

Pete's Lecture

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Pete's rules #1:

- ★ **All notes should have >2% and <25% of Pete's words**
- All text/photo files should be in pdf format
- Send link with access to share with everyone or SETU account only
- Write proper comments under submitted work
- Don't fully copy someone's work or you will receive 0 mark
- All students should take notes on Pete's lectures and then submit them as .pdf file (This applies only for the first-year students, since Peter wants to encourage us to learn how to create notes)
- Role Game – when you see highlighted frame on the lane of Pete's Excel file with your name, you should say your name out loud and clearly
- Sometimes we can find Pete in C202

Pete's Email: Peter.Lowe@SETU.ie

Pete's Discord: **lowwww:9400** (he won't read messages from Batman69, or some others nick names that not even close to the actual name)

Study schedule:

- ✓ Lectures: 24 [12 weeks]
- ✓ Practices: 24
- ✓ Tutorials 0
- ✓ 2 hours classes/workshops/films

Aim: To introduce the students to the needed skills to work

- Communicate in groups to work more effectively
- Appreciated all methods of communication
- We will learn how to use a source control system and how to be team lead

Projects: We can do that in the group

Presentations: Solo work “only single player ;(“

Teamwork:

- Manage
- Lead
- Member

Communication:

- Messaging
- Documentation
- Talking
- Make feedback

Even if you are not a team leader, you still can help your team ©Peter Lowe

Time management:

- Prioritise
- Maximise

Work more effectively for a less amount of time

Presintation:

- Be clear and loud

Pete's rules #2:

- ALWAYS TAKE NOTES!!! *How to make notes properly?*
- Process notes weekly
- Attend all classes because hats mandatory
- Write what you hear not what you see (mostly)
- Explore tangents
- Discuss concepts
- Email Pete on which group you are or that can be 0

No terminal exam in Communication Skills

Soon enough we will study how to use GitHub

Rules of Nothing:

- Submit nothing = 0 marks
- Not aim for 40% (as AI usually does (why do you need then)) but aim for at least 50% and more
- Missed assignment 100% penalty

You don't need degrees to do the job ©Peter Lowe

Tips to make Portfolio (Game Dev):

- Create game yourself with 150% diligence and make it free
- Collaborate with people
- Always publish your work
- Make short YouTube videos