

## SIL (Summer Independent Learning) year 12-13 2022

For your Summer Learning you need to prepare for the work you will be doing in relation to B1, Personal Progression. This is split into two tasks. The first focuses on you consider your own progression in to the games industry and potential job opportunities. The second relates specifically to developing an online presence.

### Task One

Using the PowerPoint guide in Teams (<https://ncltad.sharepoint.com/:p:/s/T-TripleGamesY122021-Dave/EbVBVyCSA9FHojQuHyWDNkxBXO2tevAOL0oSya-eo9zww?e=MRaBAi>), construct a CV appropriate for finding work in the games industry. Following the guide, research potential job opportunities and carry out a skills audit to assess what you need to do in order to be successful.

**To be submitted 1<sup>st</sup> July 2022**

### Task Two

Using the PowerPoint guide in Teams (<https://ncltad.sharepoint.com/:p:/s/T-TripleGamesY122021-Dave/EUxtgl7Y4HdPgG7-Vz1ZJ7IBq7rYIMbwFOUtQhN87z9fQ?e=zDmwt4>), research and analyse existing creative practitioners and how they promote themselves online. Ensure you write up the analysis as instructed on the guide.

### Task 3

Having researched both your potential job areas of interest and how to create an online presence/brand, you now need to begin to think about promoting yourself. Put together a portfolio of ideas for constructing your online identity. This should include

- Potential names for your brand/company
- Logo designs
- Colour schemes for websites
- Mood boards to establish the tone and identity of your company
- The sorts of images you might include
- Sketched mock up designs of web pages

**To be submitted in the first week back next academic year.**