

Design MIDTERM

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Mind Mapping

maps showing, a graphic symbolic representation of the significant features, subject, area/field, concepts, topics etc a diagram used to visually organize information.

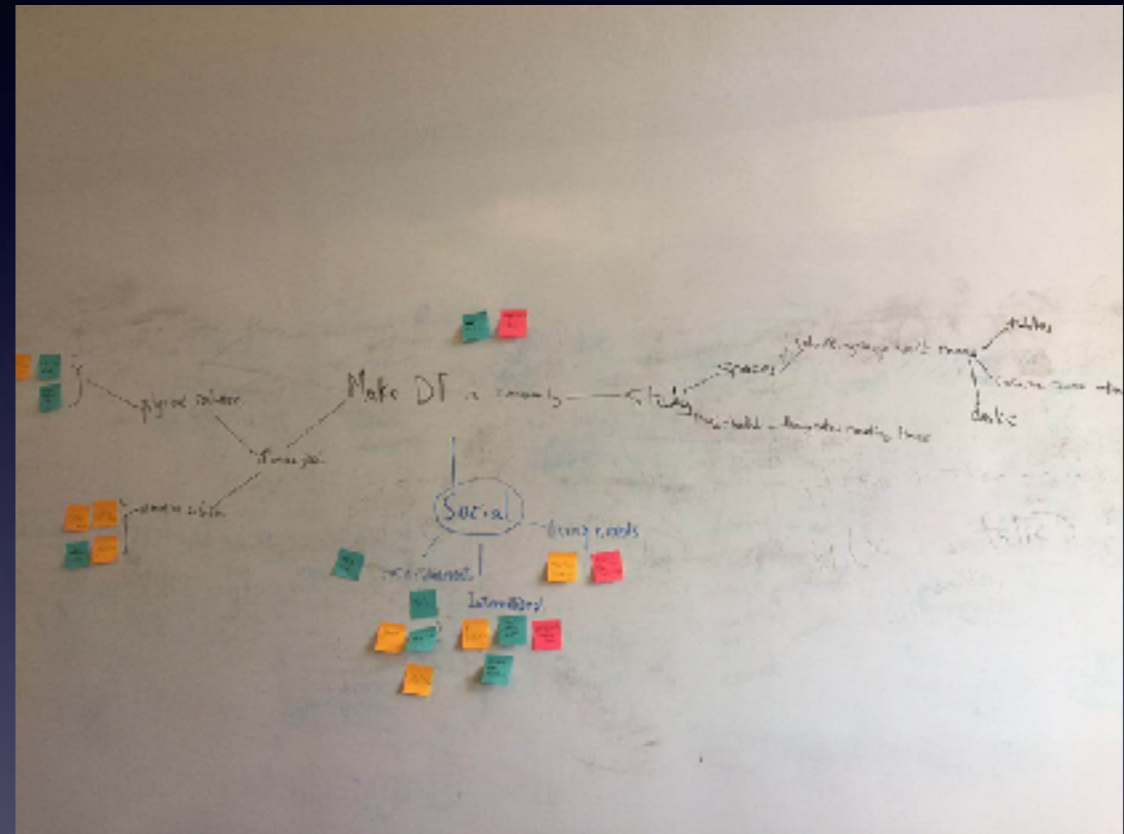
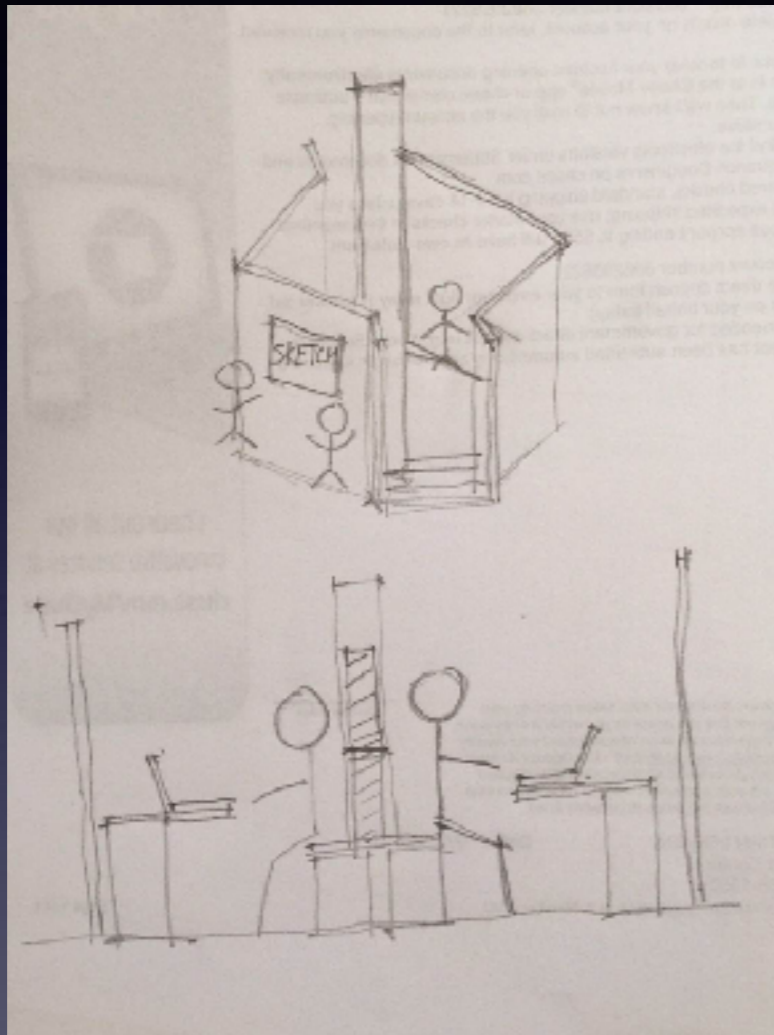
- The first day of Design show me the very beginning of the processing of design—mapping.
- I learn that there are different types of mapping :Domain map, Mind map, Concept map, Topic map.....
- We do the domain map exercise on the class!

