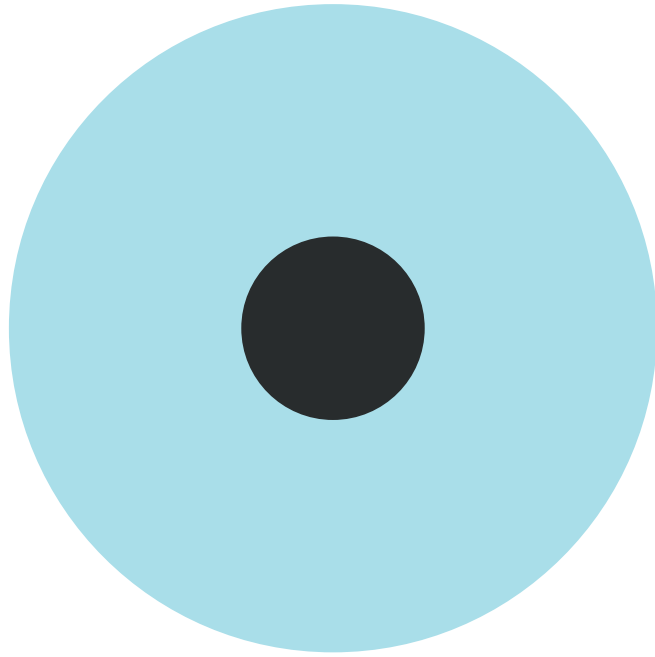


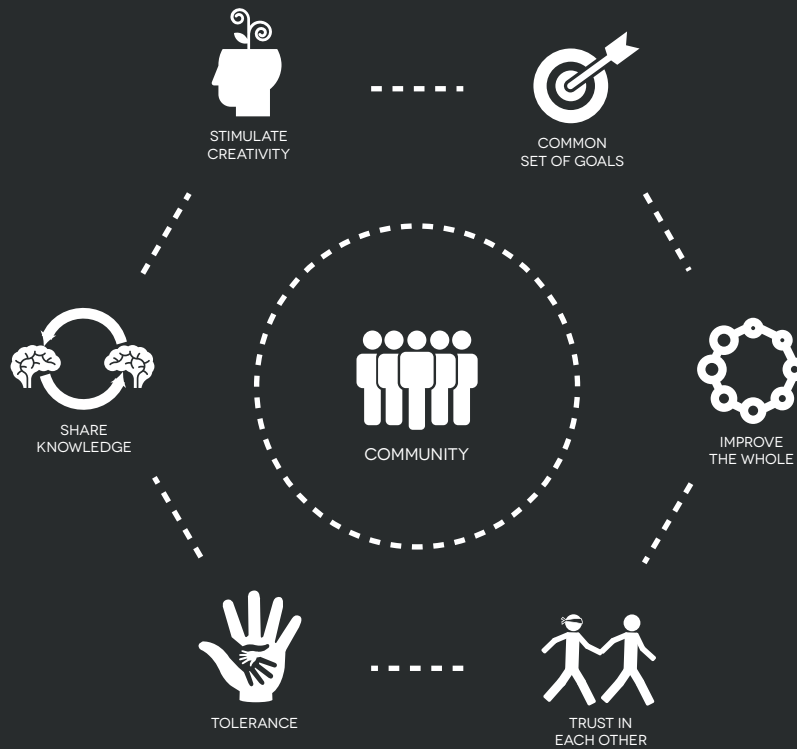
PERSONAL DEVELOPMENT PLAN R1 B3.2





VISION





SOCIETY

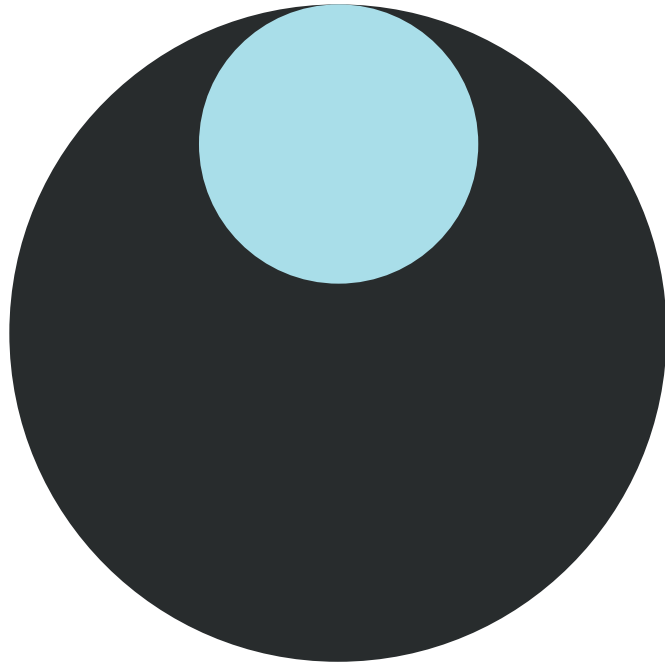
In current western society I notice a movement of people becoming much more self-aware. We take more responsibility for what we do to our world, seeing the increase of demand for sustainable, environmental friendly and fair products. But it has also made us more individual and lonely, because we don't know who or what to trust anymore. How can we recover this trust and create better products?

POWER OF COMMUNITIES

I believe in the power of communities. In the juggling community of which I am part of, we share our knowledge, stimulate creativity and give opportunities for people to grow. Shared passions bring people together and they stimulate each other to get the best out of yourself. It results in innovation by more people exploring the possibilities of a shared passion. This inspires me as a designer and I want to translate this to my designs.

MY ROLE AS A DESIGNER

I want to create products that evokes social interaction with other users and stimulate creativity of the possible uses of the product. A product is more than a solution of a functional need and can bound people together. By this you can return the faith people have in society, since they can contribute to it themselves.



IDENTITY



"Being valuable for people is my drive and their passion is my inspiration."

ROOTS

