



COLLEGE OF COMPUTER AND INFORMATION SCIENCE

Academic Year 2023 - 2024

CS Practicum Final Report

Submitted by

Jean Luc P. JANDA

Submitted to

Professor Jonalyn G. EBRON

Submitted to the Faculty of Mapúa Malayan Colleges Laguna
In Partial Fulfillment of the Requirements for the degree of

Bachelor of Science in Computer Science

Table of contents

Overview of the Practicum Engagement	4
Presentation of Output	4
Synthesis of the Practicum Engagement.....	9
Appendix:	13
Competency-based CV	13
Practicum Acceptance	15
Liability Waiver.....	16
Training Plan	17
Practicum Learning Module Path Proposal	18
Complete Weekly Journal	19
Certificates	64

Overview of the Practicum Engagement

Due to my previous practicum company not wanting to have me work for them after I divulged my anxiety issues to their clinic I was pulled out and was given a hybrid between a learning path and project by MCL-CCIS. My Learning path consisted of going through the required learning modules given by default, alongside making a Kahoot type quiz system for eventual use by the school. This was where I rendered the required 324 hours of work at home where I completed the required hours in between April 29 and June 28.

Presentation of Output

Learning Path - This consisted of the required learning path modules, namely: Design Thinking, Project Management, and Workplace Management. These were all on the LinkedIn learning website where the courses took the form of prerecorded video courses followed by small quizzes at the end. Some of them were groups of courses called learning paths that awarded the required certificate at the end. I accomplished all of these in May, preventing burnout in myself by varying and bouncing between courses between the day as I finished each required one. Which meant I also accumulated a couple of extra certificates from my variety learning.

Project – This consisted of developing a project based on given requirements, creating a project proposal based off those requirements, then actually coding a project and creating documentation based off that proposal. I accomplished this via creating the project in angular and firebase, using angular as a framework to create the various components and services needed to fulfill the needed modules. The following consists of screenshots of the given requirements, the proposal I created based off those requirements, and a relevant list of screenshots from the final incarnation of the

project that shows those modules implemented. For where the code is implemented, please visit <https://github.com/Aswerty12/itquizshow>

May 2, 2024

Project : **MMCL Cup IT Quiz Show System**

Design:

- Improvement of the Graphical User Interface
- Improvement of Dashboard

Software Quality:

- Development of Test Cases
- Perform Alpha Testing
- Perform Beta Testing

Software Development:

- Chair's and Co-Chair's System Functionalities
 - Item Management Module
 - Upload Excel File Type Form
 - Activate a question from the file of Easy, Average, Difficulty and Clincher Section
 - Tabulation Report
 - Display current scores through Dashboard by category (Easy, Average, Difficulty, Clincher)
 - Display the top three total scores with breakdown of Easy, Average, Difficulty Scores
 - User Management Modules
 - Create an account.
 - Deactivate/Activate an account.
- Participant's System Functionalities
 - Type an answer for an identification test based on the active question.

Technical Documentation:

- Development of User-Manual
 - Web Hosting Requirement
 - Web Hosting Cost
 - Software Requirements
 - Hardware Requirements
 - Project Cost
 - Chair's and Co-Chair's System Functionalities
 - Emcee System Functionalities
 - Tabulation System Functionalities

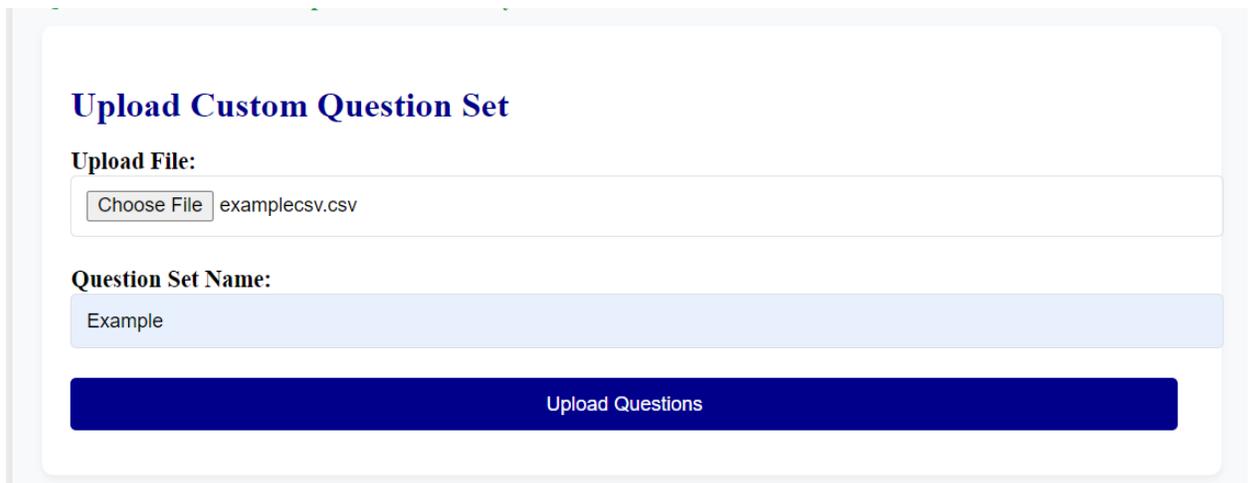
Requirements as given.

DESCRIPTION OF THE PROPOSAL: Create a Kahoot-clone/ Digital Quiz Show system for use with the MMCL Cup for use by the hosts and up to 20 participants.

