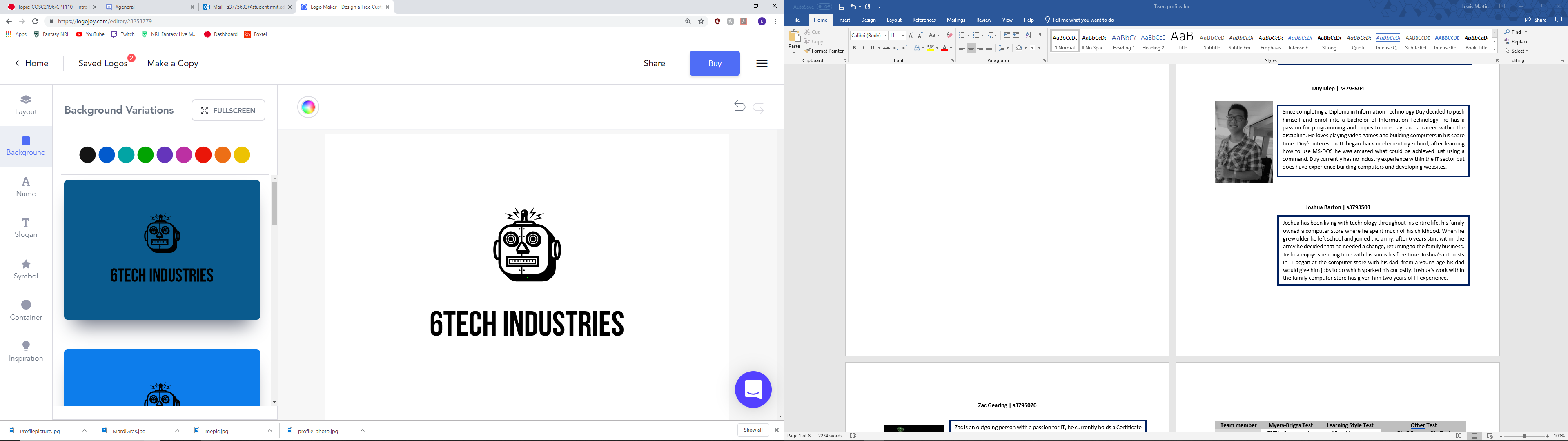
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**Team Members**

**Lewis Martin | s3775633**

After completing a Certificate IV in Programming Lewis set out to challenge himself further by starting his journey studying a Bachelor of Information Technology via RMIT, when he isn’t studying he enjoys going for runs, watching rugby league, hanging out with friends and family, playing a round or two of golf and tinkering with computers or playing video games. His interest in the IT industry started at a very young age, being born in the 90’s he saw how the industry evolved overtime and knew that when he was older he wanted to be a part of it. He has plenty of experience fixing, setting up and building devices such as computers and has experience creating applications with Java and C#, he is considered as tech guy by his friends and family.

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**Duy Diep | s3793504**

Since completing a Diploma in Information Technology Duy decided to push himself and enrol into a Bachelor of Information Technology, he has a passion for programming and hopes to one day land a career within the discipline. He loves playing video games and building computers in his spare time. Duy’s interest in IT began back in elementary school, after learning how to use MS-DOS he was amazed what could be achieved just using a command. Duy currently has no industry experience within the IT sector but does have experience building computers and developing websites.

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**Joshua Barton | s3793503**

Joshua has been living with technology throughout his entire life, his family owned a computer store where he spent much of his childhood. When he grew older he left school and joined the army, after 6 years stint within the army he decided that he needed a change, returning to the family business. Joshua enjoys spending time with his son is his free time. Joshua’s interests in IT began at the computer store with his dad, from a young age his dad would give him jobs to do which sparked his curiosity. Joshua’s work within the family computer store has given him two years of IT experience.

**Zac Gearing | s3795070**

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Zac is an outgoing person with a passion for IT, he currently holds a Certificate II in Information Technology and has since enrolled in a Bachelor of Information Technology through RMIT, he is currently working a government job and hopes that this study will be a stepping stone towards a larger career in IT. When Zac has spare time he enjoys, Binging tv series, Gaming and reading fantasy fiction. Zac’s fascination with IT began when he convinced his parents to buy him his first computer, he found his first computer to be an entire new world that he could explore, his Interest in IT grew when he worked for 1-Stop as part of their service desk team, Zac became increasingly curious with all the underlying IT aspects of the job. Since Zac’s completion of his Certificate II in Information Technology he has worked several IT related jobs including; computer repair and specialising in the technical division.

