

Draft PDP *Simon à Campo B1.2*

Descriptive and Mathematical Modeling

The goal here is to not develop this competency for a while. The basic courses have forced me to overdevelop this competency, but hopefully the future basic course doesn't do the same.

Integrating Technology

Next semester I want to implement the knowledge I gained from my assignment in a project and create an electronic working prototype. This will give me the possibility to really experiment with electronics and also get to an intermediate level just like programming.

Ideas and Concepts

I want to know more different ways of coming up with ideas and concepts to see if there are better methods. Also I want to improve my brainstorming by doing it more, because I still keep too much things to myself. I want to do at least 3 brainstorming sessions in different groups and write a reflection about how and why to brainstorm.

User Focus Basics and Perspective

The work as interaction designer will continue but I also want to make sure I can really User-test our prototype so the goal is to finish the prototype in time in order to get user tests.

Social Cultural Awareness

Now that I have a general overview of the design history by USE, I want to get deeper more into specific time periods in next semester and the designs that shaped time period.

Designing Business Processes

I will continue to work on my business plan next semester together with the expert and also my juggle website is an on-going process that I will work on next semester, making sure that this competency area is developed enough.

Form and Senses

Next semester I want to focus more on 3D forms instead of all the 2D designs I did this semester. I got really fascinated by 3D-printing this semester, so I want to create a 3D-figure and let it be 3D printed and maybe in the next project, a nice 3D rendering of the final prototype.