IDENTIFIED MODULES:

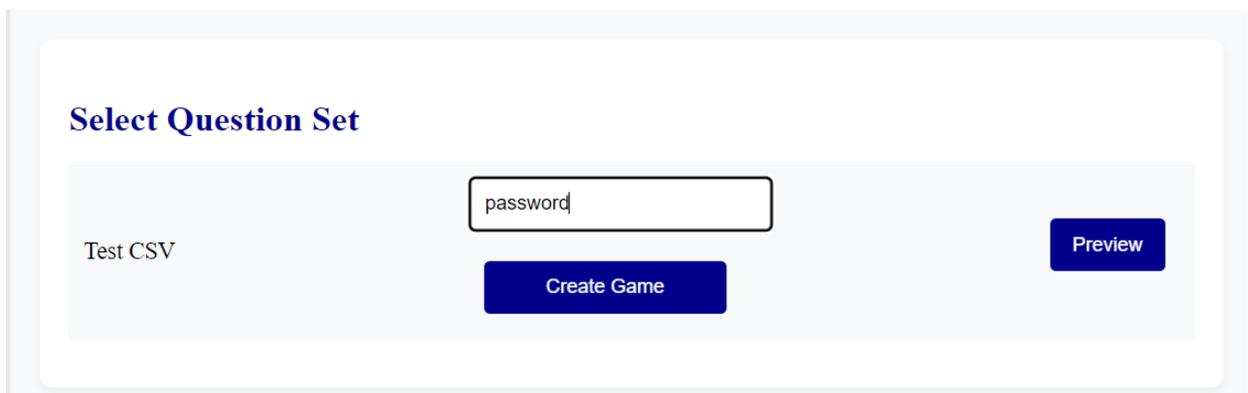
1. Custom Question Module – Module that allows a custom list of questions to be uploaded and used for the quiz show.
2. Round Module - Module that allows a session or round to occur where Participants with an account are connected together with the Host/s.
3. Question Display Module - Module that displays the question for a certain amount of time, then accepts answers during the given time with points awarded for speedy and accurate answers.
4. Account System – Module to sign up or remove participants into a whitelist of accepted names/accounts.
5. Score System – System to track and maintain score during a round for all accounts participating.
6. Answer Module – Module for participants to answer questions when they're displayed and for them to receive score for their given answer.
7. Leaderboard Module – Submodule of the score system that can display a leaderboard of the current top scorers in the current game.

Identified Modules as Created by me.



The screenshot shows a web interface titled "Upload Custom Question Set". It features a section for "Upload File:" with a "Choose File" button and the filename "examplecsv.csv". Below this is a "Question Set Name:" field containing the text "Example". At the bottom of the form is a large blue button labeled "Upload Questions".

Custom Question Module via csv upload, handled via service.



The screenshot shows a web interface titled "Select Question Set". It includes a "Test CSV" label, a password input field containing the text "password", and a "Create Game" button. To the right of the password field is a "Preview" button.

Waiting Room

Game Code: **password**

Players:

Start Game

Round Module- User can create a game based off an uploaded question set then create a waiting room to wait for users.

Round 1

EASY Category Web Technologies

Question: Question 2

Time Remaining: 12

Leaderboard

MySchool - 0 points

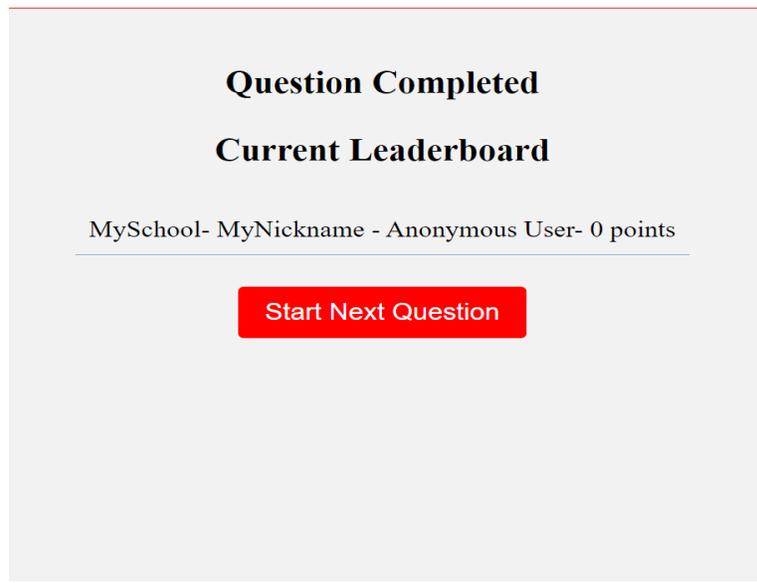
Question Display Module – Displayed on Host's game component and handled via game service.

Currently only gives flat point awards as per clarified quiz mechanics.

MMCL Cup IT Quiz Show Lobby



Account System – Handled via an account service reliant on firebase authentication



Score System – Handled by Game service, displayed in host's screen during the round itself and in between rounds.

Leaderboard System – Handled by same game service.

Round 2

Question Question 3

Your Score: 0

Answer System – One answer per round. The user is allowed to answer during any time the timer is running and receives points immediately. Handled by game service, and displayed for player's game side

Synthesis of the Practicum Engagement

Learning Path - The three modules of Design Thinking, Project Management, and Workplace Management all had very relevant learning that I think will help me in the future.