Present of Good/Bad design



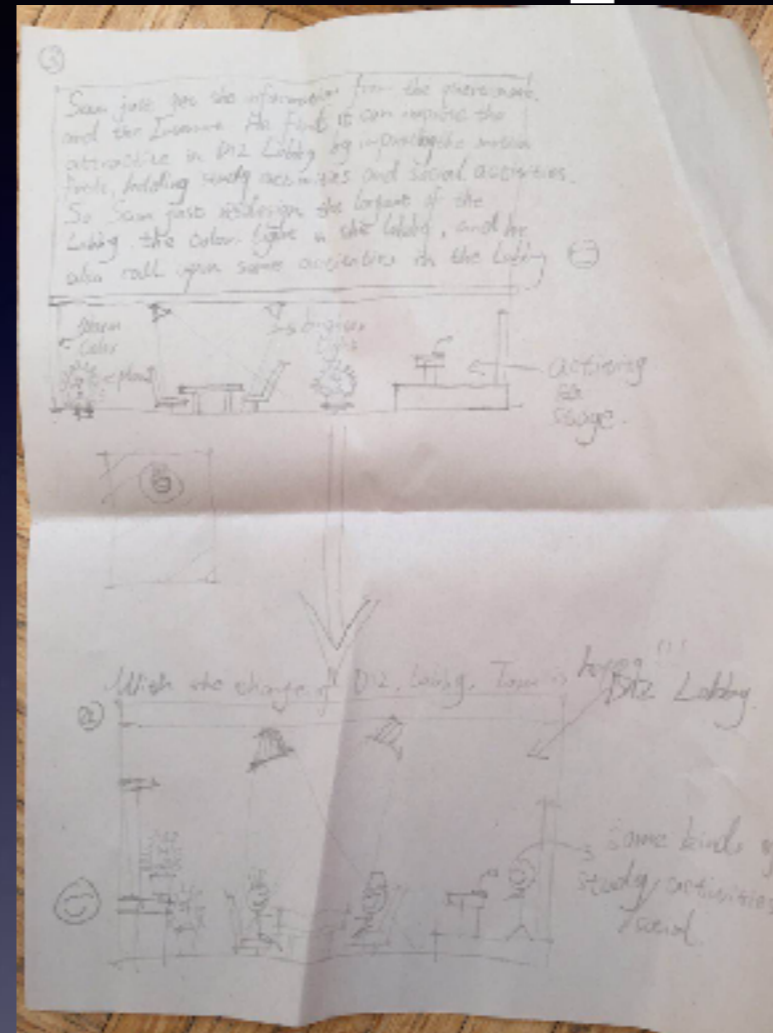
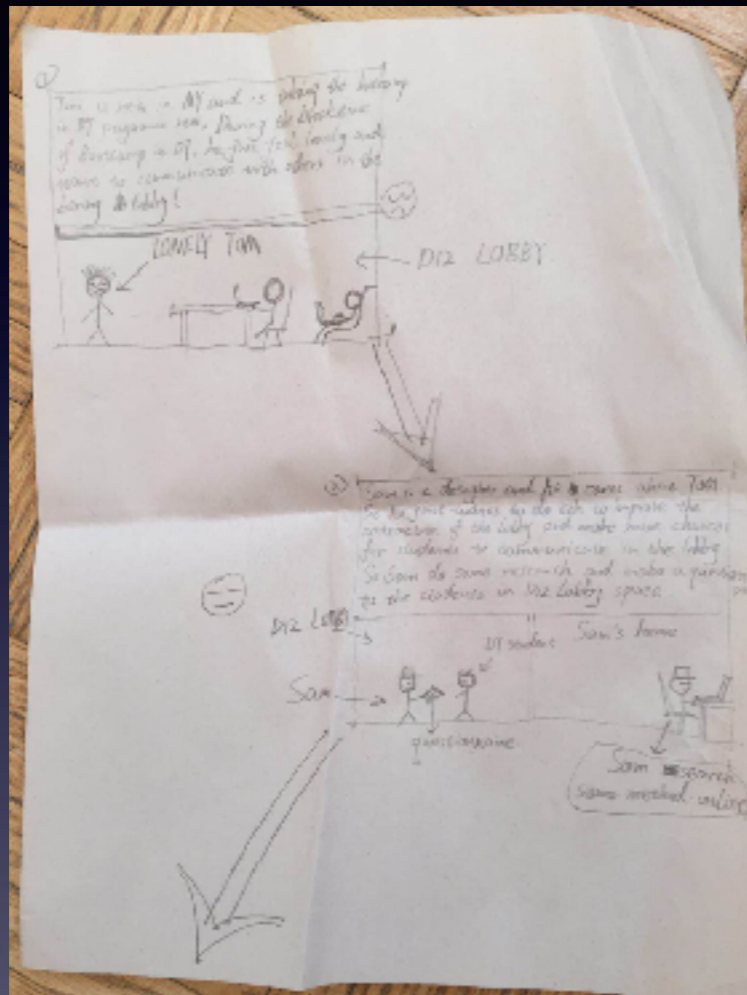
- And we learned the reason of research and the different method of research: Observation and data collection, Making and Iterating

