

Self Mapping/Visualization Exercise

ENGR 2595 TECHNICAL DESIGN THINKING – SP 16

Mapping and visualization applied to yourself and to your life can be both fun and informative. For this assignment, complete the first three (primary) graphics, then choose three from the list of secondary choices.

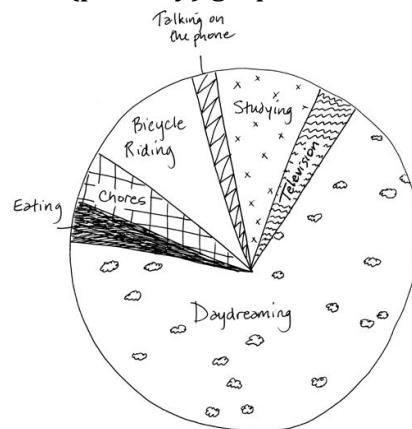
Feel free to substitute any of the elective choices with a graphic of your creation.

Primary Graphics

Life Line¹

What You Know²

People In Your Life³



Secondary Graphics Options

- How You Spend Your Time (in a typical day, week, or year)
- Where You Have Been (physical places you have lived or traveled to)
- Your Network of Friends, Family
- How You Have Changed Over Time
- Mapping Perceptions (you might use an index graph, as shown below)
- Assessment of Your Talents
- Personality Breakdown
- Your Behavior (over time, correlated with other events, people...)
- Your Passions
- Breakdown of Your Personal Library (books, music, videos)
- Online Content Viewing
- Things You Believe (In)

¹ Draw a line and mark off the years of your life; at the appropriate points along the line, write in the most significant events of your life (such as your first bike, the family trip to Yellowstone, or when your dog died). On the other side of the line, write in how that event affected you or made you feel. Of course, try to make all of your entries brief.

² Using a Venn diagram, indicate your major areas of knowledge. Indicate where there are overlaps. You might consider using more than one diagram to address different categories of knowledge (for example, you might create one diagram for gaming knowledge and a separate one for humanities). Go with what is the most informative.

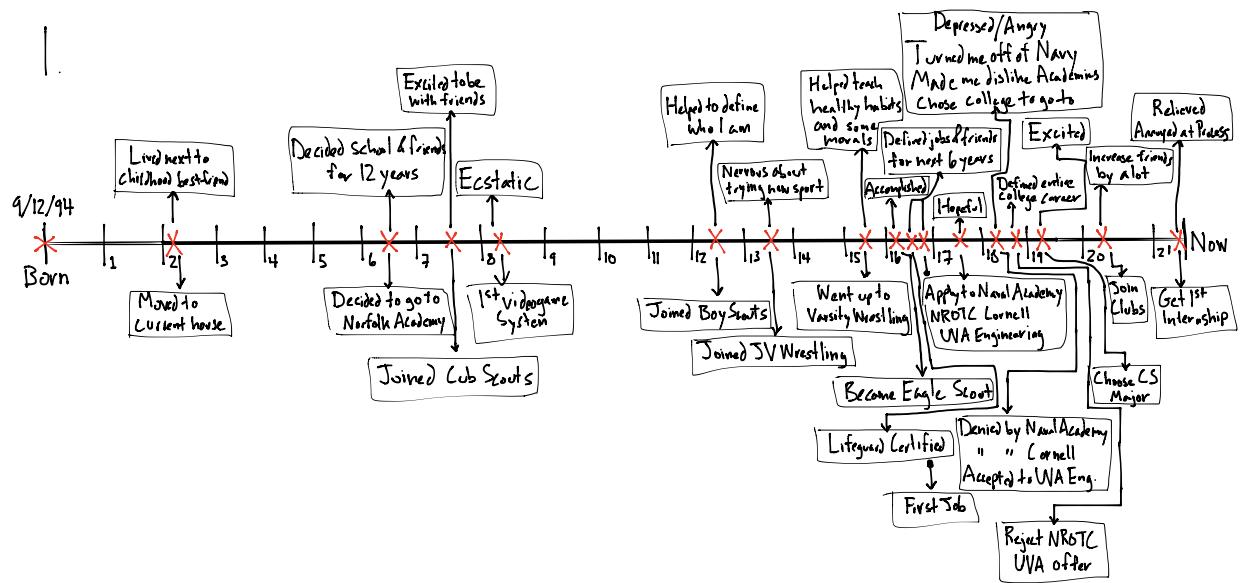
³ Using a series of concentric circles with yourself at the center, write the names of people who know you, depending on how well they know you. People who you think know you the best should be closest to your inner circle.

