Reflection

I really enjoyed working on this project with Alex. We ended up combining all of the different things we learned throughout the semester into a project I can be proud of.

Throughout the process we did face a couple of challenges. One of the biggest challenges we faced was moving past the idea of trying to track user consumption within our space and getting to the more relevant and applicable subject of working with our current space and trying to find new ways to make it work better for the people using it.

One of the greatest and most influential moments in working on this project with Alex was discovering our mutual love for the velcro wall. We both got so excited about using it and being able to visualize the space outside of SketchUp and decided to base our final project around the concept of building physical prototypes with velcro, tape, and paper. Evetually we came to the point in our project where we had to push this concept into something more innovative and useful, so we decided to create the concept of Shuffle to merge the physical and digital worlds into one hybrid environment.

Initially, before we started filming or creating our final product, I had concerns that my lack of technical skills on the computer would affect the quality of our final product, however we found that we could just as easily demonstrate our ideas using simple projection methods and time-lapsing. If I could do this project over again I would not change much but I probably would want to improve the quality and clarity of our projections that we used. I think for the purpose of this assignment, the techniques we used were sufficient, however to make it cleaner and more visually interesting, I think the clarity of projections could be worked on.

One thing I am very proud of after doing this project was our ability to verbalize all of the concepts we were covering in our demo and our final product. It was really amazing to see the relationship between the principles of environments design that we discussed in class being translated into our project. I'm also very proud of how much we were able to accomplish with our video, including making the Invision prototype of our application, designing the interface, scripting the voice over portion of the video, and compiling all of our projected footage into one video, in the span of only a few days. We were very efficient with our time and really played to each of our strengths in order to come out with the best possible product.

Overall, this experience was really great. I learned how to use Invision, I got to play with projections and time lapsing to see how it could really improve the quality of a demo, and I got to merge everything I learned these past couple of weeks in the environments track into one final piece I can be proud of. It was a really great experience working with Alex and I would definitely work with her again in future environments projects.