05

REFLECTION WITH DIEP

Write 1500 word reflection report according to DIEP

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Merge the first two project objectives

Emphasis: in-depth research on the needs of different users

Learning: Transformation of design concepts

project 3: Smart Home App
Design for International
Students

background music

① substantial benefit to users

② technological updates

customized light

③ respond to changes in users' habits
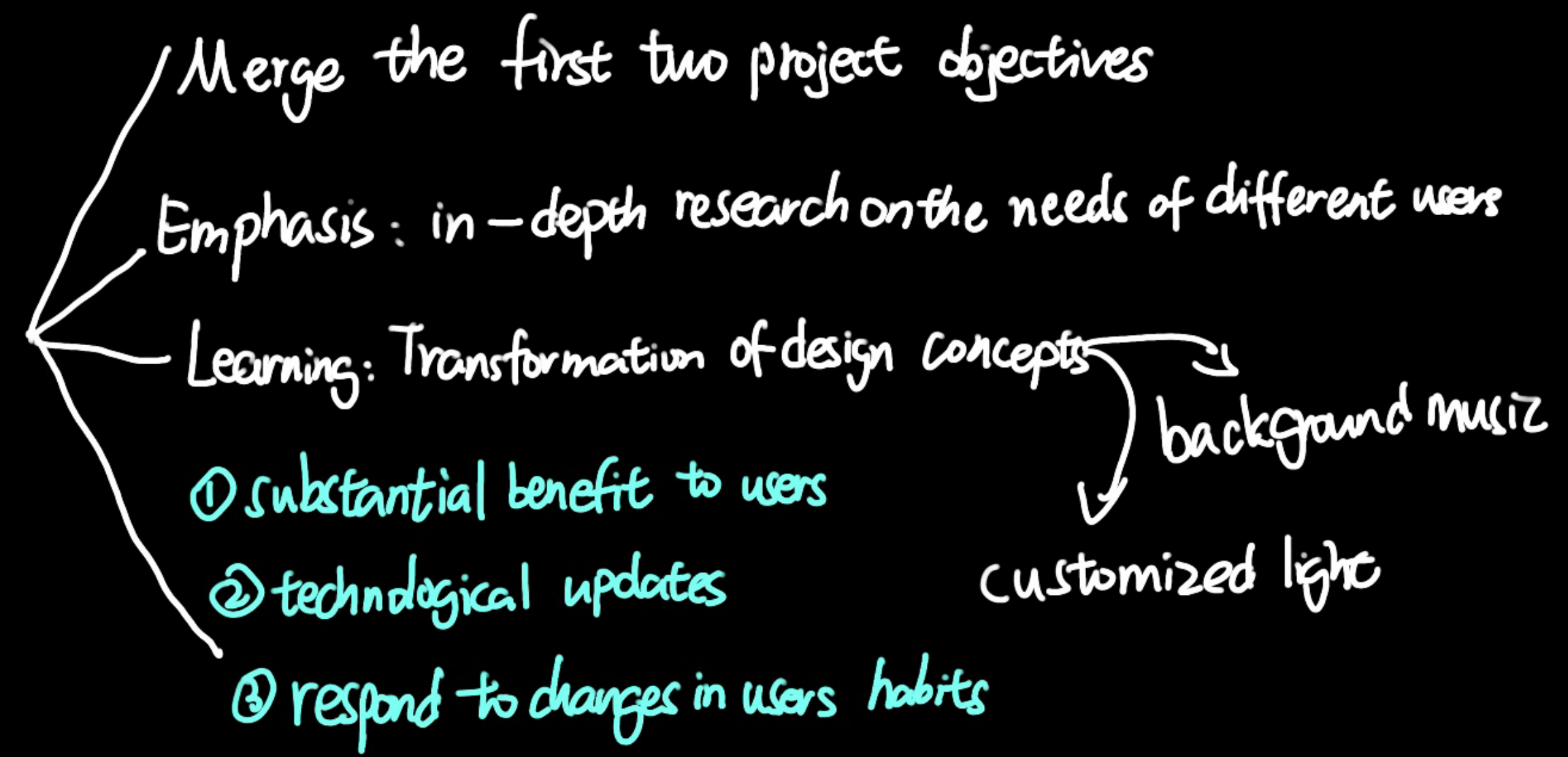
DESCRIBE

