

Reflection



Smart environments for well-being

During this semester I found it very interesting to work with a very wide oriented team of designers. Everyone had his/her own wishes, but at the end I believed, with a good division of tasks everyone learned what he/she wanted to learn.

The biggest impact on me in this project, was how I learned to make a web service, especially according to very interesting social media designing tools. Initially I was aiming to learn a lot about how to create concepts/prototypes with a lot of care for the user. I want to dive in to the users their needs. I wanted to focus on getting a very clear image of what could satisfy and help my user in the best way.

Within my project I could say that my main goal worked out very well. I believe that by making a service, an online community, I really learned to understand how to structure, organize and visualize a product in small detail. Since coding can be really detailed and can affect your product on all parts, I think that making a website really developed my empathy skills according to my potential user. Unfortunately I did not test real users. If I could continue, the first I would do was, improving my results based on my feeling, through the experience of the user.

This all can be divided within the competence areas 'User and Society' and 'Math, Data and computing'. For me these two are the main focus, because I want to understand the user, but next to that also make a valuable connection with the user by building it and improving it. So I have to understand something about the technology and computing behind it.

Furthermore I was also aiming at getting to work with 3D-print or laser-cut. Both unfortunately did not work out, because the website was a too dominant task. Although, I was able to get a few things clear to myself about these techniques via my project group members. Fortunate I was able to observe the process of these techniques. Right now, I do not think that this is a missing gap within my development, because I had the chance to improve my other goals more. I do think that, the next time, easy said and maybe hard to be realized, I have to prototype more. Due to the fact that in this project I was focusing on building a website, which was the core of our product, a lot less physical prototypes were made by me this semester. That would be something to work on for the next project. I just have to get the chance and do it.