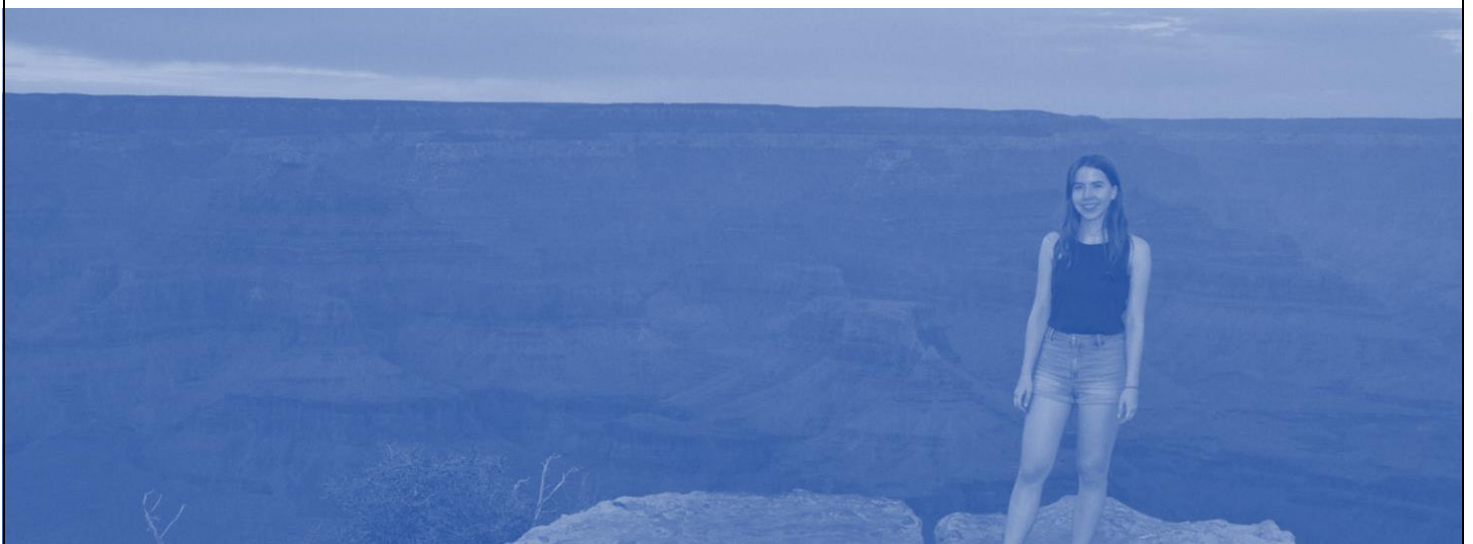


WHO AM I?

PROFESSIONAL IDENTITY

I am Kyara and I'm a first year Industrial design student. In high school I chose to follow the subject art history, since I am very interested in design and art. The biggest thing I learned from that subject is that I now easily can look at design and art from different points of view. My most important personality traits are my calmness, my eye for detail, my creativity and my love for ideation. One of the things that drives me is my interest in art. I love things that look amazing, that tell a story or that help people (emotionally or physically). If things don't look their best I love trying my best to make them look great.

I also love coming up with ideas and thinking outside the box is what I do best. The ideation phase is therefore my favorite of the design process. My passions are drawing, writing and DIY. What I like about Industrial design is that whatever you create is not just something that looks pretty It's something with a purpose, that will make a difference in the world even if it is only a really small one. I think it's amazing if you can make something that will help people. That is the type of designer I strive to become.



VISION

I really like most parts about the current society. People have maybe never been more innovative and, especially young people, accepting towards others! The craziest new inventions are made every day and people are talking about moving to Mars! Thanks to the internet everybody now has a voice and minorities are more and more standing up for themselves and accepted in our society. I really like these developments and as a designer I want to help the world to keep moving in this direction.

I believe designers truly shape the world and are able to change the way people think. It is a big responsibility you often tend to forget. Design in nowadays society is with more and more smart objects really important. I want to design products that will help people. Designs that stimulate people to do the right thing (learn, act more understanding towards others and live more healthy). In my vision the world should keep growing to be an accepting and innovative place.



WHERE AM I NOW?

PRESENT

I am studying Industrial design for half a year now and I've already learned so much. But before I came to Eindhoven I was already preparing myself for my design future. I followed art and technique as extra subjects in high school and performed in extracurricular activities such as organizing and writing school plays and painting murals in our neighborhood. For my graduate assignment I gave calculus lectures in lower classes, improving not only my presenting and talking in front of big group skills but also my calculus.

Since I started at Industrial design I followed my first design courses and went through 2 design processes. One focusing mainly on ideation and one focusing mainly on involving users. I will most certainly use the techniques I learned here in my future design processes.



GOALS

LONG TERM

During this semester, I strive to pass all my subjects. Creative electronics and Modelling, they're both really out of my comfort zone but I am excited to learn. I also want to grow at basic designer skills. Such as working with Adobe programs and improving my group work.

After my study, I do not see myself starting up my own company. I would like to work in a large design office. By means of my work, I want to help people, physically and mentally. I want to help them to make their lives easier and to help them learn. I want to add value to their lives. Being able to do so makes me feel great.



SHORT TERM

Adobe programs

Before I started studying here at Industrial Design, half a year ago, I never used any of the Adobe programs before. In this half year I already learned some things. But I'm still a beginner and I have a really long way to go. Because it is really important as a designer you can present your work well, using InDesign, Illustrator and Adobe Premiere, I believe it is really important for me to get better at working with these programs.

Goals

- I will from now on make the videos for my group projects, or at least make them together with one of my more experienced team mates.
- I will make a drawing in Illustrator at least once a week. On the end of Q3 I want to make a logo for the product I'm developing for Project 1. Even if my steps are small, I believe it is really important that I keep practicing

- I will make this PDP and all my following documents from now on in InDesign.

Group work

I want to move more to the foreground in group work. I want to speak more and show my team mates more of my ideas. I don't have a loud voice and I'm not that confident either, so I want to improve. Because it is really important as a designer to bring the ideas in your head over to people around you.

Goals

- I will take the lead more often in meetings, I will prepare and write down what I want to say. So I feel more secure and so I won't forget important things. On the end of the semester I will ask my teammates for feedback on my group work and I will write a reflection about this topic on the end.



- I will talk in every presentation of Project 1. Also to see where I go wrong in my presentations, I will ask my tutors for feedback after my upcoming presentation.

Technique

I often feel like I have a lack in technology skills and knowledge compared to my groupmates. I don't know what is possible, so I can't make the optimal designs. I want to get more aware of what is possible and how to use those techniques.

Goals

- I will follow tech news more actively. I searched and liked pages with tech news on Facebook so they will appear on my timeline and I started following tech news accounts and important designers on Twitter.

- I am following the course Creative electronics. I will take a lot of notes, attend every lecture and overall work really hard on this course because this is something that I really want to learn.

User and Society

While I was following the course User-Centered design last semester I realized the importance of involving your users in your design process. I want to gain more knowledge of how people view design.

Goals

- I will do at least 3 user tests for the product I'm designing for project 1. I will write about the results in our report.
- I will visit upcoming design festivals with one or two specific things (ex. materials) in mind of which I'll take pictures and ask the designers questions about. Afterwards I'll write a reflection on the subject. I plan on going to the Graphical Design festival and the DDW

