**Halfway Semester Reflection**

For me this semester it is the first time I work on my own which was quite challenging. I noticed I really have to make appointments for myself in order to be on time at the TU/e. Setting deadlines and planning helped me to use my time efficiently.

**Goal 1**

The goal set here, could still be executed better. In my project I already started building in an earlier phase but still there could be more materials to explore.

**Goal 2**

The project is already a more into depth translation of the qualities of natural light. Because of the ball pendulums I’ve right now, it also very much reflects my identity as a juggler. I’m very happen on my development of this goal until now and there is enough opportunity to continue this development.

**Goal 3**

This goal I really have to plan into my schedule now otherwise it will not be fulfilled. Probably my project is not relevant so I’ll have to create a juggling prop in Solidworks.

**Goal 4**

Looking at my PDP, I still have to conduct more user tests. Now the Demo-day is the only testing area where I could hear the different reactions and experiences of users. But I set the goal to use the theory of the Human Processes and User Focus Basics in the past. When I looked at the theory I didn’t find it very relevant to use on this project. The methods explained in the User Focus Basic courses I’ve done multiple times in various contexts. I find it now more relevant to use the new insights I’ve got from the Intuitive and Aesthetic Interaction assignment and using probing as a technique to find out what users think. I think that these methods give more into depth insights than the rather old-fashioned way of user testing.