

# PERSONAL DEVELOPMENT REPORT



18.06.2022

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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 achieve in a shorter deadline, not the end of the semester.



# MAIN LEARNING OBJECTIVE – FRONT-END

**Achieve an intermediate/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.

## Specific skills I need to work on:

- JS, HTML, CSS
- Programming
- Logic

## WEEKLY PROGRESS:

### WEEK 1-2:

Learning the basics of HTML and CSS, using the Canvas slides and lectures.

### WEEK 3-4:

Learning the basics of JavaScript. Doing this I manage to create multiple projects over the time.

By combining my knowledge in basic HTML and CSS and my newly acquired knowledge in JavaScript, I manage to create some basic components of a website. This includes an accordion component, an expanding card – modal component, a picture carousel, and a picture expanding component.

### WEEK 5-8:

Using my knowledge, I decided to work on my own project/game for a start and I managed to create a guess the number game. The idea behind is that the user must guess the number with as little guesses as possible. The game uses JavaScript to randomise the number, to check the number is correct, to reset the number and show if you lose, or win by changing the background colour of the page.

### WEEK 8-12:

Using my knowledge, I decided to expand my challenges portfolio. I wanted to see how I would do in a challenge on my own, therefore I just picked a website to build. I had a lot of difficulties, but nevertheless with help from the internet and a few books that I bought at the start of the semester

### WEEK 12-18:

At the start of week 12 I had already planned out what I want to complete for the rest of the semester. And by the end of week 18, I must have my personal portfolio website, my challenges and everything in one place, where the teacher could see how and what I did.

## GOAL 1

My first goal is to put more hours in coding and work on more projects that make me more and more interested.

I must also create a portfolio website, where I put all my work to present it before the teachers.

DEADLINE: 06-05-2022

COMPLETED!

## GOAL 2

My second goal for the semester is to learn how to make advanced apps with JavaScript.

DEADLINE: 30-06-2022

## GOAL 3

Learn HTML/CSS since I didn't know anything at the start of semester 2, because I switched from technology.

DEADLINE: 22-06-2022

## GOAL 4

Submit a final version of the personal portfolio website.

Research NODEJS and do the webchat challenge.

DEADLINE: 22-06-2022

## </CONCLUSION>

Throughout the semester, what I would have changed is my absense for most of the lectures and however I am proud of what I have accomplished and what I have done for my portfolio as a front-end developer. I understand this is a lifetime process and there is so much more to learn and I can not wait to learn more about JavaScript programming.



## 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.

### Specific skills I need to work on:

- Research
- Interview
- Communication
- Presentation

## GOAL 1

Understand the principles of UX/UCD design.

DEADLINE: 30-06-2022

COMPLETED!

## GOAL 2

Get a full UX portfolio by the end of the semester

DEADLINE: 30-06-2022

COMPLETED!

## GOAL 3

Understand and get the basics of apps used for prototypes, such as Figma, XD and Axure.

DEADLINE: 30-06-2022

COMPLETED!

## GOAL 4

Create a clickable prototype for a website.

DEADLINE: 30-05-2022

COMPLETED!

## WEEKLY PROGRESS:

### WEEK 1:

In week 1 we got introduced to what User Centered Design is. We did a workshop and we asked a lot of questions.

We also had to write a short text on how we see ourselves in the future as UX/UCD designers.

### <WHAT I HAVE LEARNT>

This definitely helped me with understanding the difference between what UCD and what UX is and get an insight on what we are going to do for the rest of the semester.

LINK to the CNVS page:

[https://fhict.instructure.com/courses/12036/assignments/199786?module\\_item\\_id=764986](https://fhict.instructure.com/courses/12036/assignments/199786?module_item_id=764986)

### WEEK 2:

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.

### <WHAT I HAVE LEARNT>

This helped me to learn that this is an essential step of the way of understanding the user's problems and getting ideas on how to solve them and create something innovative.

LINK to the the CNVS page:

[https://fhict.instructure.com/courses/12036/assignments/194981?module\\_item\\_id=746431](https://fhict.instructure.com/courses/12036/assignments/194981?module_item_id=746431)

### WEEK 3:

In week 3, we had to do a research and target audience paper. I chose to do it for our client for the project.

I had to create a survey, an ideal persona, deconstruct the market, a competitor analysis and an empathy map.

