

# AINT253 Design Process Reflective Document

## Part 01 - Summary:

Part of the design process I believe I performed well in was the organising and break down of my work load. From the beginning I took the advice of Dan Livingstone and used a mind map to break my idea down into its individual parts and using a tool like Kanban flow to manage my work flow. And in turn by using Kanban flow I managed to break those tasks down even further using the sub tasks feature. Whenever I received feedback, I was told my Kanban flow was looking good and well managed.

I also succeeded at creating achievable goals, by breaking down my tasks into smaller sub tasks I found that each thing was simpler to achieve and then that gave me a sense of satisfaction which would in turn motivate me to do more work straight after that. In the long run this helped me get more done especially with the second half of the submission because I knew what I was doing slightly more so I could get the sense of satisfaction quicker.

My planning out my ideas and goals was another area where I feel I did quite well. For example, when creating my mood boards for each design challenge I found a wide range of images that gave me inspiration, but I also kept the images close enough that they could be easily achieved without confusing me and showing whoever looked at them the style I was going for.

One of the aspects of the design process I could have improved upon was communication. During the second design challenge after I had spoken to my client once I rarely went back to them to get their opinion on the state of their room and if they wanted to give their opinion on anything that I had made.

Another aspect I could have improved upon was multi-tasking, during the process I found balancing multiple tasks difficult and whenever I tried to multi-task, I would find myself subconsciously focusing on one task more than the other and having the neglected one suffer and not turn out so good.

Also, In the design process I struggled to create complex art assets in appropriate times. For example, because of my own inability to ask for help or advice in time simple art assets that should have only take an hour took between two to three hours which hindered the process and slowed me down massively.

## Part 02 – Pragmatic Solutions:

Give myself enough time to practice certain techniques

I misjudged how difficult it would be for me to create textures. My main issue was focusing too much on the parts of the creation that I found easier or was already good at and ignoring the parts that made me feel frustrated. To stop myself from having this problem in the future I will allocate some time in future projects to see what areas could potentially give me issues and practice that area alongside a part of the project that I'm good at.

Better time management

I did not manage my time very well because I spent too much time working on AINT 254 because I found it easier to manage and ignored AINT253 because I found it harder and found myself with less time to work on the 3D modelling. To counter act this in the future I would get myself into the habit of alternating what I'm working on each day so one day I'd work on one module and the next I'd work on the other the next day. This would help me find a good balance of work.

#### Being more creative

An area I struggled in was being creative with my ideas because I was afraid that I wouldn't be able to get the results that I wanted. In the end I purposely chose an idea I knew that would be able to achieve rather than choosing an idea that would have pushed me to improve my abilities. In the future I will apply the first two pragmatic solutions and ask for help when I need it in combination with choosing an idea I'm really passionate about doing to improve my abilities and get myself to choose my more interesting ideas.