Individual Reflection Randi Nuij

I described in my learning goals that I wanted to explore my capabilities as a team leader. I became aware of my qualities and weaknesses performing in this role. I have a clear vision of the structure, steps and direction of the process, which is important to give the team members direction step by step. But I also missed important aspects of leadership: being able to make decisions and present myself as a team leader to my group members. I now know that I should not be afraid to speak up and show myself. And, as this project was of a really high standard for me, I am confident that I can lead other projects to a good end.

I also made a major development in understanding design processes. As me and my team members came from different educational backgrounds, we had different design approaches and were used to different design processes. To explain my explorative design approach and iterative design process to the others, I needed to fully understand what I was doing and why. This gave me a critical attitude towards my own design approach and a broader perspective on other design approaches (research based) and processes (linear design processes). Thereby I am able to use elements of other approaches and processes in my own design processes.

Another aspect of design we focussed on in this project was aesthetics. I felt that at this faculty, the focus lies on the development of innovative, technological and meaningful concepts. The aesthetics and presentation of the concepts are considered less important. Within this project it was the first time for me to focus on this aspect of design right away, which made me aware of the differences. To create an experience, aesthetics are important too. I also see now that the material standards of prototypes can easily be raised. We are not limited to MDP and Perspex for prototyping materials, but we can use any material and make it as pretty as we want. I definitely am going to focus on aesthetics in future projects, because it takes the project to a higher level in all aspects of the process.

Acquire programming skills was another important learning goal, so I tried to embed this in my project. Starting without any programming experience, I still have a long way to go until I can program the software of a prototype with multiple in and outputs. In this project I first touched on this set of skills, but it needs practice. A lot more than I have had now, this will take time. I have to begin from the start and gradually work my way into a programming language.

References:

Ozcelik Buskermolen, D. and Terken, J.(2013); The co constructing stories method, in Design through exploration, pp 25-34.