Design Thinking Learning Module consisted of one course, and two learning paths. Learning Design Thinking: Lead Change in Your Organization made me think about how to design things better and how to implement them at an organizational level. Develop Your Creative Thinking and Innovation Skills helped with thinking more creatively as it applies to problem at work and how to think of a way out of them. Finally, Develop Critical Thinking, Decision-Making, and Problem-Solving Skills helped me with thinking through problems and solving them with a critical eye.

Project Management Learning Module consisted of one course and a big learning path. Project Management Foundations gave me a cursory look into how project management is done from a high level alongside the software used that project managers use to manage projects. Getting Started as an Agile Project Manager (Which is what's replaced Become an Agile Project Manager

on the website) was a very extensive learning path. It started at explaining what Agile is, then through many following it explained how to implement Agile at work, from a high-level and from a low-level. From concepts to showing how to do it from the Scrum framework; this learning path gave me everything I need to understand the Agile mindset.

Workplace Management Learning Module consisted of four courses and a learning path all of which I enjoyed going through. Develop Your Communication Skills and Interpersonal Influence was a great learning path, helped me understand how to communicate better and how to apply that skill in my future work. 5S Workplace Productivity helped me understand 5S better despite it being focused on more industrial applications rather than for software. Time Management Fundamentals taught me some key lessons that helped me manage the stress of going through the course. Time Management: Working from Home taught me how to better manage working from home, which I applied immediately given that this practicum was done entirely from home. Business Etiquette: Phone, Email, and Text taught me some valuable lessons about how communication is done within the workplace which will surely help me in when I have to work with others at my future work.

Alongside this I also did some nonessential learning paths that I found interesting in order to vary up my learning and avoid burnout.

Overall, I enjoyed my experience with this learning path as I believe it taught some valuable lessons that I can easily apply to my future work. These modules taught me soft skills that aren't directly within my degree but I believe will all be helpful to me as I apply their lessons into my career.

Project – During the course of developing the program I gained three key insights.

One, AngularJS is not the same thing as modern Angular. I had initially settled on using Angular and Firebase as I had found a tutorial that used AngularJS and Firebase to create a kahoot clone like what I was supposed to make. In retrospect this was a bad idea, as the difference between modern Angular and AngularJS meant I couldn't really pull code or even use the tutorial outside of ideas. Still, it did provide the initial seed idea that let me create the two sides of the project. Still, this did mean I essentially had to start from scratch and research the necessary frameworks for the project within the time I was developing it.

Two, I should not have gotten tempted to join the Microsoft ASEAN AI for Accessibility Hackathon 2024 Philippines. During June I participated in the hackathon on June 13, but this also necessitated me to devote days to research time and preparation for the hackathon that could have been used to accomplish the project earlier. Especially since I was learning the framework from scratch. It didn't take up all of my days during the first two weeks but it certainly didn't make me work faster.

Three, Generative AI is a very good tool for accelerating development. I used Gemini 1.5 Flash via Google's ai studio, Claude Sonnet 3 and GPT 4o via ChatGPT. All of them were very useful both as conversational partners to help turn the ideas of the modules into a plan for the angular components and services, for actual code generation when it came to turning planned modules into code, and for debugging the code. Of course, as of now AI wasn't fully capable of generating the project on its own and needed me to direct and figure out problems within the code to get the work done. Still, the use of AI made sure I could develop the project within the few weeks I had instead of having an incomplete project to showcase.

Conclusion – I learned a lot of soft skills from my learning path that I believe will be very useful in my future career. Meanwhile, the project taught me a lot about web development and

how to use a modern JavaScript framework alongside a cloud hosting service like Firebase. Another thing I learned was in how to use Generative AI for development as a way to speed up development, and to assist in planning out what to do.

Appendix:

Competency-based CV



Jean Luc P. Janda

09762051710 | jjanda@live.mcl.edu.ph

CAREER OBJECTIVE

To gain a dynamic **internship** in a diverse environment where I can contribute and learn skills that will benefit me in my future career.

EDUCATION

Canossa School
City of Sta. Rosa, Laguna
Kindergarten to Grade 10

Mapua Malayan Colleges Laguna
City of Cabuyao, Laguna
Senior High School (Grade 11 to Grade 12)

Mapuá Malayan Colleges Laguna
City of Cabuyao, Laguna
BS Computer Science (Ongoing)

AWARDS RECEIVED

Dean's List (2nd trimester, 2022-2023)

**SKILLS &
INTERESTS**

I am fluent in both English and Filipino. Alongside this I am also skilled in using Python, C#, Java, as well as with Microsoft Office suite. I am also interested in AI and Machine Learning and have been familiarizing myself with recent developments in the field.

I am a quick learner able to learn on the job with minimal guidance.

Projects

December 2022 - July 2023

Software Engineering project

South Country Gardens Event Booking System

Website revamp for South Country Gardens

Team Leader

August 2023 - March 2024

Thesis

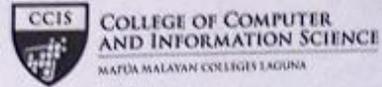
Development of Computer Agent for Child-Robot Symbolic

Anthropomorphism

Thesis project involving the use of LLMs for interacting with children

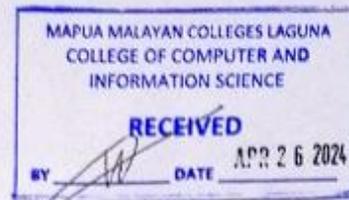
Sole Team Member and Leader

Practicum Acceptance



26 April 2024

MS. JONALYN G. EBRON
Program Chair, BS Computer Science
Mapúa Malayan Colleges Laguna
Pulo-Diezmo Road, Cabuyao City, Laguna 4025



Dear Ms. Ebron,

The BS Computer Science program of Mapúa Malayan Colleges Laguna requires their students to undergo a Practicum program for a minimum of 324 hours during the third term of our academic calendar.

