PDP 28-2-13 *Simon à Campo B1.2*

Vision

According to my assessor, I didn't really have a vision. This semester I want to keep track of the things that inspire me. Also I want to visit more exhibitions, museums, watch documentaries, read inspiring books and everything else that could inspire me. This will help me at the end of the semester to draw a conclusion of the things inspire me and will help me to determine my vision.

Self-Directed and Continuous Learning

I'm reading a book called "Understanding Design" in which 175 reflections on being a designer are written. I hope that this book will really improve my reflection writing skills and general understanding on how to be a good designer. Also with this competency area it is just doing it a lot to get better at it, so I don't have to worry that this competency area will get behind.

Descriptive and Mathematical Modeling

In B1.2 we have the new basic course Modeling. I chose a group in which you had to design an optimized office room. We have to calculate with all kind of different aspects of Physics like warmth transmission, air flows and light intensity what the best office space would look like. Here I can really put my Physics and Calculus knowledge to the test and develop het even further. At the end of this course I want to have a working model that somebody can use to optimize the office room in several aspects.

Integrating Technology

Next semester I want to communicate with engineers and researchers from other disciplines. At next basic course Modeling, I will talk to students from other studies because they will be in my group. Also I want to be able to get a better understanding of electronics and be able to make a working circuit that is programmed with Adruino. With new assignment Creative Electronics and my Project with the Kinect, I sure this competency will develop enough. I want to be able to make a working electronic circuit and for the Kinect I want to be able to program a game.

Ideas and Concepts

I want to know more different ways of coming up with ideas and concepts to see if there are better methods. Also I want to improve my brainstorming by doing it more, because I still keep too much things to myself. I want to do at least 3 brainstorming sessions in different groups and write a reflection about how and why to brainstorm.

User Focus Basics and Perspective

In the future in want to do more user-testing, because in the last project it was very hard to find our user Also I want to use more user-research and testing methods I learned already in theory and put them to the test to see how valuable they are. In our project we get enough time to do user-test, so then I can put more theory to the test.

Social Cultural Awareness

I now have a basic knowledge of the society's needs and development, but I don't really know much about important developments in the past. In the future I also want to know more about that in order to understand the current developments in society better. I'm going to do this to by reading books about the history of Products Design and books about the pace of developing new products and technology.

Designing Business Processes

I don't know yet how a business processes looks like and how to make one yourself. So this is something I want to learn in B1.2 with the minimal requirement that I know what the benefits are of a business process and how it looks like. If I have enough time to develop this competency area further, I also want to make a business process myself to fully understand it.

Design and Research Processes

Getting to know the design and research processes better is just a matter of doing it a lot. So with every project I do, I will get better at it. I have learned that it is important to have a good documentation of your research and that is something I want to do better the next project. Because without it, you don't know any more why you made certain choses and where they are based on.