



DRAFT PDP

B3.1

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INTERNSHIP GOALS

Goal 1 | Being in the real world

For me the study lacks one thing and that is the step beyond the final demo-day. It is hard to develop your concept further and get to the real details such as costs, material use and the launch of your product. In my internship I want to figure out these details and have a finished concept that could be launched right away when the money is there. It will allow me to do this part of a design cycle in a controlled situation. In the future a lot will depend on these last steps and it would be a shame if I came across this the first time after my study.

Goal 2 | Following my vision

My vision states that I want to give to tool to people that have a passion for something. In my internship I want to incorporate this vision to see what it would mean for other people if I helped them to realise their dreams.

Goal 3 | Find my destiny

In my internship I want to find out what kind of designer I would like to become in the future. Already because of my design company I help a lot of people to set up their small businesses. I love to do this and see myself doing this also after my study. Because of my internship I expand the tools I could offer people to help them to do their passion. I want to find out if this is destiny as a designer.

Goal 4 | Understanding the whole

Inspired on the talk of Daan Roosegaarde, I want to position myself in a totally different context in order to understand the whole better. By the whole I mean better understanding my vision and my view on society. By this internship discover if by working in different contexts I will understand the whole better.