We would like to request that Mr. Jean Luc P. Janda be permitted to have his training in your company. We believe that your company can provide the relevant exposure necessary for our students to achieve the intended learning outcomes for the BS Computer Science program. We are confident that he will be able to acquire the practical knowledge and skills expected from a Computer Science graduate which, in turn, would guarantee a continuous supply of CS professionals needed by your company.

We thank you for your favorable action and we look forward to a more meaningful linkage that is mutually beneficial to our students and your company.

With warm regards,

Jonalyn G. Ebron
JONALYN G. EBRON

BS Computer Science Internship Coordinator
College of Computer and Information Science
Mapúa Malayan Colleges Laguna

jgberon@mcl.edu.ph
(049) 832-4076

Liability Waiver



Malayan Colleges Laguna
A MAPUA SCHOOL

REVISION NO.: 00
REVISION DATE: May 10, 2015

STUDENT TRAINING AGREEMENT AND LIABILITY WAIVER

IMPORTANT INFORMATION

- THIS FORM IS TO BE ACCOMPLISHED AND SUBMITTED BY STUDENT TRAINEE TO THE PRACTICUM ADVISER BEFORE STARTING THE PRACTICUM.
- READ AND UNDERSTAND THE PROVISIONS OF THIS AGREEMENT AND WAIVER.
- ENSURE THAT ALL SIGNATORIES SIGN THE FORM.

I, Jean Luc P. Janda, and a student of MALAYAN COLLEGES LAGUNA (hereinafter referred to as "MCL", do hereby voluntarily undergo on-the-job training at MMCL - CGIS, hereinafter referred to as the "Host Company", located at Pulo Dazmo Road, Cabuyan, Laguna, under the following terms and conditions:

- That the practicum training will commence on April 29 and ends on June 28 and will have to complete a minimum of 324 hours required for the on-the-job training;
- That I shall observe proper decorum and act professionally at all times and abide by the Company's rules and regulations and comply with those imposed for the training program, otherwise, I shall be excluded from further participation;
- That in the course of my training program, I may have access to information which may be of confidential in nature and proprietary to the Company, for which I may be required to execute a confidentiality and non-disclosure agreement as a prerequisite to my participation in the training program;
- That the time I will spend on the training program in the completion of my on-the-job training requirements will not and should not be interpreted or construed as working hours and should be regarded as non-compensable. Provided that, the Company may, as a unilateral act of liberality or generosity on their part, provide me with meal, travel, transportation allowances, accommodations, etc.;
- That I fully understand that notwithstanding the allowances enumerated in the preceding section which I may receive, there exists no labor-management and/or employer/employee relationship between me and the Company where I will undergo my training;
- That I shall exercise due care and diligence in the tasks assigned to me and personally be made answerable for any and all liabilities for damage to property or injury to third person, which may be occasioned by my intentional or negligent acts during the course of my on-the-job training;
- That I shall likewise hold the Host Company and MCL free and harmless from any and all liability and responsibility for any sickness or injury to myself and third parties and damage to property which I may sustain and/or may occur at any time during the training program, including time spent in traveling to and from any and all premises and locations where I may be required to go to as part of my training program;
- That the Company reserves the right to discontinue my training on reasonable grounds upon written notice to MCL and myself. Additionally, in the event my training program is discontinued for reasons attributable only to myself, I may be made to reimburse the Host Company for any/all the allowances, stipends, etc., which I may have received from them during and prior to the termination of my training program;
- That in addition to my liability under section g and for the pre-termination of my training program provided for under section h hereof, I may be subjected further to disciplinary action in accordance with the school's student manual and/or be a ground for disqualification from graduation;

Signed on this 25th day of April

Jean Luc P. Janda
Signature over printed name of Student Trainee

WITH OUR CONSENT:

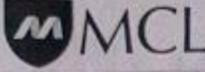
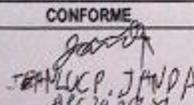
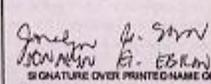
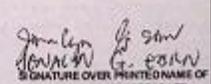
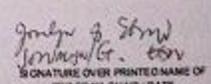
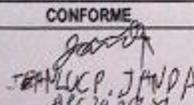
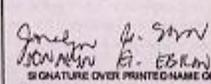
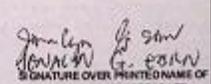
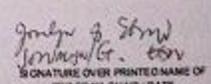
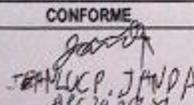
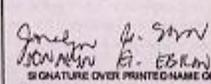
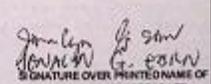
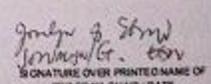
Signature over printed name of Parent/Guardian
(for minors only)

NOTED BY:

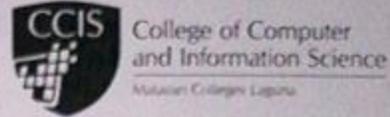
Janelyn G. Stank
Janelyn G. Stank
Printed Name and Signature of Practicum Adviser/ Coordinator

Janelyn G. Stank
Janelyn G. Stank
Printed Name and Signature of Host Company Representative

