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GitHUB URL: <https://github.com/derekgray91/MyIntroToIT-A1>

Website URL: <https://derekgray91.github.io/MyIntroToIT-A1/>

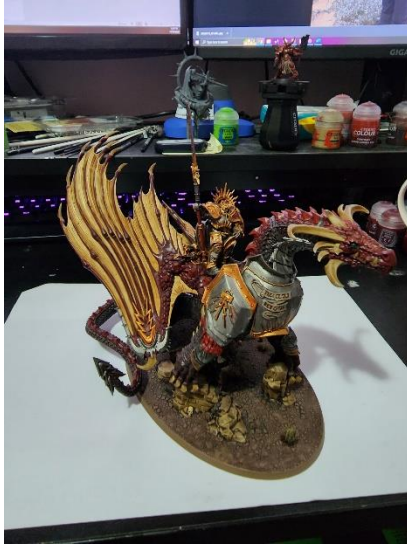
Personal Information

Hi, I'm Derek and you've decided to have a look at my profile. I was born and raised in Sydney Australia, with a strong influence from my Italian heritage. One of my major regrets from my childhood is not taking the time to learn to speak Italian. This means that outside of a smattering of words and phrases here and there, the only language I can speak is English.



My past with studies has not been as complete as I would like it to have been. I dropped out of High School before completing my HSC, after which I joined the Australian Navy where I worked for nearly 10 years. After leaving I started working in the IT industry which has led me to beginning my studies with a Bachelor of IT.

My current hobby of choice is building, painting, and conducting large scale war on my friends with Warhammer miniatures. I have 3 different armies over the major versions of Warhammer. Below you'll see a picture of my favourite painted mini to date, it took me just over 7 hours over 3 days from beginning to end.



Interest in IT

The beginnings of my interest in IT started at a young age with computer games mostly, however it didn't really become a passion until I neared the end of my time in the Navy. The thing that really sparked a desire to know more about IT came in the form of hardware. I had a PC that I used for gaming which was beginning to get old, so I decided to delve into the world of hardware and begin to lay the foundation to build a new PC. My current IT experience has come from completing a certificate 4 in IT and on the job training I've received as a part of my current role.

I chose to study at RMIT due to a previous foray into a Bachelor during my time in the Navy and based on information provided to me by friends of mine who had studied there. All the information I had been provided indicated that RMIT was one of the best universities to study at if I wanted to complete a Bachelor of IT.

The biggest thing that I believe that I'm going to learn during my studies is just how little I know about IT. What I am very keen to learn however is more about programming. The small foray I've had into HTML and Python so far have sparked a desire to learn more inside my brain which.

Ideal Job

Ideal job link:

<https://www.seek.com.au/job/58340059?type=standout#sol=3325f86c18bcd409db74f0fa280a83fdef08>

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Game Design Director

PlaySide Studios PTY LTD

Melbourne VIC

Other (Information & Communication Technology)

Full time

Posted 11d ago

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Overview

We are looking for a Game Design Director to lead our game design teams on an ambitious new game IP here in **Melbourne Australia!**

As a Design Director, you'll be an expert in the fundamentals of game design and be able to set vision for and deliver on core moment-to-moment gameplay. You will utilize your exceptional communication skills to ensure that the work of multiple teams developing action gameplay aligns to create cohesive, exciting, and clearly understandable gameplay. You will also ensure that the work of this area aligns with that of the wider design direction of the project.

