

Topic: Reflect on how your understanding changes before and after reading the article related to the topic.

Essay: The article I chose is the “interaction design of tools for fostering creativity in the early stages of information design” and the most impressive idea is how the early stages of information design looks like and how to design a helpful platform, which are the main topic of this article as well.

First of all, how the early stages of information design looks like? As the definition stated in this article, we have to focus on what to express as information artifact that is the requirement of the early stage of information design. In other words, it is relative to conceptual design, which exist various difficulties to deal with, such as the intertwining between specification and solution construction, the ill-structure of design and the hermeneutic circle in design. The solution to overcome those difficulties in this article is creating a platform that can help the designer to interact with the representation of his/her conception, then the designer can foster a clear idea with repeating this interaction. As the article written, this approach is called the interaction design.

We can easily conclude the followed figures according to the article as well. The figures of early stage of information design includes:

1. Available means of externalizations influence designers in deciding

which courses of action to take.

2. Designers generate and interact with not only a partial representation of the final artifact but also various external representation.
3. Designers produce externalizations not only to express a solution but also to interpret situation.
4. Designers proceed with projected meanings of representation and gradually revise and confirm those meanings.

As for the solution that is designing a platform to precisely solve the problems stated above, this paper also concludes its principles, which consist of interpretation-rich representation, and representation with constant grounding, and interaction methods for hands-on generation and manipulation of the representation.

Honestly speaking, even with the example of ART, it is still hard to get a fully understanding of the idea of this article. Under my superficial understanding, the early stage of information design needs to take an action to represent the idea before getting a fully thought of the idea because we cannot do that before we represent our idea, which is also the knowledge of the course. But after reading this article, I have a brief idea of how to deal with these design problems which is concluded into the part of how to design a helpful platform. So a helpful design platform should offer a place that the designer can interact with the representation of the idea and re-represents it till he/she foster a clear

thought by easily comparing with each representation and easily getting involved with the process of representation.

I think I should read this article once again to get more understanding, and as for now, this is what I learned from this article.