Self Introduction

Due: Week of September 14, in your Studio   **Weight:** Part of Studio and Team Engagement   **Allocation:** Individual

Assignment Overview

A self introduction is a way of sharing some of who you are with others. It is an opportunity to connect the academic and non-academic parts of yourself to introduce the whole person you are. For this purpose, a self-introduction should provide sufficient information that another individual can get a sense of the individual being introduced.

The self introduction you present in studio combines a single page or slide of text and visuals with approximately 1 minute of speaking. You have one minute to tell people in your group something that you want them to know about you as you get ready to work together. Your slide or page says more than you can say in one minute. It gives everyone else something to ask you about later.

Each of the course instructors provided a self-introduction in the Welcome to Praxis Video. To get a sense of what a self introduction is we recommend that you watch our self introductions.

Assignment Stakeholders[1]

The list of stakeholders below is the minimum to consider:

- You, an aspiring engineering designer and member of the EngSci class of 2T4, who is interested in getting to know your class mates and the members of the Praxis Teaching Team.
- Members of the EngSci Class of 2T4, who might share similar interests or skills as you, want to learn more about who you are or your experience, or could be interested in befriending you.
- Your future team mates in Praxis, who must leverage collective interests, values, and skills to create effective ways to collaborate with you.
- Your Studio Teaching Team, who want to know more about you, and find ways to support you in integrating your academic and non-academic interests in a way that best facilitates your development as a designer and a student engineer.

(see next page)

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[1] A "stakeholder" is a person (although it can sometimes include non-persons, like the environment) who has an interest or a concern related to whatever is being done, or might be affected by what is being done. In design work, we always want to consider the 'stakeholders' who might either care about a project or be affected by it. For this assignment, the list of stakeholders given is probably all who need to be considered.

Requirements

Objectives

1. Share and discuss who you are, in language that you feel best describes yourself.
2. Integrate visuals and text to create a simple, informative representation of yourself.

Constraints

Your Self Introduction:

1. **Must** focus on yourself, and only yourself.
2. **Must** provide at least one academic and one non-academic interest or skill.
3. **Must** comprise a single page PDF of image(s) and text that you will speak to during studio.
4. **Must** include one photo of yourself where your face is visible.
5. **Must** include your official name, and your preferred name if different.
6. **Must** be shared with your group as directed by your Studio Teaching Team.
7. **Must** be submitted as a single slide or page PDF file through Assignments in Quercus at the end of the day of your studio.
8. **Must** be named using the following convention for easy distribution:
   - [last name]-[first name]-[tutorial #]
      - e.g. irish-robert-T0112