IDMNYU /
IdeationPrototypingSpring19-Bennett

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master

IdeationPrototypingSpring19-Bennett / **I&P_final_self_assessment_2019.pdf**

LadyK first push   3d9d680 · 6 years ago
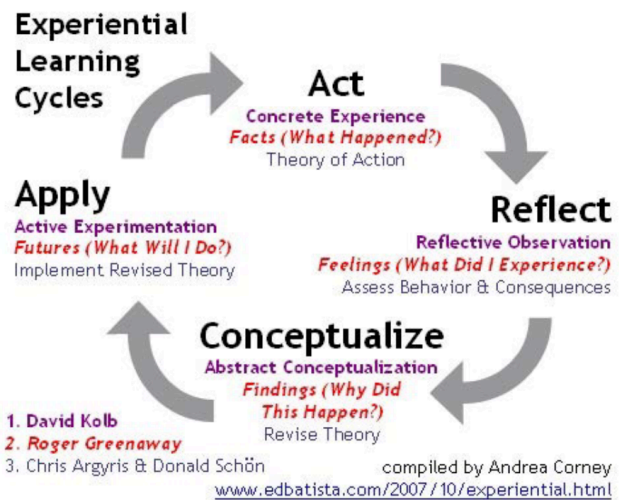
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I&P   FINAL
SELF-EVALUATION

REFLECTION

Any action without reflection is meaningless; real learning only occurs as part of a reflective process. Reflection is studying your own practice as seriously as you study anything; it involves thinking about why, what, and how you create something. In any learning situation you should study beforehand, make/do, debug, reflect, adjust, and do it all over again. Learning happens in a cycle, illustrated in the diagrams below.

As a student, you should also develop your critical thinking skills. This will initially involve critiquing other people's work but ultimately you also want to be able to critique your own work. This will allow you to develop as a creator.

1 of 2 pages

I&P   OVERALL
SELF-EVALUATION

NAME:

SELF EVALUATION FOR OVERALL CLASS PRESENCE & PERFORMANCE (aka final grade)

A. Excellent (90-100)
    Performance, participation, and attendance of the student has been of the highest level, showing sustained excellence in meeting course responsibilities. Work clearly differentiates itself from other work, has memorable impact, pursues concepts and tools above and beyond what is discussed in class. The student thoroughly understands the theory and practice behind ideation and prototyping.

B. Very Good / Good (80-89)
    Performance, participation, and attendance of the student has been good, though not of the highest level. Work demonstrates a better than average understanding of ideation & prototyping.

C. Satisfactory (70-79)
    Performance and attendance of the student has been adequate, satisfactorily meeting the course requirements. Work is average and competent, showing a basic understanding of ideation & prototyping.

D. Poor; Below Average (60-69)
    Performance and attendance of the student has been less than adequate. Work is lacking in many or most areas that show any understanding of ideation and prototyping. Problems may include lack of interest, procrastination, poor planning and poor craft.

F. Unacceptable (59 & Below)
    Performance and attendance of the student has been such that course requirements have not been met. Work shows no overall understanding

WRITTEN SELF EVALUATION
• Use a word processing application to answer the following questions.
• Save as a pdf
• Send it as a Direct Message to me in Slack by December 19th 7pm Sharp

Of Self
• How has your creative process changed, since beginning this course?
• Describe what specific, ideation & prototyping tools and techniques have begun to inform your other work.
• If your growth is not where you would like it to be, what specific steps will you take to improve your process?
• What resources have you found to be specifically helpful to you for this course? And why?
• Did you accomplish your goals that you established at the outset of this course?
• What other things have you learned in this course?
Of Final Project
• What am I proud of in this project?
• What did I learn from this project?
• What did I experience during the development of this project? Why did this happen?
• How could I have done it better?
• What will I do differently next time?
Of Classmates
• Which classmate(s) inspired you the most and why? Speak to particular project(s) they did.

of the course material on many levels or either a severe lack of interest.

	# of Total absences

Participation in Class (check one):	
	Your voice is a great asset to our class discussions.
	Your participation was satisfactory.
	You should participate more during our class discussions.

Of The Course
- What assignment(s) or project(s) did you like the most and why?
- What assignment(s) or project(s) did you like the least and why?
- What change(s) would you make to this class and why?
- Feedback re: required book (Did you buy the book? If so, what format (physical or ebook)? Will you continue to refer to it in the future or do you plan on selling it back and why?)

* What would make the Future Project more fluid? How could it be designed better? What would help in the beginning to be communicated?