

Becky - Changemakers E-Portfolio

by Becky Davies

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CHANGEMAKERS ASSINGMENT 2
E - PORTFOLIO
BECKY DAVIES

PERSONAL DEVELOPMENT PLAN

Name: *Becky Davies*

Student Number: *2104215*

Covering Period From: *December 2022*

To: *March 2023*

<i>What do I want/need to learn?</i>	<i>What will I do to achieve this?</i>	<i>What resources or support will I need?</i>	<i>What will my success criteria be?</i>	<i>Target dates for review and completion</i>
<i>I would like to relearn unreal engine.</i>	<i>Tutorials, Practice</i>	<i>Patience, Motivation. Unreal engine, YouTube</i>	<i>Having a working level without having issues with the sky box.</i>	<i>January 2023</i>
<i>I want to be able to get better at UV mapping my models in Maya.</i>	<i>Research, Tutorials, practice</i>	<i>Online Resources on the subject and the required software</i>	<i>Have a better understanding on how UV mapping is important when it comes to modelling as well as hoping this will allow textures to look better on the 3D models.</i>	<i>January 2023</i>
<i>I want to work on my concept art skills (drawing)</i>	<i>Tutorials, practice, support/help when needed</i>	<i>Photoshop, YouTube</i>	<i>To hopefully see some difference when it comes to my drawing and that I'll hopefully be able to make my ideas</i>	<i>March 2023</i>

			<i>come across slightly easier</i>	
<i>Learn more about the history of games</i>	<i>Read books on the subjects, and to see how games have changed over time</i>	<i>Online resources, University library resources.</i>	<i>Being able to understand how games have changed over time and how certain aspects have developed</i>	<i>February 2023</i>

PERSONAL STATEMENT

I have always been drawn to the environment and story narrative of video games and it has made me want to take a closer look on how it would be possible to make different environments of my own that could be used in games.

I would like to look into game jobs that focus on story narratives and environment design in games, however I also understand that I will have to be aware of how I could be asked to help with over things such as concept art or modelling if help is needed with them, which is why I have also been practicing over skills that are needed when it comes to making games, such as, 3D modelling, drawing, VFX and so on.

I am currently studying Computer Games Design at UWTSD, where it has allowed me to develop as well strengthen skills that will be useful for me when it comes to working in the games industry.

The game industry allows a lot of creativity when it comes to designing and storytelling in majority of the industry, which is another thing that has drawn me to this industry as it would allow me to expand on different ideas I've had and to see if I would be able to make something unique and creative that could be used in games.

I started studying Games Design in college where I was able to learn the basic and fundamental skills that are required for me to do well in the games industry, this course also helped me to learn enough skills in order to continue with my studying in university in order to develop these skills that would help me to hopefully do well in the industry. Also, during this course, it allowed me to delve deeper into certain parts of the industry and to find out what exactly I would like to focus on what type of career I would want in the future. At first, I was interested in environment design and the story narrative in games, however, this course has allowed me to expand on those interests, for example, with environment design not only do I enjoy the modelling aspect of it I also enjoy the engine part of making the environment, which includes making the different effects for the environment, such as, rain, fog, lighting and so on.

During college was when I really started looking into the narrative part of games more thoroughly when it comes to idea generation within story planning and making, this allowed me to think of the best ways when it comes to coming up with ideas and how to have these stories implemented in different games. Whilst looking into different

stories/narratives I also looked into different story-based games so that I would be able to see how these types of games were played and what aspects were included. The two games I looked at the most were 'Life is Strange' and 'Detroit: Become Human', this was so that I could see how the player would interact with the story within the game, I also looked at these games since they are both story games that are driven by the players choice so that when different people play the game, you can get different results and consequences throughout the game so that end result of the game could be different each time its played. It was these types of games that drawn me into story-based games the most cause it allowed the player the most choices throughout the game rather than having stick to a one strict story line game.

Overall I am interested in an opportunity where I would be able to develop more skills within these areas in the gaming industry so that I would hopefully be able to focus on these two things when it comes to making games as they are both aspects that I genuinely enjoy when it comes to games design.

ZANDER LETTER

Dear Zander,

I'm very happy with the first-class grade that I achieved at the end of this course and how helpful it will be when it comes to hopefully succeeding in the industry.

In order to get these grades, I had to work on time management so that I was able to spend a good amount of time on each assignment so that I was able to give my best efforts in order to get the highest grade I could. At first I did struggle with time management due to some focusing issues as well as not prioritising assignments correctly, however, over time I was able to improve my time management skill which helped me to increase my grades for the assignments and to do this I started to use different methods in order to figure out the best ways for me to work on my assignment, some of the methods I used included with creating time tables and to do lists which was helping me to figure out what assignments I should prioritise and this allowed me to work on my assignment in a more logical and practical way so that I was able to demonstrate my best in those assignments.

