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# Self-Assessment

## A

I’ve just got back from the Engineering CEAS Expo where Earthenware Audio presented our “KeyDetector Plugin.” It was very fun to share what we have built with industry professionals, and even more fun to share it with some younger students that showed up as well. I contributed to this project by coding in C++ with the JUCE framework to help build this application. I also contributed by organizing team meetings to discuss the software building process with my teammates. I also wrote documentation to go along with our project and helped organize the Earthenware GitHub.

I built upon my skills that I learned last semester and this semester was smooth and fun. I already knew C++ so I wouldn’t say I learned how to write in C++ from this project, but I did learn about the development process. I am more competent as a team member and meeting leader now than I was last semester. A success was when we all got together and designed the product in person at the UC library. An obstacle was before we had that meeting, we were struggling to communicate all the ideas that we wanted to include in the product. I learned how to approach meetings as an individual, how to get my own ideas across, and how to listen to others.

## B

Like I said earlier, I just got back from the CEAS Expo. I was able to see firsthand what we accomplished as we shared our product with others. One of our goals was, “With the given output, users of a varying degree of musical and production knowledge will be able to communicate musically in a responsive manner.” It was fun to see people come up to our booth with varying knowledge of music and all walk away understanding how our application could assist them in their musical journey. To me, that shows we accomplished our goal. It took a lot of communication from all team members to figure out how to do that.

There were obviously things that worked well and things that didn’t work well. I would say that for the most part we communicated over video calls and that came with its challenges. Video calls can slow down communication because you must wait for someone to completely be done speaking before you can then communicate back. This is normally ok except it just seems slower over the phone rather than in person. When we finally decided to have a big design meeting in person, it worked so wonderfully. We rented space at the library and then drew out our ideas on the whiteboard. It really made the app come to life. I would say if anyone deserved special recognition it would be JP Wang. All the other team members were working at their CO-OP company's and going to school, but JP had more time to spend on the project. He worked through some difficult bugs, and we couldn’t have done it without him. I'm grateful to all my team members for making this semester great!