The present of problem and the solution



- And we learned how to derive further ideas from problems. I learned from the class that if we have no idea about the design, we can just have a brainstorming with your partner and write the idea on the paper.

Storyboard+Concept



- We did a brainstorming on the class , and then we draw ourselves storyboard on the paper.
- I learned that doing the storyboard would help understand how people would flow through the interaction with it over time.

Presentation

| HIT SCIENCE PARK | Exterior Lighting Design |

PROBLEM B & C — | LIGHTING FOR LANDSCAPE |

From my interview with different people in the HIT SCIENCE PARK, I found there are three main demands about the lighting in the park:

A: For student, they want a outdoor place which is with vigour and attractive to communicate or relax at night.

B: For professor they think that the rocket model park which is most characteristic should be well illuminated at night.

C: For the residents, they think the waterfront park, especially the place near the bank should be layout more lamps to improve the safety.

After finish the research and have a analysis, I find the following points about the lighting in HIT SCIENCE PARK:

A: Most of students in the HIT SCIENCE have to do experiment in the daytime so they will more likely go out at night.

B: About 19% of the people feel discontent about the current situation of lighting.

C: The main demands of the lighting are safety, comfort and distinction.

D: The rocket model makes a most profound impression on people.

INTERVIEW

IDENTITY: STUDENT
AGE: 22
"HIT SCIENCE PARK lacks vigour at night. There is not enough illumination on the landscape. The students can not find an outdoor place to communicate or relax."

IDENTITY: HIT PROFESSOR
AGE: 47
"HIT SCIENCE PARK is famous for its Rocket Park. Its rocket model needs the light to make it distinctive and attractive."

IDENTITY: NEARBY RESIDENTS
AGE: 66
"The waterfront park is beautiful in the day time. However, it seems too dark at night. I am afraid that my grandson may fall into the dark river just because of lacking lamps."

Research and Analysis

Area in HIT SCIENCE PARK

Many people go to the HIT SCIENCE PARK for relaxing and doing the experiments.

SATISFACTION OF LIGHTING

Most of the people feel discontent about the lighting in the HIT SCIENCE PARK.

DEMANDS OF LIGHTING

The main demands of the lighting are safety, comfort and distinction.

ACTIVITY AT NIGHT

People do need the luminous environment for them to communicate or do sports at night.

MOST REPRESENTATIVE PLACE

The rocket model makes a profound impression, the river and the waterfront park are also attractive.

MODES OF TRANSPORTATION AT NIGHT

The main modes of transportation are riding bikes and walking, and taking a school bus is also a popular mode.

- I learn a lot from listening to different classmates presentations of their project before. And I also learn a lot from the teacher' advice of my presentation:

- Be front to the audience.
- Few word on the slide.
- Control the time of presertation.