Training Plan

 MCL Malayan Colleges Laguna <small>A MAPUA SCHOOL</small>	<h2 style="margin: 0;">TRAINING PLAN</h2>	REVISION NO: 00 REVISION DATE: May 10, 2018										
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">NAME</td> <td style="width: 30%;">Jean Luc P. Janda</td> <td style="width: 20%;">COURSE CODE</td> <td style="width: 25%;">CS199F</td> </tr> <tr> <td>PROGRAM & STUDENT NO.</td> <td>BS Computer Science / 2019161501</td> <td>COURSE TITLE</td> <td>CS Practicum</td> </tr> </table>			NAME	Jean Luc P. Janda	COURSE CODE	CS199F	PROGRAM & STUDENT NO.	BS Computer Science / 2019161501	COURSE TITLE	CS Practicum		
NAME	Jean Luc P. Janda	COURSE CODE	CS199F									
PROGRAM & STUDENT NO.	BS Computer Science / 2019161501	COURSE TITLE	CS Practicum									
STUDENT OUTCOMES <p>C01: Identify, analyze, and design business process solutions to the problems faced by the organization. C02: Apply the different concepts of system analysis and design, software engineering, database management, and programming courses in the problem-solving process in the organization. C03: Acquire new knowledge and experience while in the organization</p>												
AREAS / PHASES OF TRAINING AND TIME ALLOTMENT <p>A. Training Orientation - 8 Hours B. Learning Path (Coursera) - 135 hours B. Software Development - 129 hours. C. Technical Documentation - 26 hours D. Other IT-related training activities - 26 hours</p>												
EVALUATION GUIDELINES & COURSE OUTCOMES <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; vertical-align: top;"> DEMONSTRATION OF SOFT SKILLS (40%) KEY AREAS COMMUNICATION SKILLS (20%) Relate to co-trainees/supervisors terminologies and rules Recite procedures and instructions needed for the tasks Identify and describe safety signs and symbols Ask critical questions related to the tasks Produce well-written regular and incident reports Prepares and presents reports using Information and Communication Technology (ICT) PROFESSIONAL DEPORTMENT (20%) Observes proper grooming and attire Reports to work regularly on time and as necessary, even beyond prescribed working hour Acts according to the job description given by the company Willing to accept new tasks apart from the usual routine and responsibilities Delivers quality output on time Demonstrates respect for different individuals INITIATIVE (+5%) Volunteers to perform tasks beyond routine tasks </td> <td style="width: 50%; vertical-align: top;"> DEMONSTRATION OF TECHNICAL SKILLS (60%) KEY AREAS Software Development Skills (40%) - able to implement UI/UX principles in modules -able to integrate and implement the new module - able to execute bug free module results Technical Documentation Skills (20%) - able to write project charter document - test the system and jot down all needed INITIATIVE (+5%) Volunteers to perform tasks beyond routine tasks </td> </tr> </table>			DEMONSTRATION OF SOFT SKILLS (40%) KEY AREAS COMMUNICATION SKILLS (20%) Relate to co-trainees/supervisors terminologies and rules Recite procedures and instructions needed for the tasks Identify and describe safety signs and symbols Ask critical questions related to the tasks Produce well-written regular and incident reports Prepares and presents reports using Information and Communication Technology (ICT) PROFESSIONAL DEPORTMENT (20%) Observes proper grooming and attire Reports to work regularly on time and as necessary, even beyond prescribed working hour Acts according to the job description given by the company Willing to accept new tasks apart from the usual routine and responsibilities Delivers quality output on time Demonstrates respect for different individuals INITIATIVE (+5%) Volunteers to perform tasks beyond routine tasks	DEMONSTRATION OF TECHNICAL SKILLS (60%) KEY AREAS Software Development Skills (40%) - able to implement UI/UX principles in modules -able to integrate and implement the new module - able to execute bug free module results Technical Documentation Skills (20%) - able to write project charter document - test the system and jot down all needed INITIATIVE (+5%) Volunteers to perform tasks beyond routine tasks								
DEMONSTRATION OF SOFT SKILLS (40%) KEY AREAS COMMUNICATION SKILLS (20%) Relate to co-trainees/supervisors terminologies and rules Recite procedures and instructions needed for the tasks Identify and describe safety signs and symbols Ask critical questions related to the tasks Produce well-written regular and incident reports Prepares and presents reports using Information and Communication Technology (ICT) PROFESSIONAL DEPORTMENT (20%) Observes proper grooming and attire Reports to work regularly on time and as necessary, even beyond prescribed working hour Acts according to the job description given by the company Willing to accept new tasks apart from the usual routine and responsibilities Delivers quality output on time Demonstrates respect for different individuals INITIATIVE (+5%) Volunteers to perform tasks beyond routine tasks	DEMONSTRATION OF TECHNICAL SKILLS (60%) KEY AREAS Software Development Skills (40%) - able to implement UI/UX principles in modules -able to integrate and implement the new module - able to execute bug free module results Technical Documentation Skills (20%) - able to write project charter document - test the system and jot down all needed INITIATIVE (+5%) Volunteers to perform tasks beyond routine tasks											
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%; text-align: center;">CONFORME</td> <td style="width: 20%; text-align: center;">CONSENT (FOR MINORS ONLY)</td> <td style="width: 20%; text-align: center;">NOTED BY</td> <td style="width: 20%; text-align: center;">ENDORSED BY</td> <td style="width: 20%; text-align: center;">APPROVED BY</td> </tr> <tr> <td style="text-align: center;">  <small>JEAN LUC P. JANDA</small> <small>APR 29 2019</small> <small>SI SIGNATURE OVER PRINTED NAME OF STUDENT / DATE</small> </td> <td style="text-align: center;"> <small>SI SIGNATURE OVER PRINTED NAME OF PARENT OR GUARDIAN / DATE</small> </td> <td style="text-align: center;">  <small>JONATHAN B. EBRAH</small> <small>SI SIGNATURE OVER PRINTED NAME OF PRACTICUM SUPERVISOR / DATE</small> </td> <td style="text-align: center;">  <small>JONATHAN B. EBRAH</small> <small>SI SIGNATURE OVER PRINTED NAME OF PRACTICUM ADVISER / DATE</small> </td> <td style="text-align: center;">  <small>JONATHAN B. EBRAH</small> <small>SI SIGNATURE OVER PRINTED NAME OF PROGRAM CHAIR / DATE</small> </td> </tr> </table>			CONFORME	CONSENT (FOR MINORS ONLY)	NOTED BY	ENDORSED BY	APPROVED BY	 <small>JEAN LUC P. JANDA</small> <small>APR 29 2019</small> <small>SI SIGNATURE OVER PRINTED NAME OF STUDENT / DATE</small>	<small>SI SIGNATURE OVER PRINTED NAME OF PARENT OR GUARDIAN / DATE</small>	 <small>JONATHAN B. EBRAH</small> <small>SI SIGNATURE OVER PRINTED NAME OF PRACTICUM SUPERVISOR / DATE</small>	 <small>JONATHAN B. EBRAH</small> <small>SI SIGNATURE OVER PRINTED NAME OF PRACTICUM ADVISER / DATE</small>	 <small>JONATHAN B. EBRAH</small> <small>SI SIGNATURE OVER PRINTED NAME OF PROGRAM CHAIR / DATE</small>
CONFORME	CONSENT (FOR MINORS ONLY)	NOTED BY	ENDORSED BY	APPROVED BY								
 <small>JEAN LUC P. JANDA</small> <small>APR 29 2019</small> <small>SI SIGNATURE OVER PRINTED NAME OF STUDENT / DATE</small>	<small>SI SIGNATURE OVER PRINTED NAME OF PARENT OR GUARDIAN / DATE</small>	 <small>JONATHAN B. EBRAH</small> <small>SI SIGNATURE OVER PRINTED NAME OF PRACTICUM SUPERVISOR / DATE</small>	 <small>JONATHAN B. EBRAH</small> <small>SI SIGNATURE OVER PRINTED NAME OF PRACTICUM ADVISER / DATE</small>	 <small>JONATHAN B. EBRAH</small> <small>SI SIGNATURE OVER PRINTED NAME OF PROGRAM CHAIR / DATE</small>								
<small>COPY: (1) STUDENT, (2) HOST COMPANY, (3) PRACTICUM COORDINATOR</small>												
FORM OVPAA-030D												

