Professional development journal

Keep a weekly professional journal of the progression you are making during your first year of study. Each journal entry should reflect on what you have learnt so far and what you need to develop further. Each entry should be no longer than 150 words.

Own progress has been carefully monitored and recorded in the Professional Development Journal, and effective target setting demonstrates commitment to developing as a professional.

Week 6 04/11/19 – 10/11/19

In this week we have covered arrays in programming, addressing mostly related to IP address and DHCP, normalisation in databases to the 3rd form and applying materials and UVW wraps to models.

With what we done this week I need to consolidate on the Continuous Process Improvement within web development along side Growth-Driven Development to see understand how these can have a greater affect. I feel that learning about IP and DHCP I am quite confident with what I have learnt and taken from the lesson. Normalisation within DB was easy to grasp and see how it can be complexed but broken up and formatting DBMS into a logical manner removing data redundancy. I need to continue and experiment with arrays to grasp a better understanding of the multiple types and functions of arrays within C#

Week 7 11/11/19 – 17/11/19

This week we learnt about the TCP/IP stack and the layers within it and generalised protocols, going into the two main types of transfer protocols: TCP & UDP. I need to spend some time furthering my knowledge about the TCP/IP layers. Programming went over arrays again with more depth which greatly helped my core understanding. Then we moved onto the lists and implemented working examples, this was easy to pick up. In databases we were preparing to review a case study and learning about fact finding which I found quite difficult on seeing how to apply it to a case study. Out of class was to look at DreamHome case study this is where I can develop my fact-finding skills which I struggled with. Wed development released its first assignment which I am looking forward to working on and challenging myself with once we had an overview on it.

Week 8 18/11/19 – 24/12/19

3D we learnt about interaction design which was more detailed than expected, I need to spend time to review this to see how all processes are broken down to see the fundamentals of them, I grasp the concept but no as firm as I wish. Professional skills looked at intellectual property and some example of infringement on IP, copyright laws and ethics as well as dilemma which was thoroughly entertaining.

Databases looked at conceptual design and modelling, this looked at ERD which I struggle with making in detail, but basic ones I find easy. We also looked at conceptual data model which shown the steps of identifying components in a database which was helpful for me to learn. I need to reiterate on the physical and data link layers in networking as I find it hard to remember.

Week 9 25/11/19 – 01/12/19

Looked into the scrum methodology and see how every step of that functions work, then organising into groups and making a scrum schedule was challenging to get everyone to cooperate and work in unison to each other. Which was somewhat of a highlight to me to see. In software we learnt to overload methods which I struggled to understand the logic of how it works fully, it is something I will have to research and test on my own further to garner deeper understanding and comfortably know how to implement it. Role and importance of DBMS was covered which as well explained why they are used and how they are used, we cover various types of DBMS that are used and what they typically do which was easy to grasp. Web design principles was covered which went into great depth and UI and UX and elements.

Week 10 02/12/19 – 08/12/19

This week, programming covered dateTime and writing to files which was I found was intuitive and detailed and enjoyable. This is something I am comfortable about. Networking went into depth about IP version which is easy to learn and then about routing within the network and how remote packets are handle which the fundamentals of it was easy to grasp. Professional skills we set up a GitHub account and was show how to use many features i.e. creating branches and pull requests, I find it difficult to use at the moment as I am still unfamiliar with it and how to use it to a decent standard which is something I will set myself to develop is to use to get a solid foundation of using it proficiently and using the features on it as intended.

Week 11 09/12/19 – 15/12/19

Programming was looking at a case study which we done similar in DB so it was much easier to understand it. Furthermore, we looked at abstract classes which has confused me to get a better understanding on how these work I will look at example of abstract classes as I find that to help me understand how they function within a program. In 3D we looked at emotional interaction and how that can affect how a user will interact with something which was interesting as a part of it would link to psychology. We also further delved into UX and the sections within it. We were told to read chapter 6 of interaction design and make notes we had got from that chapter to consolidate and bring it to compare what we all learnt from it.

Week 12 – 16/12/19 – 22/12/19

This week in 3D we tried to guess many different interfaces, then took a further look into command line interfaces, especially the pros and cons to it. The we look deeply into all areas of graphical interfaces and saw why we have certain things within them such as a sloppy disk as save die to association typically. Networking we looked at the configuration of networks which I found engaging and stimulation. However, with software development we look at unit testing and made a basic unit test from the examples on there but trying to replicate this on something else is something I have found difficult and don’t quite understand so I will have to review this and make a target to improve my understanding on how to make unit tests for projects.

Christmas break 23/12/19 – 05/01/20

Week 13 – 06/01/20 – 12/01/20

We looked at what are requirements and what types are there typically within interactive design. We covered a lot of detail of functional and non-functional requirements. We then received a task to look at certain scenarios and see what requirements we could come at to see if we were able to accurately define requirements for the scenarios. In web we looked at JavaScript which I found moderately difficult but learning C# has helped me understand the general syntax of JS I will need to spend more time to learn how to utilise JavaScript and improve my understanding on it as a whole. In DB we looked at SQL and some common query elements, this is something I am not comfortable with so I will try to deepen my understanding on SQL format and queries.