I had to do a bit of research into time management in order to get a better understanding of how I would be able to effectively use my time in a more useful way. This research helped a lot when it came to organising my time so that I was able to feel more confident in the work that I handed in and I will continue to organise my time in this way so that I'll still be able to focus and do assignments in an effective way.

One type of time management that I learned was something called 'Parkinson's Law' according USAHS [1].

This helped me to start setting personal deadlines so that I wouldn't spend to long on one assignment and then not have enough time to work on the other assignments, this allowed me to divide my time mostly equal across my assignments.

Another thing that I struggled with at the beginning of this course was also how to go about setting specific goals and how to work towards them in a smart way. When I first started setting goals during this course, I struggled with setting realistic goals where I would set a goal that I most likely wouldn't achieve. After I realised the issue was that I was setting goals I couldn't complete I realised that I would have to make the goals simpler but maybe have more consistent and appropriate goals which would still make me feel accomplished when I

completed this. I did find this important as it was also quite disheartening when I wasn't able to complete the goals even if I knew they weren't that attainable, that was when I realised, I needed to change my goals so that I would hopefully be able to feel more confident with my work, and this helped me a lot when it came to working on the assignments.

I also learned that time management also helped with my ability in setting realistic goals.

'Individuals who practice good time management are able to better achieve goals and objectives and do so in a shorter length of time' [2]

I learned that my and time management could also be connected to procrastinating when I did struggle with prioritising important tasks over the less important tasks.

'Everyone puts things off sometimes, but procrastinators chronically avoid difficult tasks and may deliberately look for distractions. Procrastination tends to reflect a person's struggles with [self-control](#).' [3]

After working on the different things that I struggled with throughout the course I was able to work on the different assignments so that I was able to get a better grade at the end of the course.

List of references

(Zanders letter)

[Time Management - List of Top Tips for Managing Time Effectively \(corporatefinanceinstitute.com\)](#) (9/12) [2]

[9 Popular Time Management Techniques and Tools I USAHS](#) (9/12) [1]

[Procrastination I Psychology Today](#) (9/12) [3]

[Procrastination: Why It Happens and How to Overcome It \(verywellmind.com\)](#) (9/12)

[The Effectiveness of Motivational Interview on Enhancing Self-efficacy and Improving Self-concept in Underdeveloped Students \(sciepub.com\)](#) (9/12)

[Educational goals I how to set educational goals with examples \(unremot.com\)](#) (9/12)

Personal development plan

[How to learn Unreal Engine 5 - Ultimate beginner tutorial - Gamedev.gg](#) (9/12)

<https://youtu.be/k-zMkzmdugI> - Unreal sensei (9/12)

[UV mapping tips I Maya 2022 I Autodesk Knowledge Network](#) (9/12)

Bibliography

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- [2] "Time Management," Corporate Finance Institute, 25-Nov-2022. [Online]. Available: <https://corporatefinanceinstitute.com/resources/management/time-management-list-tips/>. [Accessed: 09-Dec-2022].
- [3] "Procrastination," Psychology Today. [Online]. Available: <https://www.psychologytoday.com/us/basics/procrastination>. [Accessed: 09-Dec-2022].
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- [5] M. Ashouri, P. Zolghadri, M. Nehmati, S. Alizadeh, and A. Issazadegan, "The effectiveness of motivational interview on enhancing self-efficacy and improving self-concept in underdeveloped students," American Journal of Educational Research, 03-Jul-2015. [Online]. Available: <http://pubs.sciepub.com/education/3/7/17/index.html>. [Accessed: 09-Dec-2022].
- [6] Shubha, "Educational goals: How to set educational goals with examples," unremot.com, 06-Dec-2021. [Online]. Available: <https://unremot.com/blog/educational-goals/>. [Accessed: 09-Dec-2022].
- [7] N. B. Sokolov, "How to learn Unreal engine 5 - ultimate beginner tutorial," Gamedev.gg, 05-Sep-2021. [Online]. Available: <https://gamedev.gg/how-to-learn-unreal-engine-5-ultimate-beginner-tutorial/#:~:text=1%20Open%20the%20Epic%20Games%20Launcher%20%20Go,Learn%20the%20IDE%20%20Make%20your%20first%20game>. [Accessed: 09-Dec-2022].
- [8] "Unreal Engine 5 Beginner Tutorial - UE5 Starter Course 2022." YouTube, 2022. [Accessed: 09-Dec-2022]
- [9] "UV mapping tips," UV mapping tips | Maya 2022 | Autodesk Knowledge Network, 07-Dec-2021. [Online]. Available: <https://knowledge.autodesk.com/support/maya/learn-explore/caas/CloudHelp/cloudhelp/2022/ENU/Maya-Modeling/files/GUID-1CEF8A5B-1051-40F1-ACFE-F29AD066F56F-htm.html>. [Accessed: 09-Dec-2022].