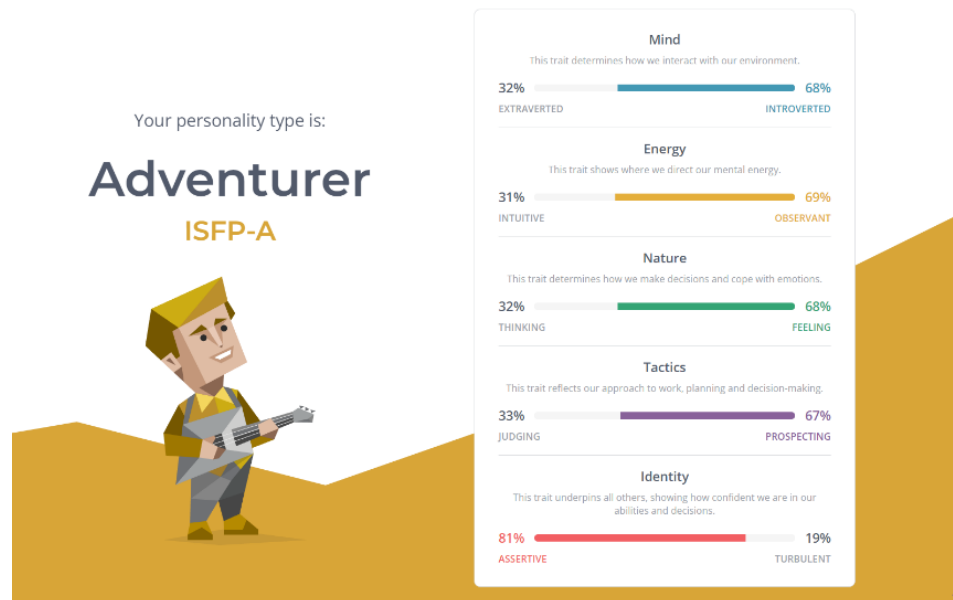
This role is for a Game Design Director who works as a conduit between the CEO and design team to guide their work to produce games ready to be enjoyed. This appeals to me because it combines two aspects of my life, IT and gaming.

This role has an emphasis on the higher end level of game developing, even to the point of no longer specifically being on tools rather focusing on keeping the developer teams focused with goals and ensuring everything is kept on track. As such, essential skills for this role include prior experience in game development, a strong leadership ability and someone who has excellent communication skills. This role also has a high desire for an applicant with an in-depth knowledge of the Unreal and/or Unity engines, which is understandable.

This is a role which is quite a way outside of my current experience. My time in the Australian Navy has provided me the opportunity to develop robust communication and leadership skills. As such, the path towards this role will take time, however completing my Bachelor is the first step towards gaining a greater understanding of IT and more specifically programming. After completing this a good step would be to investigate game design roles that are available, preferably something in the junior developer role to give me the opportunity to immerse myself in the development atmosphere.

Personal Profile

Myers-Briggs Result



The results of this test tell me that I am a self-confident person who is mildly introverted and is somewhat observant. This tells me that I may not necessarily be the best person to put forward into a leadership position as a part of a team. Taking this into account I would actively be seeking someone who is more extraverted and intuitive than I am to shore up some of the areas that I am not necessarily as strong in.

Learning Style

**EDUCATION
PLANNER**
org

Career Planning ▶

Preparing for School ▶

Paying for School ▶

Self-Assessments ▶

What Kind of Student Are You?

▶ What's Your Learning Style?

Which Study Habits Can You Improve?

How Strong Is Your Character?

Questions From Students ▶

My Smart Borrowing ▶

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STUDENTS

PARENTS

COUNSELORS

What's Your Learning Style? The Results

Your Scores:

▶ [Printer Friendly Version](#)

- Auditory: 35%
- Visual: 30%
- Tactile: 35%

You are an **Auditory/Tactile** learner! Check out the information below, or [view all of the learning styles](#).

Auditory

If you are an auditory learner, you learn by hearing and listening. You understand and remember things you have heard. You store information by the way it sounds, and you have an easier time understanding spoken instructions than written ones. You often learn by reading out loud because you have to hear it or speak it in order to know it.

As an auditory learner, you probably hum or talk to yourself or others if you become bored. People may think you are not paying attention, even though you may be hearing and understanding everything being said.

Here are some things that auditory learners like you can do to learn better.