Practicum Learning Module Path Proposal



IT PRACTICUM X LEARNING PATH PROPOSAL

COMPLETE NAME : Jean Luc P. Janda
STUDENT NUMBER : 2019161501

PROGRAM : CS

IDENTIFIED LEARNING MODULES

A. Required Learning Modules

1. Design Thinking Learning Module (Total Engagement Hours: 15 hours Total Credit Hours: 45 hours)
 - a. Learning Design Thinking: Lead Change in Your Organization by Turi McKinley (2h 8m)
 - b. Develop Your Creative Thinking and Innovation Skills Learning Path 8 courses (8h)
 - c. Develop Critical-Thinking, Decision-Making, and Problem-Solving Skills 6 courses (5h)
2. Project Management Learning Module (Total Engagement Hours: 15 hours Total Credit Hours: 45 hours)
 - a. Project Management Foundations by Bonnie Biafore (3h 20m)
 - b. Become an Agile Project Manager Learning Path 9 courses (12h)
3. Workplace Management Learning Module (Total Engagement Hours: 15 hours Total Credit Hours: 45 hours)
 - a. Develop Your Communication Skills and Interpersonal Influence 9 courses (8h)
 - b. 5S Workplace Productivity by Gemba Academy (1h 36m)
 - c. Time Management Fundamentals by Dave Crenshaw (2h 53m)
 - d. Time Management: Working from Home by Dave Crenshaw (1h 25m)
 - e. Business Etiquette: Phone, Email, and Text by Suzanna Kaye (58m)

B. Specialization Learning Modules

1. Internet of Things (Total Engagement Hours: xx hours Total Credit Hours: xx hours)
2. User Experience (Total Engagement Hours: xx hours Total Credit Hours: xx hours)
3. Information Security (Total Engagement Hours: xx hours Total Credit Hours: xx hours)
4. Cloud Computing (Total Engagement Hours: xx hours Total Credit Hours: xx hours)
5. Machine Learning (Total Engagement Hours: xx hours Total Credit Hours: xx hours)
6. Data Analytics (Total Engagement Hours: xx hours Total Credit Hours: xx hours)

PREPARED BY:

Jean Luc P. Janda

Signature over Printed Name / Date

Apr. 12 2024

APPROVED BY:

Donahyn Ebron

Signature over Printed Name / Date Apr 12 2024

Mapua Institute of Technology - Laguna - College of Computer and Information Science - 11, Yacubong - College of Business - Mapua PTC College of Maritime Education and Training - College of Arts and Science - Institute for Excellence in Continuing Education and Lifelong Learning - MCL Senior High School

