Spring Term:

Transformational Play

I think transformational play is very important with my goal to become a design engineer. Since I was young, I have always been playing and making games. It is my natural calling and it always fascinates me. Even if people don't realise it, games are an intergral part of society. They are the part of school, university and even the corporate life. The best way to learn is also gamifying it. I want to dive deeper into this concept as I truely believe that adults also have the hidden child inside them which just want to be let out. The means of this can be through games and play. I want to learn the intricacies behind designing games, balancing player motivations and incorportating topics like educationa and sustainability. I think the best way to learn is through a game, where the player experiences everything themselves.

Horizons (various modules)

I want to take the decision making module. I believe that learning to make the right decisions is the one of the, if not the most important skill one can learn in life. Decisions are present at every step in life and are the stepping stone to everything if you want to be successful. Learning to use frameworks and breaking down the decision making progress would help me in all aspects of life. Personally and Professionally. Eventually I want to become an entrepreneur and then my decisions would directly affect everyone at my company. With such a large stake at hand, I want to learn how to make these decisions effectivly and not leave it up to just my feelings.

User Interfaces and Interactions

I believe that it is very important for the interaction between humans and computers to be seamless. To achieve this, it is important to design an intuitice user interface that is both functional yet simple to use.

Design for Additive Manufacturing

Designing Interventions for Behaviourial Change

Project Managament

created with craft