

Assignment 2 Personal Development Plan

by Lewis Michael Toop

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Assignment 2: Personal Development Plan

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See Final slide for the video presentaion



Introduction

- In this presentation, I will be reflecting on my current position in the course. I will be taking a look into what I have learnt so far and how I have applied new knowledge and skills in my assignments and everyday life.
- Contents
 - Self-Evaluation
 - Personal Development Plan
 - Model Showcase
 - Knowledge and Understanding Skills
 - Cognitive and Intellectual skills
 - Practical Skills

Self Evaluation

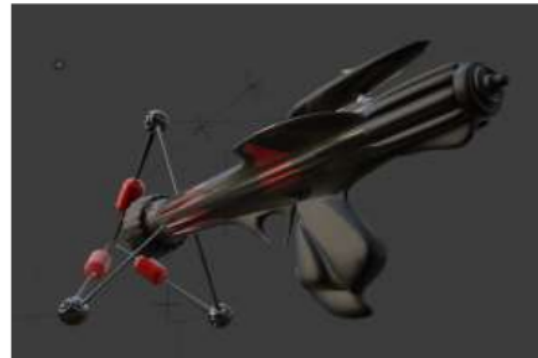
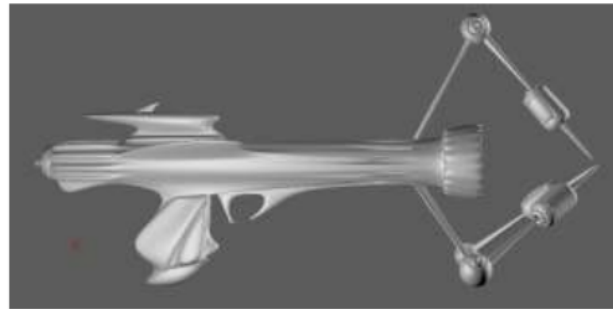
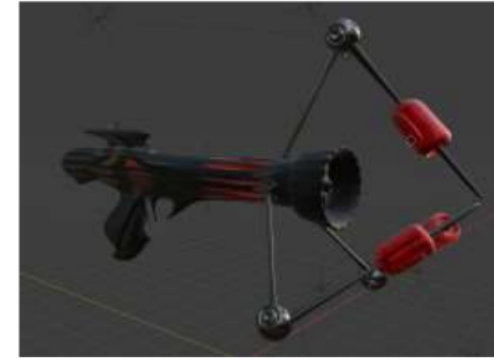
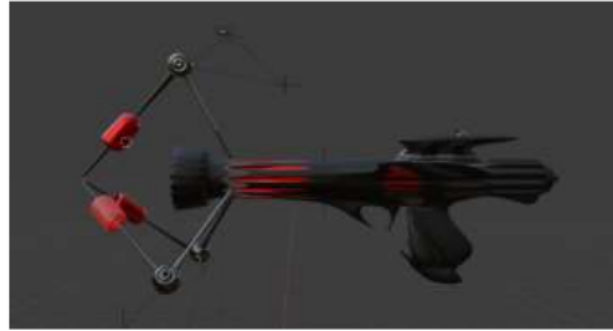
- Ever since I can remember I have loved creativity and drawing. For 19 years, my ability to freely draw or create anything that comes to mind, I have noticed a much bigger improvement in the recent 4 years.
- I have never computer modelled or animated until I joined this course in September. With very little or somewhat no experience, I believe that I have the ability to create some great computer models. I have always wanted to try computer modelling and computer animation but never had the time or aspiration to go through with it. Now that I've had experience with both, I have realised that I already love it and will not only create models/animations for my course, but for my own enjoyment as well.
- Another trait I have when it comes to learning is that I am a very hands on learner. Watching tutorials or lectures where I am taken through certain process to create something, can help me or give me low level knowledge on that topic. However I won't ever learn how to do it successfully unless I practice myself.
- However, I am procrastinator when it comes to things work related. To avoid this, I usually tell myself that it's for my enjoyment rather than a task that has been assigned to me.
- Another weakness I have when it comes to creating work, is failure. If something in the model/animation/drawing doesn't turn out how I wanted to, I will usually try to avoid fixing it and restart from the beginning so I can get it all correct.

