Project 4 - Individual Reflection

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Project 4 : Power in Community was one of the most exciting and at the same time challenging projects that I have worked on. It involved a lot of decision making and intense design process. As I moved forward, I realized that this project required me to challenge myself at every step may it be during the Design Studios or the Labs or the time given to us in between the weeks. It made me think more critically, reflect on the past milestones. Along with this I realized that there is a lot to learn and a lot of skills I had to still improve.

At the initial stage, each member of the team had to take down notes of what exactly was the issue with our client. We not only needed to understand the client but also what her needs and difficulties were. We then had to pick an area of her daily life and how we could help her with it. All this had to be perfect as it would define our whole project and it was our first team decision. There was a lot of brainstorming involved and we reviewed the notes from the 2 sessions with the client as it had a great significance to decide our project idea. The notes turned out to be extremely helpful and this led to the most critical phase of our project.

On analyzing the challenges faced by our client, our team decided to go ahead with painting as the area we wanted to focus on. The decision tools were utilized to further emphasize on the specifics of design process. For this we had to determine what functions, constraints, and objectives we wanted our design to accomplish. One more thing that played an important role to express our ideas and demonstrate our thoughts freely was the How/Why ladder. By looking at our previous milestones we were able to relate and recognize the crucial objectives and constraints. Each team member had an experience in different field and their reasoning to different approaches helped us narrow down and finalize the plan. Since our project comprised of both the physical and software part, we had to select the best sketch and prototype for each of them (physical design and software design) among the many solutions.

Multiple team meetings regarding the project gave me a different kind of collaborative experience and showed how every opinion and feedback could be further refined in the most minute ways. The Pugh matrix and the morph chart played a key role in helping us what we exactly wanted. Out of the many criteria's we decided what would have more importance and what could be possibly not important for the present condition of the client. Having different ideas, we decided to go forward with 2 prototype designs and then using them in the final design solution. If there was a chance to repeat our decision-making process, I would try changing on how we started with the decision-making process and make it well organized but otherwise, I would still stick with the same proposals or ideas as before because everyone had done their part of research. Apart from all the design process skills I also got a chance to

improve my overall integrity(moral ethics and honesty). I also learnt how to behave in a respectful manner in a working environment.

Even though we won among the many projects I still feel there is still some room for improvement which can be filled with genuine and consistent efforts. We could make much more organized schedules and plans and research more about the existing solutions. No doubt we all worked hard for it, but if we dedicated more time for it, we could have also been ready with the website that we planned for. Overall, I have learned a lot from this project and extremely happy that we won among the 250 teams. I will try to inculcate the professional working habits in practical situations and real life. 1P13 has been a long journey and I hope that I am able to apply whatever I have learned from the projects, professors, IAIs, Tas and students in the future.