

## Introduction

There are three main skills I have learned in my degree program, that I have chosen to display and talk about for the purpose of this project. The first is my Leadership skill, which I primarily cultivated in group projects, and many of those were actually extracurricular activities that were not part of designated class time, although I have done plenty of class projects that benefited from my skill as well. The second is my Communication skills, which I cultivated through those same activities, as well as from most of my academic career, as it is always useful to communicate with people to achieve a greater understanding of them and their goals, in order to further develop your own goals. The third and final skill I am showcasing for this class and assignment is my Problem solving skill. While I feel that my leadership skills and communication skills have seen more rapid and recent development during my college years, I have been working on my problem solving skills almost my entire life, from helping with projects around the house to finding creative solutions to otherwise ordinary problems. As such, I will further go into each skill, along with the supporting artifacts I have chosen to display to show an example of each skill on my digital ePortfolio.

## Leadership Skill

The first artifact that I chose to showcase my leadership skills was a game jam project I worked on called **Hierarchy Unbound**. This was my first game, and the first time I published something on [Itch.io](https://itch.io) for others to be able to play. It was also the first time that I had been in charge of a project like this. While I had participated in and led group projects for school in my past, this was different, as it was completely on our own time, and we had only ourselves and the desire to participate in the jam as our motivations, rather than the extrinsic type of reward that school

offers in the form of grades. It was also an interesting change in dynamic, since instead of having an outline or a clear goal like most school group projects, the end result and how it would be created was entirely up to me, and my decisions.

The second artifact that I chose to showcase my leadership skill was yet another game jam project called **Project Chronos**. This project was completed about a year after Hierarchy Unbound, so I had an additional year of general experience with game engines and other design work, and another year to improve all my skills, including my leadership skills. As a result, this game ended up being even better than my first attempt. Similar to the first project, I was the lead design, and not only came up with the concept, but also put most of the work into fleshing out the world, as well as being the only one actually coding the game. The biggest problem with the game ended up being what I consider one of my better strengths. When I am creating a game, one of the main things I focus on is game feel, as in, does the game feel good to play, and is it actually fun. As a result of this mentality, our game went on to win the most enjoyable game award at the game jam it was presented in. However, it scored low in many other categories, as focusing on the gameplay meant I had neglected the story and rhetoric. That was an unfortunate consequence of only having two weeks to complete the project.

The final artifact that I chose to showcase my leadership skills was the **Monarch Odyssey archive**. This is one of the additions to the Monarch Odyssey project that I am rather proud of. While my role on this multi-year project was initially just coding and programming, I soon realized there were some major problems with the project. There was no direction as to how the project was supposed to be designed, and the teams did not have adequate communication or

understanding of where the project was going. On top of all that, a lot of work was being done twice because no one had realized that the work was already completed, and just tucked away somewhere in the project. I start spending my time going through the project files and finding out all sorts of things that no one else working on the project had realized. As a result, I spent the rest of my time on the project transferring all the files I could find into a google doc, an archive to collect all the important information in one easy to search place. While my team did not get a lot implemented in the project, I hope that we have laid the groundwork for those who come after us.

### **Communication Skill**

The first artifact I have chosen for my communication skill is a **microsoft teams board** from the Monarch Odyssey project. This shows how I communicated with my team regarding what had to be done for the project. One of the things I struggled with when trying to find artifacts for my communication skill was that any artifacts I could find were just small minor things, with the majority of I felt would show my communication being in the person to person interaction I have, which is not something I can easily put on an ePortfolio.

The second artifact that I chose for my communication skill is a **discussion board** from IDS 493. This artifact suffers from the same issue that I addressed previously. It shows only a sliver of the actual communication that occurred in the discussion board. I tend to see communication as a more fluid thing between people at the interpersonal level, and I find it hard to capture its essence satisfactorily in simple pictures or documents.

The third and final artifact I chose to attempt to display my communication skill was an **English essay** that I wrote several years ago. This essay spent three pages explaining the complex story told by an instrumental piece of music. This is a better artifact than the other two in my opinion, as it displays a better grasp of communication.

### **Problem Solving Skill**

The first artifact that I have chosen to showcase my problem solving skill is the **GDD** that I created for Monarch Odyssey. While the archive was a show of my leadership skill and taking initiative, this artifact is a display of how I solve problems. The biggest problem with the project was that there was no unified vision for the project, and no clear goal, so much time was spent by other teams working on things that were either obsolete or unnecessary. With a GDD, that would not happen, as everyone would be on the same page with what needed to be done for the project.

The second artifact I chose was another game project of mine called **Caecilian Ascent**, although this was a solo effort rather than a team project. I had to learn many new things and overcome several obstacles when creating this game, and it is certainly not perfect, but it is playable. The biggest problem is that it gets flagged as malware, so the chances of anyone actually playing it are quite low.

The third and final artifact I chose was a picture of my microphone stand. This artifact is partially comedic, as it is certainly one way to fix a problem. My desk is made in an odd way, which results in my microphone stand not being able to be attached to it. The solution I came up with involved stacking a number of heavy books, pinning a wood piece between them, and

attaching the microphone to that. It works perfectly fine, and I have not had any problems with it for about half a year or so.

### **Conclusion**

I have had many different courses during my time at college. Most of them were related to cyber security, but a great deal of them were not. Interdisciplinary methods and theories are important to my understanding of my coursework because cyber security is an inherently interdisciplinary field of study. That is why it is so important to be an interdisciplinary thinker.