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| Personal development plan  Jesse van den Broek | PI&V |

Contents

[Introduction 2](#_Toc177722104)

[Past experience 2](#_Toc177722105)

[What drives me 2](#_Toc177722106)

[Personal quality’s 2](#_Toc177722107)

[Personal pitfalls 3](#_Toc177722108)

[Goals 4](#_Toc177722109)

[Planning for PI&V 4](#_Toc177722110)

# Introduction

Who am I, and who do I want to be as a designer? It is important to have an answer to these questions. It enables one to be able to set clear goals for themselves, but also it gives them a larger understanding about themselves, what drives them, what they want to add to the world, etc.

Upcoming months or years, I’ll search for answers on these questions. I’ll try and get to know myself and my professional identity more, so that I’ll be able to answer those questions with confidence. This document is the start of this search.

# Past experience

I chose the study Industrial Design mainly because I like the combination of creativity and technology. In my past I’ve liked to try and make small projects, to make something work. Either a small (attempt) to make a website, or a online game or a physical game with an Arduino. I think these interests and projects kind of fit Industrial Design, and I could use my experience in some other projects.

Most of my experience isn’t that in depth, because most of my projects didn’t last quite long, or were very small. However, I do have a little experience in for example coding, since that was a skill which was required for a lot of small projects. Mostly for using my Arduino for different projects.

In area’s like sketching, or design processes in general, I do not have much experience.

# What drives me

I really like to either help people, or solve problems. I think that is also my main drive, because if I have a problem to solve, I really want to work on it until I found a way to solve it. If I can design products to help people, or to solve different problems, I would be very motivated.

I think the part of the design progress which I am the most interested in is the process of making your idea reality. So even if I’m working on maybe a subject which isn’t completely my interest, I would still really enjoy facing the different challenges when having a couple idea’s, and trying to make them reality.

# Personal quality’s

* Perseverance
* Curiosity
* The desire to learn (if I like the subject :))
* Organized
* Creative

Those different quality’s, are quality’s which I think fit my professional identity as a designer. If I have to work for a project on a subject which I really like for example, I really want to finish it in a way I am happy with it. I don’t mind it much if I fail, but if I do, I want to try again, until I succeed. Next to that I don’t mind learning new methods, or new stuff in common, by myself by using the internet. Once I want to know how something works, I can search for hours until I finally understand it.

On top of that I like to stay organized (most of the time), because otherwise everything becomes a mess in my head real fast. Especially when planning my time. I like to have a general overview about what I have to do upcoming days or weeks.

I think in a team, I like to try to have control, because I want to have an overview over what has to be done. However, sometimes that means I try and do a lot by myself, because I want it finished, or want to make sure it is finished in time. I think this is something I can work when working in teams.

# Personal pitfalls

I think my largest pitfall is distraction. Sometimes, mainly when I really like the subject or project I’m working on, I can work for hours without getting distracted. However, if I do have to learn for subjects, which I find less interesting, I find myself being distracted really fast. Not even by my phone or such, but mainly by my own thoughts. However, I don’t think this will be a large pitfall as a designer, since I’ll like the project that I’ll be working on.

A pitfall for me as a designer which I already noticed at CBL 1, is that I tend to think about the realisation of ideas really quickly. Once a idea has come up in my head, I automatically switch to thinking about how to realise this idea. This is a downfall since I tend to discard ideas which I think are not possible to realise, causing my to be less creative.

An other pitfall for me, is the fact that I (do not yet) know which direction or what roll I want to take as designer. I like a lot of different subjects and such, which doesn’t give me a clear direction to go to as a designer. This is an important part which I’ll give a lot of my focus upcoming time.

# Vision

For now, my vision is really limited. I don’t have a clear vision about where or how I want to be in a couple years, which I’ll work on upcoming week or months.

However, in a couple of years, I think I see myself working in a team, where we create products to solve existing problems. This is really the way of designing which I think I am really interested in and drives me.

# Goals

* Explore which parts of the design process I like the most by reflecting on upcoming CBL activity’s.
* Explore my interests also by reflecting and realising what I like to do more.
* Being as open as possible for all idea’s next weeks in our CBL ideation phase.
* Staying organised while not being (too) stressed.

# Planning for PI&V

Upcoming weeks I think I’ll try and focus on my interests a lot. Find where most of my interests are, and what that means for the direction I want to go to as a designer. Because I think that is my greatest challenge for now.

I also plan on reflecting way more than I used to, because reflecting is an important aspect of PI&V. This way I’ll also discover more personal quality’s and / or pitfalls, which I can deal with.