

STUDENT WORK EXPERIENCE REFLECTION

BACHELOR OF SCIENCE IN APPLIED COMPUTER SCIENCE - MEDIA ARTS

This form is to verify fulfillment of the work experience requirement for Woodbury School of Architecture students. Please use this form to assess your own preparation for the work experience you completed. Please send the completed form to ***wsoa.workexperience@woodbury.edu*** for review and recording with the Registrar's Office. Receipt of this form, along with the EMPLOYER WORK EXPERIENCE VERIFICATION FORM, by the Registrar's Office is REQUIRED for your degree completion.

STUDENT LAST NAME	FIRST NAME	DEGREE PROGRAM, YEAR IN PROGRAM
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NON-WOODBURY EMAIL ADDRESS	TELEPHONE NUMBER
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COMPANY NAME	TELEPHONE NUMBER
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STREET ADDRESS	CITY	STATE
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Please take some time to evaluate your preparation for, and competency during, your work experience. The results of these evaluations will not affect the verification of your work experience, and will not be analyzed on an individual basis. The data gathered from these evaluations will be used exclusively for the aggregate assessment of the curriculum and extra-curriculum services and facilities offered by Woodbury University.

a. CAREER PATH

Based on your experience:

1	you felt prepared to participate in the day-to-day operations of a design or media company/firm.					
STRONGLY DISAGREE	1	2	3	4	5	STRONGLY AGREE

2	you felt you had an adequate understanding of the professional role of a designer or media artist.					
STRONGLY DISAGREE	1	2	3	4	5	STRONGLY AGREE

3	you felt you had an adequate understanding of the relationship between a designer/media artist, a client, and any consultants.					
STRONGLY DISAGREE	1	2	3	4	5	STRONGLY AGREE

4	Were the hours of work experience you completed reported to any certification body? If so, which one?					
YES		NO				

b. LEADERSHIP AND COLLABORATION

Based on your experience:

1	you felt prepared for the critical and creative thinking necessary to contribute to project development.					
STRONGLY DISAGREE	1	2	3	4	5	STRONGLY AGREE

2	you felt prepared to communicate in a professional manner.					
STRONGLY DISAGREE	1	2	3	4	5	STRONGLY AGREE

3	you felt prepared to actively participate in team project activities.					
STRONGLY DISAGREE	1	2	3	4	5	STRONGLY AGREE

4	you felt prepared to navigate the social and cultural contexts of the project and work environment.					
STRONGLY DISAGREE	1	2	3	4	5	STRONGLY AGREE



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c. PROFESSIONAL PRACTICE

Based on your experience:

1	you felt prepared to conduct yourself in a manner befitting a design/media professional.					
STRONGLY DISAGREE	1	2	3	4	5	STRONGLY AGREE

2	you felt confident with the tools and software required for design/media practice.					
STRONGLY DISAGREE	1	2	3	4	5	STRONGLY AGREE

3	you felt you had an adequate understanding of the project delivery process.					
STRONGLY DISAGREE	1	2	3	4	5	STRONGLY AGREE

4	you felt you had an adequate understanding of pre-design and pre-implementation research.					
STRONGLY DISAGREE	1	2	3	4	5	STRONGLY AGREE

5	you felt prepared to contribute to the preparation of project deliverables.					
STRONGLY DISAGREE	1	2	3	4	5	STRONGLY AGREE

6	Would you consider working for the firm following your graduation?	
YES		NO
Why or why not?		

d. RESPONSIBILITIES

Please provide a brief description of the project(s) you worked on, and what your responsibilities were:

PROJECT TYPOLOGY

STUDENT RESPONSIBILITIES



e. FUTURE FOCUS

Based on your experience, which of the following areas do you feel you should focus on improving upon? (select all that apply)

<input type="checkbox"/> Y	<input type="checkbox"/> N	<input type="checkbox"/> n/a	Building Information Modeling (BIM)	<input type="checkbox"/> Y	<input type="checkbox"/> N	<input type="checkbox"/> n/a	Prototyping
<input type="checkbox"/> Y	<input type="checkbox"/> N	<input type="checkbox"/> n/a	Animation	<input type="checkbox"/> Y	<input type="checkbox"/> N	<input type="checkbox"/> n/a	Web Development
<input type="checkbox"/> Y	<input type="checkbox"/> N	<input type="checkbox"/> n/a	Mixed Reality	<input type="checkbox"/> Y	<input type="checkbox"/> N	<input type="checkbox"/> n/a	UX/UI Design
<input type="checkbox"/> Y	<input type="checkbox"/> N	<input type="checkbox"/> n/a	Game Design	<input type="checkbox"/> Y	<input type="checkbox"/> N	<input type="checkbox"/> n/a	Digital Fabrication
<input type="checkbox"/> Y	<input type="checkbox"/> N	<input type="checkbox"/> n/a	3D Modeling	<input type="checkbox"/> Y	<input type="checkbox"/> N	<input type="checkbox"/> n/a	Programming & Computation
<input type="checkbox"/> Y	<input type="checkbox"/> N	<input type="checkbox"/> n/a	Robotics	<input type="checkbox"/> Y	<input type="checkbox"/> N	<input type="checkbox"/> n/a	Immersive Environments VR/AR
Other:							