

Focus area	What went well?	What was challenging?	How would you do it differently next time?	Next steps
Survey	I had enough information to make decisions. I kept it simple and collected the data I needed for the design.	Photos of the places where I chose to put the various elements would have been useful for presenting the design, but the client did not need them.	<p>It was suggested to me that I record the length of time that it took to get from one area to indicate how long it took to get from the different areas to the compost systems. I think that was a really good idea but I didn't have time to do it. I may do that in future large-scale designs.</p> <p>I should have looked at plants growing in the areas where the systems were to be placed. This is particularly the case where I decided to put the out door JSBs where goat willow and brambles will need to be kept in check so as not to invade the systems.</p>	<p>I am starting to realise that you can't have too many photos of a site. As mentioned in the Kitchen Garden design, making videos of a site is something I will do in future.</p> <p>I would consider doing a secondary survey for specific placements in future.</p>
Analysis	I approached F.S.E analysis from lots of different directions to try to get to grips with it. As I have no sense of direction I think I might have got a bit lost...but it seemed to work...And that's a positive because I had a jolly good go at it.	Well as you'll have gathered, the F.S.E really baked my noodle.	Find a way to avoid doing F.S.E. analysis.	Bribe my assessors so that I don't have to use F.S.E. analysis.
Analysis	I very much enjoyed thinking about inputs and outputs	I wasn't sure if limiting factors should be in Survey or Analysis. It depends who you ask.	I could have broadened the inputs and outputs by including other resources, such as people.	I will try to see the broader picture when it comes to inputs and outputs. Oh, OK, I'll keep practicing F.S.E. analysis.
Design Decisions	<p>I'm excited by how diverse the set of elements is, and how much compost could be made. I really do think that this design would meet all of it's goals and that is fantastic.</p> <p>Letting go of the ramial wood chip element was a good choice it would have been a big cost for a product that has limited use at the time of this design.</p>	I could have made more detailed designs of each element and shown how they would fit. As I'm not particularly skilled in building things, I don't tend to think of doing this sort of thing.	I did jump ahead to making decisions before working out the heckin' F.S.E analysis. But actually, having done the F.S.E. analysis, I did get a clearer idea of why the things I'd decided on were needed, but it didn't change any of my design decisions. But I would still do the F.S.E. analysis first in future. Please can I stop writing F.S.E. analysis now?	Don't make me write it again. And from that, you can divine what my next step is.
Implementation	I've tried doing Gantt charts before and found them to be too much hard work.	The most challenging thing is that this design wasn't implemented. It is a good design, and would have been so beneficial	It would have been useful to have given a more detailed indication of the workers available and labour requirements for each task.	To practice using Gantt charts and include resources such as workers in them.

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Evaluation	n/a	n/a	n/a	n/a
Tweak	I made some reasonable projections	Not having anything to really tweak. Sorry, but the word tweak is just so funny.	I'd tweak it so damn hard that it damn well nearly falls off!	Stop laughing at my own jokes.
Principles	I felt as though Holmgren's principles weren't always enough, so I branched out into Mollison and that was a good move. I also considered the principles from the start, rather than shoehorning them in.	I kept saying Mollinson in the video. I know it's Mollison but I know someone whose surname is Mollinson so it was stuck in my head. Not really a proper challenge is it...oh well, it's all I've got.	I'd like to revisit Mollison's principles and make up some of my own.	Add some text in the video to say 'I'm sorry, I keep saying Mollinson, when it's actually Mollison'. I mean, I'm not re-making the whole darned thing, not even for Mr Mollison himself.
Ethics	The Earth Care ethic was pretty much the boss of this design.	Fair Share and People Care aren't really big players and I don't know if that's ok or not.	Maybe if I read up on the ethics a bit. I'd get more insight into how they can fit into designs. I like to keep my explanations simple and not preachy, which is maybe why I don't write much about the ethics even though they underpin all my work	Read how other designers write about ethics
SMART goals	In the process of creating SMART goals, I realised that what I thought was a goal was actually 'how I would do it'. Swapping the S's and the A's around helped clarify the goals	Getting my head around what is actually a goal. Luckily, I'm not into sports.	As I mentioned previously, I prefer them to be at the start of the design process.	-
Tools	I used a lot of tools and I found them all helpful. Using the Random Assembly tool but modifying it for my own purposes was a good process to follow.	Nothing that I can think of	I don't think I'd do anything differently next time	-
Zoning	I realised when doing the documentation for the kitchen garden design that I should have looked at zones. I did this in a minimal way in this design, which was appropriate. Even in this basic use of zones, it meant I could clearly rationalise the placement of the different elements.	The only thing that was challenging was drawing the lines on the map.	I'd like to use zones more in-depth.	Use zones in another design where a more detailed exploration of them is necessary.
Reflection – yes, we're getting really meta now.	I made myself laugh.	I may not have made you laugh	These four questions were ok but I still haven't found what I'm looking for, so next time, I'm heading back to Mr Bono and his fine collection of head wear.	Well, judging from this evaluation, I think I probably need a bit of a rest.