#### <WHAT I HAVE LEARNT>

What I have learnt in the process is that this is yet another crucial step for the process of creating an app that serves the users' needs. This made me look more for the differences in each product, create a survey and an ideal persona. I also learnt how to sum up the information from the survey.

LINK to CNVS page:

[https://fhict.instructure.com/courses/12036/assignments/199787?module\\_item\\_id=764987](https://fhict.instructure.com/courses/12036/assignments/199787?module_item_id=764987)

### WEEK 4:

In week 4 we had to create an affinity map for R10 improvements.

#### <WHAT I HAVE LEARNT>

What I have learnt in the process is that affinity maps are very good for coming up with new ideas. We also did that in teams so my team working skills definitely improved and I believe that it is way better for a group of people to get together and give a lot of different ideas.

LINK to CNVS page:

[https://fhict.instructure.com/courses/12036/assignments/201472?module\\_item\\_id=790186](https://fhict.instructure.com/courses/12036/assignments/201472?module_item_id=790186)

**WEEK 5:**

In week 5 we had to come up with a site of our own to make a task analysis to. I chose Bershka and I had to come up with the process of ordering something from Bershka.

**<WHAT I HAVE LEARNT>**

What I have learnt in the process is that the task analysis is the way to get an insight on what the user thinks. This is very crucial and has put me in the shoes of the user and to think what the process is.

LINK to CNVS page:

[https://fhict.instructure.com/courses/12036/assignments/195049?module\\_item\\_id=796956](https://fhict.instructure.com/courses/12036/assignments/195049?module_item_id=796956)

**WEEK 12:**

In week 12 we had to create our own clickable prototype. I used Figma to create a prototype for a plant shop. This has been very interesting to me, as I had a lot of design ideas. I created the wireframes and started working on it.

**<WHAT I HAVE LEARNT>**

I learnt how to use different tools for creating functional prototypes for a website, such as Figma, Adobe XD and Axure. I also learnt a lot of design principles and how to properly design a good looking webpage.

LINK to CNVS page:

[https://fhict.instructure.com/courses/12036/assignments/199790?module\\_item\\_id=764990](https://fhict.instructure.com/courses/12036/assignments/199790?module_item_id=764990)

### WEEK 13:

In week 13 we had to conduct an interaction design comparison. I chose to do it for ZARA and ASOS.

#### <WHAT I HAVE LEARNT>

I learnt how two different products have completely different approaches even though they are in the same market. This has taught me also that we have to perfect everything and fit it to the users' needs.

LINK to CNVS page:

[https://fhict.instructure.com/courses/12036/assignments/203137?module\\_item\\_id=803375](https://fhict.instructure.com/courses/12036/assignments/203137?module_item_id=803375)

### WEEK 15:

In week 15 we had to make a heuristic evaluation on an app of our choice. I decided to go with apple music as I think it has a lot of neat features and it stays within the established heuristics.

#### <WHAT I HAVE LEARNT>

I learnt the established heuristics that I used in the process of making my personal portfolio website.

LINK to CNVS page:

[https://fhict.instructure.com/courses/12036/assignments/199791?module\\_item\\_id=764991](https://fhict.instructure.com/courses/12036/assignments/199791?module_item_id=764991)

## </CONCLUSION>

I can't wait to learn more about UCD, even though I was more interested when we started in Front-End, UX/UCD has been the subject I had little to no knowledge.

What I would have changed is my absense in a lot of the lectures, since this is a subject that is learnt mostly in class with a team and a lot of conversations are involved. Therefore, this is the only thing I would change and I am aware of it. The thing is that everything was really new to me, I was quite overwhelmed and I had family issues. But I know that everything will be okay from now on and I am looking forward to learning a lot more about UX/UCD. Now I have a lot of interest in research and understand how important it is to be a good web developer.

## 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.

### Specific skills I need to work on:

- 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

COMPLETED!

## GOAL 2

Have a good designing board and create more branding projects.

DEADLINE: 30.04.2022

COMPLETED!

## GOAL 3

Refresh my photography skills and make a nice looking portfolio.

DEADLINE: 30.05.2022

## GOAL 4

Learn about the principles in design and how to create more unique designs

DEADLINE: 30.06.2022

COMPLETED!