**Jeremy Miller | s3791007**

Jeremy is a Canberran who like most Canberrans works for the government, he recently enrolled into a Bachelor of Information Technology to pursue his dream of becoming a software developer. Jeremy likes to play footy on weekends when he isn’t working or studying. Jeremy’s Interest in IT cannot really put it down to one situation or scenario, he has always been fascinated by the rate at which the IT industry has evolved throughout his life and how it always has the ability to remain interesting and relevant regardless of time. Jeremy is considered as the go to ‘IT guy’ for his family and work which has given him a lot of experience helping others with their tech issues.

**Orion Lane | s3775597**

Orion Lane or ‘Oreo’ for short is a half Aussie half Kiwi with a growing interest in IT, he grew up with IT around him, his parents were both tech-savvy so throughout his childhood he learnt much about IT. Oreo hopes to one day become an Indie game developer and already has experience with creating mods and console applications using C++ and the Unreal engine. Oreo’s hobbies include playing videogames, emulating videogames, and figuring out how videogames work behind the scenes. Oreo’s interest in IT began through gaming and ever since he first got his hands on a PlayStation controller he knew he wanted to create his own videogames. Oreo currently possesses a basic level of IT knowledge and programming which involves making mods in Minecraft as a kid and messing around with his computer from time to time.



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| **Team member** | **Myers-Briggs Test** | **Learning Style Test** | **Other Test** |
| **Lewis Martin** | **ENTJ - Commander**   * Extroversion * iNtuitive * Thinking * Judging | **Visual Learner**   * Auditory – 20% * Visual – 45% * Tactile – 35% | **Big 5 Personality Test** |
| * Extroversion – 66% * Emotional stability – 5% * Agreeableness – 27% * Conscientiousness – 59% * Intellect/imagination – 22% |
| **Duy Diep** | **ISFJ - Defender**   * Introversion * Sensing * Feeling * Judging | **Visual Learner**   * Auditory – 35% * Visual – 45% * Tactile – 20% | **Mechanical Aptitude Test** |
| 9/10 |
| **Orion Lane** | **ISFJ - Defender**   * Introversion * Sensing * Feeling * Judging | **Visual Learner**   * Auditory – 30% * Visual – 55% * Tactile – 15% | **Big 5 Personality Test** |
| * Extroversion – 3% * Emotional stability – 16% * Agreeableness – 17% * Conscientiousness – 80% * Intellect/imagination – 65% |
| **Zac Gearing** | **ESTP - Entrepreneur**   * Extroversion * Sensing * Thinking * Perception | **Visual Learner**   * Auditory – 35% * Visual – 40% * Tactile – 25% | **Emotional Intelligence Test** |
| 15/20 |
| **Jeremy Miller** | **INTP - Logician**   * Introversion * iNtuitive * Thinking * Perception | **Tactile Learner**   * Auditory – 20% * Visual – 35% * Tactile – 45% | **Creativity Test** |
| Creativity score of 47.21 |
| **Joshua Barton** | **ENTP - Debater**   * Extroversion * iNtuitive * Thinking * Perception | **Tactile Learner**   * Auditory – 15% * Visual – 30% * Tactile – 55% | **Big 5 Personality Test** |
| * Extroversion – 78% * Emotional stability – 87% * Agreeableness – 45% * Conscientiousness – 52% * Intellect/imagination – 34% |

**Team member’s test results**

**What the Myers-Briggs Tests tell us.**

The Myer-Briggs test shows that the group has a mixture of both ‘introverted’ and ‘extroverted’ people, this information allows the group to understand each member’s openness and which team members may need more encouragement when it comes to certain tasks.

The group also has a mixture of people with an ‘intuitive’ and ‘sensing’ personality, this information tells the group that we have a mixture of people who both like to learn best by visually seeing and people who learn by using thinking of a problem instead, this tells us that certain tasks may be delegated to suit each person’s strengths in this category.

The group has a mixture of ‘thinking’ and ‘feeling’ people, thinking people generally conclude or solve a problem based on logic where feeling people conclude based on what best for the group overall. This mixture of people can help the group come to multiple solutions to one given problem with extra thought for the overall harmony of the group.

There is also a mixture of people with a ‘judging’ and ‘perceiving’ nature, judging people prefer a planned and controlled way of life whereas someone with a perceiving nature prefers to be more flexible and spontaneous, this mixture of people could help the group to insure that there is no conflict whilst delegating tasks, a judging person may take on tasks that they want to do themselves while a perceiving person will be flexible and take left over tasks without strife.

