BA Digital Media Design

INDEPENDENT PROJECT

Self-Determined Learning Plan

Phase 1: What is my learning goal?
- To be able to utilise 3d modelling skills in combination with what I have learned in order to create a 3d based interactive experience. - To be able to convey my message through storytelling or interactive experience.

What do I want to learn?	- Modelling skills in Spline 3D - Animation and modelling skills especially for 3d characters - Learn more advanced coding on HTML to create an interactive 2d or 3d game-based experience website
What do I know about it now?	- Basic HTML for website and React Native for mobile app using gestures movement - 3d modelling for objects, basic animation principles and textures - Beginner-level coding skills on Unity to create a very simple game - DMD skills such as UI/UX design, motion graphics, video and sound making etc
What needs to change to learn what I do not know?	- Strengthen self-motivation and not get frustrated by seeing others perform better. - The tendency to strive for perfection needs to be adjusted, spending too much time dwelling on the same problem can sometimes hinder overall progress. - Explore more useful tutorials and case studies and don't limit myself to familiar styles.
What can I do to make this happen?	- Organise a schedule for 3d characters and start learning by animating simple rigging. - Organise a schedule for Spline 3D learning as it can directly be imported into HTML by just copying the code. - Do more research and case studies on how games can be implemented into a website while making users gain something. - Seek advice from peers and lecturers when facing difficulties in coding after many trials and errors. - Share my work with peers to receive constructive feedback, this may help in identifying areas for improvement.

Phase 2: What is my action plan?	
What can I do to learn what I do not know?	- Retrieve case studies from reliable platforms and analyse how responsive design is employed in creating interactive educational mini-games. - Conduct technical research on integrating a 3D world into a website. - Searching for modelling and animation tutorials on YouTube or other websites and then practising them. - Seeking assistance or consulting with lecturers and peers who are expertise in the field if I'm unable to solve problems despite numerous attempts.
What could keep me from taking action?	- My current coding skill especially in Unity and React Native might pose difficulties for me in comprehending and coding without tutorials or seeking guidance from lecturers. - Only attempted simple character modelling, might encounter difficulties in modelling more complex characters, also achieving smooth character movement could be harder than anticipated. - Will feel very panicked and anxious if I fail to meet my own expectations. - Lacking courage to start up a work due to a fear of imperfection.
What can I do to remove these barriers?	- Conduct technical research to thoroughly understand the code. - Seeking assistance from lecturers or experts in those subjects. - If encountering an unsolvable issue, seeking help from Ter Yi as he excels in HTML. - Always complete tasks ahead of time and prevent finishing it in the last minutes, allocate time for user testing and trials to avoid not having enough time for revisions. - Try to embrace imperfection as part of learning.
When will I take action?	- Using the Gantt chart to plan out my learning schedule for 18 weeks to meet my learning goals. - Week 1-3: Research & Interview, finding problem statement, refining learning plan and project management chart, case Studies - Week 4-8: Case studies, continue interview (if something miss out), technical research, 3D character modelling and animation learning, content Planning - Week 9-11: 3D modelling & 2D assets, technical coding on game part, coding on layout - Week 12-14: Animation between screens, troubleshooting - Week 15:User Test - Week 16-17: Troubleshooting and final touch - Week 18: Submission
Phase 3: What have I learned?	
What actions have I taken?	- I tested out different methods when things didn't work and not limiting myself to just one. - I sought help and advice from my lecturer when I still faced the same issue after many attempts at trial and error.
What barriers have been removed?	- Initially, my plan was to create a highly interactive 3D village with various objects that users could interact with in each area, along

	with dynamic character animations. However, due to constraints such as time, cost, and skills, I have scaled back to focus solely on books as the main form of interaction.
What has changed about what I don't know?	- Before this, I didn't really know how Spline worked although I had heard about it before, but now I understand its limitations and the differences between it, Blender, and C4D. - Before this, I had limited knowledge about JavaScript, although I had used it in my previous semesters, but now I have a better understanding of the language. - I learned to seek help from others because I usually prefer to solve problems alone rather than talking to people, even though I have tried and failed many times on the same issue, which ended up wasting a lot of time.
Do I know what I want to know?	- Yes, I improved my coding skills and integrated my current knowledge with what I learned in previous semesters to create an interactive web experience.

Submit Phase 1 & 2 on Week 7
Submit Phase 3 on Week 18