



# Personal Development Plan

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2-21-2020

# Vision

I think in the future every product that people use in their daily life routine are connected with each other. I see this as a positive sign, but I can understand why people might see this as a threat. People are scared that all their data is being used for other business, that is why it is important for me as a designer to keep this with me for designs in the future. My vision as a designer is to design smart gadgets that are fun to use. I also think it is important that people should feel good when they use a product. I am very fascinated about the connections that smart products have. In my upcoming designs I really want to focus on how the smart products are connected with each other but also take care of the privacy part of the users.

# Identity

I am a designer who is mostly focusing on the best features of products. As a designer I think this is a good quality to have when designing a product because I really focus on what features a product needs. Combining the best features of different products to create a new product. That's is why I am interested in the latest tech news. I really keep an eye on the tech market and read a lot reviews about some products. I am someone who creates a good atmosphere within a group. I always want to make sure that every group member feels comfortable. I think that a good connection within a group is very important. I will certainly use this skill in upcoming projects. Another skill of mine is that I am very passionate about making things. I am good at using different materials and machines so that I can make prototypes in different ways.

# Goals

## **Technology and Realization**

This semester I have learned a lot of new skills in the field of technology and Realization. I started with virtually no knowledge and now I am able to program different things. Creative programming has made me more interested in this area. My goal for the next semester is to start with the basics of 3D printing. I want to learn this skill because I have always been interested in 3D printing but I have the feeling that project one is a good opportunity to learn this. I want to learn this by getting information from other students who already know how to use the programs and devices. I hope I can use this skill to create a part of the final prototype for project one.

## **Creativity and Aesthetics**

The first semester I focused me on the creativity and aesthetics part. I made this chose because I am really interested in the looks of a design. I still want to improve this area and in quartile four I start with sketching. I want to use this course to create a nice visualization of the ideas in project 1. At the moment my sketches are a bit messy and unclear. I think this makes it easier to make a prototype if there is a clear example.

## **User and society**

Another goal I have is to do more user testing in the 4<sup>th</sup> quartile. As I said before, I am interested in certain good properties of products. To design good products, I not only need my own opinion, but also that of users. I have not done many user tests yet and would like to learn more about which steps you as a designer have to go through to perform a good user test. I think that my project 1 coaches can hopefully teach me a lot about this.