

Day 1  
30 July 2018

### **About me**

2 facts: 1 lie

#### Fact

I don't like dogs

I can speak Esperanto

#### Lie

I lie all the time

### **WORK**

Create a design post every week on Monday

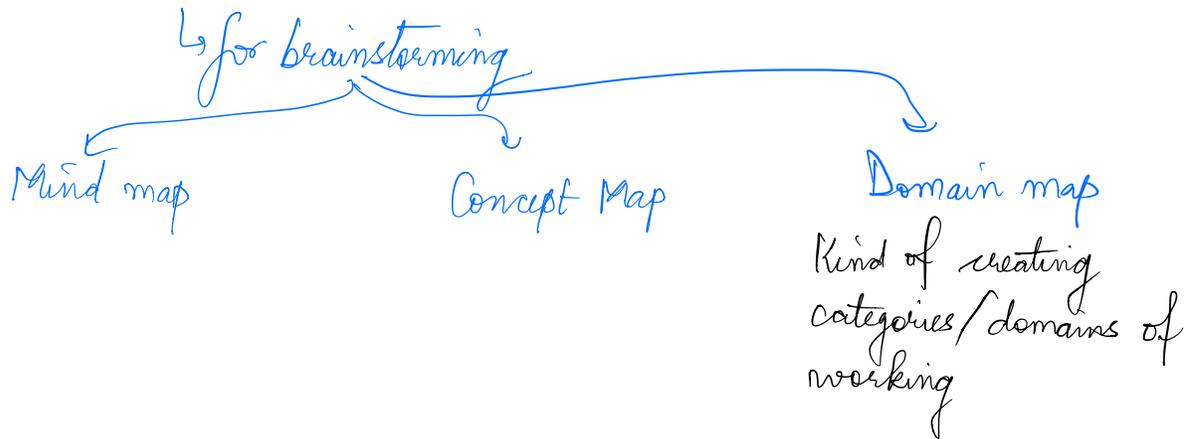
High quality

Final project:

Showcase the concept of the project

Final paper: Create a final project report: 500 words

## MIND MAPPING





## Homework

- ① → Create 2 PPTs → 3-5 mins
  - Good
  - Bad ] 1-2 images → explanation of good/bad.
- ② → Watch video
- ③ → Research TNS website
  - ↳ stuff we can borrow — VR/AR → DT Students



Day 2  
31 July 2018

### **Watch ABSTRACT: Footwear Design**

What's his workflow?

Draw his ideas as they come

Create design prototypes and discussed interpretations with his friend

How does he start his design?

Inspired by a building which had inside contents exposed

Problem discussed with a friend

Biggest problem?

Show fitting improper

Blood flow adjust as per situation

Improve performance

Waiting for the technology to improve

Motor and other connectivity to the shoe

How fixed?

EARL: Lacing improvement

Automatic lacing

Why so unique?

Solves the problem of lacing

Easy to wear: better materials

### **Understand RESEARCH**

1. Understand the requirement: ask questions
2. Collect data: Google, Libraries, JSTOR, Proquest, etc.
3. See precedents (what have been done before)
4. Making/ Iterating (prototyping)

### **Completing the project**

1. Collect materials required to complete the project
2. Get the skills required

### **How to know which resource is better (comparison)**

OPVL: Origin, Purpose, Value, Limitation

### **DISCUSSION: What research have you done before?**

1. What was the topic?
  - A. Preparing a portfolio
2. How found answers?
  - A. Google: steps to prepare a portfolio
  - B. YouTube: portfolios of previously accepted students
  - C. Portfolio websites of people/ professionals
  - D. Discussion with professionals/ students to collect feedback
  - E. Design inspiration websites like Muzli
3. What explored?
  - A. Mock-ups: freepik.com
  - B. Website to create portfolios: Adobe Portfolio
4. What learnt?
  - A. Critical feedback: functionality is also important. Looks aren't everything

Day 3  
Aug 1, 2018

Discussion on IDEATION  
brainstorming  
mind mapping, etc

## Homework

[Video watching](#)

### Design is in the details

From the experience at IDEO, this video talks about the importance of thinking about the details in everyday life. Digging deep in a problem to solve it gives it a more relevant result.

It also talks about the importance of thinking from the user's perspective (child wardrobe, patient experience). The idea is to think of design as a part of the system, and that people are unconsciously designing in it. Finally, it talks about the thought of keeping a broader view at thinking. A narrow (focused) view puts a constraint on our thought.

### The shape of ideation by Stefan Mumaw

Creativity comprises of relevance and novelty. Novelty comes when we think of stupid ideas. It is the spark of these ideas that we start generating more ideas - the ones which aren't thought before, mostly because they were more "practical" to think about.

So, although the first few ideas that we think about would be very relevant to a problem we are trying to solve, they won't be as novel, because in the beginning, we are probably not thinking enough or questioning ourselves with that is the real problem and how can we solve it in an out-of-the-box way.

### [Design Statement](#)

Try to frame the most relevant question related to the problem you wish to solve.

### My thought:

SOP Adherence

I want company employees to adhere to SOPs while they are working on the job

### My Design Statement:

**I am exploring** the ways in which SOP is followed in companies **because I want to find out how** the process of process (SOP) adherence goes from documentation to implementation **in order to** create a better way for employees to follow the company processes.