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GRADEMARK REPORT

FINAL GRADE

58/100

GENERAL COMMENTS

Instructor

1. Engagement With Literature Skills (58%)

Research has been evidenced in the e-portfolio submitted, which is good – these cover a range of topics related to the assignment. This Bibliography could be enhanced by using IEEE formatting on your sources – this would be good practice for all future modules but will also earn you more marks as well.

2. Knowledge & Understanding Skills (60%)

The concept of a PDP is clearly understood in the submitted work, with a table breakdown of processes, actions, resources, criteria and timelines represented for a number of topics. This is good.

An understanding of the personal statement is evidenced in the work, though I feel it may need to be more focused on your core interests and aspirations, and perhaps you could tailor it to a certain job role – even if you pretend to apply to a ‘real’ company for the purpose of this exercise.

An appreciation of the purpose of a Zander letter is evident in the work submitted, with issues raised and solutions proposed. The letter is written in past-tense, which is appropriate for this particular exercise.

3.Cognitive & Intellectual Skills (57%)

The PDP breaks each task down and you have established some success criteria, which is vital as you need to know what you're aiming for. I do think the timeline is possibly ambitious or too focused on short-term goals. We can probably expand a few of these and turn them into long-term goals. For example – UV mapping can be a short-term goal (as this is a single methodical process that can be learned in Maya), whereas concepts and engine proficiency may take months, if not years – this is not a bad thing, as you can break the tasks down further, e.g. (Game Engine) make a level with a working skybox in a month, but then expand on this to include additional knowledge such as particle effects, textures, interactive doors, etc. as separate entries in the PDP. Same with concepts – break this one task into smaller tasks, e.g. perspective, colour theory, stylisation, character studies, life drawing, etc. if it sounds like a lot then it is, which is why breaking these tasks down makes more sense – completing lots of smaller, more manageable tasks should also help with confidence and self esteem too, so it seems like more work – but there are also more rewards.

The personal statement needs a bit more determination about a specific role for it to come across as strong or passionate. Try thinking about it purely in terms of a job role – if it was a game writer OR an environment artist role, what would you say in the statement to communicate how much you'd want to have the job, and what skills you'd bring to the table if you did become part of the team? A personal statement is a first impression – if it feels a bit non-committal in it's tone, a potential employers may feel you aren't enthusiastic or motivated enough to hire.

The Zander letter contains evidence of performance analysis, which is good as this identifies some of the 'trouble areas' that can be tackled to help you improve your work ethic. I feel some of this could perhaps go a little deeper and/or take a lead from research sources – time management suggests timetables and to-do lists which are good, but if these aren't implemented correctly they could create more problems than they solve. The next stage is to apply what you've suggested to real scenarios to see if they work – if they don't, it may be that you have to investigate different methods and use the critical thinking skills learned to come up with additional solutions.

4. Practical Application Skills (59%)

The PDP is clearly formatted and easy to understand. It may be a little light on details in places, for example in the 'What will I do to achieve this' column – research and tutorials are a given. It's good to actively seek these out and post the links in the PDP. This means you can now immediately act as you've got some research to start on. If the actions needed are vague the PDP is in danger of failing because you won't really know where to begin.

The personal statement discusses your interests but quickly switches to stating that you'd consider other areas too – I feel this makes it sound less passionate. There's nothing wrong with specialising – in fact, most companies want someone who is dedicated and knowledgeable to a specific area as opposed to helping out generally. If you are mainly interested in environment and story narrative, focus on those areas.

The Zander letter is easy to follow, though there are a few small typos here and there – it may be good to find someone who can proof read the work to help with this, as they may pick up small things you may miss after looking at the work.

5. Transferrable Skills for Life and Professional Practice (57%)

A portfolio of work has been submitted to Turnitin within the specified timeframe and contains all elements required of the assignment brief.

The PDP shows an understanding of the process and sets out a number of goals that can now be followed to increase self-development.

The personal statement shows intention of seeking employment in a sector of the Games Industry, though I feel we can work on this a bit more to make a stronger and more enthusiastic – this will then have a greater chance of making a good impression.

The Zander letter contains references to research sources, which is good as this makes the work more academically robust.

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