- Sit where you can hear.
- Have your hearing checked on a regular basis.
- Use flashcards to learn new words; read them out loud.
- Read stories, assignments, or directions out loud.
- Record yourself spelling words and then listen to the recording.
- Have test questions read to you out loud.
- Study new material by reading it out loud.

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

Tactile

If you are a tactile learner, you learn by touching and doing. You understand and remember things through physical movement. You are a "hands-on" learner who prefers to touch, move, build, or draw what you learn, and you tend to learn better when some type of physical activity is involved. You need to be active and take frequent breaks, you often speak with your hands and with gestures, and you may have difficulty sitting still.

As a tactile learner, you like to take things apart and put things together, and you tend to find reasons to tinker or move around when you become bored. You may be very well coordinated and have good athletic ability. You can easily remember things that were done but may have difficulty remembering what you saw or heard in the process. You often communicate by touching, and you appreciate physically expressed forms of encouragement, such as a pat on the back.

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

- Participate in activities that involve touching, building, moving, or drawing.
- Do lots of hands-on activities like completing art projects, taking walks, or acting out stories.
- It's OK to chew gum, walk around, or rock in a chair while reading or studying.
- Use flashcards and arrange them in groups to show relationships between ideas.
- Trace words with your finger to learn spelling (finger spelling).
- Take frequent breaks during reading or studying periods (frequent, but not long).
- It's OK to tap a pencil, shake your foot, or hold on to something while learning.
- Use a computer to reinforce learning through the sense of touch.

Remember that you learn best by **doing**, not just by reading, seeing, or hearing.

This test confirms my prior thought of being a hands-on learner, however it is new that auditory is just as helpful to me. This suggests that in a team environment I'm likely to be more hands on with my learning, whilst also potentially listening along. Taking this into account when forming a team, it would benefit me to find other people who are similarly hands on, and people who are able to teach by providing those tactile options.

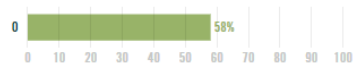
Big 5 Personality Test

Your Personality Trait Scores

This Big Five assessment measures your scores on five major dimensions of personality: Openness, Conscientiousness, Extraversion, Agreeableness, and Neuroticism (sometimes abbreviated OCEAN). In this free report, you'll see a description of each of these five factors of personality, as well as a graph of your score on that measure.

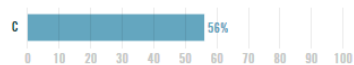
Openness

Openness describes a person's tendency to think in abstract, complex ways. High scorers tend to be creative, adventurous, and intellectual. They enjoy playing with ideas and discovering novel experiences. Low scorers tend to be practical, conventional, and focused on the concrete. They tend to avoid the unknown and follow traditional ways.



Conscientiousness

Conscientiousness describes a person's ability to exercise self-discipline and control in order to pursue their goals. High scorers are organized and determined, and are able to forego immediate gratification for the sake of long-term achievement. Low scorers are impulsive and easily sidetracked.



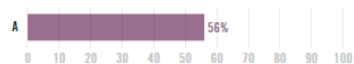
Extraversion

Extraversion describes a person's inclination to seek stimulation from the outside world, especially in the form of attention from other people. Extraverts engage actively with others to earn friendship, admiration, power, status, excitement, and romance. Introverts, on the other hand, conserve their energy, and do not work as hard to earn these social rewards.



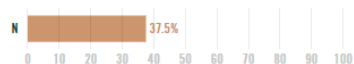
Agreeableness

Agreeableness describes a person's tendency to put others' needs ahead of their own, and to cooperate rather than compete with others. People who are high in Agreeableness experience a great deal of empathy and tend to get pleasure out of serving and taking care of others. They are usually trusting and forgiving. People who are low in Agreeableness tend to experience less empathy and put their own concerns ahead of others.



