Career plan analysis:

Through working on this assessment and feedback from previous assessments, many of us have chosen to not alter our ideal jobs and further career plans. At the beginning, many of us had jobs in the gaming industry, in large pre-existing companies, such as obsidian and GOG, however now most of us have seen a fondness for a close knit and talented team, with the ability to openly collaborate and contribute. We have all explored online courses on many of the subjects that we worked on, such as Udemy courses and other online educational sources, and this exploration has been extremely helpful in both completing the assignment, but has also widened our knowledge of the possibilities of our careers and the broadness of the industry.

The main thing that we have all found through the course is that we want to be in this industry because we have so much enthusiasm and love towards it, which has only grown through the assessment and working with people that share our love for it.

Changes in career plans through feedback:

*Lee* - In terms of my career plan changing, The steps I listed to achieve my ideal job remain as my main goals. I would probably add to this now as I'm aware there are many additional ways to acquire programming and software development knowledge, such as completing courses with Udemy, code academy, and just experimenting and becoming more familiar with industry standard platforms such as GitHub, SQL, Tableau and Unity to name just a few.

In a way its a little overwhelming the amount of areas that can be pursued, and I'm still not sure where my skill set would be best suited. I think work experience is also very valuable, so once I'm a bit more confident in my IT knowledge and skills I think I will need to look at finding a job within the IT sector, instead of being just outside of it working in database administration.

*Michael* - I've enjoyed 'leading' this assignment but I'm not sure if it's enough to convince me to change from the career path I had in mind before. It could be that the project we've worked on is something I'm particularly interested in, but in the real world, I don't know how I'd handle the real responsibility when a multi-million dollar project is on the line. I changed my career plan already from software engineer to something more aligned with databases based on the burning glass data for assignment 2, and I still think my place will be on a small, dedicated team working with databases or data security.

*Cory* - This project has not shifted my ideals about career paths. Being able to plan a video game as a project has only strengthened my desire to break into the game development industry, however, after being able to collaborate with people on such a project I've learnt many more ways to strengthen my skill set to find myself closer to my ideal career.

Using educational sources online from free/paid courses and classes for an entire subject to video tutorials showcasing different concepts and/or specific programming techniques being among them.

I believe using tools like this, along with experimenting with my own or existing code whenever I can, will greatly benefit me both short and long term. Though I know the best way to really prove my skills is to keep a portfolio of my best work along my journey. Not all programmers have a degree but that doesn't mean they're not great at what they do.

*Nathan* - Reflecting on my initial career choice from assignment 1 I don’t believe my aspirations have changed much. I am currently working in the electronic security industry and look forward to applying my IT knowledge to this field in the near future and gain more development experience necessary to fulfil a role such as this. My motivation for starting this degree was mainly to try and stay ahead of the trend in this industry I see where everything seems to be shifting to network/server/cloud related technologies as opposed to the purpose build "stand alone" devices of the past. This being said I can see huge potential for innovation in this field as a lot of the applied standards of hardware  development are very antiquated. I am a passionate creator and find myself constantly imagining new systems and applications that I will hopefully soon be able to bring to life. In the future I hope to develop some technologies to help better this industry and/or take it further into the realm of IT.

*Nick* - My ideal career and career plan remains the same as it did beforehand, and my goals haven't undergone any notable change whatsoever. My primary focus in learning level design is to gain as much experience as possible in the form of self-guided education through learning theory and experimenting by creating my own levels.

The ideal way for me to increase my appeal to potential employees would be to have a diverse and high quality portfolio which shows first hand my qualities as a level designer, which would ideally be an in-depth knowledge on what makes a level fun. This can be achieved my simply continuing to work on levels, though showing a diversity in various types level design experience as opposed to sticking to one area (First Person Shooters, for example) would be valuable.

*Harry* - I would say that working on this project has changed my views on what my ideal job position in the IT industry would be, as what I thought before was that I would be suited to some kind of leadership position, however these assignments have shown me I much rather, and even perform much better under the guidings of a good, and in this situation, great leader. Therefore something working in a small team under management would be ideal, as I would be under reduced stress compared to a leadership role.

Ive also found that, as much as I love video games, working in the field would be quite daunting and I feel would make me burnt out and would cause I rather fatal conflict of interest. A position in data analysis or database work is something I can see myself thriving in instead of the group game designer environment.