Final Thoughts

At the end of the 4 weeks of creative technology I took some time to think about my project and about what I had learned. There were some loose ends I would have liked to continue working on given more time. I would definitely have liked to have done more with the physical prototype, create something more presentable and appealing. Especially when I compared it to some of the other students’ work who made some very interesting prototypes. One thing in particular I would have liked to make was a device that could signal the proximity of farms in your neighbourhood. It could have been a fun little device that perhaps kids could also play with.

I would have liked to get deeper into my idea and work out more possibilities of using the “U Farm” app/device.

While researching my concept I had an image in mind of a community where people in cities could exchange home grown food as well as information in a fun and easy way. When I was young we used to have a small farm at my home, and we also kept a handful of chickens who used to lay eggs every day. One day a young boy from the neighbourhood came to our house looking to buy some eggs, his mother wanted to see if they could start buying our excess eggs instead of getting them from the store. This is not something you would often see in a developed city. I kept going back to this story while I was researching my concept, I wanted to use the technology to bridge that gap and have more of a social impact than anything else.

That is an area I would have liked to explore a little bit more. Look into how I can make “U Farms” more interactive and social. I didn’t want it to be so much about making a profit as about improving lifestyles and creating a better sense of community. Another idea that appealed to me was the concept of barter and exchange. Since no one can be expected to grow all kinds of food by themselves people could specialize in different categories and have an open exchange with each other. This might not be the most practical way of doing it but it could be a fun, interactive experience for people to participate in. It might even be more of a hobby than work.

I did not go too far into these ideas because I started questioning the practicality of them. However, I think I could have got some good insight with more primary research. If I could get feedback from people about some of these ideas it would be useful in creating something more practical and usable.

Apart from the project itself, I also considered what I had learned during the 4 weeks. It was challenging work for me, I found myself being out of my comfort zone a lot of times. But in retrospect I believe this was a big positive. As a designer I need to become more accustomed to work outside of my comfort zone in order to expand my skillset. It is easy to get comfortable working with the tools and the processes with which you are familiar, but in real life you always face problems with no obvious solutions. This is one of the main reasons I chose to study this program and this module, I felt the need to expand my skillset and way of thinking. So I consider this a good learning experience that will teach me more as a designer than working with tools I was already familiar with. I believe this experience will definitely have an effect on my approach to design and learning about design.

Finally, I discovered some amazing new technology and innovation that is going on all around us during these 4 weeks. Particularly in the field of farming where I did most of my research. So many ideas I came up had already been done by someone and they had taken it 2 steps further. It is very impressive the kind of creativity being applied in so many fields.