Raheeq Bhatti

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Website Link: <https://raheeqwaasif.github.io/Intro-To-IT-Assessment-1/>

Repository Link: <https://github.com/raheeqwaasif/Intro-To-IT-Assessment-1>

**Introduction**

My name is Raheeq Bhatti, and I am 18 years old. I’ve been living in Australia for almost ten years now, as I came here from my home country of Pakistan in 2012. I was 9 years old when I immigrated here, so I have been raised in a mixture of both cultures. This has also allowed me to be proficient in two different languages, Urdu and English, though my Urdu could use some work. I studied my first 2 years in Pakistan, but then Grade 3 onwards I studied in Australia. I graduated VCE last year and I immediately enrolled into university. Though I was just short of the requirements of my desired course, I chose IT with the hopes to transfer later. My dream is to become a game developer and designer. I want to be a master at both as it allows for more flexibility within the gaming industry, to be able to come up with the ideas and make them, though I am more passionate about the design aspect. More specifically, narrative design is my favourite component.

**Fun Facts**

* My hobbies are playing video games, watching anime, and reading manga
* I started collecting physical copies of manga last year and have a decent collection, which I hope will only get bigger.
* I went to a select entry high school from year 9 onwards, Suzanne Cory High School.
* I used to have a pet turtle before I came to Australia, but sadly we had to let it go when we immigrated.

**Interest in Information Technology**

I have always had an interest in IT since I was a child. My father works in IT, so I have been exposed to it for a very long time. My interest in IT stems from my passion for video games. I want to know not only how they are made, but all the other aspects that go into it. IT comes into play when looking at online games, and how they connect millions of people around the world. Big multiplayer games in my childhood were League of Legends, which I have been playing since October 2013, Minecraft, and Team Fortress 2, among others.

Apart from game development, another interest in IT of mine is how communities can form online and how they share and distribute information among each other. Things like Discord and forums like Reddit have always been greatly interesting to me. Especially during the last 2 years during the Covid-19 pandemic, a large chunk of my VCE classes and work was done online. To make this easier, me and friends made a discord server that we use to this day to ask questions about schoolwork, hang out and play games.

My father is a Cyber Security consultant, so over the years he has probed me to learn how to code and learn about networking and similar things. Though I did not delve too deep into it and rather focused on my passion for video games, it gave me much needed exposure which let me not be completely blind while going into the IT world.

I chose to come to RMIT because it seemed very casual compared to other universities, which is something that I really like about it. Also, I investigated the teachers and professors at RMIT, and I thought there would be no one better to teach me the skills I need to become a game developer that the exceptional teaching staff at RMIT. Not only that, but I also love the extra-curricular activities that are available at RMIT. Though I am yet to join one, I really like the wide selection of clubs that I can join. The way the programs are structed appealed to me a lot.

While studying the Bachelor of IT, I hope to learn a wide spread of topics related to the field. However, I want to learn a variety of coding languages like Python, Java, HTML & CSS, and SQL. These will build a solid foundation which will allow me to later learn C and C++, which from what I have researched is the most common languages used for video game development. Moreover, I wish to learn Game Design by perhaps doing a Bachelor of Game Design after I graduate from the Bachelor of IT or optimally, the Bachelor of Software Engineering.

**Ideal Job:**

**Game Developer:**

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<https://www.riotgames.com/en/work-with-us/job/2597896/manager-software-engineering-league-content-efficiency-los-angeles-usa>

My dream is to become a game developer and designer. I want to be a master at both as it allows for more flexibility within the gaming industry, to be able to come up with the ideas and make them, though I am more passionate about the design aspect. More specifically narrative design, though it is hard to find job for such a position.

This specific job is the Manager of Content Efficiency. I chose this job because it is not only a senior position which allows for me to leverage the years of experience I seek to create, but also that it covers numerous areas of the game development process. It will allow me to work people from the Client development team and the art team for example. Currently, I do not have any of the qualifications that are require

On the website, it says that the required qualification for this specific job is experience in C/C++. Through the Bachelor of IT I wish to gain proficiency in this language. Furthermore, it asked for experience in game development, which I hope to gain once I transfer into software engineering and specialize in Game Development in my Second and Third Years. Moreover, 6+ years working as a software engineer and 3+ working in a software engineering leadership position. Though I do not meet any of these qualifications now, I want to develop my portfolio as a game Developer.

