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A cheat sheet of my goals and workflow

User Centered Design

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# **Introduction and my own thoughts**

## **User centered design cheat sheet**

*This document is a guide for creating projects in user centered design. It will have all the information needed to create a good project, like a summary of the workflow. This is mainly for myself so I can create interesting reflections and plans for my projects that I am creating.*

*Note that this document is for myself and to inspire me to work with UCD as a main workflow for all my future projects. I might adjust the ways of working at times, but it all comes down to what kind of project I am working with. I call this a cheat sheet because I am going to look back at this when I have questions about how I am going to work in my projects.*

*I might continue to fill out this cheat sheet the more I work with my projects. It all depends on how many notes I want to bring with myself and what I want to remember for future reference. But today I finished up my inspiration part and have decided to take user centered design with me during my professional career.*

*Today marks the spot where I will start working on my first project. 17.04.2023. This will be my start on the road to become a millionaire during the next two years. If I have achieved that in two years then I will be really happy. If I have not achieved that, then I at least have a lot of experience with UCD and planning projects so finding work will not be a hard thing to do. But let’s hope that I have achieved my goal of becoming a millionaire!! This is going to be exiting and fun.*

## **What are my goals?**

My goals in my career is to become a good project planner that creates my own applications after going through the planning process. I am currently doing a bachelor degree in web development at NTNU Gjøvik or Norwegian University of Science and Technology, after the bachelor I wish to do a master degree outside the country. To be more specific I wish to do my bachelor at RMIT or University Melbourne City Campus, I believe I will take a Master of Design since I find it more appealing than a Master of Information Technology.

I believe that it’s important to set a goal that is realistic and not money based, even though a master in a foreign city in another country is expensive to achieve and I do not possess the economical assets or connections to make this happen right now, I do believe I will have the economic strength during the next two years. I have 2 years left until I have finished my bachelor degree.

My hope is that I have earned enough money to be financially stable until the end of my bachelor degree.

So to keep it short I have three goals I need to achieve during the next two years, the sooner I achieve them the better.

* Bachelor in web development
  + Need to complete my career goal of education. This is a goal that I need to achieve because then I have completed my new title of a web developer with a bachelor degree.
* Economic strength
  + I wish for economic strength so I can afford a home in both Melbourne and Oslo. I wish to buy an apartment in both cities. At the same time, I want to have enough economic strength to be able to live a comfortable life where I can spoil myself.
* Fixed income
  + What I mean by this is that I will have an income when I travel to Melbourne and while I study here in Gjøvik. I have to figure out a way to be self-employed and still get a fixed income from the work I will be doing in project planning and development.

* Self-Employed
  + I wish to be Self-Employed so I can have the freedom to do my projects and work on my ideas when I travel around in the world. This means that I have to have to figure out how my own projects and skills can become an income for myself so I can have a secure and good economic future where I can afford to spoil myself with apartment, cars and whatever I want.

## **How to achieve my goals?**

* Bachelor in web development
  + Focus on my education is top priority, completing my bachelor’s degree in Web development is crucial to achieving my career goal.
* Economic strength and Fixed income
  + Building economic strength will require saving and investing my money safely. But to get to that point I have to create my projects and find a way to earn from this way of working.
* Self-Employed
  + To become self-Employed, I need to showcase my skills and experience to potential clients. This means that the projects that I create have to be showcased. Here I have to showcase my projects in a way that shows the whole project planning phase and the result.

I have a golden opportunity to showcase my projects on LinkedIn, Facebook, Instagram, YouTube, ticktok, twitter and my own personal page if I wish to do so.

In the end of the bachelor degree the students will have to showcase their work on a webpage created by the institute of design at NTNU. Here I can show my work for future clients and workplaces.

* Network and build connections
  + Building network and connections can help me find opportunities for self-employment and fixed income. This means I have to attend events, join online communities, and connect with people in my industry to build relationships and find new opportunities.
* Something to remember
  + I have to remember that achieving my goals will take patience, persistence and hard work. I have to stay focused on my objectives, be adaptable, and keep pushing forward even when faced with challenges.

