

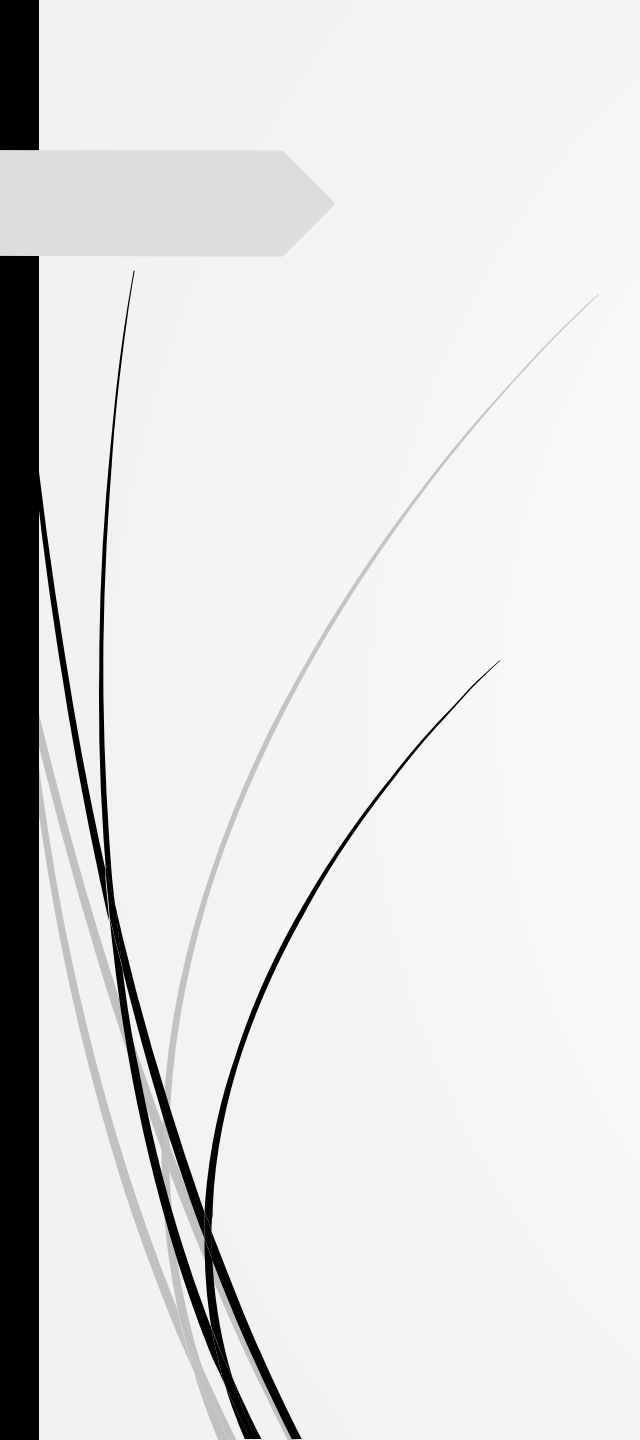


Academic and employability skills.

BMSW4001 - A1 - Personal presentation.

Lecturer: *Joanna Walsh*

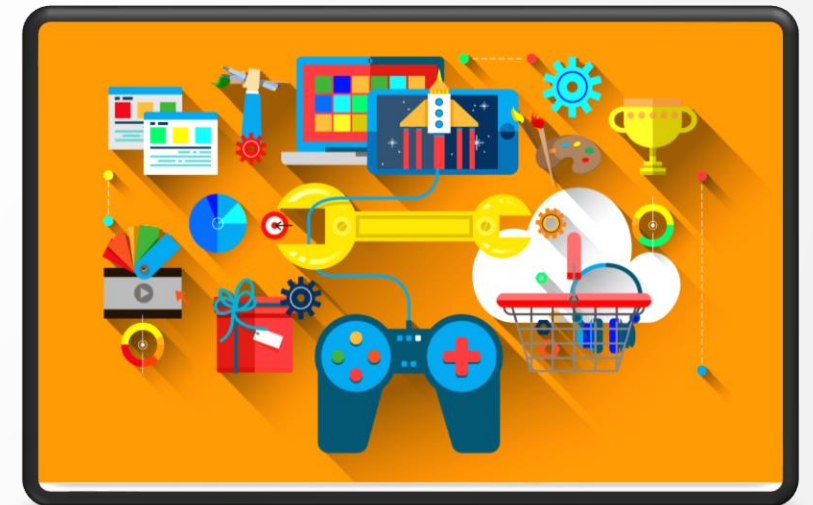
Presenter: *Ion Bogza* - 2129233

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Hello.
&
Welcome!

► What is a *game developer*?

- A. Game designer.
- B. Visual artist.
- C. Sound designer.
- D. Game programmer.