To obtain these qualifications, I would preferably start an internship at a game development company so that I can gain software engineering and game development experience simultaneously. There are many indie companies in Australia that might offer such positions. Also, to gain more design experience, I will learn how to use software like Game Maker, Unity etc to broaden my knowledge and possibilities.

**Personal Profile**

**Myers-Briggs Test: Campaigner**

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**Learning Style Test: Visual Learner**

<http://www.educationplanner.org/students/self-assessments/learning-styles-quiz.shtml>

Text

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**Deductive Reasoning Test:**

<https://www.jobtestprep.co.uk/test-player?testid=e_freeshl_deductive_UK&NodeId=560052>

A picture containing graphical user interface

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**What do these tests mean?**

Each of these tests represents a particular part of an individual. For me, I was assigned the Campaigner personality type through the Myers-Briggs test, my learning style test showed that I am a Visual learner, and in my deductive reasoning test I got a 90%. First, the Personality test. To me the Campaigner personality type means that I work well with people and genuinely care about their feelings. However another part of this personality assignment is that I feel that I am very open minded. I am always willing to debate with people on their points of views and always want to learn about how or why people would think in a certain way. The creativity aspect also resonates with me deeply, as I am always trying to think of new thing that I could create, or different ways in which I could approach a problem that I am facing. Though these personality assignment test are not 100% fact, some links between ones personality can be made.

The Learning styles test assigned me as a visual learner. However, I do not really agree as I feel that I like to learn things in any manner, if it is something that I am personally interested in. Finally, the deductive reasoning test. I feel like this test is an important one to take as it shows if I am capable of solving tricky situations which instead of qualifications require critical thinking. Moreover, this is a test that many employer could implement as critical thinking and deductive reasoning is often one of the main criteria when looking to hire new employees.

When working in a team, thanks to my Campaigner personality type, I get along well with everyone in the team. Especially during the first semester of university, where people in the class don’t really know each other, I am often the one to start the conversation and start to get to know the people Ill be working with. Moreover, this personality type allows me to be able to quickly avert or solve conflict that may arise within the group with minimal confrontation. My diverse learning styles would allow me to keep up with the rest of the group, no matter how they might prefer to learn. The campaigner personality typed paired with my good deductive reasoning allows me to solve almost any problem that may arise in a group scenario, as I believe that working together is he quickest, most efficient and most fun way to solve problems.

When forming a team, it is important to have people with diverse personalities, strengths and weaknesses. For example, if a group is filled with campaigners, they would spend all their time talking to each other and little time getting any work done. Therefore, I could be the social-support-beam of the group, ensuring that everyone gets along. This means that to counterbalance, someone with a more focused and driven personality type might be need to in-turn ground me and make me do my work. Moreover, deductive reasoning is not the only type of reasoning that is required in a group. Numerical and verbal reasoning is also important. Simple things like dividing workload can become difficult if not everyone is proficient at these things. Moreover, good deductive reasoning skills can allow me to discern if everyone is pulling their own weight. This paired with the Campaigner personality type I can ensure that everyone does their work in a non-hostile and non-confrontational way. I would rather lift other people up than put hem down. So instead of getting angry at them for not doing their work, I would jokingly push them into keeping pace with the rest of the team.

**Project Idea: MyMangaTracker**

Overview:

MyMangaTracker is a personal database website which centralizes one’s manga reading and collecting journey. This website is designed for collectors and casual readers alike. For the regular readers, it would allow them to track which manga they have read, and when they read it. They can also make a read list to keep track of titles that they want to read. Also, a suggestions tab would introduce the reader to other manga similar to their taste. For those interested in buying the physical copies, MyMangaTracker would show the user where to buy it and allow them to track what volumes they have bought, and what volumes they are missing. One major obstacle with collecting physical manga is that the series may go out of print. So MyMangaTracker would make it easy to see if the series you are looking to buy is still in print or not. Also, it can give the user options for where they can buy it from, from physical stores to online stores.

