

## FINAL REFLECTION

Reflect on your experience in this class. How did it shape your understanding of user experience (UX) design? In what ways did it stretch you? What sorts of things did you learn, and how might these influence you going forward?

Thinking back on the entire quarter of DSGN 306, I believe I've grown considerably in my ability to set expectations and take initiative in my own independent work and in my understanding of what really makes a quality prototype. Having biweekly flexs gave me the opportunity to think about where I really want to grow and discover the aspects of design that I love. The sketches that I completed throughout my flexs have sparked a new interest in drawing/sketching— I've started keeping a sketch journal and joined a weekend open sketch studio. Although I found it difficult at first to have to scale my own projects, (I'll admit I was worried about submitting the right thing) once I embraced the freedom of these assignments, I found it fun to pick a new challenge to tackle.

One important concept that I feel this class solidified for me was the idea of the quality of a prototype not depending on how low or high fidelity it is. As a compulsive perfectionist, I tend to only be satisfied when my deliverables feel perfect. This class has helped me understand that great prototypes don't have to have crisp edges and full functioning technologies—what *is* important is the quality of the execution. Especially for my team, showcasing Job MARket to our class seemed impossible at first. Over the last few weeks of the quarter, we were challenged to think critically about every aspect of our concept and what visuals and explanations would make any audience member “get” it immediately.

I am proud of how I was able to challenge myself with numerous design projects this quarter, both big and small. This class gave me the opportunity to learn from many of my highly-skilled peers and I am leaving for winter break feeling a lot more capable when it comes to design and user experience.

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## FEEDBACK FOR YOUR TEACHERS

We love teaching this class. Help us get better!

Three things you liked about the class.

1. The fact that Pam and Billy were extremely responsive to every student. They made me feel important and heard.
2. The flexs! These were where I probably grew the most over this quarter because I was able to spend a lot of time in one area of interest to me.
3. Slack. I'm not sure why my other design classes don't do this too—it was so helpful for communication but also very useful to be able to see everyone else's flexs, team work, etc.

Three things you wish we had done differently.

1. I would have liked to meet and hear from more students in the class. I felt that I only really got to know my group. I loved my group but I didn't feel like I knew the entire class by the end as much as I should have given its size.
2. I think that it would have been great to hear about past team's work in the beginning of the quarter. Hearing about the puppy adoption team from a few years ago that created an app and puppy bandanas stuck with me and helped my team grasp how to project our work.
3. I would have liked to have more studio time to work as a team and discuss our progress with Pam and Billy. That week where we had time to do whatever research we needed was probably the most productive time my team had because we had a perfectly free slot of time for just our team project.

Three things you wonder...

1. I wonder how the Friendly Fives could be made more interactive. These have such potential to be fun and engaging, but when so many students just read from slides it just felt like another 5 minutes of lecture.
  2. I wonder if it would be useful to test out interview/observation/survey techniques on other students in the class during studio.
  3. I wonder if it would be interesting to have each student write a post, maybe in slack, about something relating to UX that they find in their own lives throughout the quarter to keep conversation more lively.
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