



## Reflection Anne Jenster

Before starting this semester I had done my FBP, I had done this project on filter bubbles in social media one of the biggest wicked problems of modern technology. I ended up writing in my vision that I want to “solve wicked problems in the social domain”. I talk about a design thinking model about the sweet spot of innovation where they state you hit this spot by combining desirability, viability, and feasibility. I state that I do not agree with this model and am missing a sense of responsibility. In the last years of my bachelor's, I have been focussing on designing for the social domain with my internship, board year, and FBP but I had not been in the TP squad. Being in TP this semester thought me for example that solving a wicked problem is not possible because of its transforming character. I also learned that this model about the sweet spot of innovation is definitely a product of the experience paradigm and focussing on adding responsibility and impact will help shift towards the transformation paradigm. With being in this squad I learned to put all my interests, vision, and identity in place with accompanying literature.

In the rest of my master's, I will mainly focus on the areas of expertise user and society and creativity and aesthetics. In this project the focus of user and society was the biggest with the approach of co-development, I already was familiar with co-creation but I have especially learned much about the position of designing for transformation in society and learning philosophical theories and their relation to design. The second main area I developed in is technology and realization, we had a big focus on making what eventually also connects to creativity and aesthetics. I worked on really making a refined-looking prototype and learned new techniques such as 3d modeling and laser cutting. I also learned about what kind of role making has in my way of working, this is something I took with me because of being in the crafting everyday soft things squad twice, where making plays a big role. I realized that this trait of mine was something that distinguished me, with the ethnography workshop at the beginning of the semester where I was the only one that actually made things. Next to making being involved in my way of working it was for this project also a way of communication.

There have been struggles in our group with our third member leaving after 4 weeks, and language and culture barriers. We learned that making (physical and visual) helped us understand each other better. Me being extroverted and perfectionistic, I naturally took the leading role and had to learn how to give space to Wanyan for her to express what she thought and give tasks out of hand. We found a solution to this by splitting up responsibilities (me the physical prototype and Wanyan the digital) this way we both could show our strengths and develop the way we still wanted to develop. Because of this way of working our communication drastically improved what thought me a lot about how to benefit from a situation like this. I learned about the value of different backgrounds and cultures in teamwork. Because of this situation, it was harder to have in-depth discussions within our group, but because of the squad structure, we still got these discussions. The set-up of the squad really benefited our project with natural moments of testing with the carousels and discussion with the tastings for us this especially worked well because of the fact that our user group was the TP community.

During a specific point in this project and the course CDR, I realized I was able to follow scientific methods without having to look them up beforehand. There are a few books and articles that I have read and used multiple times and which methods are now familiar to me. The combination of CDR and this project has been a turning point in my development in DRP, I started to realize that when you know your methods and writers, it makes your research easier, it makes you more confident that what you say and did is actually based on something. I especially experienced this with the book convivial design toolbox (Sanders & Stappers, 2012). This also reminds me of something Dan Lockton said to me during CDR about a good and experienced carpenter making their own tools because he exactly knows what he needs. I am seeing my development and creation of my toolset as design research more in that way now, with picking parts of methodologies and combining them. But also developing designs such as the toolbox of this project that are usable for different projects. I found this anecdote of the carpenter back when watching the documentary: Being in the World - On the Subject of the #Heideggerian Dasein. Where they used an experienced carpenter as an example of phenomenology here they give the example that this carpenter is so articulated in his profession that the activities go through his body that has a certain know-how. I find this way of looking at developing knowledge and skills very inspiring and started seeing my own development in this way as well.

This project was a great basis for the rest of my master, where I will be still in the TP squad. The project gave me the possibility to really dive into the theories, that are now added to my toolset as a designer. This will be of great help for my next projects where I want to bring designing and design philosophy to organizations (especially political) and implement it from within.

