

# PROJECT PLANNING, TECH, AND WORKFLOW

# AUDIO VISUAL PROGRAMMING

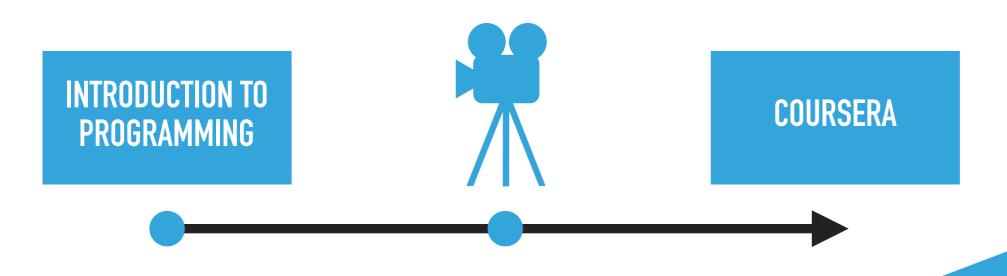
#### **BACKGROUND**



- ▶ 60% of my life playing football
- ▶ BSc in Games Programming, Goldsmiths University of London
- PlayBack Games startup company and laboratory assistant
- BSc online Programme with UoL, Goldsmiths, and Coursera
- PhD candidate in games and education

### **BSC ONLINE PROGRAMME WITH UOL AND COURSERA**

- Design, develop, and deploy Computer Science modules online
- ▶ Transfer on-campus CS modules on Coursera
- Coursera is an e-learning platform which now offers BSc programmes

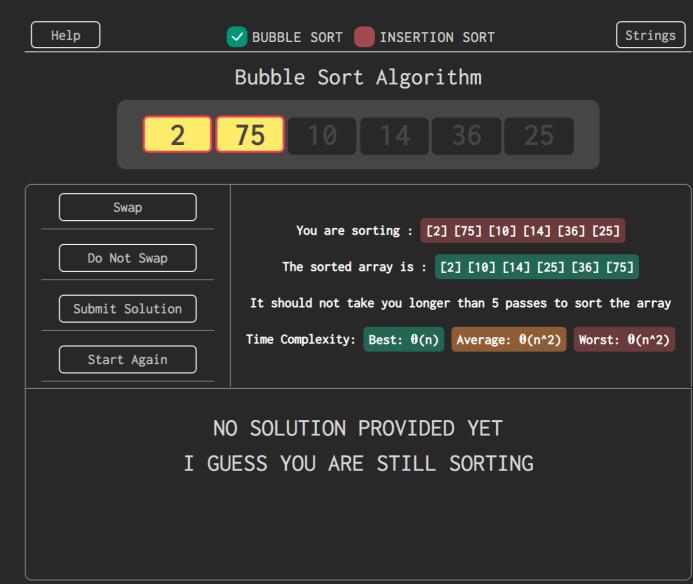


### **MY ROLE**

- Described as creative programmer
- Inline with my PhD research on games and education
- Focused on the creation of interactive/dynamic learning activities



```
function bubble_Sort(a)
    var swapp;
    var n = a.length-1;
    var x=a;
    do {
        swapp = false;
        for (var i=0; i < n; i++)
            if (x[i] < x[i+1])
               var temp = x[i];
               x[i] = x[i+1];
               x[i+1] = temp;
               swapp = true;
        n--;
    } while (swapp);
return x;
```



