

Request for: Project Report B1.1 Bugged 2.0

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THIS ISN'T THE RIGHT FORM BUT I WILL FILL IN ALL THE QUESTIONS YOU ALSO HAVE IN THE FEEDBACK FORM FOR COACH FEEDBACK!

Project: Bugged 2.0, group DPH81 gr6 consisting of Tijmen, Pleun, Lana and Thomas. This project was really meant to get started and get familiar with the system. What also really helped is in this project where the weekly presentations for DG000.

To see all first year bugged projects really motivates all groups to take it very serious and to see if you're on the right track.

Report:

Report is very clear, good overview what you've done in every phase of the design process. By adding a pictures to every chapter it really makes it clear how you've been working towards the final prototype.

You've shown step by step why you've made a decision for the next phase in the project. The bugged project was really meant to try thinks out and to be close with the user.

The point of trying thinks seems to be easier than it is, it took you some while to really dig in to the project, but when you eventually had chosen for the umbrella it got fast; a lot of prototyping and a lot of fallen/broken umbrella's.

You have taken it very seriously and did everything to get a working prototype, and this something you were able to get done.

This maybe also leads to less focus to the user, user tests is also an important part of the project, always hard to find the right balance, so this is something I miss in the report, or may maybe I must say this should have had more attention in the report.

An other thing aspect what you have done but not written very explicit in the report is al the attention for the parts you've made in your prototype; working with arduino components, making your own parts by hand and a part made by a 3D printer.

The chapter references need also more attention, this is an important part to see your sources, this needs to be improved for next time.

Group process:

First of all I wanted to say you worked very professionally as a team and you took the project very seriously and you did everything to succeed this project.

I'm really appreciate that everyone of you wrote a small piece of personal comment in the report.

This also makes it clear that it wasn't easy for Thomas to find the same drive as the other 3 team members.

Although Thomas found his passion in coding it seems to be hard to focus for a long time and to switch rapidly to think who need to be done for the project.

Mid demo day:

Very effective midterm demo day, you wanted to get feedback for your persona of the umbrella and used cards so people could give you feedback and were able to practise a pitch.

Individual process.

Pleun is a really honest student, wants to work hard and is very ambitious in the project, always took the lead in coach meetings to summarize the progression of the week.

Good team together with Tijmen.

Final Demo day.

The bugged project is a strange project to present, because you want to surprise someone without telling something in advance. From the other hand you know immediately if it works and people will laugh.

Presentation was very obvious, to the point and a very nice film for extra information.

final feedback form

- 01. quality of deliverables handed in by the student
 - 1. Mention each deliverable and give feedback on the quality of them (individual and integrated).

Summarized:

Report; text good for a first report, layout very clear.
Group process; good, with ups and downs.
Mid demo day; clear with focused questions.
Individual Process; tried to get everything out of him self in knows his weak points.
Final demo day; clear presentation and to the point.
- 02. the student's competency development
 - 2. Indicate learning activity & development of competency areas and give feedback on this.
 - indicate type of learning activity 
 - project /minor and Competency Coach Feedback FMP brief and Competency Coach Feedback assignment / module or other learning activity
 -
 - indicate development 'ideas and concepts' 
 - yes, substantially yes, to some extent no, although expected / intended NA
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 - indicate development 'integrating technology' 
 - yes, substantially yes, to some extent no, although expected / intended NA
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 - indicate development 'user focus and perspective' 
 - yes, substantially yes, to some extent no, although expected / intended NA
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 - indicate development 'socio-cultural awareness' 
 - yes, substantially yes, to some extent no, although expected / intended NA
 - indicate development 'designing business processes' 
 - yes, substantially yes, to some extent no, although expected / intended NA
 - indicate development 'form and senses' 

yes, substantially yes, to some extent no, although expected / intended NA

In this project it needs to be an umbrella like any other so in that aspect there is not a really challenge the challenge is mostly to get it bugged.

- indicate development 'teamwork and communication' [i](#)

yes, substantially yes, to some extent no, although expected / intended NA

Good first experience how you need to work together

- indicate development 'design and research processes' [i](#)

yes, substantially yes, to some extent no, although expected / intended NA

good process from begin till end.

- indicate development 'self-directed and continuous learning' [i](#)

yes, substantially yes, to some extent no, although expected / intended NA

- indicate development 'descriptive and mathematical modelling' [i](#)

yes, substantially yes, to some extent no, although expected / intended NA

Some coding has been done n combination with Arduino.

Worked on a lot of different aspect, be aware of de competencies you all didn't worked out this time.

- 03. process (approach)

- 3. Indicate which activity of the (design) process the student has done and give feedback on this.

- envisioning / transforming society [i](#)

yes, substantially yes, to some extent no, although expected / intended NA

- exploring / validating in context [i](#)

yes, substantially yes, to some extent no, although expected / intended NA

- making: synthesising / concretising [i](#)

yes, substantially yes, to some extent no, although expected / intended NA

- thinking: analysing / abstracting [i](#)

yes, substantially yes, to some extent no, although expected / intended NA

As you can see, you've scored on all aspects, for a first project you had the opportunity to experience a whole design process.

- 04. attitude

- 4. Describe and give feedback on the student's attitude.

Really enthusiastic students who wants to learn as much as possible, but also is aware of his weak points, but is always motivated to work on that.

- 05. advice

- 5. What advice would you like to give to the student?

Try to find the right dividing in work(time) between project, bachelor college and assignments

assessment form

- 01. Study Advisor note (SA-note)

- 1. Does the student have a Study Advisor note for this assessment?

fill in this feedback NA

- 02. update previous C-conditions (if applicable)

- 2. (if applicable): Update on comments and/or conditions from the previous assessment

H P NA

- 03. verdict for current block

- 3. 1. Determine and justify your verdict

hold (H) (C) promoted with Comment or Condition (PC) promoted (P)

otherwise I couldn't publish this form!

- 4. 2. If P-verdict with 'excellence': underpin your proposal for 'excellence':

excellent (E) NA

- 04. quality achieved for overall competence of designing, vision and identity

- 5. 1. Describe the student's overall competence of designing, as apparent from the demo / exhibition and showcase

- 6. 2. Describe the student's vision on designing and identity, as apparent from the demo / exhibition and the showcase:

- 05. stage and growth in overall competence

- 7. 1. Determine the developmental stage the student has achieved this semester:

- blank > awareness

BLANK > >> >>> >>>> >>>>> >>>>>> >>>>>> AWARENESS (expected stage for B1.2)
 NA

- awareness > depth

BEYOND AWARENESS > >> >>> >>>> >>>>> >>>>>> DEPTH (expected stage for B3.2)
 NA

- depth > expertise

BEYOND DEPTH > >> >>> >>>> >>>>> >>>>>> EXPERTISE (expected stage for M2.2) NA

- expertise > visionary

BEYOND EXPERTISE > >> >>> >>>> >>>>> >>>>>> VISIONARY NA

- 8. 2. Describe the student's growth for this semester.

- 06. advice for future development

- 9. What advice would you like to give to the student with respect to future development?