JobTIPS
Transition Toolbox

Information Technology Interests: Data Entry and Design

Instructor: Note that these questions may require adjustment to fit the understanding of the student. Moreover, actual experience is likely to change the student's preference and make it more valid. Encourage the student to take his best guess, especially when doing this for the first time and when the student has no direct experience yet with the field of information technology.

Name:	Date:			

	1 Not at all	2 Maybe	3 Yes	4 Very much
Data Entry				
1. Do you think you would like working on a computer most of the day?				
2. Do you think you would like typing on a keyboard quickly and accurately?				
3. Do you think you would like entering data into a computer system using paper copies of surveys, records, invoices, etc.?				
4. Do you think you would like verifying data accuracy by finding and correcting data entry errors?				
5. Do you think you would like storing completed documents in appropriate locations?				
6. Do you think you would like maintaining confidentiality of client records and protecting confidential information?				
Graphic Design				
7. Do you think you would like working on a computer most of the day?				
8. Do you think you would like creating visual materials and design layouts using computer software programs?				
9. Do you think you would like using a printer or scanner on a regular basis?				
10. Do you think you would like consulting with clients, editors, writers, and /or art directors to determine what is required to meet their needs?				
11. Do you think you would like adapting existing design work to suit your clients' needs?				
Video Game Design				
12. Do you think you would like working on a computer most of the day?				
13. Do you think you would like designing characters, missions, and story lines for video games?				

	1 Not at all	2 Maybe	3 Yes	4 Very much
14. Do you think you would like designing video game levels such as the layout and visual environment?				
15. Do you think you would like creating or writing video game software?				
16. Do you think you would like testing game levels and running simulations?				