

WDD 330 Personal Development

This document will be used in your final course assessment.

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Course Outcomes

The following are the course outcomes of WDD 330:

1. Become more efficient at applying your innate curiosity and creativity.
2. Become more dexterous at exploring your environment.
3. Become a person who enjoys helping and learning from others.
4. Use a divide and conquer approach to design solutions for programming problems.
5. Finding and troubleshooting bugs you and others will have in the code you write.
6. Developing and debugging HTML, CSS, and JavaScript programs that use medium complexity web technologies.

To complete this course, you need to demonstrate your skill in these areas. Outcomes #1-5 demonstrate your personal development and are most easily shown through self-assessment and sharing experiences. Outcome #6 demonstrates your programming skill and is shown through code and experience in projects.

Personal Development Outcomes

For each of the personal development outcomes you need to rate your development according to the following scale:

Rating	Title	Description
0	Unsatisfactory	You have not made progress in this area.
1	Developing	You made some progress in this area but fell short of expectations.
2	Proficient	You are progressing nicely in this area and meet expectations.
3	Mastery	You have made significant progress in your development in this area and have gone above and beyond what most students would do.

For each course outcome, you include your rating of your development and list examples of times that you demonstrated this principle.

The following is an example of what is expected:

Outcome	Rating (0-3)	Week in the course	Description of Example
Become a person who enjoys helping and learning from others.	3	Week 01	<i>I was the first person on my team to figure out how to use all the technology we would need for the project. I took the time to meet one-on-one with two of my teammates to help them get everything set up.</i>
		Week 04	<i>At the end of our first project, one of my teammates was really having a hard time figuring out how he could contribute to our project. My natural instinct in this case would have been to get the problem done on my own, but instead, I worked together with my teammate to get him started and then I followed up with him afterward to make sure he was able to get his task done.</i> <i>This definitely took more of my time, but I was really glad to see his spirits lifted as he made progress.</i>

In the following table:

1. Add your self-assessment rating for each outcome.
2. List several examples of places you personally demonstrated your skill in each outcome.

Feel free to add more rows to this table if needed.

Outcome	Rating (0-3)	Week #	Description of Example
Become more efficient at applying your innate curiosity and creativity.	3	Week 01	I always was a good classmate and I was activated in all process.
			I installed the environment getting problems during the process.
			I prepared the document.
Become more dexterous at exploring your environment.	3	Week 03	I did two report activity personal and them was rated with a good grade.
			I finished all assignment since week 01 until week 03.
			I fixed an assignment that I did wrong.
Become a person who enjoys helping and learning from others.	3	Week 04	I begun to learn and love to work in the project and I learned many things during the activities.
			I share my knowledge with others and search for more opportunities to learn.
Use a divide and conquer approach to design solutions for programming problems.	3	Week 05	As I begun developing since week 01 the final project using Trello, I really successful organizing myself and solving problems and finishing my project.
			I finish many activities, divided many activities to finish with all.
Finding and troubleshooting bugs you and others will have in the code you write.	3	Week 06	I found many problems in my application and I found a way to correct everything.
			I learn from others and fixed my bugs.

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