By: *Ion Bogza*

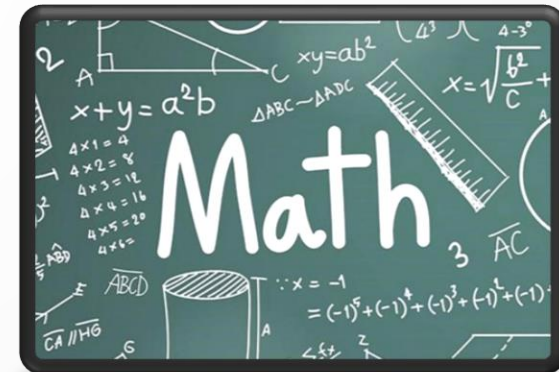
More about the world of *game development*.

- 1,180,000 videogames throughout all platforms.
(Jacob, 2022)
- \$1.25 trillion were spent on videogame content
in 2020. (Martha, 2022)
- Employment/Self-Employment.



What are the *skills required*?

- a. Strong understanding of programming languages and math skills.
- b. Design skills and knowledge.
- c. Storytelling skills.
- d. Excellent communication.



Using *SWOT Analysis* on myself.

Strengths:

- Mild understanding of coding languages.
- Math knowledge.
- Dedication and perseverance

Weaknesses:

- Managing time efficiently.
- Lack of motivation.

Opportunities:

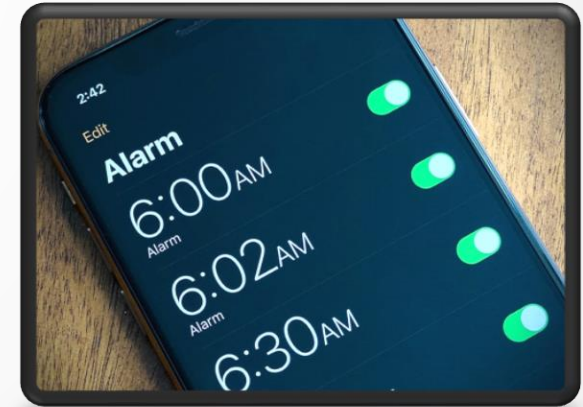
- Going into Game Development as a programmer.
- Getting the job of a team leader.

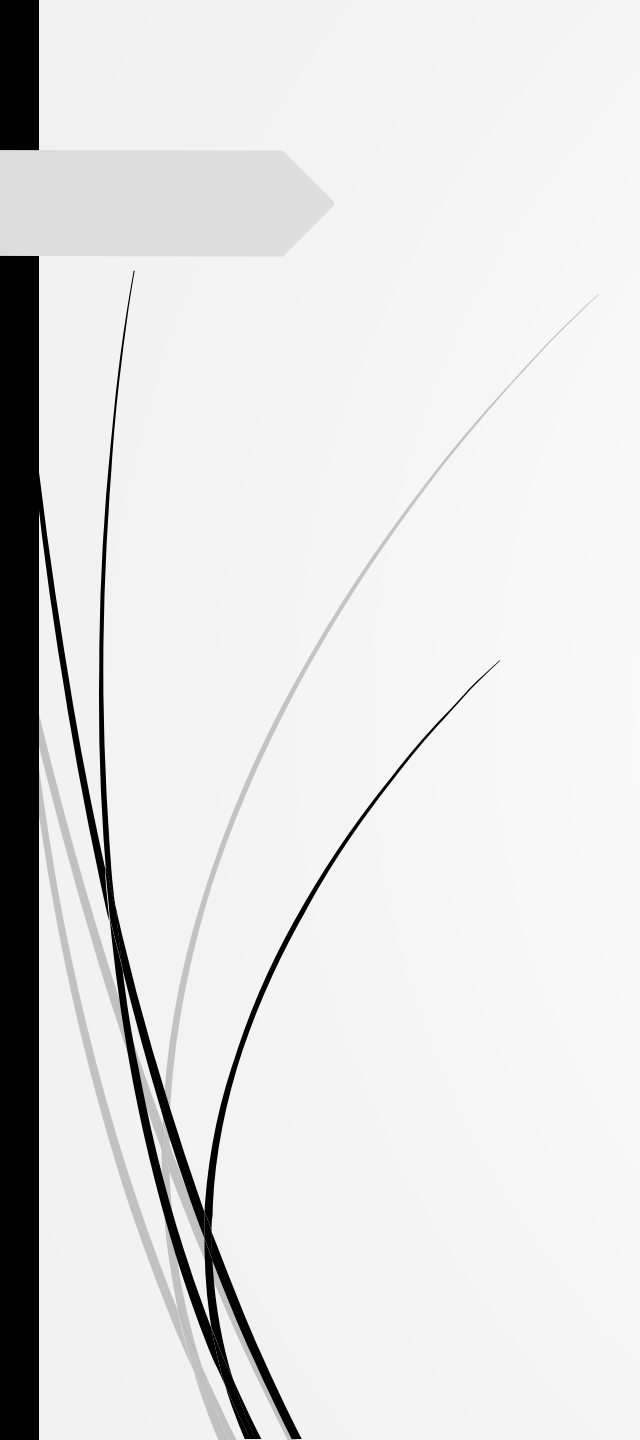
Threats:

- Missing opportunities.
- Failing to achieve certain goals.

My experience with *time management*.

- a) What did I know *before*?
- b) What do I know *now*?
- c) How did it *affect my life*?



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Thanks.

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