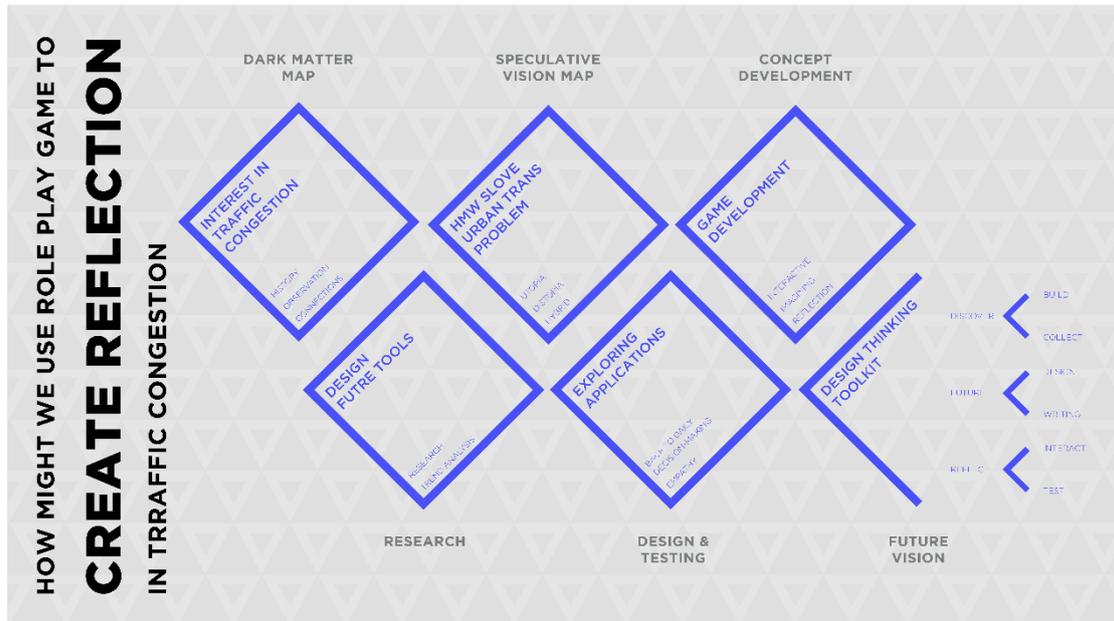


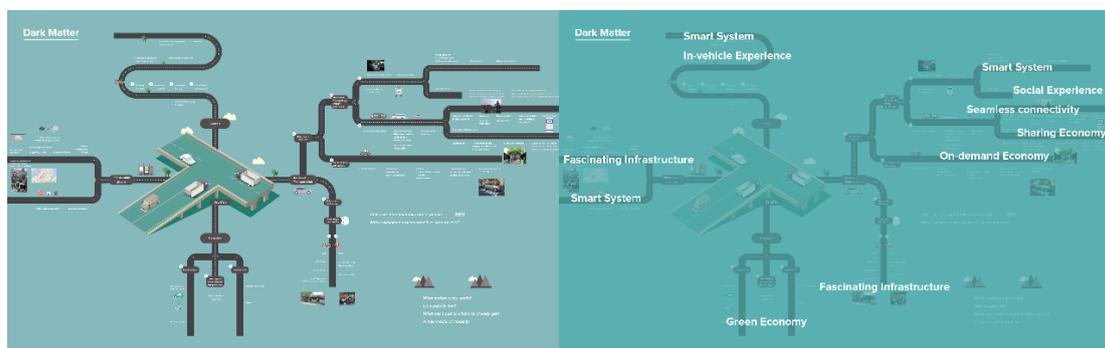
Tigger Hu --- Reflective Statement

Reflect on process



This diagram is the whole process of this project.

The dark matter helps me to view the issue beyond its surface. Firstly, I step back to take a look at the history. Then, I understand the current problem by observing the cities, and build relationships, find connections in the map, it leads me to realize the issue to its system and reality. At the end of each path in the map, I conducted secondary research.