Neuroticism

Neuroticism describes a person's tendency to experience negative emotions, including fear, sadness, anxiety, guilt, and shame. While everyone experiences these emotions from time to time, some people are more prone to them than others. High Neuroticism scorers are more likely to react to a situation with fear, anger, sadness, and the like. Low Neuroticism scorers are more likely to brush off their misfortune and move on.



This test helps to solidify results from the Myers-Briggs test by echoing roughly the same level of introversion. Having a decent level of conscientiousness and agreeableness would likely mean I would end up in a position of being a diplomatic role within the team. These same traits however may mean that it is more uncomfortable for me to be the bearer of bad news, which again echoes my thoughts previously that a leadership role may not necessarily be the best fit for me, at least currently.

Project Idea

Project Overview

I'd like to create a new website or page for the charity BrothersNBooks to use during their annual 5 Books in 50 days Read-A-Thon. This page would be used to allow participants to log the books they have

read during the period, which would then collate with the lists their team has read and ultimately collate those lists into a master list which can be used to show numerous data points at the end of the read-a-thon to provide back to the community. Additionally, I would like to add in functionality to allow members to either write a short review, link to their amazon or good reads reviews, or both to allow other people reviewing to quickly decide whether it's a book they'd enjoy.

Motivation

Currently, BrothersNBooks website for their read-a-thon is essentially a GoFundMe page. This currently limits the functionality of the readers, and those who choose to donate to them, to create and showcase a list of the books they've read in an easy format. It is possible for them to write them in comments, but ultimately this is a somewhat clunky way of doing it and it gets lost down wherever the comments reside on the page. This is a passion project for me as BrothersNBooks actively use the money raised from these events to support Veterans and active serving defence members in Australia. This website won't change the world, or even honestly be noticed by many, however any change that can be made could lead to somebody in need getting help would make it a worthwhile project to me.

Description

The first element that would need to be created is the website itself. This would be created utilising a tool, Sublime Text in my case, in conjunction with GitHub to allow all contributors to access and work on the document as needed. The actual content of the webpage would likely be somewhat like the website currently being used on the BrothersNBooks webpages to ensure it fits in with their colour and style schemes.

Next up would be to create an input form section which would allow users to input details of the books reading. The fields here could be as simple as book title and author, or they could be made to be more complex, such as adding details like page length or a short review of the book. If we're making this page to give BrothersNBooks data from which to present back to the community, a more complete or extensive input form would likely be the best to ensure relevant data is captured.

The third element would be some form of data capturing of all the information being input. This would be used to display the data on the user's page to allow for viewing and editing by the person as needed. Outputs on the user page should be at the very least book title, author and either their short review or a link to their review being held on an external website, such as amazon or good reads.

Tools and Technologies

The main tools that will be required for this are very similar to this project. An application to write your code in, which could be any of a number such as Sublime Text, Atom or VSC. Utilising GitHub for a central depository and workspace for everyone involved would also be an extremely useful and integral part of this project. Utilising coding examples provided by W3 Schools will also be immensely helpful to ensure code for the input form sections are correctly input.

Skills Required

As outlined in my Tools and Technology many, if not all, of the skills required for this project are mirrored from this assessment. HTML code will be most of the skills required to complete this project at its most basic level. HTML CSS will be heavily used to ensure all the colours and styles utilised are in

keeping with the current BrothersNBooks scheme on their website. Additionally, there would likely be a requirement to understand how to create an input form to allow users to input their books read into a list and allow that list to be viewed on their page. The skills needed for this are not difficult to find as everything could be accomplished with somewhat simple HTML coding experience and all the software required for this is able to be utilised for free and easily downloaded for use.

Outcome

The outcome of this project would allow users a space to list the books they've read throughout the 50 days of the read-a-thon. The hope is that other users will be able to view these lists and that it will spark either competition in them to read more books or spark some interest in them to read a particular book they have seen on another's page. Ultimately the goal of this is to increase the visibility of books read in the hopes of donations being increased which would lead to more donations made by BrothersNBooks.