

Draft PDP

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B2.1

Self-Directed and Continuous Learning

Take responsibility for and give direction to your own personal development, based on a continuous process of self-reflection and out of curiosity for future developments in technology and society.

I consider this one of the most important competencies in this entire study. We are being educated to develop ourselves for future development, making a self directed mindset vital.

Doing a solo project in B2.1 will shift my attention to this competency even more, it becomes the center of the entire semester.

My goal will be to direct myself through a solo project, without losing contact with students who have the same faith as me. I want to develop my professional attitude by working together with others without being forced to by study.

Descriptive and Mathematical Modeling

Being able to create and apply descriptive and mathematical models by using formal and mathematical tools, in order to justify design decisions and support the design of complex, highly dynamic and intelligent systems.

For this competency I have already done a lot in my B1.1 and B1.2. Calculus and physics and modelling were dedicated to it. So was my assignment discrete interaction design.

I don't consider this competency very important for this semester considering my previous growth but I should not forget about it.

To develop it I will retake calculus and pass the exam.

Integrating Technology

Being competent in integrating technology means being able to explore, visualise, create and demonstrate innovative concepts and experiences using technology, as well as analysing the technical and economic feasibility of complex designs in which technology is integrated. Moreover, one needs to understand scientific writings and be able to communicate with engineers and researchers of another discipline.

Last semester I learned the importance of creating, I focussed on making prototypes to sooner develop a feel for what my project will become and what I need to make it successful.

I want to carry on by creating and aim for a similar goal as last semester. I want to create at least 2 functional prototypes by the end of the semester.

Ideas and Concepts

Develop visions, innovative ideas and concepts through creativity techniques, experimentations and the translation of research.

I consider this competency amongst my best developed. I love to ideate, to forget about constraints and just let myself go, preferably while others do the same around me.

This semester I will finally make the report on ideation in ID. The report will detail how ID students brainstorm, compare it to the rest of the world and suggest different techniques. The report will be shared with at least 2 experts.

Form and Senses

Experience and develop through doing and abstraction, aesthetical (physical) languages that connect thought and interactive form, in order to communicate specific properties of the design concept.

This is a competency very near to my heart, the more I realise what I find important in (industrial) design, the more this competency seems to get relevant.

To develop it I want to create more, I want to be that guy that's always fiddling with stuff and creating cool things out of unexpected materials. I want this competency to change my way of seeing materials around me.

My goal will simply be to create at least 4 series of form explorations.

User Focus and Perspective

Understand human characteristics, goals and needs, the context of use, and create empathy with users throughout the design process. Design user-system interaction for user experiences

This competency had my full attention last semester, I realised my lacking development in it but now I think it has become well embedded in my design thinking.

Even though I think I did some valuable usertests last semester, they were not reliable as a real life healthcare project requires hundreds of users, eliminating all outside variables.

I want to do a serious, professionally reliable usertest this semester.

Social Cultural Awareness

The focus of our education at ID is on designing intelligent systems, products and related services for social and societal transformation. Therefore, you need to learn to drive the design process from an awareness and understanding of developments in society, envision your designs in society, place the development of systems in a broader perspective, and take position in and evaluate the impact and mediating role of a system, product or service on society

I think I have gotten a fairly decent historical design perspective throughout the past semesters, I know I still have trouble placing my ideas into a true international societal context.

I know I'm going to develop some concepts next year, I want at least one of the elaborated ones to not be focussed on Europeans for once, I want to push my borders, pun intended.

Designing Business Processes

Bringing new products to users in a global market of a dynamic international industrial context requires knowledge of industrial business processes.

A competency that is very important in order to be successful. I always find it very hard to integrate into a project however.

Next semester I will attend the USE learning line "Technological Entrepreneurship" which will be invaluable.

Next to this I want to set a goal, I want to professionally include a real company into my project this semester.

Design and Research Processes

Master the design process and the research process, and adjust these processes to the demands of the task at hand.

This is a permanently relevant competency. I always enjoy orienting myself in a new subject, though I prefer to limit myself to a limited research period.

I want to centralise the design process in my next project and document it very well.

Teamwork and Communication

Work together towards a common goal using all strengths within a team and communicate opinions, ideas, information and results clearly and convincingly.

B2.1 is an individual project so besides the assignments this competency will become less central.

Because I get a lot of inspirations out of others, my challenge will be to never lose contact with other students in my next project. I also want to include at least 2 experts.