Learning Portfolios

Taken from the[**course assignments page**](https://docs.google.com/document/d/1i8zv1BA21Om45zwiXwnDgsWpRhg2a8HeTIzzpOn6UiI/edit#heading=h.1ft87xia0c1w)in the[**IMD seniors 2019-2020 google drive**](https://drive.google.com/drive/folders/0ANOIEVnh81_zUk9PVA)**.**

*A “learning” portfolio entry can be about any “thing” that led to an interesting learning about design. A “thing” could be something you created, something you tried to do but failed at, something you read that surprised you, something you observed, and so on.*

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| --- |
| *An entry will receive full marks if it includes at least the following aspects:*   * ***Shows / represents the thing*** *(e.g., photo, screenshot, film, prose).* * *States the* ***intent*** *you had when you were the thing.* * *Includes* ***critiques*** *of the thing from at least 2 other students.* * *Indicates what you* ***learned*** *about design because of the thing.* * *Includes and references* ***materials / evidence / data*** *that help tell the story and support your assertions.* * *Connects the thing to some IMD-related* ***theory****.* * *Has* ***depth****, especially with respect to the reflection. Clearly indicates that you struggled, that you really thought this through to a point that was uncomfortable, that you challenged your understanding of yourself as a designer.* |

*We expect you to produce at least 15 learning portfolio entries during winter quarter. These 15 entries will give you practice doing the meta-cognitive work of (a) learning how to learn from what you have done, and (b) learning how to communicate your learnings to others. Those are two key skills for a professional designer. These learning portfolio entries also will provide you materials to further refine in the spring for your professional portfolio.*

*Some advice about writing portfolio / blog entries:*

* *Write it as you can after you realize you have an entry you could write. Write it as you are struggling through an issue; it may help you figure it out and if not it still may show your designerly thought processes. Write it to celebrate a newfound understanding. The point is to write it while the work and feelings / emotions related to the thing are still fresh in your mind.*
* *Include specific details, for such specifics make for a more engaging story.*
* *A good portfolio is designed to communicate particular things to a particular audience. Design includes intent. What do you want to communicate in your portfolio? And to whom? Find ways to test whether your portfolio is communicating what you are intending to communicate.*

The learning portfolio entries will be presented in class for the **last half hour** **every Wednesday** in order to gain **feedback/critique from classmates**.

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# Learning Portfolio Entries

* There are no word requirements for entries, but to ensure **depth** and **specificity**, it is *suggested* to write **at least 400 words** or **1 page** **single spaced**.
* Include references to outside sources such as [blogs](https://dribbble.com/stories), [portfolios](https://www.bestfolios.com/home), [books](https://compassofdesign.com/books/), [images](https://www.behance.net/), [videos](https://www.invisionapp.com/inside-design/24-design-focused-videos/), etc.
* Include references to your own sources, such as your workbook, your notes/documents for [sprint turn ins](https://drive.google.com/drive/folders/1MSeBLbWFqhhjFzFHigpZ18nTbOXKqnBV), sketches/drawings, videos, audio notes, [team meeting notes](https://drive.google.com/drive/folders/1AOxcBzluR6YFYC8af6wqUxODH7MLdQs_), anything that you complete or is completed by the team.
* Ensure you understand the entry topic, and reference it fully within the entry.
* For formatting (i.e. what it should look like), [please refer to the reflections for Dr. Chen’s 481 class](https://drive.google.com/drive/u/1/folders/13V7MRJCQuK3iLDs-GSs8AzwEt7a2mF-F). For citations and overall formatting (such as punctuation guidelines) please refer to either [MLA](https://owl.purdue.edu/owl/research_and_citation/mla_style/mla_formatting_and_style_guide/mla_formatting_and_style_guide.html) or [APA](https://owl.purdue.edu/owl/research_and_citation/apa_style/apa_formatting_and_style_guide/general_format.html).
* [Masterlist of Learning Portfolio Resources](https://docs.google.com/document/d/1yKO3bM33WY0-c2Bn-9PVpmysyNWN0cmTNCGzqHRUTpc/edit)

## Learning Portfolio Entries #5 - #15

Look at the following prompts. For the remaining entries, choose whichever one you want in whatever order. Follow the standard practice for portfolio entries. Think about making connections between entries. Is there something you’ve already written about that you can connect to a new entry? Design doesn’t exist in a vacuum. Try to make these entries feel like your personal design journal. Explain answers using sketches, drawings, pinterest boards, videos, images, quotes, data visualizations, etc; anything that will help illustrate your points.