- Spending (monthly, annual)
- Bucket List
- Potential Career Paths

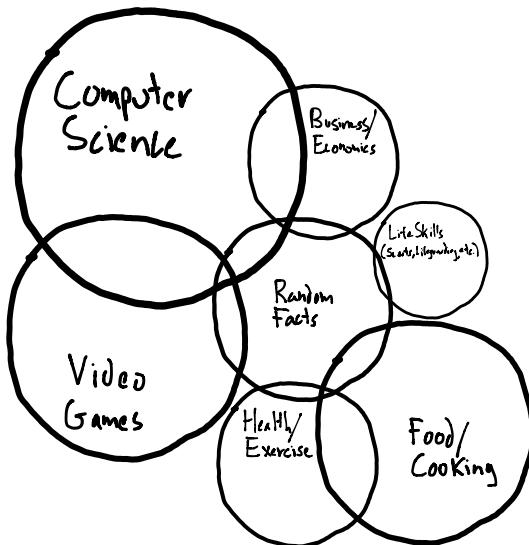
Submitting the assignment: you may hand draw your graphics or do things electronically. The assignment can be submitted directly on UVaCollab, or turn in a h/c.



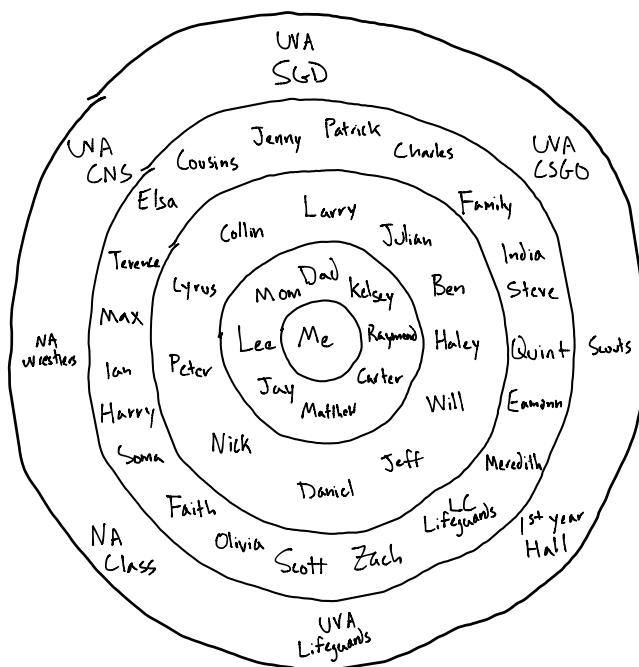
Here is an example of an index graph (often also referred to as a Perceptual Map). This is a very versatile map; use it to indicate how any class of things varies over a range of any two characteristics.



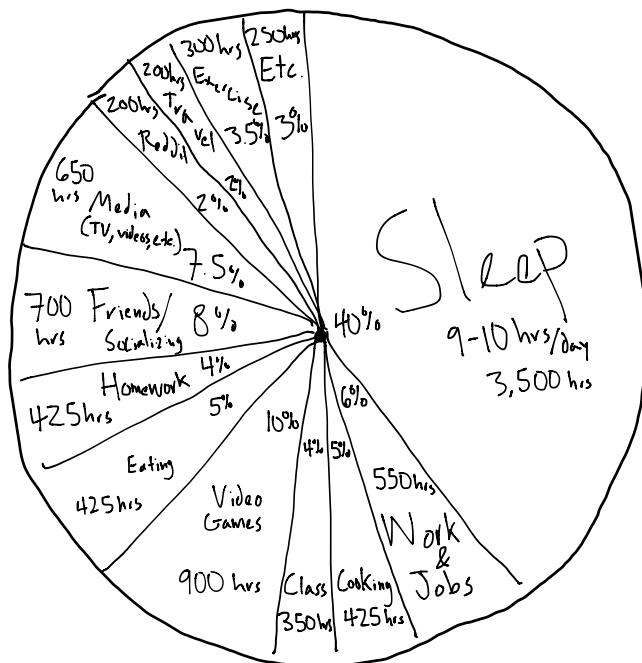
2.



3.



4. How You Spend Your Time In A Year (8760 hrs)



5. Where I've Been



6. My passions

