1) What was your highlight moment/event of the semester in this course?

My highlight moment from this course was when I finally got the arcade working and was able to play games on it via the joystick and buttons. It gave me a huge sense of achievement and really encouraged me to continue on and finish the machine and make it fully operational.

2)  What did you find most frustrating about the course?

The most frustrating thing about this course was probably trying to figure out how to wire the joystick and buttons to the original arcade, it took me quite some time to figure this out since it turns out for weeks I had been using the wrong diagram of the Raspberry Pie, I had been looking at a diagram of a Pie 2 instead of a Pie 3 so I thought I had much less space to work with.

3)  This course is designed to apply the 4 C's...discuss whether you have developed in each of these areas:

CREATIVITY
CRITICAL THINKING & PROBLEM SOLVING
COLLABORATION
COMMUNICATION

I’ve developed in the critical thinking and problem solving area since it took quite a bit of problem solving to determine each individual thing that was wrong with my arcade machine and correct them. I’ve also developed in the communication area since I’ve began to talk to my peers, ask questions and ask for help when I need it.

4)  Now that the course is near completion, what is one (or more) key take away(s) from the course.

I’ve taken away many excellent skins from this course, mainly knowledge of circuitry and an enhanced knowledge of computer programming and how to understand GPIO pin configurations

5)  Include a video clip and/or picture that showcases your contribution to the course.

