# 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 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.* |
| *Week 04* | *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.*  *This definitely took more of my time, but I was really glad to see his spirits lifted as he made progress.* |
|  |  |

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. | 1 | 1 | I joined in the class and setup my machine. |
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|  |  |
| Become more dexterous at exploring your environment. |  |  |  |
|  |  |
|  |  |
| Become a person who enjoys helping and learning from others. |  |  |  |
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|  |  |
| Use a divide and conquer approach to design solutions for programming problems. |  |  |  |
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| Finding and troubleshooting bugs you and others will have in the code you write. |  |  |  |
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