## WEEKLY PROGRESS:

### WEEK 1-6:

We had to create a logo design, however I have decided to do a whole branding of a startup eco coffee shop company.

#### <WHAT I HAVE LEARNT>

I have learnt how to do a whole branding project. I watched a lot of videos and had to put those skills to use. Therefore I put my Photoshop and Illustrator skills to use and I had to create the logo and the mockups for the branding project.

I expanded my Illustrator skills, as I haven't had a lot of opportunities to work with it, but now I feel extremely inspired to create more projects.

LINK to CNVS page:

[https://fhict.instructure.com/courses/12036/assignments/195025?module\\_item\\_id=746420](https://fhict.instructure.com/courses/12036/assignments/195025?module_item_id=746420)

### WEEK 6-14:

We had to create a personal photography portfolio with different styles of photography.

#### <WHAT I HAVE LEARNT>

In this project I have learnt that I need to be on time.

My background in photography helped me a lot, however I used to work with an older camera and I have never touched a macro lens, which was an amazing experience and I took so many cool shots with it.

I also learnt how InDesign works, but couldn't really dive into it and learn more about it. Definitely putting it in my list of adobe apps to learn.

LINK to CNVS page:

[https://fhict.instructure.com/courses/12036/assignments/195030?module\\_item\\_id=746423](https://fhict.instructure.com/courses/12036/assignments/195030?module_item_id=746423)

WEEK 14-18:

We have to create a video documentary with a team.

### **<WHAT I HAVE LEARNT>**

This project was extremely hard for me. I am used to be behind the camera, while taking all the shots, however this time I was voted lead actor for the documentary. This has been really hard for me as I am not really confident enough in myself and I definitely do not like how I look on camera. But when we started shooting I had the greatest time. As a team we had our differences in our time management, however we took some really funny shots and I hope the result will be just as funny or just as cringe.

LINK to CNVS page:

[https://fhict.instructure.com/courses/12036/assignments/203913?module\\_item\\_id=811073](https://fhict.instructure.com/courses/12036/assignments/203913?module_item_id=811073)

## </CONCLUSION>

Since I have been quite interested in design, this has been the one subject I had background in. I was school photographer, I also did a lot of posters for my high school. This has been a lot of fun since I used to not know the Gestalt principles, how to put color theory to use or make a mini documentary.

What I would have changed is again my absense for most of the lectures. This has been a major issue for me and I regret it, but I can't take back time now, so I am resposible for this. I definitely regret missing the discussions and the lectures.

I am motivated to learn more and even start creating my own mockups and/or my own branding projects. So everything I have done has inspired me to create more and more and I can't wait to create more things.

## 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.

### Specific skills I need to work on:

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

## **GOAL 1**

Have a fully functional website, that satisfies the client's needs and full documentation on what we have done and what we need to do.

DEADLINE: 30.06.2022

COMPLETED!

## **WEEKLY PROGRESS:**

### **SPRINT 1-3:**

We had to start working on the team building. We also had to get to know the client and so we had a lot of meetings on what we need to do and come up with a moodboard and write the things we want to create on our website, We have a unique feature called a songbuilder and the client really liked it. We also had to the research part of the project and the basic wireframes.

### **<WHAT I HAVE LEARNT>**

I have learnt how to do a lot of research, tend to needs of the client and get used to the team. We also learnt how to work as a group.

### **SPRINT 3-6:**

In the sprint we started working on the design. It has been quite challenging to create more designs and come up with just one. We also had to finish up the presentation and the things we have done.

### **<WHAT I HAVE LEARNT>**

I have learnt that team working is a big part of a project we are all passionate about. It has been quite a journey, but I am happy with what I have accomplished in this project.

## </CONCLUSION>

I was really interested and motivated to work on the project. I was also in the role of a team lead and I think that I did a good job in it up until one point. At that point we have been in the middle of the project. One team member has already quit the group, another one was skipping a lot of our meetings and the motivation was just lacking. However at one point, one team member said that it was enough and we had to pick ourselves up and catch up with the things we have to do.

What I regret doing is that I lost motivation. It was never my intention to lose it, but at one point I was struggling with the whole motivation, because of the lack of motivation in the group.

At the end of the day, we have done a lot together and I have learnt that working in a project is very difficult and the team leader role is extremely difficult because it is the role that puts the whole team together.