Reflection

Design for the here and now

Before this elective I only made a few prototypes in order to convey an idea. I noticed that most of these were not interactive. If they were interactive, they missed iterative prototyping. In order to give my projects a valuable experience, I had to learn how products could be developed in detail via prototyping. Therefore I subscribed to this course. In this course we would work with an existing concept, which would save a lot of research time. I especially liked that a lot, because I did not do that earlier. My expectation so far: learn how meaningful prototyping could be. During the course we first got a few interesting theoretical lectures, which I find very interesting. I learned the beauty of designing through engaging users in the right way. How products differed in experience related to ten very interesting designing rules. Furthermore, I learned the elements of a good design which I should take into account, like feedforward. Then our group started with the iterations of a beautiful doorbell interaction. Doorbell especially was very interesting for me, due to the fact that I want to connect people through my design.

The feedback on our midterm prototype had the biggest impact on my way of thinking. This feedback, was about the feedforward our design had. We represented, labeled, our design as an ear. In this way users had a requirement to process the representation and act according to that. That would had a great impact on the beauty of the experience and therefore we had to get rid of that 'label' as quick as possible. So we did. Since we got rid of such a representative design, we really enriched the experience at the end. Of course a lot of other elements had to be added to improve it, but this was definitely the most interesting one.

My second point of grown awareness was after the demonstration of our final prototype. During the demonstration, we presented it in the wrong way and that resulted a lack of experience among the users. We thought we solved our troubles with how to present our scenario's in a good way. Unfortunately, we eventually yet did it incorrectly. I realized afterwards that we could have done it different. We had to skip the technology and act the echo with our voices ourselves. In this way we could respond as system to the user and then the user could absolutely experience our intentions with the design. This felt as a big disappointment, because I realized it too late. However, I believe that this realization can become very useful in my future designs.

As conclusion I can state that my goals definitely had been achieved during this course. I think that especially my growth in awareness of experience design grew a lot due to all my realizations. Fortunately I chose this elective, since I truly developed my way of thinking.