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

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| **Name** | Matthijs Bruins |
| **Class** | ECM2V.Db |
| **Personal Portfolio** | 1 2 3 4 |

# Learning outcome(s) (max 4.)

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| **1** | “As a designer I want to create the 3D models and art for pawns/cards/tiles/tokens of my board game so that it can end up on the professional market” |
| **2** | “As a designer I want to learn what it costs to produce my board game so that I know the financial side of the project” |
| **3** |  |
| **4** |  |

# Name of peer review buddy

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| **Name** | Nils Meijer |
| **Class** | ECM2V.Ea |
| **Date of review** | 02-02-2022 |
| **Signature** | N.Meijer |

# 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.

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| **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).

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| After reading his learning goals and reading & looking at the products, I think it’s quite clear what the learning goals were. For the 1st, multiple market-ready assets were produced. For the 2nd, extensive research is shown, clarifying the details and pitfalls of all the financial and marketing aspects of the game. |

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

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| Plenty of well-done research has been collected which shows what goes into this part of the development, and the board game components that have been produced look market-ready. |

## Quality of the professional portfolio (items)

1. 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).

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| While not *all* of the assets have been produced (mainly the tiles), it can still be said that Learning Goal 1 has been completed. The products are in my opinion, with some more time in production for the art and tiles, ready to be deployed to the market.  As for Learning goal 2, it’s become clear manufacturing a board game isn’t as cheap as some might think. The research shows many aspects you’d probably forget when wanting to develop such a project. All in all, the product contributes very well to the end result (= board game in production) |

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

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| The assets created really give off the vibe I’d expect from a game called “Witches Cauldron”. I like the multiple twists given to the logo, it’s quite something different than just typing out “Witches Cauldron” in a fancy font and call it a day.  As for the financing research, I think it’s very extensive. Multiple backup plans were explored, in case the game performs less well than hoped and expected. The components that were necessary to build the game were, as far as I can tell, all included so it gives an accurate calculation of the “final bill”. |

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

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| It would be nice to also see concepts, or even finished assets of the board tiles, as that’s the only part missing.  Perhaps some spicing up of the board game box could make it pop out more, since at the moment, it’s rather dark. I’d suggest a fire or some kind of luminescent poison or something like that. |

1. 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.)*

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| I think it’s good that a critical reflection has been done on the approach to the financial and marketing aspects. It shows a proper work attitude and the capability to learn from previous mistakes. As for the assets, you’re rightfully proud on the results, even though not everything has been produced. |