Motivation:

As stated in my personal information, one of my greatest passions is reading manga, and collecting the physical copies to expand my collection. Through this passion I have come to realise the lack of a centralized, easy to use website or app that allows me to catalogue what volumes I have bought, what I wish to buy, other titles I might be interested in. So far, I have been using the notes app on my phones, which is passable but does not offer a manga related user experience. Through MyMangaTracker, I wish to create something that makes keeping track of your collection easy and accessible. There is a website called MyAnimeList from which I am drawing inspiration, as a website for creating a watchlist already exists for anime, but no such thing exists for manga to my knowledge. Thought my anime list does have a manga section, it is rather similar to the anime section and does not focus on the tracking aspect that I am trying to achieve with MyMagnaTracker.

Description:

When the user first opens the website, they will be greeted by a home page. On this home page there will be:

* Large banner in the top-middle of the page, showing new releases, what online stores have sales going on, and other relevant news.
* Current serialising manga (smaller list menu on the right side of the website, and also if the latest volume is out in English)
* “Manga you might like” recommended list on a side scrolling menus, like those seen on streaming services like Netflix or Disney+
* Above the news banner will be a prominent search bar, which allows the user to immediately jump into they search.
* Near the bottom of the page will be an A-Z catalogue of every manga that is on the website.

The user will have the option to create an account, which is highly recommended as it saves the users read list, collection, reading status and history.

When clicking on a particular title, it will take to user to a dedicated page for that manga. On each manga’s page it will show information about that certain manga like the title, name of author, release date of first chapter. There will be a prominent picture of the manga’s first volume, next to which will be prominent “Add to read list” button. A “Collection status” dropdown menu will be under the thumbnail visual, which will list out in aesthetic squares. The user can click on each volumes square to open a smaller drop down to tick off if they have collected it or not, and see whether or not they are still in print, and the stores where they can buy it from. Near the bottom of the small dropdown menu would be user reviews, in which any user can write a review for that volume and give it a rating out of 5.

The “My Collection” section of the website is an integral component. Here it will list out every manga that a user has added to their MyMangaTracker personal database. It would show what volumes they have collected for which series. They can also note down when they read it, and acquisition dates for each individual volume.

The most similar website that exists is AniList. to differentiate, I will implement components for physical collection, like volume release date and availability, which is an aspect that AniList does not have.

Tools and technologies:

For software, HTML & CSS could be used to design and layout the website. For the database of all the manga in the world, it would be rather difficult to input them all individually. AniList has an available API that has over 500,000 anime and manga titles to be used as a database. However, there are some limitations to this API as it is not available for commercial use, which MyMangaTracker could become.

Another API that is available is the [Kitsu API](https://kitsu.docs.apiary.io/#reference/manga). This allows for Trending Manga to also be implemented, but again this may have legal issues.

Hardware wise, a server-side database could be used to store the information of every user, for which large physical server modules need to be used.

Skills Required:

For the actual creation of the website, I need to be proficient at HTML and CSS. UX must be kept in mind. Things like Usability principles. Also, the overall aesthetic of the website must be nice to look at, but not too much that its overwhelming to the user.

Outcome

If MyMangaTracker were to become a fully fledged website, it has the potential to become a major competitor for websites like MyAnimeList and AniList. This is because its more niche that the others and is geared towards a slightly different target audience. The original problem of there not being a dedicated website for collecting physical will be solved entirely, as easy access to information about thousands of titles and where to buy will greatly supplement the manga collecting community. Moreover, it would increase interest in collecting manga around the world, as more people are exposed to information like printing, translation, and serialisation details. For existing manga collectors, it would make the process of cataloguing their collection much more convenient. Also, by being able to track when they read and acquired something, they can see how long they have been collecting for.

Reference:

<https://kitsu.docs.apiary.io/#reference/manga/manga/fetch-collection>

<https://kitsu.docs.apiary.io/#reference/anime>

<https://anilist.co/>

<https://github.com/AniList/ApiV2-GraphQL-Docs>

<https://www.quackit.com/css/css_color_codes.cfm>

<https://www.youtube.com/watch?v=PgAZ8KzfhO8&ab_channel=EasyTutorials>

<https://www.youtube.com/watch?v=iXSSHlOe47s&t=24s&ab_channel=LearnCode.academy>

<https://www.youtube.com/watch?v=Ot7RcDD4T30&ab_channel=ProgrammingWithPax>

<h1>Introduction</h1>

<p>This is my first line!</p>