project 1: Outdoor scene
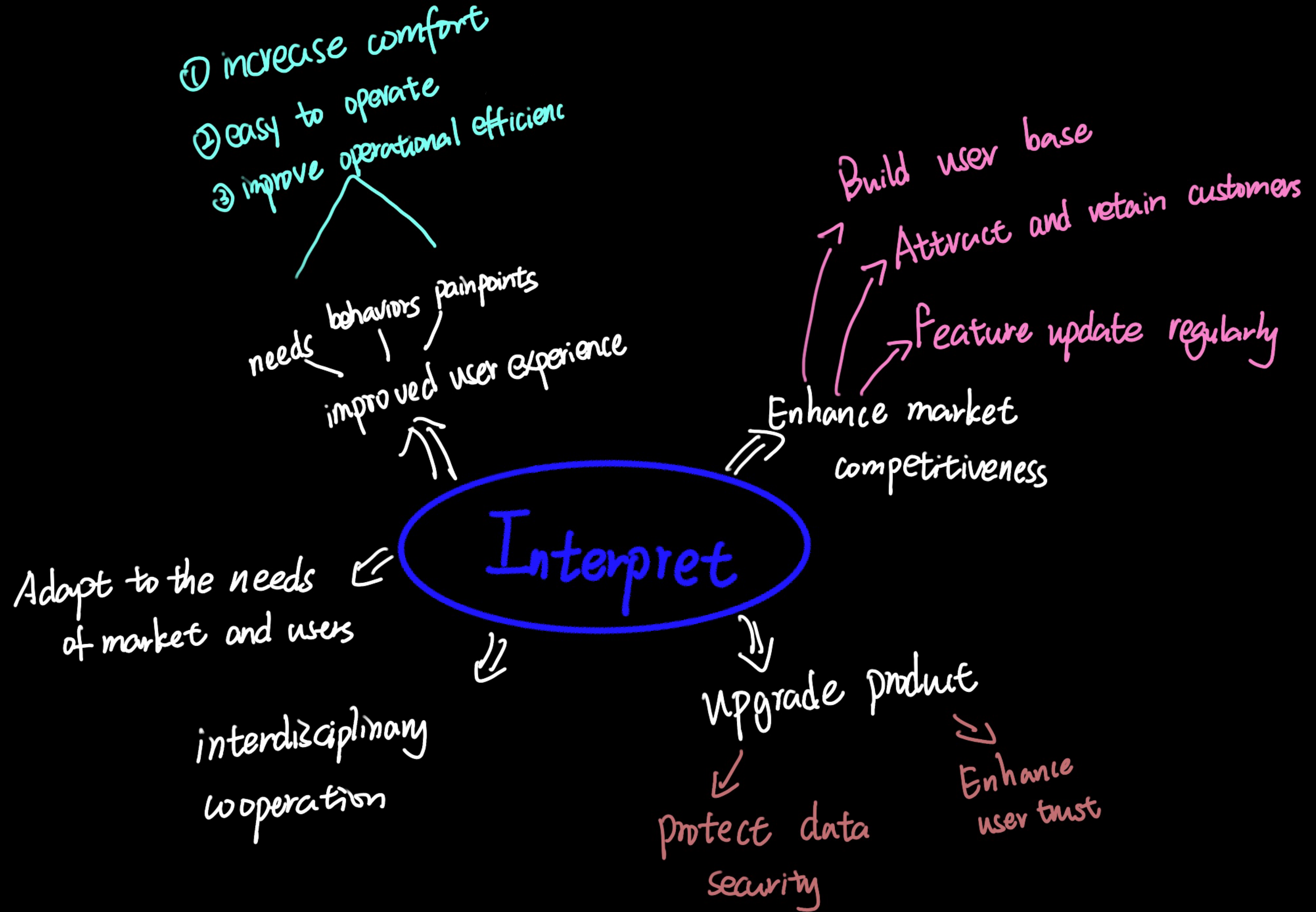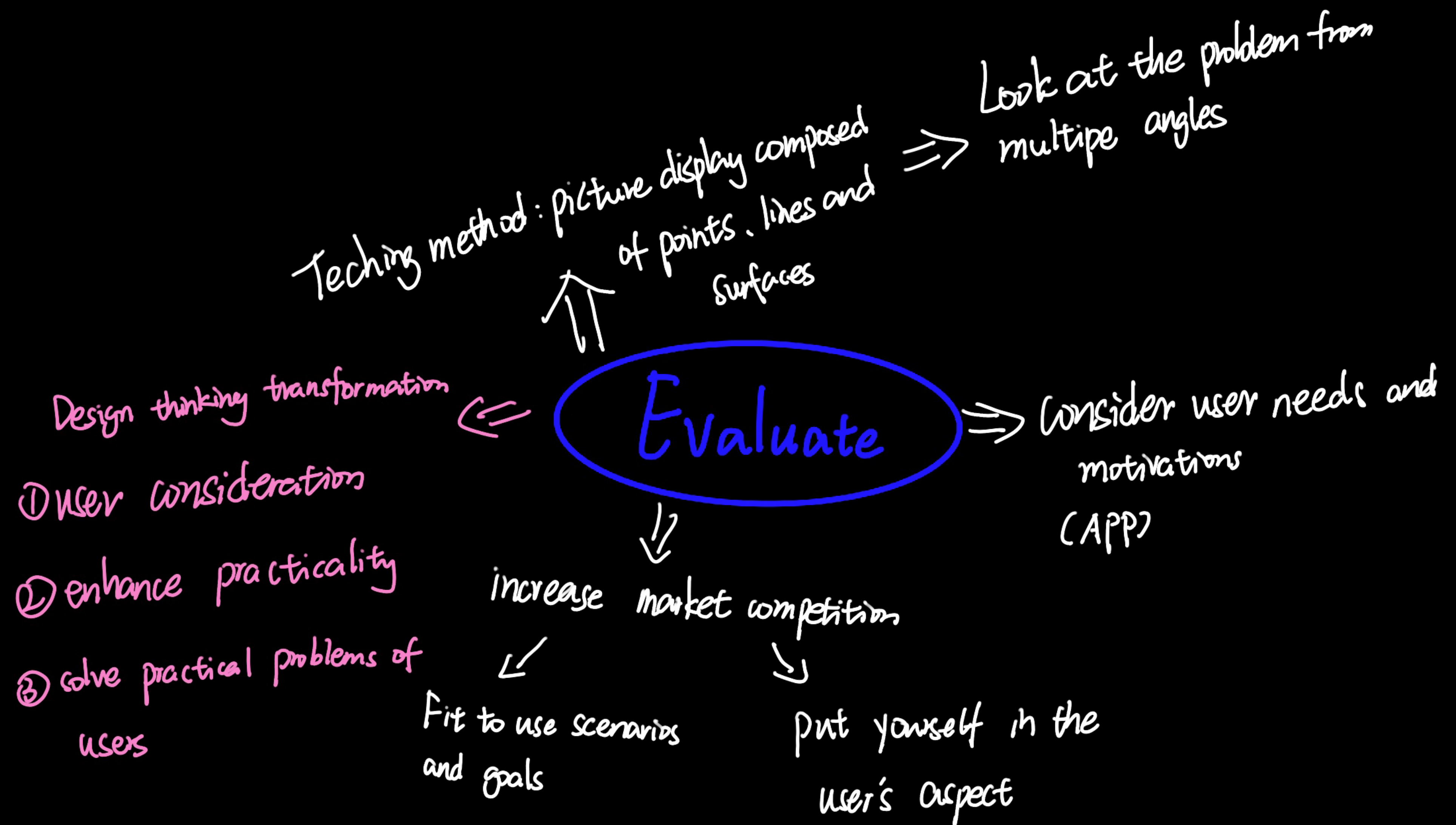observation

project 2: Time management App Design

survey user classification: ① underage ② over 21

Research direction: clear demographic division

Learning outcome: effeictive methods of clarified research

Purpose: explore the roots of interaction

Discovery: Different behaviors

Insight: consider a diverse user group

① increase comfort
② easy to operate
③ improve operational efficienc

Build user base

Attract and retain customers

Feature update regularly

needs   behaviors painpoints

improved user experience

Enhance market
competitiveness

Interpret

Adapt to the needs
of market and users

interdisciplinary
cooperation

Upgrade product

Protect data
security

Enhance
user trust

Teching method: picture display composed of points, lines and surfaces $\Rightarrow$ Look at the problem from multiple angles

Evaluate

Design thinking transformation $\Leftarrow$

① user consideration

② enhance practicality

③ solve practical problems of users

$\Rightarrow$ consider user needs and motivations (APP)

increase market competition

Fit to use scenarios and goals

Put yourself in the user's aspect

Curriculum understanding
① logic
② internal connections between projects

Plan

⇒ self-reflection: ① identifying deficiencies
② how to improve

Career impact
① advances in the field of interaction design
② creating works that meet the needs of long-term design

combination of theory and practice
① user research group division
② visual effect
③ easy to operate

improve ability
① solving problems
② innovative thinking