

# Fontys ICT Career Day

I went to the Fontys ICT Career Day. No, I do not have any pictures of myself inside the school in Strijp-S. However, I do have proof of attending, with the badge I received.



## Why Did I Want to Go?

I wanted to attend because I am currently stuck with a lot of decisions to make. There are many paths in the world of ICT, and two of them really stand out to me: cybersecurity and game development. These are the two main subjects I explored at the career day to gather more information and help me decide on a career path, even though I still have a good amount of time to make a decision.

I first went to the game development booth, where I met a teacher who explained in great detail what I could expect if I pursued a career in game development. He showed me several projects that students had completed, as well as the processes involved in creating them. I even asked him questions about the music development aspect of game development. From this booth, I learned that game development seems incredibly fun something I would genuinely enjoy participating in.

After some time walking around, I finally got the chance to visit the cybersecurity booth. It was packed with people, which showed me that a lot of students are interested in cybersecurity too. From the materials I saw and the work that has been done, it became clear that cybersecurity involves a significant amount of learning and effort. It seemed overwhelming at first, but the people at the booth were very welcoming, even to media students like myself. They explained that there are many courses available for media students or anyone who hasn't followed the infrastructure path, helping them catch up with the others.

Even though cybersecurity is a lot to take in, it was still quite exciting to see what opportunities lie in this field. Ethical hacking, hacking in general, sounds very cool.

## Other Experiences at the Career Day

Besides cybersecurity and game development, there wasn't much else that caught my interest, as these were the two main subjects I attended the career day for. However, I did stumble upon the open learning booth. It was the first time someone really explained to me what open learning is.

Open learning is another course path, just like media and software development. I hadn't been told much about it before I only knew it existed. I learned that it's a path where you can do almost anything you want, in the way you want. From what I understood, there are many assignments available, and you get to choose what you want to work on and how you want to approach it. You're not completely on your own, as there are coaches to guide you and some restrictions to follow. Of course, there are lectures as well.

While I don't intend to pursue open learning, it was fascinating to learn about the process of finding your own assignments, solving problems in your way, and building something independently.



## Reflection

After the career day, I still haven't made a clear decision about my career path, but the event helped me lean more towards cybersecurity. I see a lot of success in cybersecurity, even though it may not be as fun as game development. Game development will likely remain a hobby for me, but cybersecurity feels like the full-time path I'd like to pursue, especially after learning more about it at the career day.

While I'm not 100% confident in my decision yet, the experience motivated me to stick with cybersecurity the path I've wanted to follow since the beginning.