Week 14 – 13/01/20 – 19/01/20

In 3D we learnt about numerous things such as the 2 distinct types of prototyping, low and high fidelity and how they differ and the uses of them. However, in web development and databases I struggled with the topics. DB was using SQL join which we reviewed and tested but I couldn’t quite understand all the different types of JOINS and what their functions and uses are in which I will research to comfortably understand them and be able to use them within DBMS. In web development we looked at JavaScript object I somewhat understood this but was not comfortable with it, I will try to keep looking in and developing my knowledge in JavaScript to be able to use and read it comfortably.

Week 15 20/01/20 – 26/01/20

This week in software we looked at use cases which I found slightly confusing but still something I can do with difficulty, I will research into use cases and look at examples to see how they are laid out to greater my understand and construction of use cases. We took an initial look into UML as well which is something, I am not confident it. In 3D we started to look at Unity and how to create a basic environment which was relatively straight forward. In databases we looked further at SQL definitions which I am now feeling comfortable with. In web we continued with JS and looked at getter and setters within it and why you should use them as it allows for simpler syntax, this is something I need more exposure to, to understand why. JS is fundamentally like C# which makes it easier to learn for myself.

Week 16 27/01/20 – 02/02/20

In software we looked at methods of analysis for projects which is like what we done in 3D a few weeks ago, however tailored towards software this time. We then looked at use cases and made a simple use case by researching components of use cases. As creating use cases is something I struggled with due to overthinking components. As I struggle with this a way for me to improve on creating these is make notes on components and sections on use cases to help me think clearly and piece them together accurately. DB covered relational algebra, which I really struggled to understand and confused me. My target to improve my understanding is to take my time researching relational algebra such as their operators and making notes to review them to get a better understanding on the subject.

Week 17 03/02/20 – 09/02/20

Databases(DB) we focused on diagrams: Entity Relationship and Data Flow. Data flow diagrams and how to do them was easy to learn utile we learnt about the levels of DFD which I found level 2 very daunting. This is something I can improve on until I can accurately create level 2 DFD diagrams dependant on circumstance. ERD we learnt was easy to understand and making it a simple ERD was easy, I can improve by challenging myself on creating ERD and learning all the different connection types. We learnt about class diagrams as I found them quite complex with considering what needs to be within them. In the task I struggled to create the class diagram with all the classes and properties and method associated. I need to research into this to further develop my skills.

Week 18 10/02/20 – 16/02/20

This week we ran over the different connections within user case in great deal, such as inheritance, composition, and aggregation, once this was fully explained it greatly helped my understanding and creation of one. We were also tasked research and look components of sequence diagrams, uses and do’s and donts. In 3D we were on Unity looking at the manipulation of textures within it and applying it to models which was not too difficult to make basic to slightly detailed textures. In web we continued JS to further our knowledge on it and learn new methods within it. We continued with SQL in DB and looked at triggers. This can be used to archive or create a trail within a DB, this is something that I need to research to get a better understanding of it and what their potential are.

Reading week: 17/02/2020 – 23/02/20

Week 19 24/02/2020 – 01/03/2020

In 3D we further investigated scripts to help us with our assignment, we learn to add the sceneManager and load scenes from the script. We also looked in how to create a script in which it allows us to rotate around an object. This was very beneficial to me for course work 2 and developing the application in unity. In web development we were learning jQuery which is a form of JS this was very similar to JS but shortened it but changed the overall syntax which confused me on how to write it correctly. This is something I need to expose myself more to garner greater understanding while increasing my overall JS knowledge I will do this on CodeAcademy. Looking at a case study within programming.

Week 20 02/03/2020 – 08/03/2020

In 3D we started an introduction in how to test within Unity which I am not too confident in and will need to further practice or speak to Dave to further my understanding on it. In databases we are still looking at a case study but the prototyping within it. In web development the 2nd assignment released in which we went over the whole assignment to review certain things we would need to do and look at the marking criteria and what to do to achieve it. In programming were looking deeper into how to create sequence diagrams, I need more time to try this to nail the more advance versions of the diagrams.

Week 21 09/03/2020 – 15/03/20

This week in web development we were developing and then testing the code made within the lesson to see way in which we can test performance and other section etc. In 3D we was still doing testing in Unity but was learning about usability testing and what criteria you would look for and evaluation within this, furthermore we started to look at a case study which focused on usability which we took out of class to finish evaluating. In programming we were still looking at the case study and class diagrams modifiers. We also looked at the differences of classes, abstract and static and explained the scenario in which they would be used. To further my knowledge on them and their implementation in C# projects I will research them.

Week 22 16/03/20

Due to Covid-19 the University Centre Somerset closed, all assignments were released this week with Microsoft teams in place to support us while distance learning to safeguard everyone. To improve myself during this time, I will continue to research while on assignments to produce better work.