Knowledge and Understanding skills

- Through the lectures I have seen and the assignments I have been given, my knowledge and understanding for game design have improved significantly from the Character models to how the level design can affect player choices.
- With the modelling in maya and blender, I had never used software like this before so it took some effort to understand but I quickly figured out a lot of the features it had to offer through lectures and online tutorials.
- When it came to animating, I was going in blind with no past experience or knowledge on how to carry out the task we were assigned. But I persevered and had to use the trial and error method as well as asking my classmates and lecturers specific questions until I had a greater understanding which then allowed me to complete the task successfully.

Showcase

- Here is a model I created for a creative practice assignment that took me roughly 23-28 hours to complete with the sculpting and texturing.



Personal Development Plan

- Since the start of the course in September, I have learnt and achieved a lot with modelling and my understanding of the softwares I use. I have never computer modelled or animated before, so for a first attempt, my model and animation are quite strong in showing what I have learnt so far.
- I also had to write a 2000 word game review on the video game: Sonic Adventure 2. I usually write reviews for a lot of games I play so I implemented some of that experience into this task. At first I found it quite challenging to find enough information or features/content that I could include in my review but I managed to reach the correct amount of words. I also included some screenshots I took during my playthrough that would show a certain feature in the game that I had mentioned in the review.
- As a whole I have enjoyed carrying out all the tasks I have been assigned so far, and I believe that I've successfully completed them to the standard I was asked for.

Cognitive and Intellectual skills

- Cognitive and Intellectual skills gives you the ability to present and evaluate information and theories that relate to your subject.
- As a student I will have to use this skill constantly to evaluate all the information I come across that involves game design and the theories around it. In this era, game design is constantly growing in popularity which makes it a large topic in the world.
- I would use my skills when reading about an upcoming game and how I can evaluate it in relation to my topic and how to distinguish qualitative and quantitative data.

Practical skills

- Since the beginning of the course the, have acquired a lot of new skills that I can use for many different things.
- The animation skills have given me a greater understanding on how objects will move depending on their shape or structure within and how that can affect situation. This can be implemented into some real-life scenarios
- The production and designing of games taught me how different features such as how the story is told or how the gameplay feels can affect someone's opinion. This can apply to any creative product, from a TV series to even art. It is very rare or sometimes impossible for every consumer of the chosen product to all agree on a final opinion.
- All of the studies and skills I have learnt can all be implemented into a variety of different situations but is how and when to apply those skills in those situations.

Video Presentation Links

- Both links should work
- <https://youtu.be/IVJ3kmckS3A>
- <https://www.youtube.com/watch?v=IVJ3kmckS3A&feature=youtu.be>

Assignment 2 Personal Development Plan

GRADEMARK REPORT

FINAL GRADE

GENERAL COMMENTS

43/100

Instructor

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GRADING FORM: GENERIC GRADING FORM

RESEARCH

 - No referenced sources.

KNOWLEDGE

 Self-evaluation(5): + Decent knowledge and understanding of yourself provided, including strengths, weaknesses and traits. Doesn't use any structured method or assessment tool. PDP(6): + Decent understanding of Professional Development Planning demonstrated. + Reflective without supporting model. **11**

ANALYSIS

 Self-evaluation(4): + Self-reflection and self-assessment. – would be so much easier with the use of a few of the self-assessment tools. PDP(5) : + Goal and PDP analysis covering development needs included. **9**

PRACTICAL / APPLIED

 Video creation (3): + Decent use of video creation and streaming platform. Self-evaluation(3): + A good attempt given the failure to use any of the available tools and methods other than straight self-reflection. + Ideas link to professional development. PDP (5): + PDP created, clearly documented, and presented. + Linked to professional development. – No reference to theory, no formal approach

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TRANSFERABLE SKILLS

 Video presentation (12): + Thought about format and structure. Decent delivery. + Balance between text and images/diagrams difficult without use of any of the standard methods (which often produce image-worthy output). - Some Animation fx could be used. + Decent introduction and simple conclusion included.

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