Personal Development Plan

Personal information

Name
Identity number

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Teacher Coach

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Semester

B1.2

Vision

Vision on Society

In my vision, society should be more equal than it is now. This means that I want everyone to have the same chances and opportunities. In our current society there are too much inequalities between races, religions, genders, but also between abled and disabled people.

Besides the inequality that our world faces now I also believe that we should make efforts to preserve the world for the next generations. The emissions of greenhouse gases are higher than ever. We are the first generation that notices the effects of global warming and the last that can do something about it.

Vision on the Role of the Designer

As a designer I want to contribute to this society to make products and services that are easily accessible for all people, or help less privileged people to make their lives easier or more fun with my product and services (e.g. Bartimeus HEARE app, Accessibility© audio based navigation for blind people).

Since I think that the environment is very important, I also believe it is important for a designer in today's society to think about the environmental costs of a design. I realize that it is not possible to make a completely sustainable product, but I believe it is the mission of the designer I want to be to come as close as possible.

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Identity

Desired identity

As a designer I want to be able to empathize with the user. I want this, since I would like to design with people with disailities or little to no privilege. I am, on the other hand, completely able and have a lot of privilege. I need to understand the lives of the people from this user group, before I can help them to improve their lives with my designs.

An other important aspect of designer for this user group is that I need to know how to produce affordable product, since less fortunate people should be able to purchase it. To do this, I need to know what resources I can use, but also keep in mind that the product stays sustainable and durable, to make sure that the product is worth while for the customer.

Actual identity

I have already learnt a lot about understanding the user from the courses Intercultural Design, which tackles cultural issues and differences, and User-Centred Design, which is a course about user research to understand the user. However, I am not an expert in this field yet.

The only things I know about business are the things I have learnt in high school economy and management subjects. I think I do have the mindset to become better at this with a little practice.

Approximately the same applies for sustainable innovations and working methods. I know the basics about how green energy works and how to apply it, but I do not have any in-depth knowledge about this so I could use it in my designs.

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Goals: Competencies

Creativity and aesthetics

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I have learnt a lot in creativity and aesthetics the last semester, I did this by volunteering every opportunity to do something in Adobe Illustrator or make prototypes. This, of course, is not enough to say I am competent. It is important for me to become better at these things, because I want to be able to show my thoughts and make things I can be proud of.

My plan for the coming semester is to continue volunteering for these things and work together with people who want to learn this, so I understand the difficulties better of which I forgot were there and become more of an expert. Their input in what they want to make and their feedback also helps me to improve re-garding to aesthetics.

My goal is to be able to make a good looking prototype, poster and/or business cards without putting too much effort into it.

Technology and realization

★★★★☆

In the course Creative Programming I have learnt to make basic programs to visualize things in Processing and I have learnt how to use Arduino. I have learnt even more last quartile in the the course Creative Electronics. This made me able to make a working prototype I am rather proud of.

To extend on this process I would also like to make a working prototype using Arduino at the end of project 1. I Have already learnt a low that I would need in Creative Electrnoics, but I am also planning on making small useful things around the house with my father with Raspberry Pie. This will not necessarily teach me about Arduino, but will help me understand how programming in real life works and give me insight on how to program a prototype.

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Goals: Competencies

User and society

★★★★★

I have learnt the basics about user and society during the User-centred design course. Here I have learnt the importance of the user during the design process. During this semester I want to learn how to implement this knowledge. This is an i mportant skill for me, because without this ability I will not be able to design for the user group I am currently interested in (people with little ability and privilege). During the first project we will do user interviews for this goal. To reflect back on this, we could do validation user interviews at the end of project 1.

Business and entrepreneurship

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I do not know anything about business and entrepreneurship, besides high school economy and management subjects. I want to learn how business plans work and what is considered to be a good strategy. This is important for me as a designer, because I will not be able to target a less privileged user group if my business model does not allow the prices to be low. I think I want to follow the USE LL Technology Entrepreneurship for this in my bachelor. In quartile 4 I will be following the course Designing with and for Multiple Stakeholders. I want to see in this course whether this is what I want to learn with USE and I hope to get an understanding on how business works within the world of design. At the end of the course I want to be able to make a small business plan for the product we made in project 1.

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Goals: Cometencies

Math, data, computing

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I have a lot of talent for math, data and computing. I can learn subjects within this competency relatively fast and without a lot of effort. During this semester I have the course Introduction to Modeling. During this course I want to learn how to program in MatLab, because it is a very well-known and frequently used language. I already have some basic knowledge of MatLab, because my father wanted to teach me that. It is important for me as a designer to learn such a programming language to know what is possible and where the limitations are and why. It is also necessary to know, so I can communicate later in life with programmers who I will work together with in making a design. This is why my goal is to be able to make a program in Matlab at the end of the Introduction to modeling course.

Goal: Personal

Sustainability

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My main learning goal besides the competencies is about sustainability. I think it is important to keep the state of the earth in mind when designing new products.

During the next semester I will not have courses that will necessarily tackle this goal. I can try to use sustainable technology and materials in the design for project 1. However, since we do not have a clear idea of what kind of product this is, I am not sure whether this will be possible in the context. This is why I want to keep this as an optional goal.

Since I am thinking about choosing the USE LL Technology Entrepreneurship I am considering to follow an extra course, so I will recieve an additional certificate. The extra course will most likely be Green Business Models to develop myself as the designer I want to be.