

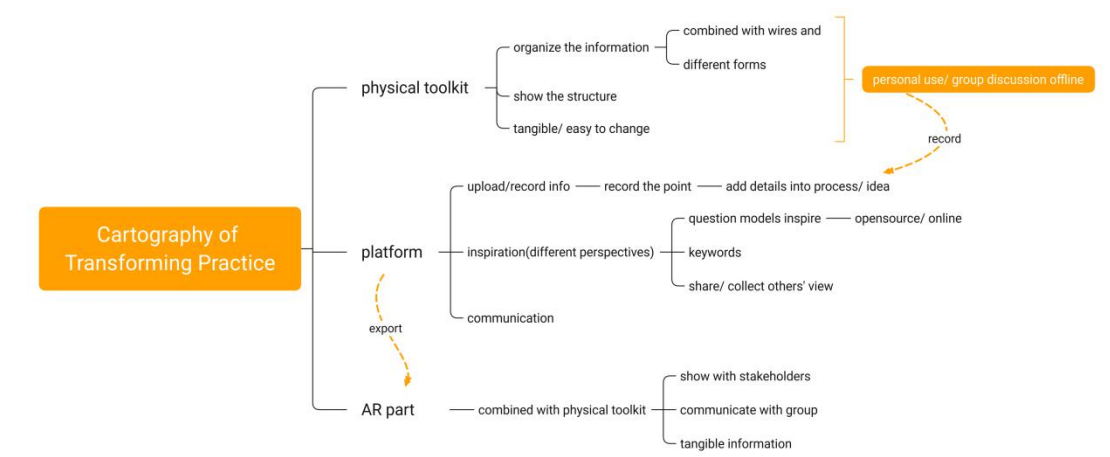
Reflection

Zhang Wanyan

This project was different from my previous experiences and it was a great adventure for me. I focus on aesthetics and technology, but I have always wanted to explore macro design thinking about complex problems in a philosophical perspective and how to integrate knowledge from different disciplines. This project allowed me to think about what transforming practice means and to reflect it in action.

Design Theme

Our theme is Cartography of Transforming Practice. In the face of complex societal challenges, we need multidisciplinary knowledge and open dialogue with stakeholders... Design is a co-development process to build a sustainable future in this context. Our design aims to explore and record the design process through cartography, to communicate sensitive points, to foster open dialogue, and to invite others to join in.



Our design structure

My Role & Design Process

In this project, I did not choose to start with product design, an area I am familiar with, but rather architect a service system through interaction design. I was in charge of the platform and virtual reality part of the design, which also fits with my focused area. I like the design concept to become clearer as the research continues, and to present it through a suitable and beautiful technical medium. This process is much like an archaeological excavation.

When exploring design concepts, I started by reading literature, trying to build an understanding of TP first, then introspecting from my own perspective, discovering some ideas related to TP, and trying to bring them into complex projects to see if they can solve the problem. Tisha told us a story "The little prince asked the pilot to draw sheep, but he was not satisfied with the result. Finally the pilot drew him a box, and the little prince saw the sheep he wanted in the box." This was a great inspiration to us. The "Perspective guide" section was designed to present this "box" in the hope that users would see the information they were looking for. Subsequent user testing

focused on the effectiveness of this feature.

At the beginning of the design, the platform was not very relevant except for recording the physical toolkit, but AR can bring the information from the platform back to the physical toolkit, and the relationship between the information forms a closed loop, so I learned C# and AR later. I encountered many problems during the implementation of AR, and some of the design forms were adjusted with the limitation of technology (such as the design of identification code, which is more complicated in order to improve the recognition rate) I was really happy when the function was finally implemented on the mobile phone.

There were only two of us in the group, but that didn't affect our cooperation. Although we divided the design tasks, this rather facilitated us to look at each other's design parts more objectively. I learned a lot from my teammate and it was a pleasure to work with her!

Existing inadequacies

I didn't have enough time to incorporate some interesting points into the final design. And the design about the platform was only done as a high fidelity prototype, the interaction part was not user tested, so I think I missed some flash points. The AR part was also intended to include some interactions such as point and click, page flip, etc., which could provide more efficient information, but only the basic functions were done in the end. The platform delivers AR information to the physical toolkit currently based on two separate software.

During the design process, I didn't understand TP well enough until I read a lot more literature when I wrote the context part of the report and combined it with my own experience to understand TP a little better. If I could iterate these functions through and bring them to experts with TP experience for testing, the design concept should be more mature.

Expertise area & skills

This project mainly enhanced my User&Society and Realization&Technology abilities. Through this project I have identified more clearly that my strengths are in the combination of abstraction, multidisciplinary knowledge, aesthetics and technology.

Knowledge of the user and social dimensions allowed me to think about the role of design from a macro perspective, use multiple person perspectives, and find design points through introspection and field observations. This complemented my previous approach of just using lab methods. Through communication and co-exploration with other stakeholders, I have developed my own understanding of TP and presented it in the design proposal.

I considered Technology&Realization as a process of finding the best medium to present design concept. To take advantage of the internet and technology, I learned interaction design, from interface to hi-fi-prototype, as well as AR and code. This has expanded the technical options available to me in the future and given me the confidence to continue learning new skills.

Creativity and aesthetics in this context is not only about the form of expression, but also about

reconstructing theoretical knowledge and embodying it in beautiful interactions. In this project I got a deeper understanding of the meaning of Reflection-in-action and enriched the way to find insight (which is also the part of what we designed).

With my vision and development

The concept of TP has greatly influenced my design thinking, and I will use TP as part of my design philosophy in the future. This project made it clear that my strengths lie in the interplay of technology, knowledge and aesthetics. I enjoyed the process of learning new knowledge and applying it successfully. The user and society component complemented my past experience and allowed me to explore more complex issues. At the same time, I see the possibility of learning new things for myself. I'm very interested in using surfaced technologies to solve social problems, whether it's technology-driven design or design-driven technological advances.