Address : Calabarzon, Laguna #123
Telephone : +63 499 832 4000
Fax : +63 49 832 0017, +63 2 520 8975
Email : mc@mc.edu.ph

www.mcl.edu.ph



MalayanColleges

MalayanLaguna

DAILY JOURNAL

IMPORTANT INFORMATION

- INCLUDE TASK ASSIGNMENTS OR MOVEMENTS, REFLECTION ON THE DAY'S NEW LEARNING, ACCOMPLISHMENT, CHALLENGES FACED AND HOW YOU RESPONDED, OBSERVATIONS AND RECOMMENDATIONS ON THE IMPROVEMENT OF SYSTEMS / OPERATION / MANAGEMENT, ETC.
- SCANNED COPIES OF THIS FORM SHALL BE SUBMITTED ON A WEEKLY BASIS THROUGH APPROVED LMS.
- HARD COPIES OF THIS FORM SHOULD BE COMPILED AS PART OF THE STUDENT'S PORTFOLIO.

DATE	<input type="text" value="May 9 2024"/>	AREA ASSIGNMENT	<input type="text" value="Work from Home"/>
TASK	<input type="text" value="Learning Path"/>	SHIFT/TIME	<input type="text" value="8am - 5pm"/>

I focused on my required learning path courses again:

I finished courses in:

Develop Your Communication Skills and Interpersonal Influence learning path

I made progress in other courses too:

Project Management Foundation

Develop Critical Thinking, Decision-Making, and Problem-Solving Skills leaning path

Also I finished the course

Lean Foundations: 5S

as the required course from gemba academy was not in either of the services

TRAINEE'S SIGNATURE



Malayan Colleges Laguna
A MAPUA SCHOOL

REVISION NO.: 00
REVISION DATE: May 10, 2016

DAILY JOURNAL

IMPORTANT INFORMATION

- INCLUDE TASK ASSIGNMENTS OR MOVEMENTS, REFLECTION ON THE DAY'S NEW LEARNING, ACCOMPLISHMENT, CHALLENGES FACED AND HOW YOU RESPONDED, OBSERVATIONS AND RECOMMENDATIONS ON THE IMPROVEMENT OF SYSTEMS / OPERATION / MANAGEMENT, ETC.
- SCANNED COPIES OF THIS FORM SHALL BE SUBMITTED ON A WEEKLY BASIS THROUGH APPROVED LMS.
- HARD COPIES OF THIS FORM SHOULD BE COMPILED AS PART OF THE STUDENT'S PORTFOLIO.

DATE	May 28 2024	AREA ASSIGNMENT	Work from Home
TASK	Learning Path	SHIFT/TIME	8am - 5pm

I focused on my required learning path courses again:

I finished all of my required learning path courses

I managed to locate the final course:

5S Workplace Productivity

within the linked in learning catalog archive

Thus I managed to finish all required courses today

I also did Culture of Kaizen course while looking at the gemba academy catalog

TRAINEE'S SIGNATURE



Malayan Colleges Laguna
A MAPUA SCHOOL

REVISION NO.: 00
REVISION DATE: May 10, 2016

DAILY JOURNAL

IMPORTANT INFORMATION

- INCLUDE TASK ASSIGNMENTS OR MOVEMENTS, REFLECTION ON THE DAY'S NEW LEARNING, ACCOMPLISHMENT, CHALLENGES FACED AND HOW YOU RESPONDED, OBSERVATIONS AND RECOMMENDATIONS ON THE IMPROVEMENT OF SYSTEMS / OPERATION / MANAGEMENT, ETC.
- SCANNED COPIES OF THIS FORM SHALL BE SUBMITTED ON A WEEKLY BASIS THROUGH APPROVED LMS.
- HARD COPIES OF THIS FORM SHOULD BE COMPILED AS PART OF THE STUDENT'S PORTFOLIO.

DATE	May 29 2024	AREA ASSIGNMENT	Work from Home
TASK	Research	SHIFT/TIME	8am - 5pm

I adjusted to finishing the learning path yesterday

Communicated with Sir Ilaio about my parent's problems with the Field Trip

Conducted research about how to create the project

Stumbled on a medium article about making a kahoot clone with firebase

Will study more about it tommorow

Also messed around with more linkedin learning courses for additional learning

TRAINEE'S SIGNATURE

DAILY JOURNAL

IMPORTANT INFORMATION

- INCLUDE TASK ASSIGNMENTS OR MOVEMENTS, REFLECTION ON THE DAY'S NEW LEARNING, ACCOMPLISHMENT, CHALLENGES FACED AND HOW YOU RESPONDED, OBSERVATIONS AND RECOMMENDATIONS ON THE IMPROVEMENT OF SYSTEMS / OPERATION / MANAGEMENT, ETC.
- SCANNED COPIES OF THIS FORM SHALL BE SUBMITTED ON A WEEKLY BASIS THROUGH APPROVED LMS.
- HARD COPIES OF THIS FORM SHOULD BE COMPILED AS PART OF THE STUDENT'S PORTFOLIO.

DATE	June 11 2024	AREA ASSIGNMENT	Work from Home
TASK	Research	SHIFT/TIME	8am - 5pm

I did an hour of linked in learning and got a certificate for Career Essentials in Sustainable Tech

Also continued researching the Angular Documentation focusing on components as well as the use of templates.

