

Production Planning | Evaluation

Complete a critical self reflection on the Production Planning process that evaluates your personal work performance and your work environment from a WHS perspective.

Use the template questions provided to guide your evaluation and record your thoughts or you may develop your own professional evaluation document.

Please use full sentences and double check your work for spelling and grammar.

1. On a scale of 1 (Not so great) – 5 (Outstanding)

How would you rate your team's overall performance during the planning process?

4 (Great)

I believe our overall performance during the planning process was good, however there were a few problems we came across as a team along the way. Our first proposal pitch did not go well, as well attempted to prioritize one idea over the other in the hopes that we got to work on that one idea. Our second attempt to pitch went much better, and pre production from then on was great overall.

2. On a scale of 1 (Not so great) – 5 (Outstanding)

How well do you believe your team's project will satisfy your client's requirements at the end of the project?

5 (Outstanding)

I believe our project will immensely satisfy the clients requirements. It is the classic game of Pong reimagined into a new 21st century aesthetic, while still functioning as Pong in it's core gameplay. It will be developed in 3D and have several different systems that indicate some sort of progression.

3. Discuss the new skills/things you learnt doing this project

Most of the new soft skills I began to familiarise myself with were related to teamwork and cooperation. I learnt how to carry my own workload whenever artists were assigned a certain task, and after our mistakes with our first pitch, we learnt to set milestones for the team to get tasks done on time before the workload piled up too much.

4. What things do you feel you personally did well during the production planning process?

- *These could be technical tasks, job roles, personal skills*
- *You may include more than one thing*

I started creating the prototype 3D models inside Maya and provided a blockout of the gameplay environment. We as a team also scheduled a non-school day where we familiarised ourselves with using GitHub.

5. What area/s of your own performance would you change or improve on in your next project?

I would improve on my initiative skills more, as I was only doing what I was told. Throughout the pre-production phase I learnt the importance of creating and doing tasks by myself or without being told.

6. What aspects of your performance do you think your team appreciated the most?

My team appreciated my concept art for the 3D assets as well as the gameplay environment blockout that I provided that helped them visualise what the gameplay will look like.

7. What aspects of your performance do you think your team might be critical of?

Despite being assigned an artist, it felt like I wasn't assigned anything specific, just minimal tasks that greatly contributed to the pre-production of this project. Before our producer came in and gave the artists more themes to work with, I just went with the flow and did only what I was assigned.

8. What were the good things about working with your team?

Even if all of us are helping to contribute towards this project we have established a distinct "leader" that keeps track of every task and sets milestones for us to complete by a certain time.

9. What were the most challenging aspects of working with your team?

The most challenging aspects involved actual communication with each of the team members. Granted we were working online and many of the conveniences of working face-to-face were lost, this was something that needed to be fixed after the first pitch did not go too well.

10. Briefly describe your workstation set up in terms of your personal work health and safety.

- a. Discuss your equipment (consider how you manage ergonomics eg chair, desk, footstool, computer, monitor/s, keyboard, mouse)
- b. Discuss your workflow (eg organised schedule, regular team meetings/dailies, KPIs, order of tasks, researching skills etc)
- c. Discuss your work practices (eg hours of work, regular breaks, relaxation techniques, work/life balance, general work environment/atmosphere, working area clear of clutter etc)

My work equipment mainly consists of my HP Laptop, Harddrive, and Wacom Tablet. I have a generic workspace with a chair, desk with shelves, and a mouse. Despite it being small it is just enough to feel comfortable getting work done.

Every start and end of the day our producer comes in and provides feedback for what has been done and suggests things to consider for the future. In between those times one of our members assigns us with tasks and milestones that need to be complete before breaks like lunch or afternoon tea.

When it is time for break we all leave the call to get up and have a stretch. Most of the times I go to get myself lunch or a snack. To avoid clutter the only non work thing I have on my desk is my lunch or snack.

11. Include an image of your workstation set up to evidence a personal safe working environment.

