**Name:**

**Level 3 CMPT**

**(CREATIVE MEDIA PRODUCTION AND TECHNOLOGY)**

**Tutorial Review**

Skills audit and progression (First Term 7th Jan 2021)

You have developed and worked on a wide range of creative media methods and produced a range of outcomes. Use the questions below as a form of information that will action you to further develop your skills, knowledge and understanding of the creative industries. We will use this as an action plan guide going forward. Please send them to me via TEAMS

1. What do you feel your strengths are when working on a project?

While I am working on a project, I feel like one of my strengths is patience. I feel like patience is the number one skill to prioritize because this skill is needed in every department on a project. Editing is a long and tedious task and is key with dealing with other people working on the project. Another skill is constructive critism. When I see wrong or just terrible things, I will say something but try to let them see that what they’re doing is wrong, pointless or for lack of better words stupid.

1. You have learnt a wide range of creative processes during your project work. What is your main area you would like to take forward?

I came here to do games not movies and shows so I would like to do everything games.

1. What areas of Creative Media would you like to further develop within college?

I would like to get to a point in knowledge and skill to be able to make a whole independent game. This means I would like to learn coding, 3D modeling (software’s like maya), level design and etc. I would like to develop skills in every department in games design.

4) What would you like to develop further on the course?

I would like to develop skills in all aspects of the gaming industry to the level where I understand each department and can then teach my self the rest though knowledge and trial and error

5) What area of creative media would you like to progress when working on FMP?

I would like to do games design and learn everything to a basic level and where I can improve on what I feel necessary while on a project weather that be independent or in a group.

6) How could the college help you as an individual to improve your progress?

College could help by not letting the class be as loud so people who actually want to work or just don’t want to listen to blasting videos and music can actually concentrate and not have their work suffer because of an unprofessional environment. actually, be clearer on what is being graded because it feels like I’m just randomly writing stuff at a basic level because I don’t know that parts to prioritize or when I’m supposed to go into more detail.

7) Identify a range of ideas of what you could do to improve yourself?

I could take it upon myself to take an interest and read on things in the inner workings of the gaming industry. I could learn to deal with people more so there more tolerable and easier to work with. I could also take advantage of everything that I am eligible for at college which seems to be nothing because I’m 20.

Any other comments you would like to share?

Because I’m 20 I don’t have the same opportunities as everyone else in the class which I don’t see as fair there should at least be an alternative.

The one thing I did apply for with college I still haven’t heard anything back from just seems really unprofessional at times and stumps me wanting to pursue games design.