

My SMART Targets

Target #1 – Improve my knowledge of C# by practising it weekly and watching and reading how to guides. I will aim to improve the speed of my code and reduce the number of times I have to refer to instructions by the end of the first term.

How is it specific?

It is specific as I mention the exact programming language I want to improve my knowledge on.

How is it measurable?

It is measurable as I can do the same task every few weeks as I am learning so I can see the improvement in the structure and efficiency of my code. I can see if I start to use more advanced methods to achieve the task and see how efficient it is by timing how long it takes to execute

How is it achievable?

It is achievable by practicing as much as I can and watching and reading guides on more effective ways to complete a task.

How is it realistic?

It is realistic as I have access to the necessary IDE and SDK. This means I can practice writing the code and compile it to see if it works.

How is it time based?

It is time based as I can give myself a certain amount of time to work on the target and achieve it.

Target #2 – Improve my skills in the Unity Engine by creating new applications and testing them. I will aim to use advanced applications to perform more complicated tasks by the end of the first term.

How is it specific?

It is specific as I mention the engine what I want to improve my knowledge on to create applications and/or games.

How is it measurable?

It is measurable as I can see the complexity of the applications / games I create overtime and see how I have improved as the apps / games will have more depth to them,

How is it achievable?

It is achievable as I can practice creating new applications with the new skills I have learnt, and constantly practising will mean I will learn about new features overtime and expand my knowledge so I can create more advanced applications.

How is it realistic?

It is realistic as I have access to a license of Unity Personal meaning I can run and use the engine. I can also build and test in real time to make sure everything is working how it should.

How is it time based?

It is time based as I can give myself a certain amount of time to work on the target and achieve it.

Target #3 – Keep my attendance over 95% during my first academic year of study.

How is it specific?

It is specific as I mention what percentage I want to keep my attendance over.

How is it measurable?

It is measurable as I can keep track of my attendance on ProPortal and see how I am doing on my attendance.

How is it achievable?

It is achievable as I can come into college every day to keep my attendance over 95%.

How is it realistic?

It is realistic as I do not have any illnesses that keep me from coming into school, meaning I will be realistically able to come in for most days. However, if I cannot make it for 1 or 2 days this shouldn't put me below 95%.

How is it time based?

It is time based as I have the whole of this year in college to work on this target and to keep my attendance above 95%.

Review of my PPD Targets

Did I reach my targets?

Out of my 3 targets, I was able to achieve all three of them. I made sure I stuck to all my plans on achieving them and measured my progress daily to ensure that I was on track and able to achieve my targets.

How did I reach them?

Target One: 'Improve my knowledge of C#'

I reached this target by learning different access modifiers within the code to make it more robust and set restrictions inside the code. I also learnt the framework Zenject which allows dependency injection in my code, meaning I can use the same instance of a class in all my classes that need it, creating harmony between the variables in that class.

Target Two: 'Improve my skills in the Unity Engine'

I reached this target by creating 3D movement in all directions. For example, when the mouse moves the camera will move, when W is pressed the character moves forward, S it goes backwards, etc. This helped me get a better understanding of the physics in the engine. This also helped my knowledge of C# as that is the scripting language used in Unity.

Target Three: 'Keep my attendance over 95%'

I am on track to reach this target by attending college every day. This meant my attendance hasn't dropped below 95% and is currently at 100%.

Was I stretching myself or just coasting?

Personally, I believe I was in between for my first and second target (which were based on programming) and coasting for my third target (which was about attendance).

Target One and Two

I believe these were in between because of my existing knowledge of both C# and the Unity Engine. As I already had a rough idea of what I was doing, this cut down a lot of the time I would've spent learning what I wanted to as I already knew the basics of the language / engine.

Target Three

I believe this one was coasting as I do not have any issues that would prevent me from keeping my attendance above 95% in college. I do not get ill often, and I don't have any other mental / physical issues that prevent me from going into college. Therefore, this was an easy target to achieve.

How can I improve?

Target One: 'Improve my knowledge of C#'

Overall, I still need to work on improving my skills at using features such as singletons and lambda to further optimise my code to make it run more effectively and use less resources. Whilst I know the basics of singletons, it still requires more work so I can use them to a higher degree of accuracy.

Target Two: 'Improve my skills in the Unity Engine'

Overall, I still need to work on improving my skills at using the Unity Particle System to help create effects and animations for my applications. This would make them look more visually appealing to the people uses the application.

Target Three: 'Keep my attendance over 95%'

This target cannot be improved; however, it can be maintained. I can maintain this target by going into college as much as I can to keep my attendance from dropping below 95%. Currently, it is on 100%.

How well I communicated in a blog

In the blog, I believe I communicated clearly and correctly. I made sure I used the correct SPaG, used easy-to-read formatting and proper headings to clearly communicate what I was writing about. I also communicated what the blog was about in the introduction and said on average how long the blog would take to read. I used a clear and concise title too to make sure everyone knew what the blog was about.

How well I communicated in a discussion

In the discussion, I believe I communicated to a high standard and in the correct way. I made sure I let everyone have their turn to speak, didn't interrupt anyone and only communicated what I thought was relevant to the topic, which was about the impact of IT on society. I made sure I made lots of contributions to help fuel the debate and create new sub-topics to debate.

How well I communicated in a presentation

In the presentation, I believe I communicated clearly and effectively. I split my PowerPoint into clear sections (general, interpersonal, and written skills) and every slide had a concise title about what it was about. When presenting my slides, I spoke clearly and modulated my voice to keep my audience engaged. I adapted my delivery to my audience's reactions to ensure they were understanding my message. To improve, I will make sure I finish off the presentation properly by having a slide thanking the audience for listening and saying goodbye.

How well I communicated in e-mail

I performed this task well as it only took me two attempts to perfect it. On my first attempt, I didn't specify that the document was requested and that if the recipient needed any additional information, they should contact me. Once I added that, I had successfully communicated.

To write a formal email, you should use formal language such as "Dear John" and "Yours sincerely". This shows your respect towards the recipient and that they are trustworthy to you. You should make sure they know they can contact you if they need any further assistance. You should make sure all your SPaG is correct and that you use the correct capital letters.