

## **S18: Be able to plan and undertake own development and life-long learning to keep abreast of emerging technologies and techniques to review how these are best**

### **Overview of Experience**

Throughout my degree and professional journey, I have consistently prioritised personal development and lifelong learning. I understand that in a fast-moving digital industry, staying current isn't optional, it's essential. I've developed clear strategies to manage my own growth, identify learning goals, and regularly reflect on how new tools or methods can improve my creative practice.

### **Planning and Managing My Learning**

To support my development, I:

- Set regular learning goals aligned with my projects and interests (e.g. "Learn how to use Synthesia to enhance e-learning delivery")
- Allocate time each week to explore tutorials or new tools
- Use reflective journaling (formally during projects, and informally in my own practice) to track progress
- Create mini projects to apply new techniques in real scenarios, such as testing immersive tools like Spline or Adobe Aero

I also stay aware of new technologies through:

- Newsletters (e.g. Creative Bloq, UX Collective)
- LinkedIn and design community updates
- Recommendations from tutors and peers
- Beta-testing tools and reviewing updates from Adobe, Figma, and AI platforms

### **Examples of Life-Long Learning in Action**

- **Synthesia:** I self-taught how to use Synthesia to create AI avatar videos for accessible e-learning, then applied this in both academic and business projects.
- **IONOS and website creation:** I developed my own brand platform ("Groove with Sooze") to apply web content, branding, and analytics learning in a real-world context.

- **Spline and immersive tools:** I trialled 3D design tools like Spline and Skybox to broaden my skillset and understand the potential of immersive media in learning.
- **Accessibility and inclusive design:** After engaging with WCAG and related resources during UX projects, I continued to learn more about inclusive design and apply this in my content creation.

### Application in Practice

My ability to direct my own learning means I can respond confidently to new challenges and contribute to innovation in any creative team. I'm not only capable of learning new tools, I'm also proactive in reviewing *when* and *how* they can best be used. I often share these insights with colleagues or peers, encouraging a collaborative, growth-focused environment.

This commitment to lifelong learning ensures that my creative work remains relevant, effective, and adaptable, now and in the future.

### Evidence by Academic Year

Year	Focus Areas	Learning Activities	Key Projects
Year 4	Exploring design fundamentals	Online tutorials, Adobe training	DPP100 – Design Practices & Processes
Year 5	Experimenting with immersive and prototyping tools	Spline, Figma, Aero, LinkedIn Learning	IMM200 – Immersive Media, UX200 – UX/UI Design
Year 6	Self-directed learning in AI and business branding	Synthesia, IONOS, accessibility resources	PRP300 – Personal Research Project, CRP300 – Critical Research Project