**Unit 1 – Communications and Employment**

**Assignment 1 log book 2 – General Employee Attributes**

**For each of the four roles below list and justify the 3 most important general attributes for each. See week 3 slides for the list of attributes to be applied.**

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| Programmer who develops mainly scientific applications | **1 Numeracy –** This would be an important general attribute for a scientific application programmer as the programming is more than likely to involve mathematic equations and formulas. So therefore, understanding the numeracy skills that are required would make the task less complex and time consuming.  **2 Problem solving** - Problems are likely to occur while programming and the issue causing the problem isn't usually clear so it's down to the individual to locate and resolve the problem. This attribute ties in with the numeracy attribute as the problem may be overlooked if the problem was due to the numeracy.  **3 Planning and organising**- I chose planning and organising because programming for any application whether it's done by a group/s or by an individual requires planning otherwise problems can occur or time efficiency can be lost due to blocks of code unnecessarily being wrote more than once or for example within group, individuals might of not known that they were meant to of written a specific block of code meanwhile expecting someone else to have completed it. |
| Web Developer | **1 Communication**- Communication with the client or company is key so that they're receiving the end product that they desired. Despite the customer knows best, it's advantageous for the web developer to advise and offer their insightful knowledge to the client as they can offer a more user-friendly website.  2 **Creativity –** Web developers are expected to meet the customers demands and provide an advantageous creative insight that’s suitable to the scenario.  3 **Planning and organising**- |
| Network Technician | 1 **Communication –** An important attribute considering in most circumstances they’ll only know what and where the task is if they’ve communicated with person noticing  2 Organisation-  3 Problem solving- |
| Graphic Designer for a gaming company. | 1 **Time management -**  2**Creativity-**  3 Organisation- |