Student Name: Hannah Martin

Did the introduction / outline for the workshop provide a clear idea of what to aim for?

Yes, most definitely! I found that my course instructor Pauline has much to say about each workshop and was always around for me to ask questions.

Was there enough direction / feedback provided?

Yes, there was, each day the lecturers would make it their mission to visit each table, weather this was group work or individual work and instruct us on how we could go about making things better or help them make a little more sense, which I am very grateful for.

Was I aware that I could seek out and ask for advice if I required it?

Yes, the lecturers made sure we all knew they were around for any questions or theories and didn’t stop until any issues were resolved.

Which part of the workshop did I enjoy the most? Which part of the workshop did I least enjoy?

In the past three weeks I have enjoyed each design class, if I had to choose a favourite I would choose interaction design, this is because I was able to bring forth ideas and communicate with my group about how we could create an app that benefits people. There was a lot of positivity and laughs shared through this class.

However, although I did enjoy each class, my least enjoyed would have to be games design as I felt slightly rushed to create an entire game with intricate controls and manoeuvres all in a short period of time, I have also never been one to enjoy video games or board games myself.

In hindsight, were there aspects of the workshop that I could have handled better / improved upon? (Give examples)

I feel that I could have contributed more to the games design aspect of this module, I took my role seriously and made intricate cards with lots of detail where I should have maybe made more but with less detail and therefore, we would have more to show with the game.

Were there activities in the workshop that provided transferrable experiences and skills which could have relevance to future and specialist disciplines? (For example, time management, preparatory and research work, thinking outside the box, pushing outside of comfort zones etc.)

Yes definitely!! I feel that app design as well as graphic design will further help me in the future to understand how to build a business through app software as well as how the app is designed and presented to consumers. I have always had a thought of starting a business within art and with module has helped me greatly with gaining the experience I need.

Would I consider re-visiting this discipline area when it becomes an option in Semester 2? (If so, specify)

There is the very real possibility I will want to further explore interaction design; I was amazed by the lecture held on the course and enjoyed what the course lecturers had to say!