REFLECTION

Working individually
This project was my second individual project at the faculty of Industrial Design. It is interesting to see how much I have grown in the time I have been here. Doing this solo project made me realise the pros and cons for me as person to work individually.

I'm a person with a strong opinion and I can be quite stubborn. When I'm working in teams this often leads to long discussions. Which have both a positive and negative influence on a project. They can lead to bringing more depth to a concept, however they also make the process more inefficient. Working individually made it possible for me to go quickly through some phases of the project, however other phases took more time than necessary. I sometimes got stuck and postponed making decisions which had to be taken sooner rather than later. Throughout this project I started to be able to pinpoint these moments and could act accordingly. Asking for feedback from an expert or having discussions with my peers.

Comparing my FBP to my experience so far I noticed that an individual project like this barely happens in the working field of designers. There are big parts of a project that are run individually but the whole project is usually a team effort. I can understand the decision of letting us run an individual project, since it shows the capabilities of a student. On the other side it doesn't show how a person would function in the working field. Especially since we are trained to be mediators between different disciplines.

Goals
My goals for this project revolved around me being able to run an all-round project on my own and doing a quick user study. I think I have shown this semester that I'm able to run an individual project. I felt comfortable running it, even more so since I learned to recognize the moments when I get stuck in projects. Besides this I realised that even in an individual project it is important to look for people to brainstorm together with. Brainstorming in a group creates exponential more ideas, since you are able to respond on each other. In regard to the quick user study I unfortunately wasn't able to perform it the way I wanted to. The reason I didn't succeed in this was because during the first quartile of the project I was also following two courses. Due to this I wasn't able to finish an experienceable prototype early on in the project. Which was harder especially since it was a system using machine learning. The system I envisioned would need to be stationed in someone's house for weeks on end, which made it nearly impossible to wizard of oz the system and still maintain the right experience. This doesn't mean I haven't involved users within my project, but not to the extent as I would have liked to.

During the second half of the project I realised a hidden desire. I wanted to create a prototype which didn't have the looks of a prototype, but that of a product. Throughout my time here I started to have an increasing focus on aesthetics, which I wanted to use and put to a test within my FBP.

Future
From February onward I will be, if I graduate, working at EPHI as a product designer. Working here the learning points from my FBP are definitely going to help. Especially being able to recognize quickly when I'm stuck in a project. Overall I feel satisfied ending my bachelor here at Industrial Design with the project CODA.