

The Feedback Loop

Challenge: Solicit, Accept, & Provide Feedback

Summary:

Origin: Ask Pete (Capstone Project). This artifact is the 'Dev Blog' for the Daydream Initiative. This artifact is a dynamic 'Dev Blog' established to document the evolution of the Daydream project. It serves as a transparent mechanism for stakeholder management, transforming the private design process into a public 'Reflective Practice.' By showcasing rationale and prototypes, it creates a centralized hub for soliciting and integrating feedback from the professional learning network (PLN).

Reflection:

I addressed the challenge to *Solicit, Accept, & Provide Feedback* by establishing a 'Dev Blog' as a vehicle for 'Reflective Practice.' The technical acquisition of reflective writing skills was honed through the deployment of a Blogger platform, fulfilling the criteria for a well-structured, hyperlinked post. However, the true competency lies in applying this tool within a professional context as a vehicle for 'Reflective Practice.' By maintaining a 'dev blog,' I established a discipline of documenting design decisions and tracing the evolution of the Daydream project, transforming a simple publishing tool into a foundational element of professional growth. This artifact further demonstrates the ability to 'Deliver presentations that effectively engage audiences.' A blog post functions as a static, asynchronous presentation, capable of introducing new topics or posing reflective questions within an instructional module (e.g., Brightspace). This application validates the competency to write and edit messages that are clear, concise, and grammatically correct, proving that effective instructional communication can transcend synchronous delivery to engage audiences in a public-facing context. Crucially, this blog serves as a strategic instrument for stakeholder management and the 'Solicitation of Feedback.' By publicly showcasing prototype screenshots and explaining design rationales, the blog creates a transparent record of the project's lifecycle. This centralized location allows for the efficient soliciting, accepting, and providing of constructive feedback from Subject Matter Experts (SMEs) and the project team, ensuring that the design process is collaborative and responsive to stakeholder input. This practice of 'working in public' is something I adopted from the Open Source software community. In that world, 'feedback' isn't something you wait for at the end of a project; it's a continuous loop that happens every time you commit code. I applied that same philosophy here, treating my design process as an 'open repo' where feedback is the engine of improvement.

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