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.
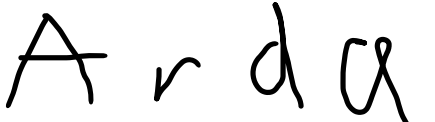- Let your peer use this document for the peer review.

Student information

Name	Yannek Zessin
Class	ECM2V.Ec
Personal Portfolio	2

Learning outcome(s) (max 4.)

1	As an engineer, I want to learn about procedural road generation using splines, so that players can experience diverse and immersive game worlds without the need for manually designing each city layout.
2	As an engineer, I want to learn about shape grammars to generate buildings that can be modified to fit any environment, so that players can experience diverse and immersive game worlds without the need for manually designing each building
3	As an engineer, I want to learn about Voronoi tessellation to generate parks, so that I can make a procedurally generated city more populated.
4	

Name of peer review buddy

Name	Arda Celebci
Class	ECM2V.Ec
Date of review	25-4-2024
Signature	*Arda*

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 <u>honest</u> and use <u>constructive criticism</u>! Your feedback does <u>not influence</u> 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).

Yes, the connection is clear, all of the three learning outcomes are represented in the final portfolio item. You can clearly see that he has completed all of his learning outcomes and because of that you can see the connection. You can also see the research that went into making this.

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

My first impersion is that it is a there is a complex road system that can be used in other games when generating 3d worlds.

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).

I think Yannek fully reached all of his learning outcomes. For the first one he made a road system that you can procedurally generate through code or place yourself. You can also change the road at runtime. The building generation also works great the only problem is that you have to think about what you want to make before writing the grammars otherwise you won't really get what you want. He also shows that he knows how to generate Voronoi noise this is very useful for a lot of things with procedural generation.

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

> Based on my current professional perspective the procedural city generator has a lot of real world applications, it can save a lot of work for designers and you can also generate infinite worlds using this. It is also good that you can change the roads after generation because this gives the user more control over the environment.

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

> I would suggest adding procedural terrain that is deformed by the city to make the result of the generation look more natural. I would also suggest adding more building types because they look a lot like each other. I would also add little props like street signs or something like that and maybe even npc walking through the city that follow the splines.

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.)*

> For the next time I would suggest planning a bit more because you changed some of the promised outcomes and also had to redo the subject because of poor planning. Otherwise I think this is a great portfolio item and that you made a good project. Maybe it would also help if you picked something less hard next time.