

CMGT Personal Portfolio Peer Review

For every personal portfolio module, you need to collect a peer review from at least one of your fellow students.

Wondering what a peer review is?

Look at the Personal Project Research module from year 1.

How to start?

- Provide your peer review buddy with your approved learning outcome document, as uploaded on Blackboard during the first phase of every Personal Portfolio module.
- Provide your peer review buddy with your personal critical reflection.
- Let your peer use this document for the peer review.

Student information

Name	Nils Meijer
Class	ECM2V.Ea
Personal Portfolio	2

Learning outcome(s) (max 4.)

1	"As an engineer looking for an internship and in need of a better portfolio website, I want to make use of & further improve/deepen my JavaScript programming capabilities (game mechanics, physics), by making a 2D platformer game, using Three.js, meant as an engagement tool for my portfolio website, so that I can eventually implement it into my portfolio website (separate from this course) and enter the industry with a proper-looking website and can convince potential employers to offer me an internship/job."
2	"As an engineer with experience in only 1 industry-used engine, I want to familiarize myself with the Unreal Engine, preferably UE5. I will make a simple FPS minigame, with one main mechanic and goal, using C++. This will result in a new portfolio piece, which shows I have gained experience in Unreal Engine."
3	
4	

Name of peer review buddy

Name	Matthijs Bruins
Class	ECM2V.Db
Date of review	02/02/2022
Signature	M. Bruins

Instructions for the peer review student.

- Before you start, please:
 - Read the learning outcome document of the student for who you're providing the peer review.
 - Take a good look at the portfolio (item) your reviewing.
 - Read the personal critical reflection of the student for who you're providing the peer review.
- We expect that you need approximately 60 minutes to complete the peer review.

Help each other, sit down with your peer and review each other's work!

The peer review is intended to help your peer improve on their work process, skills and attitude for future projects and work. Be honest and use constructive criticism! Your feedback does not influence the grade of your peers submitted work.

Only by acknowledging shortcomings are your peers able to grow professionally!

Connection between learning outcome(s) and professional portfolio.

1. Is the connection between the learning outcome(s) and the professional portfolio (items) clear to you? Explain your answer (50-100 words).

LO1: After I read the learning outcomes and then looked around on the website I saw that his learning outcomes matched the website. But I cannot confirm the Three.js method because I myself am not that big of a coder.

LO2: After reading the learning outcomes and then playing the game I recognized all elements in the game that he wanted to have there, except for the C++ because he changed that for blueprints.

2. Describe in one sentence, what is your first impression of the submitted portfolio item?

LO1: The website gave a clear impression of what Nils is aiming for and I had fun running around and checking out what I can interact with despite the few bugs.

LO2: A clean looking game that has some puzzle elements in it.

Quality of the professional portfolio (items)

3. To which extent do you think the student reached his/her learning outcome(s)? Motivate your answer based on the submitted portfolio (items) (50-100 words).

LO1: The implementation of Three.js was successful and the website does what it is supposed to do. When all the text is filled in and the boards filled with the actual projects I think this can convince protentional employers to give him the upper edge when selecting for internships.

CMGT Personal Portfolio Peer
Review Template v1.0

LO2: He has used the Unreal Engine 5 for the project so he has gotten more familiar with it, after spending the 43 hours on it. The goal of making an simple FPS minigame was also implemented, only the C++ coding was missing but with learning an language that you are not too proficient in in an new environment is hard so I understand why he chose for blueprints.

4. Based on your current professional perspective, what is good about the submitted professional portfolio items (50-100 words)?

LO1: Lighting is there, the creativity that went into the project of actually moving around, the animations looked smooth.

LO2: The puzzles worked and were self-explanatory, it looked good, no bugs within the game.

5. Based on your current professional perspective, where do you see room for improvements for submitted professional portfolio items (50-100 words)?

LO1: There are still a lot of bugs in the website (bouncing against walls, jumping in mid air, getting out of the map, spawning behind the screens when you go back to the main hub). The way the instructions are placed within the "hub" look unprofessional.

LO2: More puzzles could be added to explore more features, maybe something with an gravity element or portals. Learn how to code in C++ for future projects.

6. Based on the submitted personal critical reflection, which advice (tips) do you have for your fellow student in regard to reflecting (50-100 words)? (*think of: time spend, reached learning goals, critical on their own work, professional skills, attitude, work ethos, etc.*)

LO1: Next time watch a YouTube video on the subject to know what you are getting into before trying it, this will allow you to have an already clear structure on how to start coding because you can copy it from the person who made the video. If you can google it, then do it.

LO2: Start off by writing down and sketching out the puzzles that you want to create to increase the workflow. Next time you get stuck on EU5 do not switch to Blueprints, and look up tutorials online, there are enough of them to help you create something like this. The addition C++ programming experience might come in handy later.

CMGT Personal Portfolio Peer
Review Template v1.0