I like to challenge myself by setting goals, becoming better and by this getting the most out of myself. Becoming Dutch Champion in juggling at the age of 15 has showed me what hard work and dedication can bring. But juggling has brought me much more than just a hobby, it is the reason I start designing in the first place. Gaining skills autodidact is something that is in my blood. When I needed a website to promote myself, I taught myself how to make that website. Performing, giving workshops, organising conventions, presenting shows; all these skills I already gained before starting ID.

DESIGN

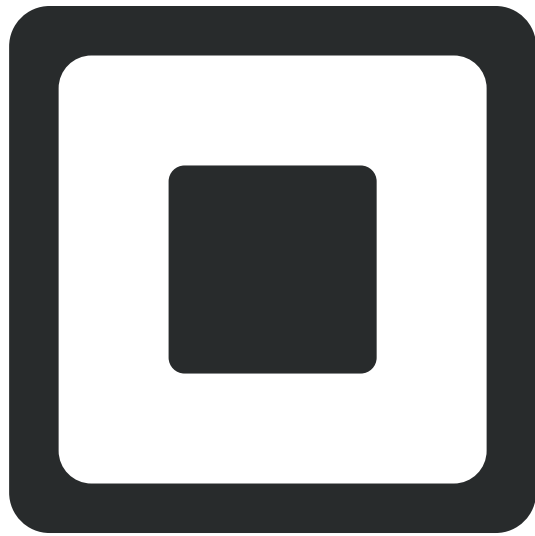
I'm good at listening to people and understand what they truly mean to say. In a group, I am often critical about concepts with a good empathy of the user. By instinctively knowing what would add value for an user, differentiates me from other designers. I like to be surprised by peoples creativity and that is why I leave room for the possible uses in my own products and services.

PROCESS

I have a clear focus on one subject and can work on it for a long time even deep into the night. I work till I have a certain task done and move on to a next one. This focus is a strength and pitfall at the same time. It helps me to work hard but also when there is too much going on, I'm too focused and not open to new directions.

MY DRIVE

Having a passion for something you do is the most wonderful thing in my opinion. I always shared my skills and knowledge with others in order for them, but also for me to grow. Being valuable for people is my drive and their passion is my inspiration. I want to challenge myself more by gaining and improving skills and knowledge so I can be more valuable for more people. In this way I keep myself motivated and happy and make the world a little bit better at the same time.



