

Introduction to Modeling

The course Introduction to Modeling gave me insight into translating problems to mathematical problems. I thought this was valuable for coming up with solutions to problems. Since as an Industrial Designer you often deal with complex situations, skills in modeling are valuable. I learned what different types of modeling entailed and I applied my knowledge in a water fountain prediction model. In this model, I predicted the water distance. By doing this project, I learned that it is important to consider multiple variables in order to draw a conclusion.

Use Basics

USE Basics strengthened my knowledge in the role of a designer in society. I learned it is important to take different stakeholders into account during a design process and that the impact on society should be considered. During this course, I learned the impact of a designer on society is much bigger than I initially thought.

Design Research

During the course, I learned what design research is, how an experiment is set up and how to set up a research question. This was valuable knowledge for me to apply in my first design research project.

Engineering Design

In this course, I worked in a multidisciplinary team. The aim of the project was creating a rescue robot. At first, I was insecure about my position as an industrial designer in a multidisciplinary team. However, soon I came to realize that I, as an Industrial Designer, can communicate with all expertise in the team. I worked on the electronics, designed the prototype and I calculated the mechanism of the arm. This course gave me insight into the fact that it is important to develop all competencies and that I like to have the role of a communicator.

Creative Apps

At the beginning of this elective, I had experience with coding in processing, but I did not know yet how I could apply the programming skills in creating a prototype without using Arduino. During this course, I strengthened my programming skills and got familiar with using APIs in my code. I learned to program a basic app in Intel XDK and in Processing.

Aesthetics of Interaction

Before taking part in this course, I did not think about interaction as something that could be aesthetically influenced. I considered an interaction to be something static. This course gave me insight into the fact that it is important to design the aesthetics and intuitiveness of a product interaction. Feedforward and feedback are important factors that influence a product interaction. It influences the way a user perceives an interaction and this influences the usability and usefulness of a product. I applied the given theory to a small design case. A Spotify interface that could be handled intuitively.

Making Sense of Sensors

This elective taught me not only interviews and surveys can give insight into the user's life, also sensors can help you define a problem. During this elective I got familiar with using different sensors in a circuit and with analyzing the retrieved data. Furthermore I learned the ethics aspects using data for results and I learned to choose the right sensors for a specific measurement.
