

# /my\_journey \_so\_far

This first semester of the master's has been a time for exploration, for discovery, a time for getting to know those things we are interested in and those that might not be that relevant to us. I lived this first semester with a bit of stress since many things were going on at the same moment, many different topics and methodologies that were completely new to me. Nevertheless, on the other hand, I indeed appreciate everything I learned and this sometimes uncomfortable feeling of doing something you are not used to doing because you have never done it before.

## /first\_person\_perspective- real\_interaction

Working from a First-Person Perspective has been one (if not the most) important discovery for me. When I was coursing my degree, I missed a lot working on real projects and interacting with collectives and communities. Now that I'm starting to put this into practice, I'm realising this is fundamental if you intend to create something meaningful and useful.



First design intervention: 'Wearing weights'



Collective design intervention: 'Plant B'

Of course, working from a lpp is not always easy and there are many situations where one just cannot put oneself into someone else's shoes, but for sure it is a manner of empathising and it can give a more realistic approach to the topic in question.

Plant B project was a good way to start having real interaction with people: just by playing music and touching plants we created this collaborative and joyful atmosphere we wanted to create. We also got some direct feedback that helped us improve the project, which is genuinely valuable.

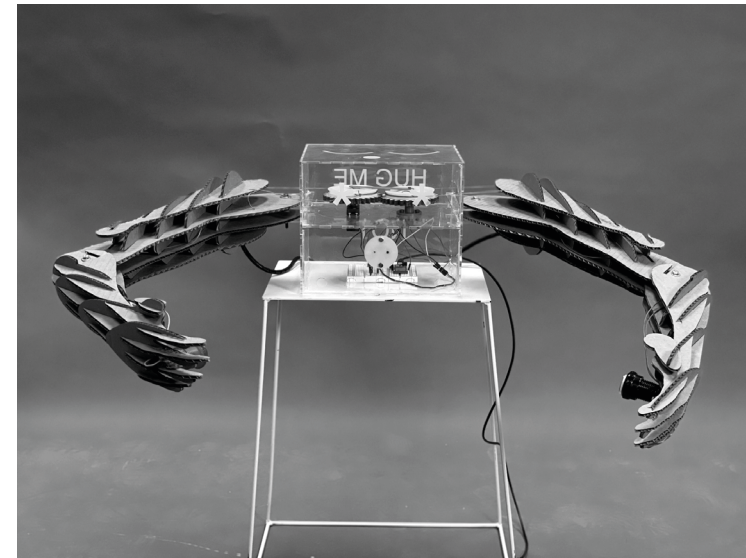
Looking ahead, I will try to investigate this methodology more deeply, trying to lose the "fear" of interaction, setting aside laziness and being brave enough to perform meaningful interventions.

## **/emotions\_in\_design**

As an industrial engineer, I strongly believe in the sentence "Form follows function" as a way of facing design. However, there are many other things to consider apart from form and function: lifecycle, materials, colours, etc. This semester I discovered the importance of emotions in design. Almost Useless Machines made me understand how relevant is to think about the emotion you want to provoke with a product, which are the feelings and sensations people will have when touching it, seeing it, smelling it? How will people react while using it and interacting with it?

The exercise we did during Tech Beyond the Myth consisted of creating a machine from an emotion, but this isn't normally how things work. Generally, one chooses in the first place the topic and then starts thinking about how to approach it. This is why I think that emotions and feelings need to be taken into account in every step of a project and can never be left aside because they can make a change in a design.

From now on, I will consider this other aspect of design as a fundamental pillar of my projects and products, and also will try to dig more into how to provoke different sensations in people. People's minds are fascinating and I hope I can learn more from the subject with my projects.



'HUG ME NOT' machine



# /documenting\_and\_reflecting

As almost everyone from the master, this thing of documenting has been a huge new experience for me. It has been sometimes a bit tough since I'm doing some of this documenting because it is mandatory and not just for me, but on the other hand, I'm learning a lot from doing the reflections and working on the Design Space.

Sincerely, I have never been the kind of person that has a personal journal that notes down every single link and book recommendation. I usually keep the information I think is relevant to me and that I think might be useful in the future. However, being forced to do this is helping me structure myself a bit more in my mind and define my interests and thus my choices.

Furthermore, I truly appreciate the way we are documenting our projects, using different techniques such as video recording, sketches, notes, voice messages, websites, etc. I believe this is making me a better designer because, as some say, if it isn't documented it doesn't exist.

I'm already starting using more documenting methods on my projects and now I want to improve my skills and go a step further, giving it more sense and structure.



Screenshot of my website

Apart from all these things I've just explained, there are many others that are also new to me such as working in a Design Space, using a Multiscalar diagram, working with an iterative design mindset, dealing with short timings (for instance, the 24h intervention), etc.

However, each of these new experiences are helping me grow as a designer and as a person who wants to pursue a professional career based on developing and participating in innovative projects.

To sum up, I have huge expectations on what is to come, and hopefully I will be able to learn and put into practice many other things while I work in stuff I like. I will fight for that.