Personal Development Plan

B2

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Expertise Areas

Business & Entrepreneurship

Having been a professional teacher for 8 years now, I recently discovered that I already have a network of experts to consult on design projects. In year 1, I started seeing how important this input can be, and how much more quickly it can make your development go.

GOAL: For each project I work on, I want to find at least 1 expert in the field and get their input on the design as well as their professional view on the field. My other goal is to build a network of people in the design world that I can exchange ideas with and get new views on that particular design field. I will also keep applying design thinking to my teaching practice, creating at least two online language courses in my B2 year.

Creativity & Aesthetics

My main development in this area so far has been creativity. For my teaching practice, I need to come up with new teaching ideas on a weekly basis, so learning brainstorming and creativity techniques has greatly benefitted me. The other direction I've grown in is exploratory sketching, as I now use pen and paper to explore (and later communicate) ideas rather than just render a final idea. Thinking on paper has definitely helped me speed up my iterative process.

GOAL: Throughout the rest of my degree, I want to keep creating weekly design sketches to explore new drawing techniques and stimulate the generation of design ideas. I will also regularly exchange sketching feedback with a fellow student. I will follow at least one online tutorial per month to improve my graphical design skills in poster and report layout and colour choice.

Technology & Realisation

Technology & Realisation is still the reason I want to study Industrial Design and the area I want to explore and flesh out most. I'm beginning to see how well this expertise area can be integrated with other areas, such as when I studied the emotions a 7-digit LED display could convey. Throughout the rest of my B2, I want to further examine how I can make technology *feel* human and the types of interactions work well with certain technologies.

GOAL: If I get into the Health squad, I will deliver a working prototype for my Project 2 that solves a health problem and is comfortable for the user. I will also teach myself freeform soldering at my weekly electronics meetup and build a small sculpture with LEDs because I love the freeform aesthetic.

User & Society

I'm starting to find this area much more interesting as I progress and develop a better understanding of the impact that design can have on users. In Q4, I also became more aware of the ethical issues involved in design, and I'm starting to develop my own opinions on these matters.

GOAL: In B2 I will continue to analyse user evaluations (mainly from my language students) in Jupyter notebooks and Python to improve our teaching methods. I will also explore diversity in creating teaching methods by interviewing experts in the field and interviewing people who have lived experiences in this field in order to create inclusionary online learning materials.

Math, Data & Computing

This is still the area I feel most insecure about, as I don't work with this area every day, as I mostly do with the others. However, I do see the importance of this area, especially in conjunction with other areas. As a teacher, I want to dive more into the power of play in education. As an avid boardgamer, I'm fascinated by game mechanics and the effects they have on players.

GOAL: In B2, I want to learn how to code games in Unity. To achieve this, I will create a 2D side-scrolling platformer with at least one level in Unity. With the help of some friends, I will explore the effects of this game and how I can convey certain messages to my audience.

Design & Research Processes

During the P1 Demo Day I learnt that the research you do is sometimes original and might benefit others. Although I often share my designs under a Creative Commons license, I hadn't considered sharing research findings. My biggest area for improvement is getting a good grip on the problem space I'm designing for and applying viable design strategies.

GOAL: In my B2 projects, I will pay particular attention to creating a strong design rationale and following a design methodology. Hopefully, I will be able to do this in the USE learning line Responsible Innovation for the World as this learning line is unique in its application of theory to practice.