

Self-Reflection

Please complete each section

Studies Advisers

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Student Name:

Erin Warden

Did the introduction / outline for the workshop provide a clear idea of what to aim for?

Yes, they were clear.

Was there enough direction / feedback provided?

Yes, everyone was very helpful and I could ask for help at anytime.

Was I aware that I could seek out and ask for advice if I required it?

Yes

Which part of the workshop did I enjoy the most? Which part of the workshop did I least enjoy?

I enjoyed Interaction Design the most and least games design.

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In hindsight, were there aspects of the workshop that I could have handled better / improved upon? (Give examples)

Games design give us two morning tasks of design a tank and create a board game, I felt that it was rush towards the end as after lunch we had another task to do. I feel like we could have done without the task after lunch and needed more time on the board game task.

Were there activities in the workshop that provided transferrable experiences and skills which could have relevance to future and specialist disciplines? (For example, time management, preparatory and research work, thinking outside the box, pushing outside of comfort zones etc.)

Being able to express opinions and present ideas.

Would I consider re-visiting this discipline area when it becomes an option in Semester 2? (If so, specify)

Yes interaction design.

Any other comments / reflections :

None.
