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During Project 1, you performed elements of design thinking through the “Crash Course”, prototyping, design critique, POV statements, and gaining empathy. As we transition to Project 2, you will be assigned to groups to focus on a problem that relates to all Polytechnic majors. With that, it’s important to gauge our own skills and abilities thus far. For this assignment, think back over the first few weeks and respond to the prompts substantively, using specific examples from your experiences. Access [“Using Design Thinking in Higher Education”](#), all of the videos and assignments for reference. **Be sure to read the rubric before starting.**

1. Think about why we prototype. How might prototyping be a useful tool in your major? Additionally, how might you improve your prototyping skills?

In my major of cybersecurity, prototyping could be used to create models of information systems or products in order to test security. In addition, prototyping could be used to test security measures. I could improve my prototyping skills by continuing to learn cybersecurity tools and practices and apply that in conjunction with skills taken from this class.

2. Which element(s) of design thinking do you believe you perform really well? Why do you believe that?

I believe I perform well at the ideation and prototyping elements of design thinking, because I am comfortable with challenging pre-existing designs.

3. Which element(s) of design thinking do you believe you could improve on? Why do you believe that?

I think I could improve on the empathy aspect of design thinking as I struggle with forming targeted questions that find new insights from a user.

4. What team working skills do you hope to bring to your next project group? How do you intend to apply those skills?

In my next project group, I hope to transfer my skills of group speech and collaboration. I believe I am good at letting everyone in a group express their input and point of view.

5. Examine your “Crash Course” solution - do you believe that you created an innovative solution? Why do you believe that? If you could redo that assignment, how would you do it differently?

I believe my “crash course” solution was innovative, as it expanded on already existing solutions (Purdue club fair/ flyers) while adding additional functionality. If I could redo the assignment, I would choose a different topic aside from finding clubs on campus, as it did not feel like there was much room for innovation in that field.

6. Think about why we're developing a "design thinkers mindset". What else do you hope to learn? What is still confusing to you?

I hope to learn how to better think outside more conventional problem solving practices.