

Reflection Seamless Interaction Design for Everyday Life Peter Roosen

Within this project, I have had considerable contribution to the mid-term design and final design, the Arduino code and electronics, the mechanics and over realisation of the final prototype.

Teamwork and communication

In our team there were people, myself included, with strong opinions and stubborn personalities. This can often lead to long discussions. However our teamwork and discussions went really smoothly mainly due to the fact that we were all professional when needed but also made time to goof around. I learned during this project that it's really important for me to have the right balance between being productive and goofing around. This is probably due to my short attention span. In future teamwork I will express my need for this, in the hope those people will give this combination a shot.

Design and Research processes

The design process was different from what I'm used to. Within my previous projects I have mostly used an explorative design process, however we used a more classical approach. Due to earlier decision making deadlines used in this process we were able to present a further developed concept. One of the things I disliked about our process is that we barely used explorative prototyping as a brainstorm or discussing method. In my future design processes I will try to combine the things I like from both approaches, since I think the combination will be both fruitful and enjoyable for me.

Creativity and Aesthetics

One of my goals for this project was to take responsibility for the aesthetics of the prototype. Although we took shared responsibility in the end we had a high focus on creating an aesthetically pleasing prototype. Which actually taught me that my skills within this field were a lot higher than I expected. Because of this I didn't necessarily learned a lot, but it made me feel more confident about my skills. However in the future I still want to develop myself further within this competency. Because in my opinion the aesthetics of an object is the first thing that triggers one's curiosity.

Interaction

My vision as a designer develops around interaction, since in my opinion interaction is one of the strongest tools to keep one's attention and curiosity. I choose the project seamless interaction design to enhance my skills and knowledge in the field of interaction design. During this project I learned about peripheral interaction and the challenges that arrive with designing for this. I think that peripheral interaction options a lot of doors for truly integrating a device/products within one's life. Although it will require a certain learning curve before one gets used to the designed peripheral interaction. Besides this I also think it is interesting that one could design quite extensive interaction for the centre of attention, but keep the product simple by letting the general use be in the peripheral. In the future I want to explore peripheral interaction more extensively cause I think this might be the future of interaction design.