**What the Learning Styles Test tells us.**

The overall results of the learning styles test tell the group that a majority of the group are visual learners while a couple of the group members are tactile learners, A ‘visual learner’ utilizes diagrams and other visual data representations to take in information while a ‘tactile learner’ learns by doing. These results can help the group delegate tasks based on what would be best suited for each group member, for example, a ‘visual learner’ may be given the task to analyse a spreadsheet with graphs and tables to retrieve information and a ‘tactile learner’ might create a physical prototype for the group project or do some field work relevant to the project. The group has no members that are predominately an ‘auditory learner’, people who learning by listening. This is a disadvantage to the group as whenever auditory learning is required the information gathering will be less efficient.

**What the Other Tests tell us.**

The Big 5 Personality Test was chosen by three group members; Lewis Martin, Orion Lane and Joshua Barton. The results of the Big 5 Personality test further described the personality of all three members, this overall helps with many factors relating to team work. The results of a big 5 personality test can help a team by;

* Knowing whether someone is introvert or extrovert will tell a group who may need more encouragement with certain tasks.
* Knowing the emotional stability of a person will help to manage team members work loads and stress.
* Knowing the agreeableness of team members will help to decide important aspect of a group much faster allowing for more time spent on the project itself.
* Knowing the conscientiousness of group members will give an indication of how invested a group member is with the group work they produce.
* Knowing the intellect/imagination of group members allows the group to get an indication if a group member is conventional or imaginative.

Duy Diep chose to do a mechanical aptitude test. A mechanical aptitude test is a test that measures a person’s ability to solve mechanical based problems under the pressure of time. Duy scored a 9/10 which is considered a high score. Duy’s test results makes him a value asset to the team when it comes to mechanical aspects of the project, for example, prototype building or testing.

Zac Gearing chose to do an emotional intelligence test, this test is used to tell how well you read another person’s facial expressions and how well you can link it to an emotion. Zac scored a 15/20, this result means that he was able to identify a person’s emotion in 15 out of 20 scenarios. This test result tells the group that Zac would has the ability to gauge team members emotions to help better understand how they are feeling about certain aspects of the group work, thus being able to improve the harmony within the group.

Jeremy decided to undertake a creativity test, a creativity can be used to determine an individual’s ability to be creative. The results from a creativity test would be helpful when delegating jobs within a group, a person with a higher creativity score would be given tasks that required a large amount of creativity and thinking outside the box to complete.

**Team member’s Ideal Jobs**

**Lewis Martin – Software Developer.**

Lewis hopes to one day land a job that involves some form of software development, he hopes to predominately develop applications, websites and create/manage databases using full stack development tools.

**Orion Lane – Indie videogame developer.**

Orion hopes to become an indie videogame developer, this involves working either solo or in a small team to develop and produce videogames on PC, console or mobile.

**Zac Gearing – Security Engineer.**

Zac hopes to become a security engineer in the future, this involves working on the security aspects of systems to be able to deal with disruption from cyber-attacks or natural disasters.

**Jeremy Miller – Software Engineer/Developer.**

Jeremy plans to one day become a software engineer, this involves designing, testing, maintaining and evaluating computer software.

**Duy Diep – Data Analyst.**

Duy hopes to one day become a data analyst, this role involves building and maintaining databases for an organisation and extracting and interpreting that data to assist an organisation.

**Josh Barton – Migration specialist.**

Josh hopes to continue is role within the family business as a migration specialist and one day manage the entire business, a migration specialist’s role involves migrating clients onto a certain platform and providing support to clients after migration has occurred.

**Ideal Job Comparisons**

Half of the team members chose similar career paths within the software development sector of the IT industry which involves creating applications, websites and databases, while the other members have chosen roles within the security sector, the data analysis sector and data migration sector of the IT industry.

While all the software development roles have comparisons such as creating new applications and websites the other job roles have a loose comparison of the rest if none at all.

A security engineer would help to introduce security measures to an application or website that a software developer may make, they would need to have a high level of software development understanding to implement these measures.

A data analyst would be analysing and extracting data for a business, they would be using some sort of database management application such as MySQL or SQL server, a software developer may also need to use these such applications throughout their career.

A data migration specialist transfers data from one system to another, this involves working with both hardware and software. A data migration specialist may have to transfer data within applications such as a database server.

Overall a range of roles where chosen by each team member that touch many different aspects within the IT industry, half of the group chose to pursue a career path within software development while other members decided to choose career paths in other sections of IT, security, data analysis and data migration. While all these careers have small similarities regarding the sorts of tools that may be used and skills required they are also very different and require different fields of knowledge in order to be successful within the role.