

# Introduction to Information Technology

## Assignment 1: My profile

### Part 1: Personal information

My name is Xingyu Zhou. Student number is S3838032 and my student e-mail address is [S3838032@student.rmit.edu.au](mailto:S3838032@student.rmit.edu.au). Nationality is China. I graduated from RMIT Diploma of Commerce in 2020. Before I graduate from Brighton Secondary College in 2019. My first language is Mandarin. English is my second language. I can also speak Shanghai dialect. I like to focus on soccer news, read books, play phone games and listen to music when I have free time. I also have a lovable ragdoll named Xiaoxiaoyu.



### Part 2: Personal Profile

My interest in IT be derived from my ideal which is design a good game. Last year I have online class in Melbourne. After I finish late year's courses. I am back in China. Because of Chinese policy, I was quarantined in the hotel for two weeks after arriving in China. During this period, I had no way to contact anyone, I could only play games and listen to music in the hotel room. During this time, I realized about a game from China name called Genshin Impact. This is a game I like very much for these following reasons: I've

loved open map games like Minecraft since I was a child. I also like animation and hope to use mobile phone to play high-quality open map games. Genshin Impact content all of the following requirements. I played Genshin Impact for a long-time during isolation. Then I learned about the game company that made Genshin Impact. This company came from my hometown Shanghai called Mihoyo. It was founded in 2012 by three students of Shanghai Jiao tong University. These three students have worked hard day and night, Let Mihoyo become the most famous game company in China and Genshin Impact is also the best Chinese game. It is also the first Chinese game recognized by the world. One of the founders said a sentence deeply moved me 'One day I opened up the mobile app store and wanted to play a game, but I didn't find any of the games I wanted to play, so I decided to design a favorite game myself.' For a university student, this ideal is almost impossible to complete. The three founders face huge amounts of difficult challenges. But they use 8 years to overcame the difficulties and made the best game in China. (After only three months of release, Genshin Impact has won the following honors: 1, iPhone game of the year 2020. 2, Best Android of 2020. 3, Best TapTap game 2020 and many other honors.) After I learned their story, I decided that my ideal job was to design a good game. It was during this period that I became interested in IT. I only have a little IT experience which is during last holiday I learned C++ code for one more month. The reason of I choose RMIT is RMIT's IT courses are very popular. I think I can learn a lot here.

I hope to learn as much as possible about information technology during this period such as Programming, understanding information systems, game design and app design.

## Part 3: Ideal Job

### Job title: Game design

**Description:** Game design is a process of designing game content and rules. Good game design can create goals that can arouse player's enthusiasm customs clearance. There are also some good games that are educational. Such as FGO, many of the characters in this game are adapted from historical figures. When I was playing this game, if I'm interested in the adapted historical figures, I'll go back to find their real history. (So, I learned some books such as Iliad, Arthurian Legend and so on.) The attraction of this position comes from my ideal which is design a world-class game.

**Skill I need:** Game design involves several categories: game rules and playing method, visual art, programming, productization, sound effects, screenwriter, game characters, props, scenes and interface. If a group what to design a good game, all of the above elements they need to meet. For me now, mastering programming is the most important thing.

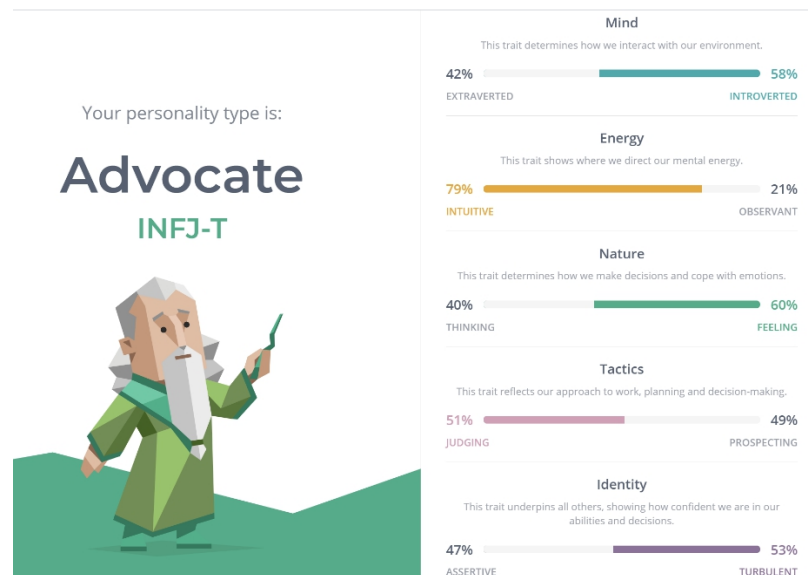
**Skill I have:** I don't have the elements I need to design a good game at the moment.

