First/Interim Reflection

Word Count:

Candidate reflections:

Meeting Date: February 28, 2023
Word Count: 212

After meeting with Mr. Sousa we went over my proposal idea as a whole. My proposal was "To what extent do video games cause violence and addiction in today's youth?" The whole reason I chose this question is because I want to become a professional video game developer when I get older. For the citation method I will be using MLA. Mr. Sousa stated that I should cut either violence, or addiction, because it would become too broad of a question and it would be ideal to narrow it down to one question. I decided to choose violence, I chose violence because I believe it would be more entertaining to research and there are a lot of reports and sources at my disposal. Although addiction is very interesting, it was never something I had to deal with growing up. My parents didn't let me play video games on the weekdays, only the weekends. The reason I didn't choose addiction instead is because I believe that Violence would be way more interesting of a topic, I could possibly tie violence to school shootings, fights at schools, or mental health. Addiction on the other hand isn't very interesting, considering you hear about it on the news or read articles about it every other day.

Meeting Date: May 18th, 2023
Word Count: 257

Mr. Sousa and I met for the second time, after looking through, I had enough research and sources to address my dilemma. While it did make me rethink and refocus on my question, I believe that I'm still on the right track. One challenge I do need to overcome is choosing more reliable sources for my ethical dilemma, but I've been working on that issue by going to trusted websites. Currently, I'm pretty on schedule, I've been following my reflective project outline with little to no problems. Alongside my reflective project, we also spoke about my schedule for next year along with the possible internships that I could apply for to get my service hours in over the summer. There were two possible internships that I would have done, during this interview Mr Sousa created the first one, bringing up the idea of becoming an intern for the IT team of Johnston County public schools. This internship will be very beneficial to me If I get accepted because I get to obtain more computer-related information. The second internship option, and the most ideal one, was to do a video game internship at NC State over the summer. In this internship, my goal was to create a video game with teammates to solve a problem. I ended up choosing this internship as it directly pertains to my career goal of being a videogame developer, on top of that It would help me with programming, unlike the IT internship, which is something I need to get on board with.

Meeting Date: November 16th, 2023
Word Count: 257

Mrs. Astoske and I met for the first time today, this is Mrs. Astoske's first time doing a reflection with me because this is her first year as an IBCP coordinator. During the development of my reflective project I've learned the extent of how bad violence in video games is affecting the younger kids in this generation. My research didn't cause me to change my perspective or opinions, but instead strengthened them. During this meeting we discussed multiple different things about my reflective project. One of these things being clarity, throughout my Reflective I had abbreviated terms without putting a form of definition, so Mrs. Astoske told me to put in parenthesis. Another thing Mrs. Astoske pointed out was how accurate some of my information is, and if it is accurate to put an in text citation. Throughout my reflective project there were multiple spelling mistakes, and missing in text citations, these were fixed shortly after our meeting. Currently, I have (what I hope to be) the final iteration of my reflective project. After starting it my junior year I have zero regrets in choosing this topic considering it resonates with what I want to pursue in the future. Even though becoming a video game developer is my dream, I would still consider other programming jobs that are starting to go big, like cybersecurity. Another career option for me is Music production, I make songs with my band and I make music beats, but Video game development is still on top for me, no matter what happens. I learned about the extent of how too much exposure of violent games to children can affect them later on in life. The main challenge I had when doing this reflective project had to be when I was researching, some sources weren't reliable, but thankfully I was able to determine which ones were good based on the author and the credentials.