Reflection 2
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Creative Programming, a course that thought me how to make interactive programs, starting from no experience.

How did I plan my learning? How did I execute my plan?

From the other half of the quartile I learned to start on time with the challenge, because the challenges take a lot of time. This way you have all the time to watch tutorials, search the internet and just try things. But first we had to do the homework and go to the lectures and workshops. By going to the lectures you would get a better explanation of the slides that you could already have a look at. So, before I went to the lectures, I read the slides in the train to be prepared and to already know what to expect this time. My planning every week was to go to the lecture on Monday, start with the homework assignment, ask questions at the workshop if necessary and watch already on YouTube examples of the challenges from other years to get an impression of the idea of the challenge. This way I knew what the challenge should be like and what was meant by the explanation on canvas. In my head I created an image of what I wanted to make for the assignment. Two weeks before the deadline of the challenge I started trying out my first idea. This idea was not the best and did not work the way I wanted. This was a very annoying experience, because it is a lot easier if it works right away. My second idea was better and after asking some questions to other students and searching on internet it worked. But I thought it was too easy, so I improved it to what it is now.

What have I achieved?

After the first half of the quartile I already achieved to make a painting on programming and to know how to use the learned techniques. This other half I have learned new techniques like making and using classes and using the Teensy. With these new programming skills, you can make more sophisticated programs. And of course, a more interactive program like the challenge. I achieved to make an interactive program and use my Teensy with it. Use my Teensy for a light, an LDR or a button. I learned working with the Teensy especially from the slides of one lecture. I combined that with knowledge and with examples of processing of how to work with a Teensy to make it work together.

With these achievements I can be a better designer, because I can make my sketches with programming, but also use the Teensy for an interactive experience. For example, if I want to make a game with lights or a button.

How am I going to improve towards my ambition?

When I went to the Dutch Design Week last week, I saw a robot that could play football. I think these robots are very interesting and cool. This reminded me of what I like and what my motivation is to do this course well. Eventually I think it is cool to make a similar or a complete other robot. To achieve my ambition, I must do this course right and practice. I do not know if I am eventually capable of making something like that, but I can try and have help from others. To improve myself towards my ambition I will try and practice a lot. I will watch tutorials and search online for examples and help. This way I hope I will eventually reach my goal.

How will my learning contribute to my ambition to become a designer?

This quartile I have learned not to give up, ask for help if you cannot figure it out by yourself, research a lot on the internet, watch tutorials for help and inspiration and finally to practice a lot. By lots of practice mean, just days of only practicing Creative Programming, with sometimes breaks of course. These learning experiences will help me to stick to our idea or go further with a freshly new idea and just go on, not give up, if I am working in a group for a project. Ask if you do not understand something or when you cannot go further. If I ask a little more questions now and then, my work speed will improve, so I will have more time for improvements of projects at the end. There is already a lot on the internet. If I use the internet more often, I will not have to ask people questions all the time, which can be annoying, and this also improves my working speed. Watching more tutorials for inspiration and help will improve my 'out of the box' thinking during projects, because I can mix my ideas with other ones of which I did not even know if they existed. To really understand a subject or to make a good project you must work a lot on it. If you work with regular breaks, you can be well focused and will not be bored or exhausted of working on the project.

In conclusion, with this new learning experiences I have become a better designer. A better designer in researching, ideation, working speed, persistence and a little more on a social level. These qualities will help me for the rest of my bachelor and life.