From:	Hack Design
Sent:	Mon, 26 May 2014 17:10:00 +0000
To:	saqibrazzaq@gmail.com
Subject:	Lesson 50 - Finale: A field guide to being better at design by being self aware(Aspose.Email Evaluation)

Finale: A field guide to being better at design by being self aware

Curated by Tuhin Kumar, Product Designer, Facebook

Being great at design is as much about knowing the theory as it is about knowing your own areas of growth as a designer. As the Hack Design course comes to a close with this last lesson, I want to point to a few resources that will help you understand yourself better as a designer. These are questions that, as designers, we have all asked ourselves at some point of time. They call for introspection and in the process will make you more aware of what kind of designer you want to grow into. The collection of resources in this lesson are less about theory and more about being more self aware as a designer. These are my personal favorite resources that have helped me grow as a designer and hopefully will help you too.

Keep Coming Back

Resource

Task: As you start practicing design as a profession, make it a point to keep coming back to this amazing collection of resources and brush up your skills again. It could be a course that you had particularly strong interest in or something that you did not give enough time in the first pass or maybe you want to brush up mobile design skills for your first iPad app! As you evolve as a designer your own understanding and interpretation of this course will change and it is always good to have such a handy resource at hand.

[Great Designers](#)

Article

Task: This is a short one written by yours truly. It talks about the struggles you might face when you are just getting started in design and when you look at the work of those you admire professionally. Once you have read this, make a list of your favorite designers. Now look at their body of work and try to articulate what in particular you like about it and what (if any) do you not like about their solutions.

[What are people looking for when they hire a designer](#)

Article

Task: In this 3 part article, Julie looks talks about what to look for when hiring a designer, thereby creating a great resource of things you need to work on for that dream job interview. As you read through it, you will find points where you excel already and ones where you need to work. Make a list of 3 things you need to improve upon and then work upon them.

[Choosing the Problems You Solve](#)

Article

Task: Design is a lot of things and no one designer can be great at all the aspects. What are the problems that you are most passionate about? What kind of change do you want to bring in the world with your design? Being self aware of your interests and strengths will help you in being a better designer. Julie Zhuo (Facebook) sets up a good framework to guide you through. Do you want to solve system level problems or are you better equipped at creating the next innovate leap in interaction design.

After reading this, make a note of what kind of design impact you want to have. What are the problems that you do not want to solve. What are the opportunities that exist today where you can do the work you want to.

The Shape of Design

Book

Task: If I had to recommend one book to you, it would be this one. This is not a bag of tricks, nor is this a list of todos. Frank Chimero explores the process of design and thereby manages to pose a few important questions that we have all asked at some point in our careers.

Keep a mental note of how your own process maps to this. Do not worry if your process is drastically different from what Frank describes. The goal is not to have one correct process but to make you aware of your own process and give insight into what other ways of approaching a problem might be.

Design is a Job

Book

Task: Mike Monteiro (Mule Design) combines the best nuggets of wisdom of design professionalism in this quick read. Whether you choose to go down the route of freelancing or decide to join a startup, this book has good advice for everyone. It's a book about what NOT to do.

Make a list of tips as you come across them while reading the book and keep them handy.

Tuhin Kumar

I am a product designer at Facebook, creating systems for society. I was previously at Pulse, an Apple Design Award winning news app (acquired by LinkedIn).

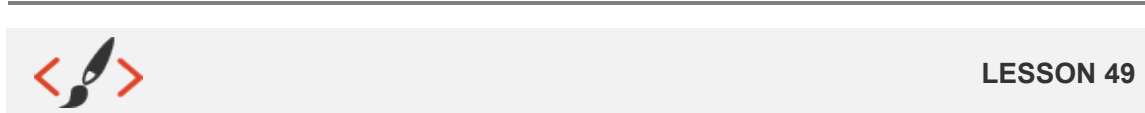Sponsored by thoughtbot Playbook - The who, what, why, where, when, and how of modern application development.

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From:	Hack Design
Sent:	Mon, 19 May 2014 17:11:27 +0000
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Subject:	Lesson 49 - Vim as a Design Tool(Aspose.Email Evaluation)

This is an evaluation copy of Aspose.Email for .NET.

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LESSON 49

Vim as a Design Tool

Curated by Adam Morse, Product Designer, Salesforce

For many designers, editing and writing text comprises a large chunk of our work. Whether
ideas, editing code, or comprising an email, text-editing makes up a non-trivial part of our
mind we'll explore how and why we could use Vim, a command-based text editor, to impr
workflow.

Learning vim - common workflows

Videos

Task: This series of screencasts reviews some common workflows for front-end development. Learn how to q
manage windows, record macros, and more. All in the context of designing with html and css in the browser.

Learning vim - common commands

Article

Task: This is a comprehensive list of common vim commands used for front end development.

**Read through the list of commands and practice using five that look like they might be of common use
recognize patterns in the commands and think about different ways you might construct your own com**

common editing tasks.

Learning vim - vimtutor

Tutorial

Task: Vimtutor is an interactive tutorial on how to get started with vim. You can launch it by opening your term
vimtutor then enter. It will walk you through step by step instructions to get going with vim.

Complete all of the steps in vimtutor. This should take less than 30 minutes.

How to learn vim

Article

Task: Vim can be frustrating to learn at first. This article covers some helpful hints and tricks on, what to read,
adopt, and how to think like a veteran vim user.

Why learn vim?

Article

Task: This article introduces some basic concepts of command-based editing and how it might help you desig
over time.

Think about the text editing tasks you dread / spend the most amount of time on. How could you auton

Adam Morse

I'm a product designer at Salesforce focused on responsive design, readability, fast
scalable systems. I mostly just try to leave the web a little better than I found it. Mak
or make fun of my code on github.