**Learning plan:** In the next three years of university. I will try to learn all kinds of popular programming languages. I personally hope to master C++ and Python. I also need

increase understanding of computers and Internet. These are essential knowledge. 9If there are conditions, I will also try to learn some knowledge about design.

## Part 4: Personal profile

### Myers Briggs Type Indicator



## Online Learning Style Test

### What's Your Learning Style? The Results

Your Scores:

[Printer Friendly Version](#)

- Auditory: 40%
- Visual: 45%
- Tactile: 15%

You are a **Visual** learner! Check out the information below, or [view all of the learning styles](#).

#### Visual

If you are a visual learner, you learn by reading or seeing pictures. You understand and remember things by sight. You can picture what you are learning in your head, and you learn best by using methods that are primarily visual. You like to see what you are learning.

As a visual learner, you are usually neat and clean. You often close your eyes to visualize or remember something, and you will find something to watch if you become bored. You may have difficulty with spoken directions and may be easily distracted by sounds. You are attracted to color and to spoken language (like stories) that is rich in imagery.

Here are some things that visual learners like you can do to learn better:

- Sit near the front of the classroom. (It won't mean you're the teacher's pet!)
- Have your eyesight checked on a regular basis.
- Use flashcards to learn new words.
- Try to visualize things that you hear or things that are read to you.
- Write down key words, ideas, or instructions.
- Draw pictures to help explain new concepts and then explain the pictures.
- Color code things.
- Avoid distractions during study times.

Remember that you need to **see** things, not just hear things, to learn well.

## Big Five Personality Test



Open Source Psychometrics Project

### Results summary

Your results from the IPIP Big Five Factor Markers are in the table below. The table contains a raw score and also a percentile, what percent of other people who have taken this test that you score higher than.

Factor	Factor label	Raw score	Score percentile
I	Extroversion	25	25
II	Emotional stability	74	74
III	Agreeableness	91	91
IV	Conscientiousness	80	80
V	Intellect/Imagination	59	59

Big five personality trait scores calculated by [openpsychometrics.org](https://openpsychometrics.org)

### Trait descriptions

Factor I	Factor II	Factor III	Factor IV	Factor V
<p><b>Factor I</b> was labelled as <b>Extroversion</b> by the developers of the IPIP-BFFM. Factor I is sometimes given other names, such as Surgency or Positive Emotionality.</p> <p>Individuals who score high on Factor I are outgoing and social. Individuals who score low tend to be shut ins.</p>				

From the result of Myers Briggs Type Indicator Test. It says my type is Advocates. I quite agree with that. I have clear pursuit of my morality. Will strive to pursue my ideal things even it's really difficult. I will also help the people around me within my ability. I'm very good at understanding other people. But I'm very reluctant to do things that go against my heart. Also, a little introverted, not good at communicating with strangers. If I do something I don't confidence is, I will not be able to exert my due ability.

Confidence is very important for me. This will also greatly affect me efficiently in my team. When I do something, I will evaluate my ability. When I recognize my ability to do it, I will do it better. If I'm in a team with teammates I familiar, I can become a good advocate. If I am very good at this group works, I can be a team leader. Because these factors can improve my confidence. But if this group work which I'm not good at or make a group with strangers, I may not be able to give full play to my abilities. The reason is when I'm doing something, I'm not confidence about, I will not achieve the desired effect because of tension and other factors.

