

Project 1 Milestone 4: Reflection

One thing I like that they are emphasizing in TAM Capstone is the idea that creativity is a process rather than an event. I *really* need to work on this. That said, I think I did alright with this mobile app project.

First, I think I did well in choosing an achievable goal from the beginning. After seeing other students' prototypes at the second milestone, I was a little worried that I wasn't doing enough. The lesson I learned here is that it's good to start a project at a small scale. Scaling up a simple design is easier than scaling down a complex one.

I appreciate the prototype feedback we got from classmates. They pointed out a few features that were not as intuitive as I had thought, and I was able to make the final design less flawed.

I wish that I focused more on the visual design of my app. I think it's fine that I usually focus on functionality before style, but it would not have taken me much time to make it better than the default elements on a white background. Then again, I didn't have any extra time at the end of this project, so the bigger lesson I should learn here is that...I just need to work more.