# PERSONAL DEVELOPMENT REPORT



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### Introduction

The personal development report, also referenced as PDR in some cases, will show what my learning objectives, goals and targets are throughout the entirety of the semester are, including how and why I want to achieve certain things, how I achieved them and what is next on my agenda.

The PDR is a living document, which will grow throughout the semester. I will include a page with the different iterations of it along the way and update it.

The PDR is divided into four main learning objectives and alongside the learning objectives, I will add sub-topics for goals that I want to achive in a shorter deadline, not the end of the semester.

# MAIN LEARNING OBJECTIVE – FRONT-END

Achieve an intermidiate/advanced level of JavaScript/HTML/CSS knowledge

**DEADLINE**: End of the semester

DATE: 26.02.2022

My goal at the end of this semester is to build as much knowledge as possible in JavaScript, HTML and CSS, as one of my goals is to become a front-end developer.

I am setting the challenge to have at least an intermediate level as this is my first time learning the three programming languages, since I spent the Advanced Phase in Technology, meaning that I have started semester 2 with little to no knowledge of HTML and CSS, not to speak about JS.

I will make continuous updates on this goal as I am doing the coding challenges along the way, and I will share how I thought this challenge could be completed and what I learnt from it.

- IS, HTML, CSS
- Programming
- Logic

#### MAIN LEARNING OBJECTIVE - UCD/UX

Learn how to do proper research, how to connect with the user and **BE MORE CONFIDENT** 

**DEADLINE**: End of the semester

DATE: 26.02.2022

My learning outcome from this module is to learn the basics and get more into the advanced skills that are needed for UCD.

I would also love to learn how to be more confident and get out of my comfort zone to become less of an introvert because I truly believe I will be challenged with that, no matter if we do interviews, surveys and so on.

- Research
- Interview
- Communication
- Presentation

#### **GOAL 1**

In week two we learned how to create an empathy map and what are the applications of it, how we can use it to our help and that it creates an insight of what the user thinks of the product, how they feel and what they do about it. This provides us with the clues of how we can make a better product, how we can use this as an advantage to create or improve a completely new product.

#### LINK to the the CNVS page:

https://fhict.instructure.com/courses/12036/assignments/194981?module\_ite m\_id=746431

# MAIN LEARNING OBJECTIVE - MEDIA PRODUCTION

Learn how to manipulate photos, videos and improve my design skills using Adobe Photoshop, Adobe Premiere Pro and Adobe Illustrator

**DEADLINE**: End of the semester

DATE: 26.02.2022

My learning outcome from this module is to master my design skills. I already have some knowledge in Photoshop, Illustrator and Premiere Pro, since I have worked a lot with them, watched a lot of tutorials and had a few classes about it before I started studying, this would be of great benefit for me.

However, what I need to work on most is my design skills, I am not an artist and therefore I do not know the basics of design, nor how to work with it, hoping this would change.

- Creativity
- Design
- Drawing
- Vector art

### **GOAL 1**

I am really excited to receive our first assignment, so up until then I have decided that I want to set a short goal for me.

**DEADLINE: 07.03.2022** 

DESCRIPTION: Refresh my Adobe skills and watch more videos about the basics

of the design

## **MAIN LEARNING OBJECTIVE - PROJECT**

Learn how to work with deadlines, a team, different approaches, different opinions, have a strict schedule and how to be a team leader

**DEADLINE**: End of the semester

DATE: 26.02.2022

My learning outcome from this module is to learn how a team works, create a website that works with the client, learn how to be a team leader, which I am kind of good at and be organised.

- Leadership skills
- Teamwork
- Project Management skills
- Presentation skills
- Self-management skills