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Industrial Design

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Vision

I am 18 years old right now. This year I started my study ID at the TU/e. I'm really into music and sounds, mainly aspects you can really pick up with your senses. I really like special stuff right now. Wouldn't really describe myself as a "hipster" but I really like some stuff the people who categorize themselves as that as well. An example of that would be the picture on front of my PDP. I based this on a EP cover of lil yachty, who is an American rapper.

The picture below stands for a lot of things that I find important in design. It's a gaming keyboard make by razer, which is a company that specializes in gaming gear which I'm really fan of. This keyboard was the first thing that I bought which I think really relates to its design. There multiple things that I find really interesting at this point in time. One of them being lighting, which this keyboard stands out for. I think for now that the most important thing in design would be making optimal use of the newest technologies and creating stunningly beautiful products using those things. Which is also something which the TU/e is known for. But this keyboard also stands for something else, quality. I have used this keyboard quite a bit, but the build quality is just not good enough for me. It broke down quite often so I decided to return it. I find this aspect even more important than aesthetics, I want to make products that not only look good, but that also function perfectly.

So for now, I think the aesthetics of a product are important. Also, I like products that just like my keyboard and me, go on an engagement with its user. I've followed a course this year that involved prototyping with the aim to create product that look both good, but more important, connect with its user.

Goals

Prototyping

Since I've followed the course Design for the here and now, which was mainly based on creating interactions between products and users using a lot of prototyping. I expect to be able to use this sort of skill that I learned during the project 1. I want to be able to contribute to the project in this and many other ways. But I think that this might be one of my actual strengths right now. That's why I want to keep learning on the area so I can keep progressing on it. I want to improve this skill by working on the final demo-day product. This one has to look the best, and therefore will require the most skill.

Physics

I sadly didn't pass physics during Q2. After Q1 finished I had 5 ECTs only. I was very down for a little but then I decided to try my best to pass at least one of the two courses I failed. And now I want to pass physics as well. I think this course is going to be very important throughout the major and therefore I really need to pass it as quick as I can. I expect to be able to do this through a lot of practice. I want to be able to make all the practice end quizzes without any trouble and eventually pass physics this school year.

Planning

I'm a very impulsive person. I've always had trouble focusing on tasks that I don't enjoy. As Dutch people say: grote passen, snel thuis, which translates to: big steps, be home quicker. I think planning my tasks can really benefit me and my thinking process. During design project 1, me and my group made a planning at the start of the course, which had everything we had to do during the first Q of the second semester in it. After we were done, I decided to copy this planning and added my own personal planning to it. So I can already see some process on this goal. Something I have done to help evolve this skill was making a really big calendar with all weeks of the quartile and just write everything on there.

Teamwork communication

This may be a fairly weird combination of words, which suits me. With the sentence I mean that I should not only do more during meetings, but also speak up more for my ideas. Sometimes I feel like something my teammates say is not completely right but I just let them do whatever they want. I don't see myself as a leader during projects, which is not a bad thing per se. However, the way things are going right now cannot continue like this. I've already stated this problem in my first reflection that I wrote for from idea to design. It's still a problem, otherwise I would not have added it to my goals list. But, the problem has gotten less. I have a really fun group for my design project and I notice that I speak up more during meetings. I still don't take an actual leader role. I don't think that would suit me very much anyway. But by the end of this project I hope the small issues I still have during meetings will be gone.

Creativity

As a child, I was always being very creative. Drawing, making stuff with paper and cardboard or wood and even some electronic stuff. The older I got, the fewer I started drawing. One of the reasons I chose this study was the fact that it involves both creativity and mechanics, which I'm both very interested in. This year, there was mainly a lot of focus on prototyping, were the creative aspects were put a little behind. I want to be start focusing on the creative part more. For example, graphic design. I chose an elective which will focus on that, which will hopefully improve my skill on that area. I know this has succeeded when that final product looks good.

Focus

The last goal is quite obvious. I need to focus more on the things I do and focus more while performing tasks. I've already stated that I find it hard sometimes to keep working on things that I don't like. And even though I think this issue is sort of a personal trait as well, which would make it difficult to actually fix. I hope I can work on improving my focus throughout this study by also doing tasks I don't really like and sometimes take these tasks on purpose to train myself in doing stuff I don't really enjoy. I can try to improve this by for example making lists of the activities I have to do, and then switch between more fun and less fun activities. Another thing that might help would be to switch between activities regularly.

Professional Identity

I can work really hard on stuff I enjoy and so far I've not had any troubles keeping my focus on stuff during this year. I want the things I do or make to be perfect mostly, this is when I really enjoy putting time and effort into the projects I'm working on. I think that our society as we have it now is pretty well functioning, especially compared to some other countries worldwide. I think design should be based on being able to people, but also give them a feeling of having something really well looking, aesthetics are super important to me. As a designer, I think I have many strengths and weaknesses. Most of them have to do with my short focus-span and I'm also planning on working on it. My strengths are mainly on the aesthetics and functioning of products for now. I used to way better at practical stuff then at any theoretical stuff. However, I think the difference between those two areas is slowly becoming smaller.