H-VERDICT



The H-verdict came as a big surprise last semester. Up until that moment, I had good semesters and feedback that has be rewarded twice with Excellence. Last semester in particular was the most intense one where I worked almost 24/7 on school but also extracurricular activities. The feedback of my coach was positive with a critical note and also the meeting with the assessor went quite well. Seeing the assessment on IDCompass with and Hold was like hitting a brick wall. After anger and frustration I started to reflect how this could be possible. After reflecting and also talking again after the verdict with my assessor and coach, these where the main conclusions:

TOO MUCH GOING ON

Already from the start of the study, I have a lot of side activities. These distract me on what should be my main priority which is my project. Although I spend enough hours in my project, I didn't had the overview within the project. This was caused by the amount other activities that were going on. It was easier for me to follow a clear path within my project that I had determined in the beginning of the project. I was focusing on small details since I didn't had the overview look. Reducing the side activities would help to get a more clear mind to get an overview position of my project.

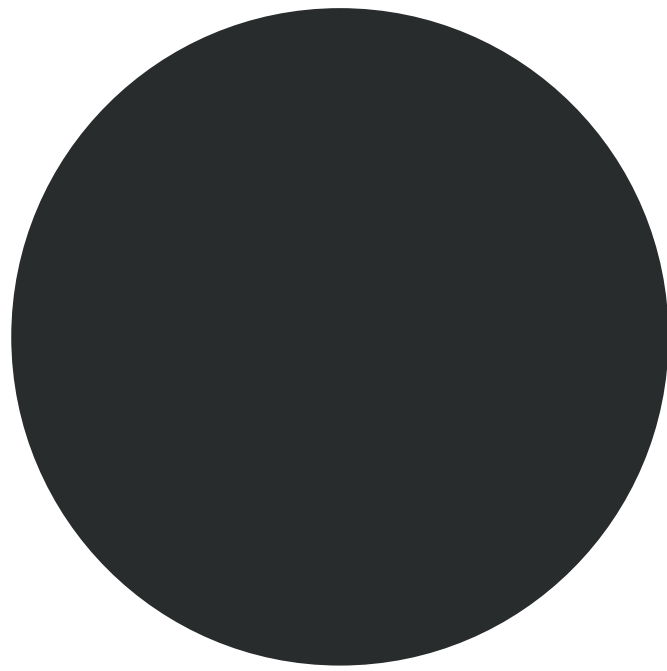
So that is what I did, I limited that amount of time I would spend per week on certain projects. Also I regulated them so it would be clear in my head when I would work on a certain tasks. What surprised me is that people will not blame you for restricting yourself to a certain amount of hours you work on the group project. Giving this clear messages also helps them to not ask to much of my time and makes it more easier to have a clear mind. Communicating in a clear way of your situation and you capabilities helped to create understanding.

EXPERT POSITION

In the project I sensed a lack of motivation. I didn't had the feeling my project could really contribute to a real problem although it was a project for a real client. I couldn't understand why I didn't care too much about my project but forced myself to just make hours. My coach notified me after the verdict that I am used to be in sort of an expert position. In my internship I was the expert on the field of design and my suggestions where taken seriously. Working for a client that are also designers, put me in a lower position. I had the feeling I was the student that could do the "dirty jobs". Information was kept away for me and I didn't feel like we were working on the same level. For me this is needed to stay motivated since I would not have the feeling like I'm taking seriously. Choosing a next project I should be aware of this and how I relate myself towards others.

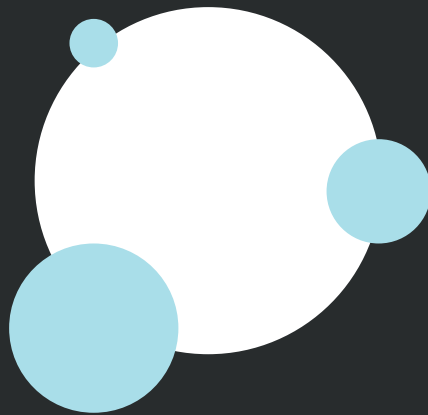
TOO CONFIDANT

I trusted too much on my own knowledge and reflections. This attitude made me closed towards feedback and didn't help to improve or learn. Also this attitude led to not making a report for the assignment and by this not getting feedback. Although having faith in your own vision is good, it became too much this semester. This is mainly due to not having feedback on what I could improve during the internship of which I received a E verdict. Also here I worked a lot on my own which is required during the internship. Continuing in this line during the project had the opposite effect. Not being open to learn is a bad attitude in the first place even if you're not a student. The verdict has been a punch in the face to remember this.



