

Reflection



Seamless interaction for everyday life

At the start of this research project, we divided the tasks/responsibilities which had to be performed during the project. To get desired responsibilities I focused on my vision and the goals that I stated in my PDP for this semester. As a result of this allocation, I was fortunately pointed out to be responsible for the technology and realisation, the prototype, and next to that parts of the visualization of our research study. As I stated in my PDP: 'I want to learn how for example shape and material can influence people's behaviour', 'Furthermore I will spend more time in visualisation of products and ideas'. In the realisation part of this study I learned a lot through the material-, shape, size- and touch explorations which I conducted with independent people. With the use of these explorations I really became more aware of design qualities, when noticing how small changes can have huge impacts. The obtained feedback in the explorations had great contribution to the worked out prototype in order to conduct a valuable research study.

The many intermediate presentations and coach meetings we had during the entire project helped a lot to trigger me to visualize the process. I noticed that a lot of visualizations were very useful, although where I once was missing one, I made a less useful one another time. Fortunately this had no big influences on the process and were yet useful for me to improve my skills. Important to note is that I became aware on how the amount of feedback was depending on the way of visualizing. Therefore I do really want to continue with the use of editing programs like Adobe Photoshop, -Illustrator and -InDesign while conducting design- or research projects.

During the entire project a lot of things end up to be really valuable. I believe that wood- and plastic crafting, the prototype explorations and meeting deadlines went very well. The value of these part definitely contributed to the quality of the study. However I did argued a few things could have done better, whereas by me or the project group. The prototyping plan which I made, could have been worked out better. I afterwards felt that I should have done a laser cut for the final prototype, which might had prevented its imperfections. I want to take this into account the next time in order to conduct better studies.

In future projects I really want to perform better designs, which really can influence people in a perfect way. During this project I became aware on the influences of imperfections in the mechanisms of the designs on the participants. I am very confident that the impact of a research study caused this awareness. I never performed user studies of this duration(two weeks). Therefore I actually for the first time had to realize a prototype which could be understood and on account of that be used easily by people for a long period of time. I am going to apply this awareness and knowledge by improving the log of process and by creating more visuals to get more feedback on my prototyping plan.