

Qing Zhao

Creative Technology

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## Final Reflection

Time flew quickly in the past four intensive and productive weeks. I still remember I felt lost in the first week playing with the unfamiliar Arduino kit and didn't know where to go. As the design process moving on, things became clearer and I got my idea settled down with the design methods I learnt in the last module and the help from the Hubmo community.

Personally speaking, I'm quite happy with my outcomes of this project, as my product provides an intuitive interaction for old people which also seamlessly connected with the brief "Connected Home". I gave scope to my advantage in paper prototype making, jumping out of my comfort zone to play with Arduino kit and even shot my first stop-motion animation learnt by myself to tell the concept. The learning process was meaningful, teaching me the way to solve problems, which were bound to be a great treasure for me in my further study.

If had more time, I would like to use wood or some other suitable material to build a 1:1 scale refined prototype to test the technological feasibility of my product. The physical form and structure of the product should be reconsidered as well. Meanwhile, as design process is always supposed to be engaged with people, I would test it with real people and hopefully to get some feedbacks from them to improve my further development. In addition, it's my intention to make a better video to tell the story of my concept, fitting the scenes into the background music and making the shift of every scene more smooth.

Learning and playing with my classmates and tutors Jon, Martin, Fraser and Ali in Hubmo, I felt supported and was always inspired by my fellows. The community brought me so much in my design thinking and prototype making. People around me also opened my eyes to new areas of design, willing to share and giving me precious suggestions in every design decision. I am very grateful to all of them .

As "the flutter of a butterfly's wings in Brazil can trigger off a tornado in Texas," I believe that even a small impact in our daily life can sometimes trigger something that becomes increasingly influential over time. The impact might even be a word, a gentle whisper, a warm touch and so on gathered by our senses influencing our recognition and interaction with the world, which I enjoy making on our daily life through my thinking of design. Last but not least, the fact is that design has no "end", "limitation" or "conclusion", although the module is drawing to its ending, a new thinking mindset is driving me to catch every detail in life and make the impact of people's lives.