## **My critical questions**

*These questions are my questions before I start working with user centered design. These questions are important for my workflow and happiness when working with projects. Think of it like a motivation and answer to my own insecurities around my thoughts when it comes to defining my workflow and how I structure my projects. I will find my answers in my lecture notes and from my own understanding, after going through the learning materials I will have a better understanding of the workflow and my answers will be noted down in my list of critical questions. I will keep a* [*repository*](https://github.com/Jonhels/User-centred-design-notes/tree/master/Resources/Lectures) *open where all the lectures are uploaded to my GitHub.*

* **How do I create a project in user centered design?**
  + In UCD we have many models that we can follow during the process, but my focus will be on the double diamond model. The double diamond model represents the divergent thinking process, which is focused on exploring and understanding the problem space.   
      
    The stages of the first diamond (Research):
    - Discover
      * The goal is to identify the problem or opportunity and gather insights into the user’s needs and context. This might involve conduction research, creating user personas, and defining the problem space.
    - Define
      * The goal is to narrow down the problem space and define the specific problem or opportunity to be addressed. This might involve prioritizing user needs and goals and developing a clear problem statement.

The stages of the second diamond (Design):

* + - Develop
      * The goal is to generate a range of potential solutions to the defined problem. This might involve brainstorming, sketching, and prototyping.

* + - Deliver
      * In this stage, the goal is to refine the best design solution and prepare it for launch. This might involve creating detailed design specifications, conducting user testing, and iterating on the design.

Overall, the double diamond model emphasizes the importance of divergent and convergent thinking in the design process, and it highlights the need for an iterative approach that involves testing and refining design solutions based on user feedback. By following this process, designers can create solutions that meet the needs of the user and deliver a great user experience.

* **What is user centered design?**
  + User-centered design (UCD) is a process of designing products, services or systems with the user at the center of the design process. The main objective is to create products that are intuitive (something that is easy to understand or use without needing a lot of instruction or explanation).

By focusing on the user and their needs throughout the design process, we can create products that are more usable, accessible, and enjoyable for the user.

UCD involves understanding the needs, goals, and behaviors of the users, and using that information to create good designs. This means that in UCS we have to conduct user research, creating user personas, prototyping and testing designs with users. Afterwards we need to refine the design based on user feedback.

User centered design is all about how the user responds on our ideas and design, this will help us create a good product that the user will be satisfied with.

* **Why use user centered design?**
  + This is a relative hard question to answer if I am going to answer theoretical about it, therefore I choose to instead answer why I want to use user centered design in my way of working.

I wish to use user centered design in my line of work as a designer and developer because it’s the most benefitting way for me to create good projects that I can trust the result from. UCD gives me the opportunity to be more myself when creating the projects that I want to create. It gives me the way to reflect around my own thoughts and see the thoughts of others from interviews and studies.

I want to make this a part of myself and how I work because I have long wished for a structured way that benefits me as the person I am. UCD goes well with how I wish to work with projects and how I need to plan out my work before I can start working with something.

It feels more structured and giving to do something that is planned out in advance. Honestly I prefer doing the planning process instead of the development. I find it more fun to work with development after I have created a reason to work with a project during the research and planning phase. I wish to do this professional and UCD is my key to do so.

* **What do I achieve from working with user centered design, what is the reward?**
  + I achieve the key to create my own projects in a well-structured and fun way. I have always struggled with finishing up projects because I never gave my best when planning them out. It always felt like doing something only to do it, and not do it because I find it fun to work with.

UCD gives me the fun aspect and a reason to create amazing projects that I can be proud of.

* **Will I be able to create good project with user centered design?**
  + I will be able to create great projects when working with UCD. It fits my personality and the professional goals that I have for myself.
* **Will it be fun to work with user centered design?**
  + I believe that it will be hard at times, but mostly fun to work with UCD during my planning phase.