

The image features a central title box with a light green background. The title 'Personal Development Document' is written in a large, dark blue, serif font. Below the title, the author's name 'By Benjamin Powls' is written in a smaller, dark blue, serif font. The entire design is set against a light yellow background, which is framed by a thick green border. There are several green rectangular shapes of various sizes and orientations scattered around the central title box, creating a modern, geometric aesthetic.

# Personal Development Document

By Benjamin Powls

# About Me

## Ambitions

What are my ambitions? It's a difficult question to answer. If I had to give an answer for it though I would have to say to thrive. With growing up my family has never been well off, we lived off of benefits and child support. Even now I work a part time job at £11 an hour, it allows me to get by nicely but not to thrive. Preferably I want to work from home for Sumo Digital, I want to have my own place and I want to have my own car and driving licence. My ambition is to live happily and thrive and not need to stress out about money all of the time.

## Appraisal of Me:

A have many a strength and weaknesses. My strengths vary from, my creativity to my love for learning. I am also Kind, Modest and work well in a team. I enjoy working within teams, and am always willing to help out with other peoples problems even if it is not required of me. My weaknesses consist of a few things. To start off my creativity can disappear sometimes, leaving me in trouble when it comes to needing to get things done. Another thing is that my depression can sometimes be bad, leading me to sometimes not be able to things even if I want to, I am trying to get this fixed by sorting things out with my GP. My memory with the medication that I am on can cause me to forget things rather easy, I have started to write things down to remember things that I need to get done. I also sometimes have difficulty actually starting task, seeing them as daunting and scary due to the size of the task, the way I've been dealing with this is by planning things out as doing multiple smaller tasks feels easier than handling a full task all at once.

## From Now till Graduation:

From now till graduation I will be working, working on not only my mental health but also my physical health with my blood pressure and heart. I will also be working on all of the university projects that I need to get sorted for me to be able to graduate. Though I'm also planning on sorting out some pieces that will be used to emphasize my skills and allow me to have a more fulfilling on-line portfolio.

I will also be doing other things, such as having a social life as well as doing my work at Asda. This is because focusing on one thing, and not giving yourself breaks can be harmful so it is always a good idea to spread things out and make sure that you have time inbetween to rest and recouperate from the work that you've accomplished.

## Contingencies:

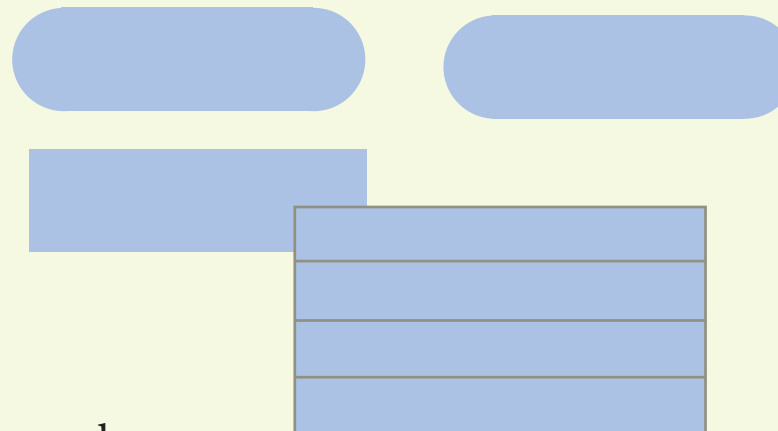
If everything goes correct I will be going straight into the industry once I leave university. Though if this is not the case I will still have my job at Asda allowing me to have some income and allowing me to still have a stable amount of money every month. Whilst still working there I will continue to apply for multiple jobs and reach out to other game companies as I attempt to find a full time job.

