## Level 200 and 300 courses:

#### IT152-Introduction to Multimedia:

While this was only a level 100 course I feel that I got a lot of value from it so it merited mention. It covered how to have multimedia interact with applications which was essential for handling some of the images and sound files that I came across in this project. This course was also the place where I was most encouraged to consider the target audience of a product, which I feel was an important lesson here. The skills from this course are also among those that can be applied most broadly. One of my workmates demonstrated an ability to find high resolution versions of a given image which was very useful in this project. I am still unsure of how he did this but I presume it is something that could be taught in this course which would be valuable.

#### IT242-Website Development:

The chief benefit of this course was that it included a group project working to produce a product, like this on a much smaller scale. The project provided an opportunity to organize myself in working with other people to a common goal. It was also one of my earlier experiences in designing an application which had some value here. One issue with this course was that I felt we were tested on our ability to write html prior to actually learning it.

#### PR203-Database Management Systems:

Each of our games included a class (or class like object) that was much like a database (Deck in Match With Me, SongController in Sing With Me). While they did not have all of the functionality of a database the ideas in this course still informed my understanding of them (primarily how they viewed everything as an index). The course was much less useful in this project than it would have been in most other projects I might have worked on and it is probably one of the most useful courses I’ve done. I do not think that there is any major way in which this course could be improved.

#### PR294-Server Side Web Programming:

This is the course in which I learnt most about programming values. We discussed class structure and abstraction which was essential when making the product open to modification. I was also forced in this course to learn a new programming language while working which was valuable in allowing me to pick up and use C# for this course. This was also the closest I got to building a coding product from scratch although it was an order of magnitude less complicated than this. I do not think that there is any major way in which this course could be improved.

#### IS301-Management of ICT:

In theory this course covered the more project management oriented parts in my education; in practice I think it was of minimal use to me. This was partially due to a low knowledge absorption rate due to my terrible experience with the course but I feel that the course itself was focused at a more senior level than was useful for me. I don’t feel like it improved my ability to manage the workload of myself as an individual or of a small group. In addition the sort of risks that came to the fore in this project (such as lost workdays due to unwellness) were generally things we were discouraged from thinking of as risks in IS301. This course would have been of more use to me if it had focused on smaller scale management.

#### IT388-Mobile Technology:

This course mainly helped me with design aspects of the project, such as planning a storyboard or flowchart. It generally buffered the lessons I learned in 242 rather than teaching me anything new. I feel that this course was too theoretical, acting more as an academic study on the way people use technology more than anything else; this has a place but I don’t think that it should be one of the few level 300 options in a practical programme. The course did include a practical component but that was intended for non-coders and so it was too simple to expand my ability to build a product from scratch, which is what it should have potentially done.

## Content of Level 200 & 300 Courses:

Due to the unusual structure of my qualification many of my courses did not have content directly relevant to this project. I examined the less obvious skills I learned in these courses and how they were valuable for the project. I also evaluated the courses, harshly at times, and proposed areas in which I think they could be improved. I feel that this work deserves at least a mark of 4/5.