

Assessment #13

Date: December 16, 2021

Subject: Original Work Assessment

Assessment:

Editing my Original Work has been a long and tiring but also rewarding and selfless journey. I started off my project with wanting to create the components to a video game. The essence of my original idea was to create every aspect of a video game without the actual coding part to make it come to life. What I ended up doing, however, was designing a stress-relief app instead. With the help of a professional I interviewed, Ms. Kristen Kirk, along with fellow ISM student Mason Dierkes, I was able to create something that would genuinely help others, express to me how difficult designing really is, as well as allow me to build new connections and dream big in the process.

When I was first tasked with coming up with an Original Work idea, my first thought went to video games. I thought that I could design something in relation to gaming as video games are the essence of user experience: their sole purpose is to entertain and to provide an exciting experience for the user. So I decided to create my “video game without the coding” idea and found a lot of helpful research as I started the project. However, I quickly realized that user experience involves creating something for a user so my idea could not really work because there was no one to use it and even if they did, they would merely be observing my work rather than interacting with it and enjoying it. I also knew I wanted to create something meaningful and not just something for a school project as this was to be added to my portfolio. After some self-analysis, loads of stress, and a quick search in the app store, I decided that a stress-relief is what I wanted to design.

So I changed my project idea from creating a video game to now developing an app without coding it. This was until I met Mason Dierkes and we decided to collaborate on the project where I would design the application and he would code it. I decided I would submit my

Original Work as the prototype version of my app and the final product would be the fully functioning app on the app store.

Throughout the journey of my Original Work I was able to meet new people, learn new design tactics, and to especially be humbled by how poor of a designer I was (and still am) in comparison to other app creators. Probably the most difficult part about this journey was finding the motivation to design as well as looking for professionals to learn from. The easiest part was surprisingly the research. Everything from gathering local data, analyzing articles, finding new design videos, and meeting with professionals to discuss design tips, was not only the easiest in the sense that I had to listen and learn rather than create but it was also the most enjoyable part of the process. I also learned a lot along the way about design such as the various types of design and how to navigate through various design softwares, but also how to dress for an interview with someone you are meeting up with again or why sending a thank you card to professionals after meeting with them is so important. Along with the design and professionalism skills I learned, I also figured out a good routine for me to follow, the importance of iteration when designing a product, and the difficulty of sticking to a long-term project but also how to tackle it smoothly and stress-free.

Overall, I am grateful for the opportunity to create something as grand and as wonderful as this app and I am so thankful that it not only provided me with experiences and new knowledge, but also with the comfort in knowing that I created something that will genuinely help others whenever they are feeling stressed.

Link to Original Work Folder

<https://drive.google.com/drive/folders/1gfulu6pHsTpg0CkR1xGSG3-R4OPNpTYC?usp=sharing>