# Design System

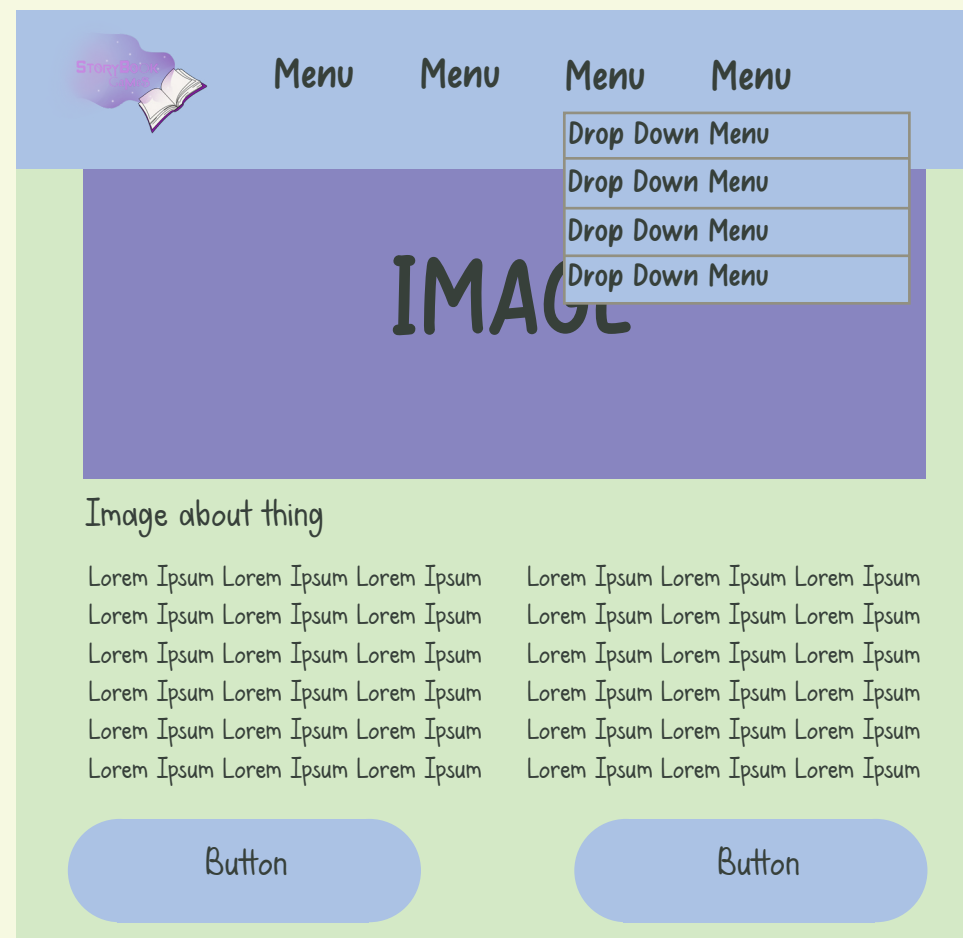
## Logo



## Buttons



## Examples:



With the logo, I've tried to go for a recurring theme of a book as there are a lot of depictions of books being used to show a variation of escapism. If I was to own a game company I would like to make games that give people a chance to escape reality and enter a world in which they can be whatever they want to be. Henceforth the book.

With both the Type that I chose I wanted it to be very gentle and soothing but at the same time keeping a formal and neat font that would be nice on the eyes.

Next, with the colour scheme I wanted to use a mixture between pastels and neutral tones to once again drive home that feeling of fantasy and escapism. I also wanted the colours to be able to stand out from each other, therefore making it easier for those of poor vision and dislexia to have a easier time being able to see the words.

## Typography

Titles - **Lazy Monday** (24 pt)

Heading - **Lazy Monday** (18 pt)

Body - **Cloudy June** (16 pt)

## Colour Scheme

41463D

9D8DF1

B8CDF8

9E9885

DFFECF

# Mood Board of My Future

## The Mood Board:

With this mood board of my future I present to you what I hope to have in the future if everything goes as planned.

To start off the green background presents the feeling of happiness, which I hope to have as my life continues.

Next, we have the Sumo Digital logo, this would be my dream job, defiantly with my plans to be moving up to Liverpool later on this year. The next pieces relate to the previous point, with that being the Maya logo, pieces of code around the place and the computer pen. All these relate to the skills I hope to continue using within my jobs.

The cube represents the 3D aspect of my skills, which whilst doing my Major Project I figured out that this is what I would preferably like to go into within the industry.

We then have the three people at the bottom of the mood board, these three people consist of me and my parters (we are in a polyamarous relationship). These are the people that I wish to live the rest of my life with, and I know that with them around I'll be happy as they continue to suport me with what I want to achive.

Next we have the car, this piecture is of my fiancé's car though I hope to one day be able to pass my driving test and have a car of my own.

The dog is an image of my dog, his name is Titan. He is the first dog I've ever owned and is a large part of my life due to that.





# Mind Map

With doing game design it allows me to have many opportunities within the future to go into the games industry, but having just a degree doesn't instantly mean that I have a free pass, I still need to work hard and extend my hand out to find the opportunities myself.

## Game Design

Working in retail might not seem as though it would help with finding opportunities within the game industry but you'd be surprised. Working within retail for a long period of time has allowed me to improve my ability to speak with others, therefore helping me to be able to more openly speak with people such as interviewers without tripping over my words or being uncomfortable within the situation.

## Opportunity

Without interactive media I don't personally think I would have gotten into the game design course. Hence if I didn't do interactive media I would have locked a lot of doors without ever seeing them.

Retail has opened quite a few doors as well, allowing me to have a lot of experience with decision making, team work, communication and many others. Although a lot of these doors are retail based a lot of the skills gained can be transferred between jobs.

## Retail

With interactive media, it has allowed me to be able to not only expand into things such as game design but allows me to be skilled within other areas such as graphic design and special fx.

## Interactive Media

Interactive media has also allowed me to become even more helpful within jobs such as the game industry as it allows me to be multi-skilled which means I can assist in other areas and doesn't limit me in that regard.

# References

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Better Homes & Gardens (2023) Here's What Distinguishes the Most Popular American House Styles Available online at: <https://www.bhg.com/home-improvement/exterior/curb-appeal/house-styles/> [Accessed on 12/03/2023].

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