Fontys career day

Intro:

I heard that Fontys was having one of their career day events at the TQ. I just knew I had to go because I wanted to get heavily inspired by different companies and students. This is because I wasn't sure at the time what to choose in terms of **SEM 3 course**. It stressed me out that I had to pick for myself since I had no clue what I really want to do. (I still don't know but) and I knew career day will for sure help.

Research, thought process, decision :

I had done some earlier research to understand the courses I was a bit confused in choosing for sem3: either media design or maybe game design. I also glanced at the rest but these two got my attention right away. I attended an extra info class where Jan explained about media design and how it is basically the safest and yet most fun to choose. He showed us some example works and how the curriculum would look like and to me it sounded like it is for me but I still wanted to hear more from the game design part so I did some research on YouTube to see how the day in a life of game designer goes; what kind of game designers exist; how much they earn etc. This gave me SOME insight, but I wanted to know more at the career day, so I did.

At the career day event I was mainly eyeing for media or game design stuff but sadly compared to last semester there were barely any. I did however listen to "Handpicked agencies". They have various companies available under the digital design so I thought why not see where this goes. Lots stood still and listen to their presentation which didn't really excite me as much since the crowd was huge and it got very crappy and loud. What I did understand was that they can give future internships so I requested them (and other companies) to send me a mail on the student account for in the future.

I then had a talk with ajn and chris who were both there standing at the table of media design and got convinced to choose it for sem3. How and why? The stand looked amazing with the examples of projects from other media design students and basically jan said this one thing that just made sense to me: it would be good to choose it (again) to sharpen my creativity and media creation skills. He compared to front-end development or game design where the basis of everything is actually media creation. Every course will eventually lead back to the fundamental of media creation. So I found that a good reasoning I stuck to that to eventually choose the course media design!

Reflection:

Im so grateful that the school provided the career day and I could see different ICT related projects and students. It kind of helped shpaing what I want to do for my future and so I think it's very important to go to such events. I will go again next sem since I'm flexible to whatever I may choose for sem4 and onwards.