RRR Task - 05
Reflection with DIEP

DIEP stands for Describe, Interpret, Evaluate, Plan. Each of these are stages of reflection that build towards true reflection in evaluating your current or recent practice and planning future practice.

Describe

- New insight
  - Importance of iteration
- Background
  - User experience design courses
  - Interview and research with group members
  - Project experience
    - User interface design tasks
    - Emphasis on the whole process from research to design implementation
- What I learn
  - Accept imperfections
    - Allow for quick attempts and improvements
  - Patience and flexibility to respond to changes in user needs or feedback
- Future impact
  - Functionality and utility
    - Focus on user needs

Evaluate

- Iterative design help me to understand the design process
  - A process of incremental improvement through continuous testing and optimization
  - Continuous optimization process not fixed
- Design thinking
  - How to apply an iterative approach to design process through theoretical learning
- Connection to Donald Norman's theories
  - Iteration helps to achieve human centered design
  - Empathy Theory : Deep understanding of the needs and psychology of target users
- Shift in mindset
  - From static to dynamic design
    - Evaluate how to improve design quality and innovation through iteration in practice
  - Critical thinking enhancement
    - Learn to evaluate each design aspect
- Applications in practice
  - Balance user needs with technical constraints to find the best solution through iteration
  - Iterative design reduce the risk of failure and improve efficiency by identifying problems in a timely manner .

Interpret

- Significance
  - Design is dynamic
    - User experience
    - Technical constraints
    - Market demand
  - Iterate through empathy, defining the problem, prototyping and testing
- Reference
  - Donald Norman
    - Empathy Theory
    - Design psychology
  - IEDO design thinking model
- Complexity
  - Conflicting feedback from different users
  - Limited time and resources
- Unanswered questions
  - Optimal frequency of iteration
  - When to stop iterating and accept existing solutions

Plan

- Using iterative design ideas in future courses
  - Optimise my work
  - More frequent feedback and prototype testing
- Future career
  - Use the iterative process to better communicate and validate design solutions and improve teamwork efficiency
  - Reduced resources wastage and timely reorientation through rapid prototyping
- Design thinking in life
  - Optimism time management and set goals to improve efficiency
- Future projects
  - Perform feedback and testing to ensure solutions meet users needs

Presented with xmind