DRY
SCARY
CHALLENGING

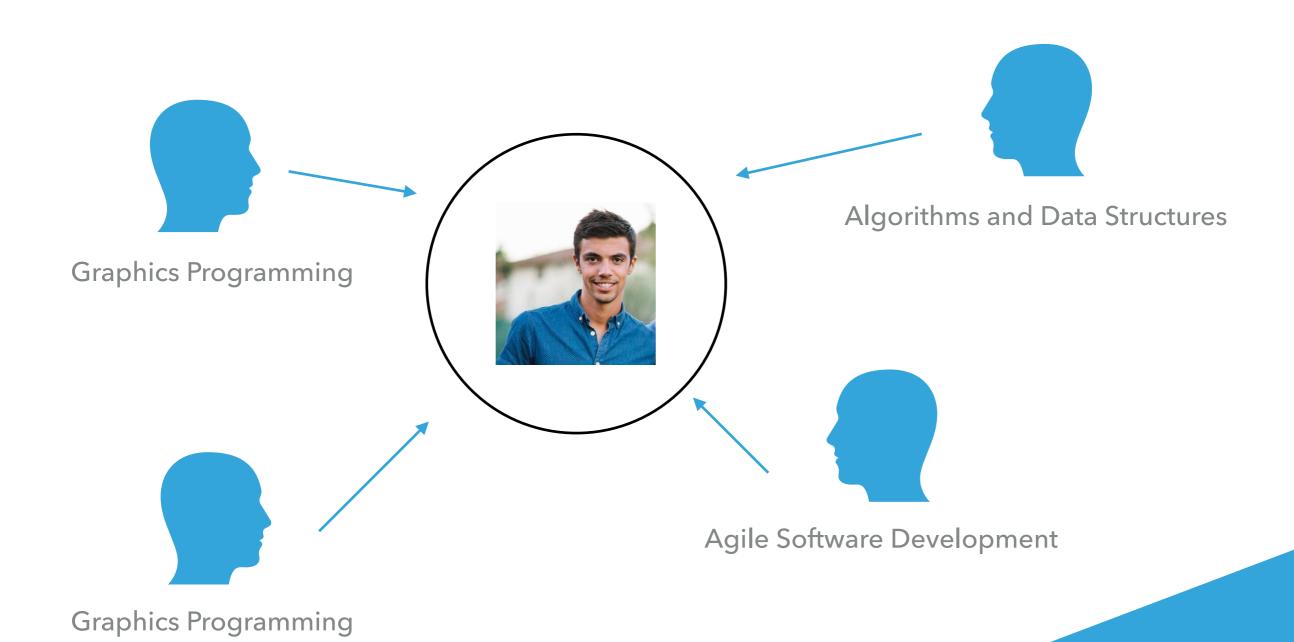


VISUAL FUN COMPELLING



### HTTPS://WWW.DOC.GOLD.AC.UK/GOLDPLUGINS/

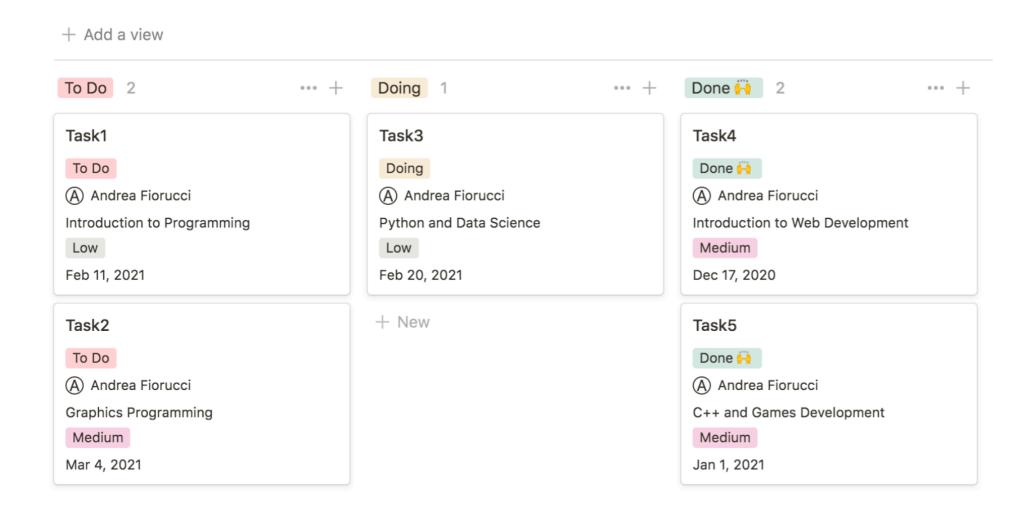
## **CURRENTLY RESPONSIBLE FOR MULTIPLE MODULES**



# ORGANISATION, PLANNING, RIGHT TECH, TRACKING

- Notion and agile task board
- Libraries vs vanilla development
- ▶ GIT version control

#### **ORGANISATION AND PLANNING**





#### CHOOSING THE RIGHT TECH STACK

- Frameworks (Angular)
- Libraries (Three.js)
- Vanilla development (HTML, JAVASCRIPT, CSS)



HTTPS://WWW.DOC.GOLD.AC.UK/GOLDPLUGINS/

## TRACKING PROJECTS





# **WORKFLOW**







PROTOTYPE