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# Why design? Why now?

Carl's opinions to the questions in [The Guide to Design](#) by uxdesign.cc



Purpose by [cvk](#)

**What is design for you? What are 3 reasons why you want to become a designer? What are some products or services you consider to be well designed, and why?**

Design is an experience. A memory people sometimes look back to similar to **that Disneyland trip** you always smile upon. Good design is remembering the thrilling rides. Bad design is remembering the long lines.

I want to become a designer because I want to create a Carl to make life more convenient for me—if my methods work for others, well, good job. However, I primarily design for the sake of myself. I'm honest that way. Secondly, design is a way for me to think outside the box, to skillfully fill in the **blank canvas**. Design forces me to create a series of actions when all I wanted to do is create new buttons. Finally, I find design to be at the core of our daily interactions. Without it, humanity cannot survive. That's not an exaggeration, think surgical tools and apparatuses. When its designs spell danger, you're better off using your fingers to seal that wound (indefinitely).

[Visualize value](#), a chrome extension with the sole purpose of inspiring product creators to move forward with their idea. It effectively conveys their intended message in (literally) a few dots and lines. In fact, it's the

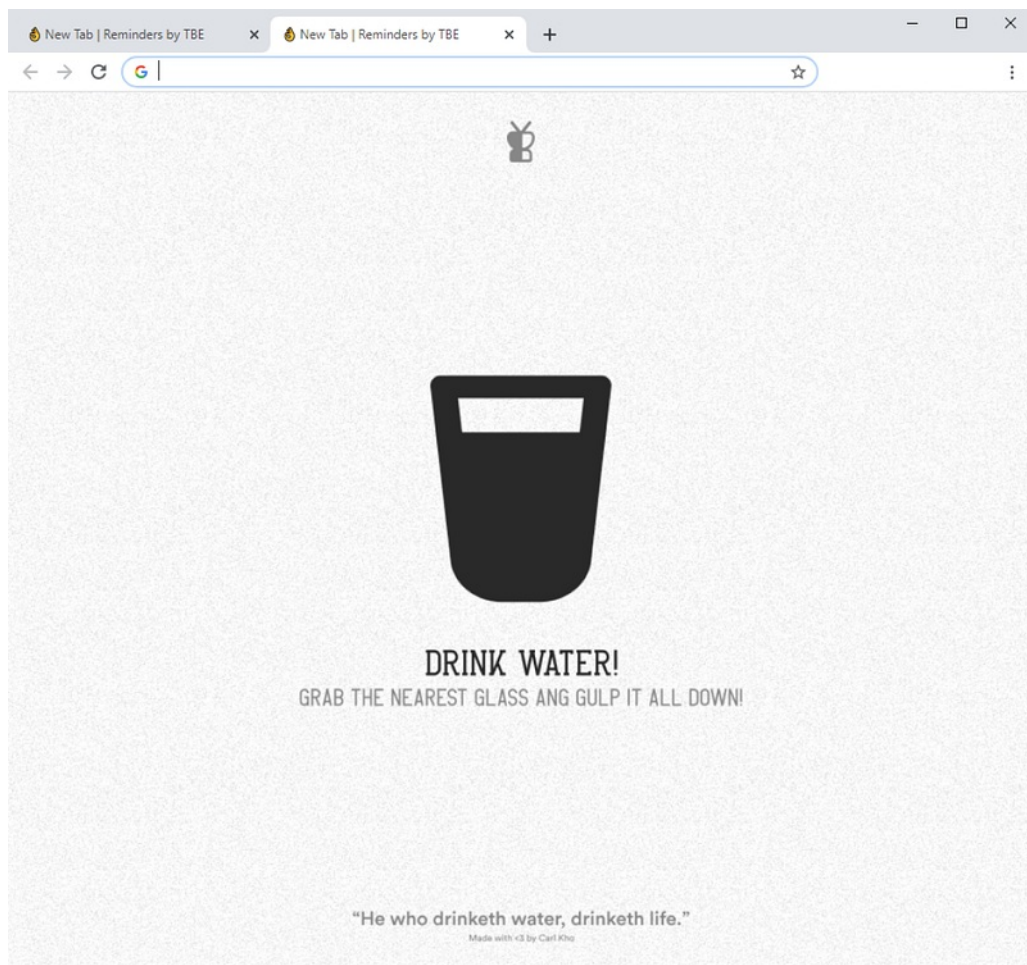
primary inspiration of [my chrome extension: The Butterfly Effect — Lite](#). Another thing I find well-designed are trains. I love trains. They are so efficient. Lastly, this app called [a decluttered launcher's](#) got applause from my phone usage. It is a minimalist launcher which automatically declutters your phone. It's well designed, but it's not perfect. That's why I plan to create my own version of this soon.

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So much for advertising, let's head on to the second question:

**What are your top 3 questions and uncertainties at this point in your career?**

1. What are the ways of standing out in this field, and how do I do it?
2. How do I avoid becoming a one-man show?
3. How do I become resilient from rejections and self doubt?



[The Butterfly Effect — Lite](#) in action.

**What impact do you want the products you design to have on the world around you? What are some behaviors you want your product to enable—on the individuals who use the product, in your community, or in society at large?**

Looking at [The Butterfly Effect](#), I wanted to combat sedentary and unhealthy lifestyles. It is long overdue. I want my users to, eventually, get into the habit of drinking water, stretching in between work, and going outside for a breath of fresh air in a non-intrusive manner. But, just like a product designer, I am in the forever-ongoing process of

iteration, iteration, iteration.

Iteration is now, iteration is forever. Why do you want to become a designer?

By [Carl Kho](#) on [March 10, 2021](#).

[Canonical link](#)

Exported from [Medium](#) on October 31, 2025.