

Module 11 Response Paper

Often times when we are working on projects, it can be hard to separate ourselves from the actual project; it becomes part of us instead of unemotional and abstract like an idea. We are the “hero” of the story, taking this rough idea and shaping it out into what we think is best. The problem is that often times, the shape we made out of that idea is not the best. We need to be open to feedback about the shape so that we can improve. Shame plays a very big part in this, especially when surrounded by groups of our peers. It can be hard to put your idea out there and have it lambasted in criticism. Both giving and getting feedback can cause bad feelings.

Especially after iterating on a project for a while and even taking outside feedback on the way, it can be difficult to take a whole new approach to the project that may be demanded by our supervisors. But getting feedback creates conversation, making it easier to find flaws in projects (and there are always a few flaws). Feedback may feel like a slap in the face but at least it isn’t subtle; there is no passive aggressive here, only comments and ideas that can help.

Good feedback shouldn’t override other people necessarily. Especially when group thinking can lead to better designs than just a sole person, it is important not to push people in one way forcefully with your feedback (doubly so in a group environment). Good feedback is also specific. It should never be like “this doesn’t feel right” but more like “the submit button should have a different background color to pull more attention to it because people are not seeing it” or even more general like “people are not seeing that submit button, can we change something about it?”

Above all, it is important to note when you were wrong, both on the giving and receiving side of feedback. No one wants to give feedback to someone who is so set in their ways that they will never change no matter what. No one wants to get feedback where it is their way or the highway. There needs to be give and take in a feedback; people need to remember it is not an attack on them but a process of creating something even better together.