

More Personal Definitions & Their Importance

- Communicating Design Processes help give context to how the design was created
- Design is often considered as "trial-and-error"
- **Failing** within the design process means the design has a large amount of issues with the design. Even if a design fails, it help teach the designer to both improve upon their current design and how to improve upon their future project
- A **user** is someone who usually uses a product from the designer. In a designer's perspective, the **user** is a sort of goal the designer needs to meet to aid in the users' problems
- **Values** of a design can be how well the designer utilize the philosophies to create a new design.
- **Values** of a designer is how well they help inspire many and shape the philosophies & the community around them
- **Forms** are physical attributes of a design that are the main focus of the design
- **Aesthetic** is the attractive appearance attributes of the design
- **Usability** of a design's utility and how versatile the design is.

Personal Goals

I seek to be a designer as I wanted to understand designs a lot better and even create good designs that can help out many people.

When I do become a senior designer, I want to continue designing to help many people, while improving on my viewpoints and style when designing.