

LEARNING GOALS

Balanced working

As this is the first major project I do after a year of recovering from a burnout, it is most important to create a new and healthy working rhythm. During the previous projects, I systematically did too much activities next to each other, without taking the time to step back relax. This has to change in order to become and stay healthy, mentally as well as physically, and is therefore my most important goal for this semester.

I have to perform this design project structured, by careful creating a project planning, derive weekly and daily schedules from it and reflect on them every end of the day. A working rhythm of 45min of studying and 15 min break time will hopefully get me back on track. It also will help me to train my concentration span and enable me to direct my attention throughout a day in a better way. With careful planning I have to find a balance between striving for a satisfying project outcome, while preserving time and energy to socialize, sport, make music and recharge from studying.

Communication

As described in my professional identity, I am a collaborator. I function best working in a (multidisciplinary) design team. But in order to collaborate, I have to communicate appropriately in every situation. Therefore I want to focus on developing different communication skills further:

- Writing: improve English writing by immediately documenting activities in text, and let others (preferably native speakers) check my reports.
- Sketching: implement the skills and attitude as developed in the exploratory sketching course in the design project.
- Visual identity: document my process in a visually appealing way and create a consistent visual identity.

Human behavior and crowd behavior

What information do people need when interacting with a system, what information do they use, how do they decide to do a certain action, and is this a thought process or a subconscious guiding? This semester I want to investigate social behavior and, if possible, crowd behavior. I want to understand the decision making processes when interacting with a shared system.



Interaction

The goal of my project is to design a meaningful and pleasant relation between users and a shared system. By combining my knowledge, intuition, skills and attitudes I developed over the past four years, I have to prove that I can be an interaction designer. If possible, I would like to bring the principles of calm technology into practice, designing an ambient information system.

Realization

Designing a prototype that works and shows the outcome of the design project will be a challenge I will have to tackle this semester. A combination of the knowledge and skills obtained during my internship and the prototyping experience gathered while working for the TU/e Lightlab will help me with this. But still I will need the help of experts in the fields of programming, electronics and maybe even machine learning.

If the context of the design project will not enable me to design a working prototype that covers the experience of the concept, I am going to learn simulation software that will enable me to simulate my concept and thereby express the use and experience of my concept in a digital way.