Task5 DIEP reflection

Describe

Describe my design project for the semester, including the work I did and the context of the project.

1. **Project type:** app design, etc.
2. **Project objectives:** improve user engagement, optimise user experience, increase functionality, etc.
3. **Design tasks:** what are the specific design requirements? For example, interface design, user flow design, prototyping, etc.
4. **Design tools:** Figma, Adobe Illustrator, Photoshop, etc.
5. **Design methods:** user research, wireframe design, prototyping, user testing, etc.

Interpret

In this section, analyse what I learnt from these projects, reflect on the design process in the projects and how I can improve my design skills.

1. **Details of interface design:** elements such as colour, typography, spacing
2. **Emotional elements of design:** triggering users' emotional resonance through colours and interaction settings.
3. **User research:** collecting feedback through user interviews, questionnaires, etc.
4. **Adjustment of design based on feedback:** e.g., make adjustments based on user comments or feedback.

DIEP

Evaluate

Evaluate my performance on the project and analyse what I did well and what I can improve.

1. **Design Effectiveness:** After the project is delivered, what is the final result of the design?
2. **Feedback:** How was the feedback received from your mentor and fellow users?
3. **Strengths:** What strengths did WO demonstrate in the project?
4. **Areas for improvement:** What areas do I feel I could have done better?
5. **Challenges and breakthroughs:** What difficulties did you encounter during the project? How did you overcome them?

Plan

Develop a future learning and development plan, based on my reflections, to clarify my future goals.

1. **Tool skill enhancement:** in-depth mastery of design tools, e.g. Figma, or learning new design tools.
2. **Short-term and long-term goals**