



These past few years, I've dedicated myself into digital arts and programming — though I am into arts more, I still pursued computer science for practicality. I thought that the experiences I've gathered during these years were enough to basically release myself into professional industry — but it wasn't enough. I've realized this during my 12th Grade on Senior High School and started practicing again — and it does not end there. The things I am improving of were art style, aesthetics, proportionality, lighting, layouts, etc. but not thinking the *Persona* or the people who will view my art — I thought art was only personal, but we had to show it into public and it must be understood the way you want it to be, and it'll depend on presentation.



I found myself stuck in the middle of the sea, wondering the things I've missed by not considering the audience upon producing any art, but I don't want to give up there. The idea of *Persona* and *Design Thinking* allows me to see further than my eyes could yesterday, then I further learned upon exploring the moral and ethical consideration upon making designs, which I haven't explored ever since. The week of User Design course was only starting, but it allows me to explore different things in such a short span of time. In simple instructions such as: be formal, express some creativity, etc. — you'll get an extra point — allows me to iterate designs I've been practicing along with the things I've learned all throughout the week. By simply giving an example for people to use for reference or inspirations, allows me to further tweak my design.

User Design isn't a course for me, even if I do Digital Arts. It allows me to see inspiration, consider external factors when creating art. I am not alone in the sea anymore; the sun reflects its sparkling lights on the ocean — it's no longer black and white; now, it's vivid.

