

## **New Learning & Skills**

While for the most part, the skills I used on this project involved , video production and motion graphics skills I previously held, it was an excellent exercise in client development and client relations.

As a high end corporate client, Eninance demanded the highest quality and were very specific and particular about how they wanted there brand and product represented on the internet.

As a result this meant delivering the highest quality video product to the client, and always being available to make adjustments, to deliver this product.

So in this respect, being able to liaise with the client, and discuss options that were available to us, and still meet the clients requirements, was an excellent opportunity to learn new customer relations and customer service skills that would be helpful in dealing with any client, in any form of business relationship.

In other aspects of the course, new skills I have have learned include modelling with 3D Studio Max, and being able to create any type of object imaginable, and then being able to bring this into the Unity game engine, and being able to interact with this object in a game scenario.

In addition to this, I have also learned a lot about business development and marketing myself and any prospective game or product.

And I also learned how to project manage all the elements involved in creating a game , starting from scratch with proposals and scripts , through concept art and design, to game programming and world creation, with the aid of Scrum project management software technology