# HOUR REGISTRATION CONCLUSION

During my whole internship, I kept track of all the hours I spend working on school. The tasks were separated into 7 categories. Number one was research were all the trips, books, meeting with experts and other way of research were put. Point two was ideas and concepts in which I put sketches and brainstorming with Sebastien. Number three was user-testing, self-explanatory and four business which was about the finance, franchise or other thinking on how we should position the shop in the market. Number 5 was prototyping which was making designs, webshops and of course working with materials for the plate and interior. Number six was the time I spend planning my activities and the hour registration itself and the last was Self in which I put time reflecting, talking with my coach or on other ways reaching my own goals.

Keeping track of your hours is not only a good way of motivating yourself, but also offers an quick way to look when you did what. When designing the showcase I was a good way to find back when certain activities were executed. Normally I forget one or two things but with this system you have all your activities always at reach. It motivated me to work 8 hours a day on my internship. I also put a counter that said how many hours I should have worked and what percentage I was above this. Knowing that you for example already did 30% more work than should be done, it was easier to use this freedom to plan other activities. Without the feeling of guilt I could spend time on extra-curricular activities.
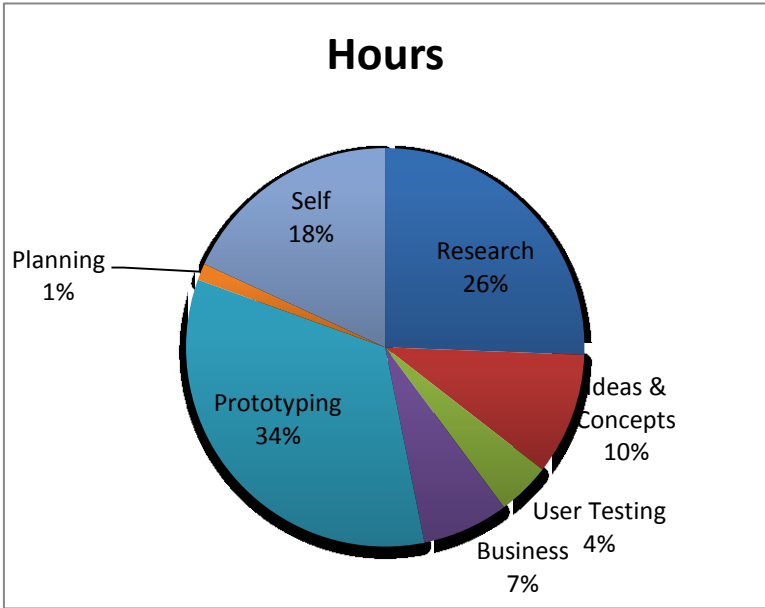
Looking at this graph, I spend the most time on making prototypes. This is something I would thought of the first place. Also doing research takes a lot of time but for this internship we made a lot of trips counting up some hours. The internship didn't offer much opportunities to do user tests, explaining the low percentage.
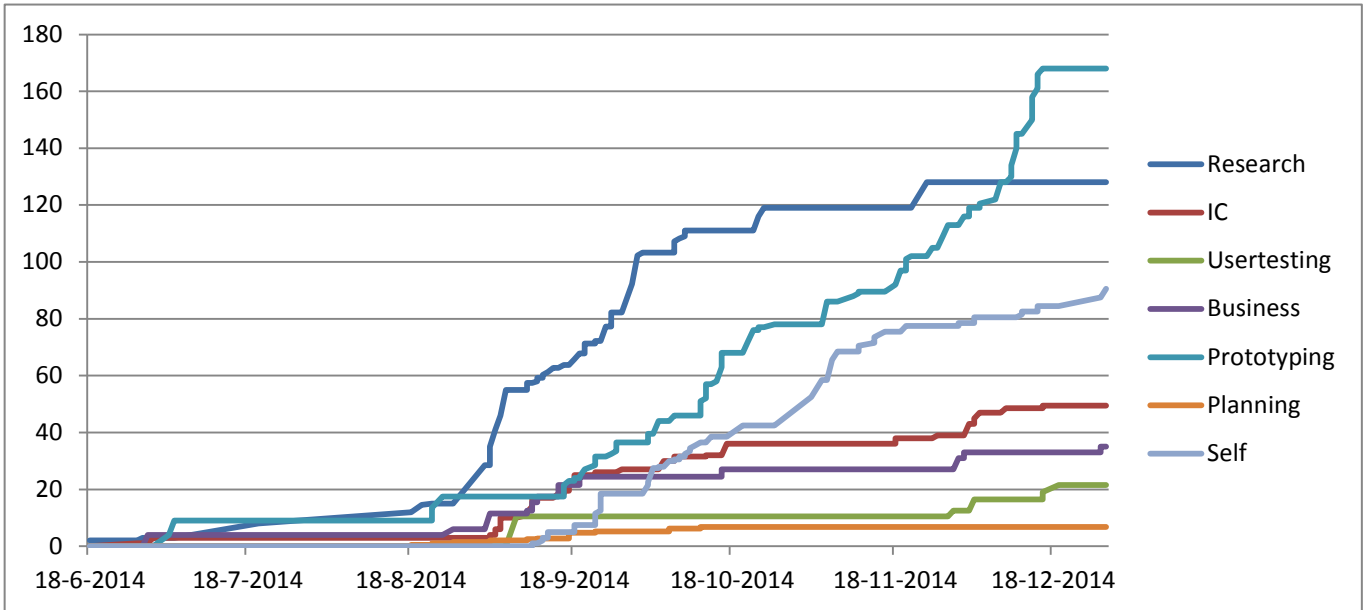
The internship started at 1-9-2014 so the first part of this graph is not representable for the process. The exact starting point is where the dark blue line goes straight up. With this graph there is much more to say about the process. The first 4 weeks, a lot of time is spent on research yet, already prototypes are made. You see that the prototyping is a pretty linear line until the last two weeks of the internship. Ideas and concepts are mainly made in the first two months and only a little bit after that. User testing is something I did in the end although after 2 weeks parts of user tests were done. You see the clear point where the SDL weeks are. The light blue line goes fast up and prototyping and research stay flat. What I find interesting is how the research part is still applicable in the design process till the end although the highest peak is in the beginning. Also prototyping is something you keep doing during the whole process. In my head I didn't prototype already so much in the beginning. Partly this can be explained by the iterative process that is used for this internship.