Self-Assessed Skills Audit for Students

Introduction

Students are asked to self assess their skills on a five-point scale:

1 = wide experience	3 = a little experience	5 = don't know
2 = some experience	4 = no experience	

Self Assessed Skills Audit Form

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1. a critical, analytical and creative thinker					
	1	2	3	4	5
 relate and compare data from different sources, identify issues and obtain relevant information 					
 reason and apply decision making processes and consider how to find solutions to problems 					
 identify appropriate data sources 					
 review a range of different points of view and select the most appropriate conclusion 					
 distinguish between different types of information to inform conclusions 					
capture key information from written or verbal sources					
 identify significant opportunities and be pro-active in putting forward ideas for problem solving. 					

2. a flexible team worker					
	1	2	3	4	5
 build and develop working relationships with staff and peers 					
 work effectively with others to complete tasks and achieve results 					
 empower others to work together as part of a team or group 					
 recognise and understand when compromise and accommodating others is necessary 					
 interact well with others and work co-operatively as a team member 					
 understand how to gain the attention of others in a team or group when required 					
 understand how to contribute effectively and co operatively with others even if they do not share the same ideas and ways of working 					
 express self effectively in a group and in one to one situations 					
have an understanding of team roles					

3. a problem solver					
	1	2	3	4	5
• use an appropriate approach to questioning in order to					
gain information from which to draw conclusions					
• use an objective approach to relate to others in order to					
achieve goals					
 make good use of verbal reasoning skills, able to handle 					
complex data and make selective use of information					
 explore more than one solution in order to solve a 					
problem					
 consider the ideas of others to help solve problems 					
• manage the process of problem solving over a period of					
time					
• demonstrate resilience and lateral thinking abilities when					
applied to problem solving					

4. an accomplished communicator					
	1	2	3	4	5
 check written work for errors before submission 					
 use a range of ICT packages to support work 					
 express and convey ideas appropriately and accurately in writing 					
 successfully give a presentation or demonstration 					
 demonstrate that information being received is understood by using a range of verbal and non-verbal signals 					
 understand when people have taken account of your views and you of theirs 					

5. professional and adaptable					
	1	2	3	4	5
 recognise and develop skills and competencies required for learning and future employment 					
 develop opportunities for learning activities through current and future roles 					
 identify when extra support and help may be useful 					
 understand the importance of actively reviewing and maintaining your own development plan in order to set appropriate learning targets 					
 maintain positive attitudes to work and understand when a task has not been completed well and identify changes for the future 					
 understand how to gain feedback on work or performance 					

6. an efficient planner and time manager					
	1	2	3	4	5

plan day in order to manage time more effectively			
 apply suitable approaches and put in extra effort if required in order to meet tight deadlines 			
 prioritise own and others' work 			
 identify resources required to complete a set task 			
 harness motivation and hard work to assist in the completion of work objectives 			

7. an independent learner and researcher					
	1	2	3	4	5
 work without supervision and use own initiative 					
 maintain effectiveness in changing environments 					
 make appropriate adjustments when undertaking tasks 					
 keep track of work schedules and deadlines by applying multi-tasking abilities 					
 able to devise own approaches to projects 					
 able to set own questions and work alongside colleagues in different environments 					

8. reflective, self aware and self motivated					
	1	2	3	4	5
 establish a course of action for self and evaluate own 					
performance					
 recognise personal successes 					
 set own goals and review these systematically 					
 review any gaps in understanding and knowledge 					
• find opportunities to enhance and develop transferable					
skills within and outside of the curriculum					
 adjust to meet different work styles 					

9. knowledgeable in their subject area					
	1	2	3	4	5
 generate and recognise best practice and apply 					
imaginative ideas to different situations					
 work out a preferred course of action 					
 think laterally and encourage others to do so and 					
consider how they approach an unconventional task					
 present complex and unusual ideas to friends and 					
colleagues					

10. information literate and IT literate					
	1	2	ß	4	5
 comfortable using computers, including different applications in context 					
 knowing where to use information and how to cite and reference 					

٠	understanding how to use different software effectively	
٠	able to keep up to date with current IT applications and	
	how they can be used to enhance work within and	
	outside college	
•	able to evaluate the effectiveness of different	
	information sources	
•	able to make effective use of the library and internet	
	resources	

11. competent in applying their knowledge and skills					
	1	2	3	4	5
 able to apply their knowledge in everyday situations 					
 develop key communication skills to help apply knowledge 					
able to apply theory to practice where appropriate					

12. Art Skills					
	1	2	ß	4	5
 Create art related to a media format (games, film, animation) 					
 Develop initial ideas to create a finished graphic product 					
 Produce a professional quality image using graphic software 					
 Create a 2D image to a professional standard 					
 Create a 3D image to a professional standard 					
Use effective research to develop techniques in design					

13. Fil	13. Filming/Editing/Sound Skills					
		1	2	3	4	5
•	Create realistic and effective foley, using effective recording techniques.					
•	Use software to create syncronised audio SFX and music.					
•	Use a range of effects to create interesting SFX.					
•	Use camera equipment effectively to create high quality footage.					
•	Understand aperture, shutter speed, ISO, resolution, focal lengths, application of different lenses.					
•	Use a range of different camera angles/shots to create interesting shots.					
•	Use film editing software to edit footage to create interesting edits.					
•	Understand and apply colour correction to footage to enhance quality.					
•	Export video footage in a range of formats with an understanding of the quality, resolution, size and					

	appropriate destination media format.		
•	Edit photos to enhance the overall quality suitable to end use requirements.		
•	Use photo editing software to create new pieces of art.		
•	Export photos using correct formats for destination media requirements.		

14. Programming Skills					
	1	2	3	4	5
 Use a coding language to create a game. 					
 Design assets effectively in the development of a 					
game.					
 Create a fully functioning game with no errors. 					
 Use a range of coding languages effectively . 					