visits. I found exploring other developers' similar problems helped to find a solution.
	2	5	I had problem figuring out how to fetch the API and call on the information inside the JSON. Had help with troubleshooting through the inspecting tool. Found the problem I had with the improper syntax and was able to correct the errors. This is a place I still need to work on

			understanding how to trouble shoot the JavaScript and be able to fix the error.
	3	6	My personal project loading was lagging and knew that it was lagging due to loading one thing at a time. I found that the problem was that I needed to create a div inside the JS where I had my API fetching information to incase all the other html into one group to load all at once. Then I could tell the user to please wait for the loading and have it all at once instead staggering once by one.