6. Reflection

This is a reflection on my Final Bachelor Project and related activities, I will be referencing my PDP for this semester which can be found in the appendix attached to this report. Following the reflection guidelines I have chosen to write this reflection based on the 2014/2015 competence framework as I'm most familiar with it.

I'd like to thank Jean-Bernard Martens and Jan Rouvroye for coaching me this semester and Robin Dohmen and Pieter-Jan Pieters at OWOW for giving me the chance to be an actual designer.

When receiving the project description and finishing the initial exploratory phases leading to the idea that made this project I realized that first and foremost: this concept could never become a physical object. This put me in a tough spot, I loved the idea as computer for team members, but could not find a way to make a physical system out of it without it being arbitrary. In the end I naïvely added to my PDP that I wanted to make physical prototypes for this project.

Quickly it became painfully clear that all iterations would have to be done digitally to catch any type of feedback that I could use in improving the system. So I decided to develop the competencies related to this problem in different ways. This gave me the chance to go all out on the digital aspects of this project, which was convenient as some more advanced programming was a big goal in my PDP. I got to put a lot of focus on the digital part of Integrating Technology, researching it (D&RP), had to Model the system out several times to build it efficiently (D&MM) and tested the system out at with other design students and outsiders at every possible opportunity. I had a very big volume of feedback from my target group to work with as tests were very easy to set up (just need a laptop) and my target group was all around me (designers and students).

Very important next to running a good project was addressing my EC verdict of last semester. This was a challenge at first as individual coach meetings are few and far apart in the new system.

However when I suggested to Sebastiaan to start regularly meeting it wasn't long before we were doing weekly student collective meetings in which I was able to look back on my week and get into a routine of not only reflecting what happened, but also making planning for the future. Not only was this a great way to tackle my condition, it was also valuable for the Teamwork and Communication competencies.

To develop competencies that could not get as much attention this semester I strategically picked two electives that balanced my development out; Exploratory Sketching for Ideas and Concepts, Form and Senses and Communication. Designing Tangible Business Models for Teamwork, Business Processes, Social Cultural awareness and User Focus.

This semester I got the chance to develop all across the board inside the study, but also outside it. My internship company OWOW asked me to continue working with them on websites allowing me to work with clients all over the Netherlands every week, a great way to work on professional skills. I am also continuing work on my internship project there: the Data Orchestra. Which allows me to work on a physical system like I wanted and push my knowledge in electronics and hardware. The Data Orchestra has been to the DDW, TEDx Amsterdam and is going to the Milano design week this April! This way I get a taste of the design world out there outside of the TU/e.