**My reflection**

During these past four months, Project 1 has been a massive challenge, not only for my designing and engineering development but also for me as a person. In the beginning, I was kind of disappointed, since I knew all my teammates from the past course 'From idea to design,' and I thought Project 1 would give me the chance to work with other people. Yet, I realized that knowing my teammates and having one of my closest friends also working with me was something that made everything more comfortable, it helped me to be more confident, and it also won us time since we skipped the whole introduction part. Our chemistry as a group developed a lot faster than I expected, and it provided us with great results.

With already having experience with creating a product and working in a team, it was easier for me to follow and to work on this project. The biggest challenge was that we only had general guidance and a general theme. Hence, we had to start from scratch, thinking of where to focus on, a possible problem that was needed to be solved, or a situation that would be better to be fixed, our target group, etc. This challenged me a lot as a designer and as a person, but it also helped me think outside the box and be more creative since I had the freedom to choose whichever direction I desired, and of course, a direction my team would agree on. Creating a product that included different categories, and in our case, different disabilities and games was something that took a lot of our time. It was stressful for me since we had to search for different situations and to do multiple user tests. So, after a lot of research and feedback, we learned that focusing on one game would help us go more into depth, and it would also help us have better results. Focusing on one game helped me understand the case and what was needed to be done. Disabilities are a serious topic. Focusing on one of them, and in our case, blindness helped me a lot with getting to the point of it and going more in-depth with the research, instead of working on different ones and messing up the information in the process. Also, through the research, I learned a lot more about blind people and how they experience the world around me, and it also changed my perspective on this specific topic as a human being.

At the start of the project, my goal was to develop my engineering skills since I had been straggling with those and wanted to work on them more. However, because of COVID-19, the university closing down and me going back to my country, I had to postpone this specific goal and focus on the doable ones. Therefore, I was back on concentrating on the graphic designing part, user tests, and research. Online education was another challenge that I had to face since, for more than half of the semester, the project went online, and we had to work like that until the end. The good thing is that we already had our prototype halfway ready before leaving, so, with a lot of team-work, we were back on track. The situation brought me a lot of stress, and I had to get used to the idea of not leaving my house. On the other side, it made me work harder as an individual, and it also helped me become a more independent designer; I had to work on everything from a different country away from everyone and everything that could provide help. I tried looking at the bright side of the situation, and I was also not alone since we faced time with my teammates and friends. I had plenty of time, and I was able to develop my graphic designing skills in ways that I did not have time doing while going to university. I watched different tutorials, and I spend hours on the Adobe software learning on my own. Everything came in handy when I had to work on the poster and the logo of the project. I also did a lot of research to create rules for our game, easy and fun for everyone. Correct research/analysis is an essential skill in a designer's life, and I always enjoy developing that skill. I was devastated that I could not work on the prototype since another teammate had to take it home, but that did not stop me from helping with the engineering part virtually. I tried helping the person that was able to work on that part, and I also studied a lot on my own, trying to learn how the different technologies and components we used for the project work.

While meeting with my teammates online, I feel like I have learned a lot from them, and it also brought us closer as a team. The situation was difficult, and we had to act smart, me and everyone else took everything more seriously and planned a good schedule to bring a good enough result. We all had our roles, and we appreciated each other's opinions. There were no fights, and everything was going smoothly. It was easier for someone not to follow the schedule, and it felt like everything became non-mandatory. However, I created a plan for myself that made me more consistent, and my teammates were also always on time, which helped a lot with the whole situation and us trying to deliver on time. I am glad I am included in this team, and I think that working with these people made me even better as a designer and as a person, since I also learned a lot from them, even gained more skills and became a better teammate.

I visualize a community with people working together and relying on each other, and people with strong bonds/relationships. The society we live in is what makes everyone so distant, and we are the cause of the unsafe environment and the bad things that are happening. Thus, being involved in Project 1 brought me a step closer to my vision. It also developed my professional identity since it gave me the chance to develop different skills and work on the ones I already had. It affected me as a designer; it changed my perspective on how I face different situations, different kinds of people, and minds. Lastly, it was an experience that will help me in the future, and I believe I will be more ready to face obstacles. After this, I feel more enveloped in the industrial design world.

The experience was not an ideal way to work on such a big project, but I hope to work at the university again and develop my skills even more. My goal for P2 and future work is to improve my engineering skills since it is still one of my weaknesses. I want to do that while working on prototypes, with Arduino or with coding. I also hope to work on music/sound-related projects since it's one of my priorities to create a product that will bring people closer while including music. In general, I want to be able to explore all my options as an industrial designer and to cooperate with other designers. As for the near future, I plan to develop different skills step by step while figuring out who I am.