**I will be approaching this project from the lens of an** employee following those company processes.

I am exploring \_\_\_\_ because I want to find out how \_\_\_\_ in order to \_\_\_\_\_. I will be approaching this project from the lens of a \_\_\_\_\_.

Day 4  
August 2, 2018

## Storyboard

Create stories through drawings/ graphics

Parts: Character, scene, plot, authenticity, simplicity, emotion

Steps:

Create a structure

Add emotions

Create graphics: add details

Design cards

**REVIEW: Xu Huan's work in processing**



## SETUP

### CHARACTER

Tom - employee  
working in the  
IT dept. of a  
company

### SCENE

- A common office space  
with other employees  
working on their  
systems.

- Board room with  
mgt discussing on  
improving employee  
efficiency & reducing  
error rate.

John

### PLOT

- Tom is helping his  
peers with IT stuff

- Tom gets called by  
John to review his  
work

- John asks Tom  
about his work  
& gives him a  
revised process map to  
do his work

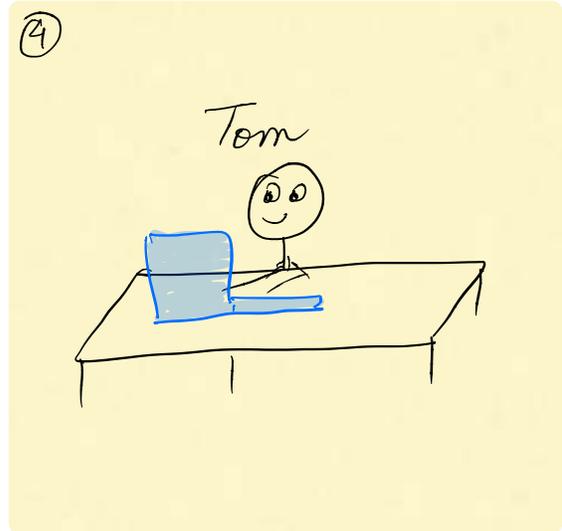
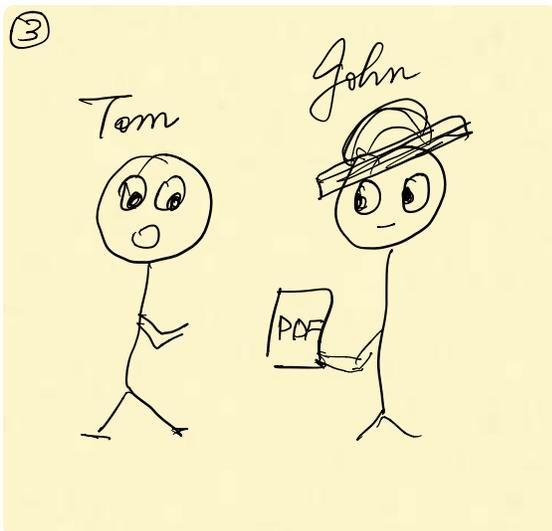
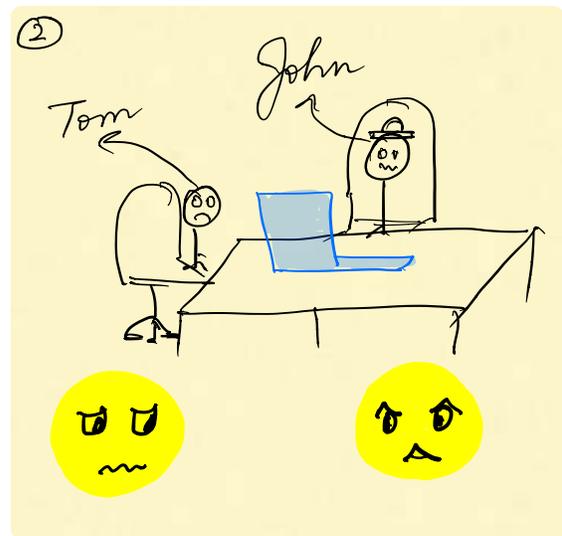
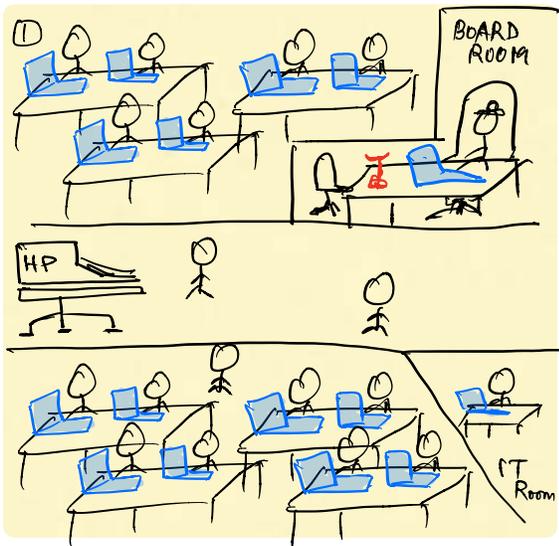
- Tom takes the PDF idea & tries to implement it in his work

# ADD

AUTHENTICITY

SIMPLICITY

EMOTION





Day 8  
Aug 8, 2018

## DISCUSSION ON SPECULATIVE DESIGN

### **Projection mapping**

1. Transformation
2. Levitation
3. Intersection
4. Teleportation
5. Escape

### **CO-CREATION ACTIVITY**

Speculative design

Explain the story and its use

Design a product or service for New Yorkers to survive a Zombie Apocalypse