* Boil down who you are to a one sentence line you could imagine being in your “About Me” section, or on the front page of your portfolio. What does it say? How did you come up with your “descriptors”? What are the influences? What does it say about who you are as a designer?
* Make a 5 section venn diagram of yourself as a designer. What are the 5 things you’ve sectioned to make “you” as a designer? Why are they important? How do they represent your strengths as a designer? What challenges do they represent?
* Write a letter to the designer that you were when you started the program. What advice would you give them? How have you changed? How does this reflection help you know who you are?
* Think about how you have been communicating on your team. What have you noticed? What could be changed? How would you “design” better communication? Why is it important to understand communication as a designer? How does it “show up” in how you design?
* Identify your privilege as a person. How does this influence who you are as a designer? What are you the challenges you face as a designer due to this privilege? If you are not within a place of privilege, how does this influence your design? What are things you do while designing that are influenced by not having a place of privilege?
* Make a list of 10 things you love about design. What is it about these things that you love? How do they connect to who you are as a designer? What are the challenges they represent?
* Read a book or article about design. What did you learn and how does it relate to who you are as a designer?
* Make a pinterest board of inspiration or influences of who you are as a designer. What products, experiences, graphic designs, images, etc do you gravitate towards? Why do you think that is?
* Reflect on yourself as a designer. Do you feel fully realized? What steps do you need to take to become who you think you are? What challenges must you overcome?
* Identify a framework that designers use to design. What are the advantages of using a framework? What are the disadvantages? How does this influence you as a designer?
* Think about when you first started to see yourself as a designer. What was the situation? When was it? What was the outcome? Has it influenced who you are as a designer today? Why or why not?
* Think about a design that you feel missed the mark. Why? How would you as a designer improve it, and why would your improvements be a better fit for the design? How does this showcase who you are as a designer?
* Write a list of 5 things you want to learn, do, or experience as a designer. Why are items important? How do they help you move forward as a designer? What do they reveal about you as a designer?
* Reflect on your personal life. What is a challenge or life problem you “designed” your way out of? How did this influence who you are as a designer?
* Reflect on a current task or your role with the capstone project. Has it presented a struggle? How did you design your way out of the struggle? How does this represent who you are as a designer?
* Think about the “principles of design”. Examine them through the lens of who you are as a designer. What is one principle you find is more important than any other. Why is it the most important? What are you willing to give up in your work to maintain that principle?
* Find a design from at least 100 years ago. Reflect on the design of today. How are they different? The same? How do you connect to the past and present as a designer?
* Watch [*Every game is a language*](https://www.youtube.com/watch?v=e1BDxp-AKyo&t=1s), a video with Eric Zimmerman. What does he mean when he says “Every game is a language”? How does this relate to design in general? What do you think about Zimmerman’s belief that design is “humanizing”? How do you use this mentality when you design?
* Make a user journey of yourself about your journey through “design” (if you can make this an illustrated document, all the better). What where pain points and pivots that have occurred to influence you to get where you are now? What are other influential experiences that have dictated your “user journey” of design?
* Identify a [wicked problem](https://www.wickedproblems.com/1_wicked_problems.php). What makes it wicked? Focus on number 3 of the aforementioned list. Why do you think wicked problems cannot be solved, only improved? How does this make you feel as a designer? Do you feel you could utilize your perspective as a means of improving this problem?
* Explain a time you lost your [creative confidence](https://www.youtube.com/watch?v=16p9YRF0l-g). What did it feel like for you as a designer? What did you do to rebuild your confidence? How has this event affected you as a designer?
* Explain what “Interactive Media Design” means to you as a designer.
* Reflect on the first time you really “got” design thinking. What was the moment like? Why do you think it was that the moment it be clear to you? Were there special factors that helped make that concept more clear? What did this feel like your as a designer? How as it changed you as a designer?
* Design is a hot industry, and there is a mentality that “everyone is a designer.” Do you agree? Disagree? What is your perspective on design? How does your perspective of yourself as a designer influence this?
* What is the difference between good design and bad design? Utilizing your perspective as a designer, reflect on this question.
* Explain a time when you have felt creatively numb. What did it feel like for you as a designer? What did you do to try and break out of that feeling? How did you overcome that challenge? How did it affect you as a designer?
* Identify a [wicked problem](https://www.wickedproblems.com/1_wicked_problems.php). What makes it wicked? Focus on number 6 of the aforementioned list. What interdisciplinary connections can you see? How would you as a designer utilize your perspective as a means of improving this problem?
* Think about yourself as a designer. What daily habits do you have that help you as a designer? Challenge you? What is a daily habit you can add that will influence and change you as a designer?
* Contemplate art and design. When is art design? When is design art? Why do you think they are separate disciplines? What do you think the similarities and differences are? Discuss via your perspective as a designer.
* Find something in your everyday life that is poorly designed. Why do you feel that way? How would you redesign this item? Why are the improvements and changes you make specific to your perspective as a designer?
* Come up with a list of the 5 principles that you as a designer use everytime you work. What are your influences? Why are these 5 principles the most important? What do they say about you as a designer?
* Watch “[Why Design Matters](https://www.youtube.com/watch?v=J6LtABooE2c)”. Do you agree with how they define design? What do you think about their examples? What do you think about their line that “good design helps us become the best version of ourselves”? Using your perspective as a designer, explain your answer.
* Think about programming. Many times designers feel that programming isn’t “creative”. Why and why isn’t this true? When do you think programmers need to be creative? Has thinking about this question influenced how you will interact with programmers and programming?
* If who you are as a designer became a design, what type of design would it be? Would you be an interior design? An app? A graphic? An experience? Explain why utilizing self reflection and your perspective as a designer.
* Think about a time you felt you like you experienced a well designed experience. Why was it well designed? Why did this appeal to you as a designer? How did this influence you as a person? As a designer?
* You as a designer are apart of a larger conversation about design. What do you think about this conversation? What do you add to it? Where do you think this conversation is right now?
* Find something that inspires you as a designer. Why does it inspire you? What is a personal connection you can find? Why does it influence you as a designer?
* Think about [design as it connects to nature](https://www.youtube.com/watch?v=iMtXqTmfta0). Find is something in nature that you feel is well designed. Reflect on the design. Why is it well designed? Is there something it does well that you struggle with when designing? How does it influence you as a designer?
* Reflect on the once a day design behavior your previously identified. Why are habits such as these important? How has it influenced you as a designer?
* Often times, as we are learning more about design we are able to “see design in the wild”. What does this mean to you? Reflect on an instance that you were able to see this phrase in action.