

Reflection



Indoor drone applications

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From the start to the end I found working in a large multi-disciplinary team incredibly interesting as well as its ground-breaking intentions and technology. Working in such a team was definitely worth it and implied several valuable and, despite everything, also a few confronting experiences. Cooperating with many students from varying disciplines with all different kind of commitments demanded great effort and was completely new to me. Communication and planning therefore became very crucial. Next to students I also connected with multiple partners from Blue Jay during the development of the drone but especially also during the several events the team organized. This had major impact on my professional attitude. Besides, strictly structured communication also concept understanding and meeting skills were strengthened. Meetings with Philips, Accenture and NXP and different talks with people at events significantly improved my professionalism.

Furthermore, there were a lot of intermediate and end deadlines which needed to be reached. A missed individual deadline could impact the team's deadline and in also other person's goals as well. Therefore commitment to your work was put on the first place. For me this pressure has never been so high. Through these multiple experiences I learned a lot about working pressure and how to handle it next times. With this pressure unfortunately people got frustrated very quick, which sometimes affected me personally as well. I find it quite difficult to encounter this personal pressure sometimes. Luckily I am used to work hard and deliver high quality so this rarely affected my process. I am almost sure that this individual pressure can be mostly blamed on the expectations people caught from me. Therefore I really learned to understand how creating high expectations can also have negative impact.

I think my role as interaction designer was good and I do not anyhow regret declining the offer

to become interaction architect. This could have been interesting and definitely educational, however this had cost lots of extra time which I did not have. Furthermore I believe that although focusing on some deviating tasks I stayed in my role as good as possible. My application area exploration was not totally in line with the imagined role according to team Blue Jay. The reason for this was that I incorrectly communicated it in the beginning due to uncertainty. Eventually I guess I learned a lot from this role and it got me even more eager to proceed with it in upcoming projects.

MY PROCESS

At first I was convinced that my approach was definitely feasible and worth investing in. I started to think of different research questions and design goals which I also shortly followed. However after a while I noticed that the process was proceeded differently than I was used to experience. This particularly came to my mind when preparing for the drone presentation. Which made me kind of put extra effort in matters I normally would not do that early. I realized that also upcoming software deadlines would interfere other more relevant parts of the project. Of course, I had major interest in developing the software communication, due to my preference for human-technology interaction. Although in this case it unfortunately conflicted with the normal design process I was used to execute. In my belief, this moment was really crucial, since in this way I realized how processes can be proceeded otherwise in real hectic situations. The way my process in fact deviated this much was actually educational. I learned that it also can go differently due to desires of second parties and maybe even third ones. This awareness was still missing on beforehand and therefore I am convinced this external project was also a great success.