When I am organizing a team, I will try my best to choose my teammates with good character. This can ensure a good team order and communication atmosphere. I'm not good at be a leader. So, I hope our group can has a leader. This person better not be me. Because I am good at silent dedication but not good at leading others. But If there is no leadership, I will also play this role.

## Part 5: Project Idea

### Overview

My project idea is designing a small game. I am interested in it because of my ideal which is design a good game. And I also think that making game itself is an interesting thing. If I want to design a good game, I should start with designing simple games. This will lay a foundation for my future job. The obstacle I anticipate is technical difficulties. Because of I do not have enough IT and programming knowledge at present. But I think it will be solved in the future.

## **Motivation**

In recent years, more and more world-class games have been designed around the world. But in China, at the end of 2020. The first world-class game recognized by the world was designed which named Genshin Impact. China has never independently designed a world-class game before Genshin Impact. Because Chinses game industry develops very late, more and more world-class games will be designed after that. I want to go back to China after graduation, and join the team of game designers. And I also have my own favorite type of game, so I hope to design my favorite game according to my preferences and abilities. It's going to be a very interesting thing.

## **Description**

A game developer named Brandon says: Good game design has these follow elements. (02/17/2020 Brandon Rollins)

1: A clear objective.

This is the most important feature for designing games. Playing good games is like experiencing a different life. So, a well-designed game is like being a person, with a clear goal. We must know what kind of game we are designing, why we design this kind of game, how do we design this game and what kind of people did we design this game for. This will not only help us think from the designer's point of view, but also from the player's point of view to design a game.

2: Constraints

A good game should have clear rules. This can not only let the novice get started quickly, but also ensure the fairness of the game. Even the classic old game Snake also has clear rules of the game.

3: Interactivity

A good game can ensure a good interaction between players or between players and the game itself. Such as League of Legends. Players can get to know many kinds of people and even make friends when playing LOL. Not only that, LOL also have very good human-computer interaction experience.

4: Solve runaway leader problem

Even some good games still have runaway leader problem. This will make players who are in a backward in the position in the game lose interest in the game. Such as Dota, there is no doubt that Dota is a world-class game. But because of the high difficulty, novices and people who don't play it often can't get a good game experience. This makes it easy for new players to give up playing it before they are familiar with it. Designing a game should avoid this problem. This way can gain more players.

5: Inertia

Good game makes players want to play them all the time. Such as Grand Theft Auto 5. Players will continue to play it even after the clearance of the main plot because of its rich playing methods.

6: Surprise

Most good games have a lot of unpredictability in them. Some games will also arrange small colored eggs for players. Such as in League of Legend, many special champions will trigger special conversation when they meet. This will make players want to explore the game more.

#### 7: Strategy

Strategic games make it easier for players to enjoy. For instance, Uno is a strategic game. Although it's not complicated to play, the strategic deck still makes this game a choice for many people to play in their free time.

#### 8: Fun

Many people play a game because they think it's fun. It turns out that good games need to be fun to play, even it's just made a small group of people think it's fun. (Such as horror games)

#### 9: Flavor

World-class games generally have their uniqueness. It's same with most good games. If a game has too many similar games, it's hard to stand out.

#### 10: A hook

Creating an advertising hook can make players more interested in the game. And stand out from the competition.

### **Tools and technology**

There are a lot of software for game design in today's society. Unreal Engine 4 is one of them. UE4's most unique aspect is its Blueprint system that allows users to rapidly develop complex game logic and entire games without ever interacting with a single piece of code. (10/07/2017 The Art Institutes) Unreal can easily export it across mobile devices.

The requirement of hardware is a computer equipped with good CPU for example AMD 5600X and Graphics Card for example Nvidia 3060.

### **Skill Required**

For me the most needed technology is to learn how to program. When these conditions are met, I can start designing simple games. But if I want to design a good game, I think I still need a team.

### **Outcome**

If the project is successfully, it will strengthen my confidence to continue to design games.

<https://brandonthegamedev.com/10-elements-of-good-game-design/>

<https://www.artinstitutes.edu/about/blog/aig-3-game-design-software-tools-you-can-use-to-make-your-own-games>