When I get back to development I will have to focus on making a basic prototype in order to integrate this knowledge into the project.

In the latter half of the afternoon I shifted my focus onto the upcoming hackathon by helping with the presentation deck.

TRAINEE'S SIGNATURE

Certificates

LinkedIn Learning

Learning Design Thinking: Lead Change in Your Organization

Course completed by Jean Luc Janda
May 03, 2024 at 02:16AM UTC • 2 hours 8 minutes

Top skills covered

Design Thinking

Dan Boldt
Head of Content Strategy, Learning

Certificate ID: a48944a:85344715d2c1edc6807e85712b7c0a0c165b63cca90adc56e13816463



LinkedIn Learning

Develop Your Creative Thinking and Innovation Skills

Learning Path completed by Jean Luc Janda
May 23, 2024 at 08:12AM UTC • 6 hours 51 minutes

Top skills covered

Business Innovation Creativity and Innovation

Dan Boldt
Head of Content Strategy, Learning

Certificate ID: b50b2b6a34ee3e7782082fb3b48f97c310b21f3e66bb5c9fad0600d5cb233869





Develop Critical Thinking, Decision-Making, and Problem-Solving Skills

Learning Path completed by Jean Luc Janda
May 21, 2024 at 12:03PM UTC · 4 hours 29 minutes

Top skills covered

Problem Solving Critical Thinking Decision-Making

Dan Padgett

Head of Content Strategy, Learning

Certificate ID: 28b41ce92c83407841bae8f590c733bcab1909acb9ec0c87b7c4c449b830d4



Project Management Foundations

Course completed by Jean Luc Janda
May 14, 2024 at 03:04AM UTC · 3 hours 32 minutes

Top skills covered

Project Management

Dan Padgett

Head of Content Strategy, Learning

Certificate ID: 5aaff3b619d36de2ede4c48540c94b41fcdacafba49d7fadfde52e7c73a0d803





Getting Started as an Agile Project Manager

Learning Path completed by Jean Luc Janda
May 27, 2024 at 07:26AM UTC · 10 hours 34 minutes

Top skills covered

Project Management

Microsoft Project

Agile Project Management

Head of Content Strategy, Learning

Certificate ID: a36f9e86f548efd9becd21b9875e7afc7f333led4d37e355ddcd1d50548f23c6



Develop Your Communication Skills and Interpersonal Influence

Learning Path completed by Jean Luc Janda
May 22, 2024 at 02:53AM UTC · 5 hours 6 minutes

Top skills covered

Communication

Interpersonal Skills

Interpersonal Communication

Head of Content Strategy, Learning

Certificate ID: 19360f9a8d8642405184a1f300991d2ceddee3a25f04c32fc15626b8bbc49477





5S Workplace Productivity

Course completed by Jean Luc Janda
May 28, 2024 at 08:20AM UTC • 1 hour 36 minutes

Top skills covered

5S

Head of Content Strategy, Learning

Certificate ID: c678aaec7c4f9b729d037698f9701a7e531a1113f39c2c1339dc2f746934c8



Time Management: Working from Home

Course completed by Jean Luc Janda
May 06, 2024 at 06:23AM UTC • 1 hour 17 minutes

Top skills covered

Time Management

Head of Content Strategy, Learning

Certificate ID: 2de394b80662d65bdb3ba9e39730947019b6b3802d6df3734a854c88bf33





Time Management Fundamentals

Course completed by Jean Luc Janda
May 04, 2024 at 08:45AM UTC • 1 hour 47 minutes

Top skills covered

Time Management

Dan Roberts
Head of Content Strategy, Learning

Certificate ID: e04a6ef5dd5270c0b05b31a99f0a6246ffda96ed70c04aad603d284ed4a23a5d



Business Etiquette: Phone, Email, and Text

Course completed by Jean Luc Janda
May 06, 2024 at 02:09AM UTC • 1 hour 3 minutes

Top skills covered

Email Etiquette

Professional Communication

Phone Etiquette

Dan Roberts
Head of Content Strategy, Learning

Certificate ID: 116749b1a1b35b18d86d790e44d9aa85d9bfa8cab877266cb85b545364a47777





Career Essentials in Generative AI by Microsoft and LinkedIn

Learning Path completed by Jean Luc Janda
May 22, 2024 at 06:54AM UTC · 4 hours 30 minutes

Top skills covered

Computer Ethics

Artificial Intelligence (AI)

Generative AI

Dan Roberts
Head of Content Strategy, Learning

Certificate ID: 7269d13972b4e9bdcdf5e990a738464bf9ce7cb6c0e9e688fbdda9fcd3c2be4



Career Essentials in Sustainable Tech by Microsoft and LinkedIn

Learning Path completed by Jean Luc Janda
Jun 11, 2024 at 03:00AM UTC · 3 hours 56 minutes

Top skills covered

Sustainable Business Strategies

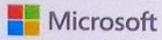
Digital Sustainability

Green Jobs

Dan Roberts
Head of Content Strategy, Learning

Certificate ID: 365a8edcc0af21b929fdada396ed2e538cb9cbb8f6bc36f29e3ae0970806ec3e





**Microsoft ASEAN AI for Accessibility Hackathon 2024
Philippines**

Certificate of Participation

JEAN LUC JANDA

Given this 13th day of June 2024
at Microsoft Philippines 11/F One Ayala West Tower, Makati City

Peter Maquera
Country General Manager
Microsoft Philippines

Fides Ricasa
Diversity & Inclusion Lead
Microsoft Philippines