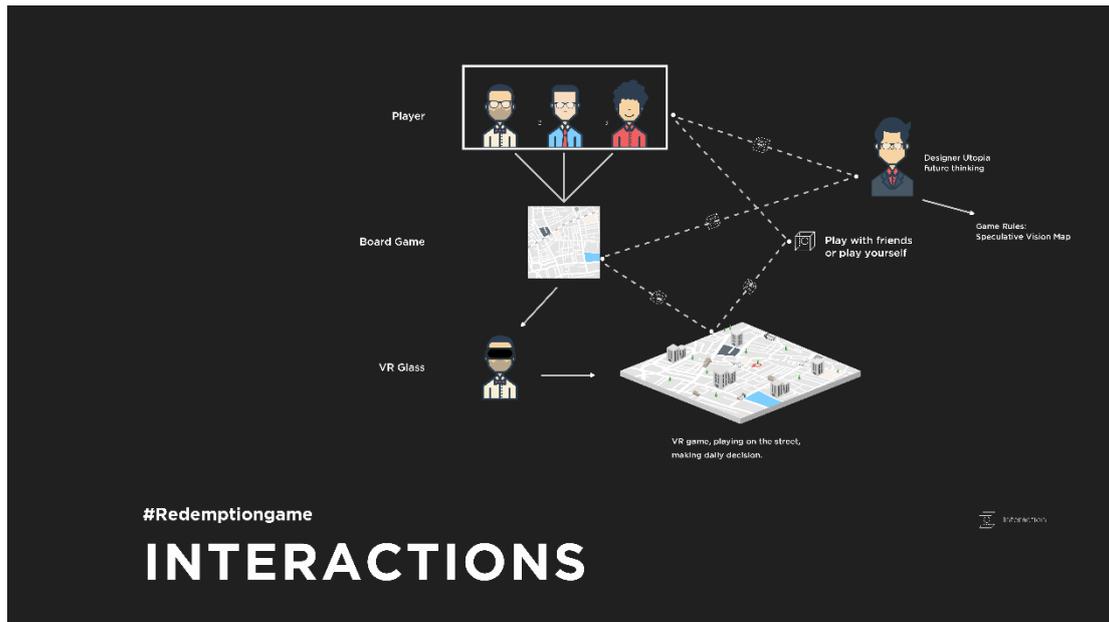
I created utopia and dystopia thinking based on the secondary research and trend analysis nowadays, and then made speculative vision map. After that, I began to think about how to create reflections of people daily transportation decisions so that people can realize the issues we might have in the future?

The environmental issues might result from the behavior we have today. How might we transfer long-term harm to short-term feedback? So we can avoid today's concerns that becomes reality tomorrow and discover more possibilities of future.

The key elements in this project is how might we create reflections of people daily transportation decisions by designing Role Play Game. The reason I created the role play game is that I hope people can understand the problem we have in a realistic way and stimulate immersive mental experience in my design, as it happens in their life and spark their conversations or thinking after playing the game. The creative writing of the utopia and dystopia thinking, and the speculative vision map guide me the directions of the project. I learned a lot from these research methods. It combines ideas clearly, and helps me to make decision in the research process.



By integrating research findings and learning from other role play games, I created engaging rules in this game, and clear out the interactions in the whole system.



I think the dark matter map, creative writing, and speculative vision map are eye-opener for me, I learned a lot during this research process, and it helps me to fully understand the problem. Before doing this project, the biggest problem for me in design research is that I am not sure how to make decisions or find directions when conducting a design research. For using these methods, everything is clear and has logical. I will use the same design research methodology in my capstone. I probably will have some quick conversation with people before conducting the dark matter map and get feedback from different people for refinement. After the dark matter map, I will do some primary research before the creative writing next time.

Influential in the development of work

I think the goal for this Urban Future Re-mix project is stimulating or provoking discourse today. So, figuring out discursive design is important for me. I did a research for understanding the difference between problem-solving design and discursive design.

An interaction design, or product design, usually starts from hacking problems. While discursive design, starts from understanding the problem. Even they seem no difference from each other. As solving a problem is based on understanding the problem. But when we narrate a design we created, it is totally

different. Problem-solving design is more logical and highly depends on the process. None solution oriented design depends on designer himself and the cultural impact. How you see the problem? What is people' experience of your design? what your design can bring to people other than convenience or efficiency?

The narration of discursive design seems more objective and doesn't need to explain the benefit that people can get from design, which make a discursive design not measurable like the profits from app or web design. As a complicated design project, interaction design is more dependent. To figure out the system itself, interaction design needs more comprehensive thinking. And the thinking itself cannot be simply explained by simple ideas, which cuts down or hide some deeper or time-based influence of interaction design.

How an interaction design can be a discursive design? As a designer in working industry, we thought a lot about how to attract users, how to make the interaction efficient, and how to guide user's behavior. To explore more, throwing all of these things away and starting to think about people's mental experience, seem the only way to come up with discursive design or speculative design. That's why I chose to create the role play game.

Gamification. How to make the project interesting and more people willing to spend some on it? I also learned a lot from the board game (The game of life, Monopoly) and Role Play Game (Play station game--2k17, Nintendo switch game) to make the game rules more engaging and attractive.