DG000 Reflection

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5/12/2013

Introduction

This is a reflection on the DG000 assignment which I followed the first few weeks. The assignment was there to give you an introduction in every competency within industrial design. First I am going to discuss every competency in short and after that I am going to give my opinion about the given assignment.

Reflection on competencies

Self-Directed and Continuous Learning (SDL)

SDL is about your attitude as a designer, how you need to be to become a successful designer. Besides that you need to have a clear vision about who you want to become and how you want to become that designer. To "measure" if you right on track you need to reflect on your activities so you know what you have to do the next time to do it better.

Descriptive and Mathematical Modeling (DMM)

Some problems are very complicated because there are a lot of factors which influence the problem. So to get some insight in those problems you can make certain models to simulate certain problems to get information back which is easier to work with. DMM is about making these models and the possibilities which of making these models.

Integrating Technology (IM)

This competency is about integrating and using an intelligent system in the whole design process. While developing such systems you need to take in account material properties, physics and manufacturing. This is an important competency because in the end of the design process you will end here to have a working intelligent product or service to show others.

After the lecture I immediately bought an Arduino, because they are little and therefore great to integrate in your design. Also are they build to do quick prototyping so it relatively easy to try something out.
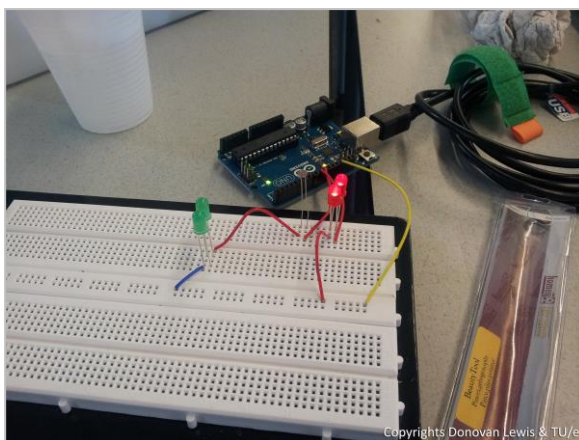
I started with powering led and controlling in different ways, because it was relative to our project and I was curious what was possible in what an Arduino was capable off.

Ideas and concepts (IC)

IC is about developing good ideas and after that a concept by using a variety of creative techniques, doing research and sometimes by testing. IC is actually a major part of the beginning of the design process. I find the part where you need to choose for a certain concept very hard because it also means that you need to let go of other concepts which maybe cost you a lot of work already.

Form and Senses (FS)

This is a competency about the actual look, feel, taste, smell or sound of your product or service. This is the part were the designer decides what kind of sense or experience he or she wants to trigger by the end user. This causes that you have to make a lot of "prototypes" in the different senses to decide which combination of "prototypes" is the best combination.

So immediately start to make some first sketches which were related to my project. After I made the sketches I choose some pictures and used them as reference when I made a 3D-model in solid works.

It helped me to communicate with other about the idea and the concept, because I think the images tell also a great part of the story what is very hard to tell

Also the lecture taught me that you need to "make" or have things related to your project to experience it yourself and get a better feeling about the concept.
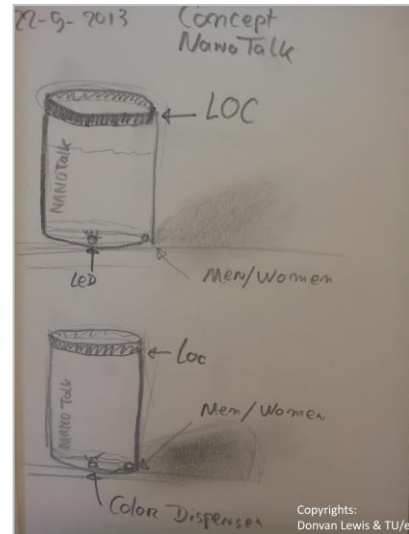
User Focus and Perspective (UFP)

UFP is all about observing and getting to know the needs of your potential user to make a good user-focused design. You need to do field research and communicate a lot with your user with different techniques and tools to get the information you need to getting to know your user and his/her or their needs. Only then you are able to make good designs.

Social Culture Awareness (SCA)

SCA is something which you need to take into account during the whole design process. Things like design art, history, social trends and sustainability are very important factors which can influence your design greatly.

Designing Business processes (DBP)

Designing products and services is relatively easy in comparison with bringing them in the global market and make them successful and profitable due to a good business plan. DBP is about combining the two to come to good designs. There are certain tools, for example the business canvas mode or a stakeholder map which helps you in this process.

Design and Research processes (DRP)

Where most of the competencies are about a single part of the design process, this competency is about the process itself. Plan, perform and reflect are besides research and reasoning (explaining the choices you made with good argumentation) the key elements of this competency.

Teamwork and Communication (TC)

TC is important. Not only in the context of the design process is this important, but it is also important for you as a person. Your whole life you need to work with other people and discuss and present things to get things properly done. Also a professional attitude is needed to have a good impression on people so they believe that you are serious about your business so they have a good feeling while working with or for you.

Reflection in the overall assignment

DG000 was in overall very useful and clarifying. It helped me a lot to get familiar with the different competencies.

The assignments which were given after each lecture were sometimes very hard to do and hard to link to the project you were working on that moment. Sometimes you need to do something which wasn't related to your project at all because there was no link. Besides that, the order in which the lectures were given was not very helpful sometimes. There was for example a moment that we had a brainstorm session and some first ideas. But after 1.5 weeks we then heard what good techniques were for brainstorming. I think it would be more useful when the order of the lectures was more based on the design process and more supportive in getting to know the design process.

Overall, DG000 was a great introduction to Industrial, but sometimes it is hard to do the assignments because the feel forced.