

Self professional Development



Situation :

My name is Theerayut Sangthong.
I'm starting in the second year of bachelor's degree in Eletronics Computer Technology at King Mongkut's University of Technology North Bangkok.

Goal-Setting :

Techcast

Focus :

I want to develop my own game.

IDOL



Professional Development

Professional Knowledge

- Level Design
- Gameplay Design
- Narrative Design

Professional Engagement

- Level Design with friends
- Go learn more about Gameplay Design
- Find new ideas in Narrative Design

Professional Practice

Cycle

Plan : Game Designer

Act : Sketch the layout and structure of the level to determine key elements.

Observe : Test the level with players to gather feedback.

Reflect : Review feedback to identify strengths and areas for improvement.

Revise : Improve the level based on the suggestions received.

Report : Record the design steps and changes made.

The beginning of invention : Develop and add new elements to make the level stand out.