

## 1.4 Career Action Plan

My main aspiration is to become a sound designer for a video game company. This has not changed. As outlined in my 1.3 sound designers have a degree in music. Getting a degree in music production is my main goal as it will build on the skills I possess (outlined in 1.1) develop the areas I need to improve (outline in 1.2) and open the door to the career of my dreams.

As of now, I have A conditional offer into Northampton University to study music production and will be starting my first term in September. This means that I have completed a personal statement and filled out a portfolio of my achievements so far studying music technology at A-Level. This was my first choice at university as the facilities they have there are first class and the location is convenient to me. I learned about this university and the course through using the UCAS website and then fell in love with the campus and the course through an open day and various workshops that the university offered that I took part in. I believe that this course and this university will allow me to pursue my dream career of being a video game music designer as previously mentioned in 1.3. This university prides itself in its hands on approach to teaching music as I was informed by one of the lectures that much of my time will be spent in the recording studio getting experience with many of the programs that I will need to familiarise myself with, as well as using the equipment that many in the music industry consider standard. I have the flexibility to focus all of my efforts on Northampton as they have offered me an unconditional offer, meaning that they will let me in based off of the evidence that I showed them as well as my personal statement

Whilst I wait for my start date at the university of Northampton, I will begin to study and familiarise myself with many of the basic elements of music production as well as getting a head start on the syllabus that we will be taught as to ensure that I do not get lost or misunderstand anything upon my arrival. My current teacher at Sixth Form has been a great help in understand the trials and tribulations that will face me in the industry and I have been learning off of him, picking his brain of any knowledge that may or may not be relevant to me due to his experience working both in the music industry as a performer, as well as a teacher. This group learning taking place in lessons is complemented by my own previously mentioned study time outside of lessons, where I will do my own research that is specific to my course and aspirations as to ensure that I am organised and ready for any challenges that may arise regarding that level or preparedness of the students at the University. I have also kept up frequent communication with one of my friends at a different university studying a similar course to me so that if need be, I can ask them for advice and help regarding how to proceed with the course and what I should do if I become stuck and need assistance that a lecturer cannot provide.

Presuming that all of the previously mentioned plans have gone ahead without issue, and I make it into the university course with no issues, I can expect to find a wealth of practical and theoretical knowledge during the 3 year course, with an additional gap year abroad in order to strengthen my understanding of the industry that I would like to work in after graduation - This will build on the knowledge outlined in 1.1 and perfectly addresses the areas for improvement outlined in 1.2. During the years on campus, much of the practical work will be linked to the music that I create and how to apply it to certain situations such as applying it for DJing

work, having my music be used in a live performance, as well as how to include it in digital media projects such as video games, TV, film, and other media. The course also allows me to use the knowledge I will gain in the development/improvement of my portfolio of music as though the course, I will have access to top of the line equipment that will enable me to create music and show off my skills in sound design to a wider audience via social media in order to help market myself ahead of time and to get a head start on the other students also hoping to go into the same industry as me. By doing this I can ensure that I can get my name out there to companies looking to hire and although I am likely to be rejected, later down the line after I graduate, I will have an existing network of people that I can contact regarding employment opportunities opposed to those finishing their degree with little knowledge of networking and a limited portfolio of their work. I hope that though this action plan that I have set out, it will enable me to get the job I desire at a video games studio as a sound designer, a job that will hopefully allow me to work my way up through the company as time goes by to a better position, allowing me added job security and promoting my craft to an even wider audience.

### SMART GOAL

Specific	2026 - To be a Sound designer for a video game company 2022-2025 years to complete university course The course includes a 1 year placement in another country 2022-2025 - Compose a portfolio that can be viewed on Spotify and youtube and have work experience
Measurable	I will complete my degree with a first honours or at worst a 2.1 My portfolio will be able to be viewed online and you will see the fruits of my labour with the amount of views like and hopefully a number of music for the moving image piece available. I will host my work on my Youtube account which I hope to have over 100 subscribers by the end of year 1 and build that up to over 500 by year 3.
Achievable	My targets are achievable because they do not revolve around money or rely on subjective opinion or luck. The outcome of my degree relies on me and my dedication to achieve. From there I will have a portfolio that is of a first class standard to present to the world. Being involved in music is my passion and that's what has driven me.
Relevant	My goal is absolutely relevant to me becoming a sound designer. Not only will a degree make me more employable but it will provide me with further knowledge and skills within music technology that will enable me to become a highly skilled professional.
Timed	2026 - To be a Sound designer for a video game company 2022-2025 years to complete university course The course includes a 1 year placement in another country 2022-2025 - Compose a portfolio that can be viewed on Spotify and youtube and have work experience