

Reflection



Bugged

I think Bugged 2.0 has been the best way for me to learn this semester. We were able to think about the weirdest things you can imagine and that's why I expanded my mind. My brainstorming skill has improved a lot because of the possibilities in Bugged 2.0.

This first project was my opportunity to lead the group. I think by leading a group I was more aware about the design process. I had to lead the project to a good direction. I think by making a logbook, a daily planning and making a division of labour I gained a good insight in the process. After seeing the end result I think we did a good job with each other, but there are still several things what could be better. I think the biggest failure is that we did not come to the user testing process, which is for sure maybe the most important aspect of designing.

Besides that, this project helped me to improve a lot competences. Working in a team concerns automatically the Teamwork and Communication competence. Our teamwork reached, in my opinion, a high level. Therefore I am very happy to be in such a motivated team. A team who cooperate with the same high ambitions as I had initially. This high ambitious were eventually too high, but it helped us to keep working very hard. Because we wanted so much, we worked hard until the last minutes before our presentation.

Besides this competence I developed my User Focus and Perspective competence. Although we haven't done very much in that designing area, I did prepare. Those preparations were enough for this semester. But I do hope, that the next prototype can be tested, so I could develop this competence even more.

In my next semester I want to keep in track with the process even more, such that big problems, like not having time to test with users, do not happen anymore. Besides that, I want to apply the fantastic teamwork of B1.1 in my next projects, because that is the direction to success.