

Artifact: Final Board Game Project

Course: (DGM-210) Game Design II

Goal: Professionalism

It was not necessary to use a graded assignment for professionalism, but I wanted to challenge myself to find a project I had done and reflect on how it demonstrated my professionalism. I thought of the final board game project I created for my DGM-210 Game Design II course. The project was one we had to work on throughout the semester, from the planning stages to a working prototype to the final product. Throughout the project, everyone in the class gave feedback on each other's progress and play tested each other's games to provide feedback and new ideas to make the game better. At the end of the semester, we had to have a finished prototype of the game and had to "sell" it to the rest of the class, explaining what the game is and what the rules are and why they should play it. While it could be argued that this shows Effective Communication, it shows Professionalism as well because it was an experience where I took everyone's feedback to heart and followed through on making my game more enjoyable based off everyone's honest feedback. Also, creating a prototype for a board game and selling it is a similar interaction that would be done in a professional environment. I had learned a lot about presenting not only my product, but I learned how I should present myself.

ΦΘK Tips

Strengths:

- **The writer followed through on commitments by completing several stages of a product**
- **The writer discussed how the presentation to class related to future work responsibilities**
- **The writer used constructive criticism to improve the product**

Opportunities:

- **The writer could discuss how they communicated their own constructive criticism to other students**

Additional Tip:

- **Artifacts are not required for the professionalism section of the portfolio**