GOALS



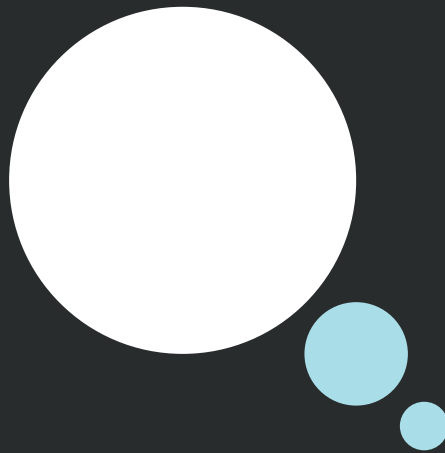


1# IMPLEMENTING FEEDBACK

Last semester I got a H verdict that is mainly based on the lack of use of feedback within the process. The focus on a certain goal was too fixed which led that feedback was ignored in order to reach that self-defined goal.

“Ask for feedback ! Consult experts to ask for help and/or verify what you are doing, and value the feedback given and do something with it. Either in your process/work or by reflecting on it.”

I want to be more open to feedback and incorporate it in my project. In the conceptual stage of my project I want to talk to at least 3 experts with different backgrounds and views on the project to incorporate within my project. In the report it will be explained how this feedback is reflected upon and used to guide the design process. Together with the project coach it can be determined if the use of the feedback is sufficient.



2# PROFESSIONAL COMMUNICATION

In the assessment feedback it was notified that I should work on my professional communication. In the semester itself I thought it was one of my strength instead of my weaknesses. Since I'm apparently not aware myself that I not communicating in a professional way, I should have to ask the people I work with on how I could improve.

Early in the semester I want to ask feedback from the people I do different project with on what they think of my professionalism and how I could improve. The people I want to ask this and of which I'm part of are: Project coach, Client project, Team Media European Juggling Convention 2016, Organisation Dutch Juggling Championships, clients of my own design business. This will give a good overview since I have different roles within these groups from student to experts, being part of a group of different experts and from expert towards a client. With this feedback early on I could improve myself and towards the end of the semester ask the same people again if I have improved. The feedback from the beginning of the semester and the end will be compared and reflected upon in a small report which will be visible on my showcase.



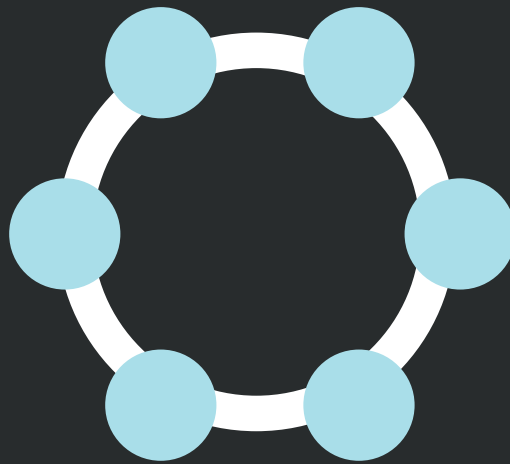
3# EVIDENCE

The H verdict also has to do with the lack of evidence and not per se of the quality of the work itself:

“You did nice work on the project, and show a lot of extracurricular activity. The reflections are fair, but lack a view on what the things you learned actually mean for you as a designer. Growth is described in the showcase, but is lacking support from evidence. This makes it impossible to check what you claim.”

Completing both assignments with a report and do an IDCompass feedback request, would already help a lot to have more evidence. Last semester this was not the case and the assignments were finished without these requests which lead to the lack of evidence.

I have to keep better track of my process and reflect upon it when doing the project itself. This will help to improve the quality of the reflections since last semester it was a rush job before the showcase deadline. Every week I must have a reflection of what I did that week, what I have learned and how it has influenced me as a designer. In the showcase an more overview and in depth reflection can be made on this weekly process.



4# TECHNOLOGY & REALIZATION

In the first years of the study I had a lot of project with a lot of technology in the form of electronics and programming. That's why I decided to spend more time on other competencies. In my assessment feedback I got the remark that the technology used was not very ambitious and could be made by a second year student.

It will be important that this semester I will pick up this competency area again. I chose the assignment "making sense of sensors" to help me analyse and create a system of sensors which will be helpful in my project. I want to sufficiently pass the "making sense of sensors" assignment which can be seen by the grade and feedback received. In the report I will document how I used the new knowledge within my project.