EDD: Semester 2 Final Exam 2019

Tyler Nolan

- 1. One skill I think I truly mastered through this project is how to speak and work with professionals. I found great joy in sending and receiving emails from professionals and speaking with them about my thought processes and just picking their brains. I also think I really refined my brainstorming skills. I know now that I work better in front of a large white board or sheet of paper and my thoughts really flow when I am have a large workspace.
- 2. The main thing I learned about myself and that consequently Noah learned about me is that I am a master procrastinator when the work to be done is tedious and uninteresting. But when a deadline is fast approaching I am able to put myself in a new gear and get my work done on time.
- 3. The absolute best part of this project was any time Noah and I were able to go out and meet face to face with our consultants. The meeting with Bahamonde was a great experience and when we went to Acme and saw our product had come to life we were in awe. The climax of the entire project was definitely hearing the two pieces we created come together with a satisfying *snap*.
- 4. The worst experience was the long stretches of basic desk work. This is where I lost interest and begin to procrastinate and be sidetracked. This procrastination ultimately led to days where I had to sit down and work through break at a rapid pace to complete everything.
- 5. The biggest difference between my expectation and experience was not being able to have a 1:1 working prototype. I remember telling my family, friends, and coaches that I planned to be able to race in the spikes I had created by the end of the year. I had no idea how expensive it would be to manufacture the designs we had created.
- 6. I would say that this class has only excited me more-so in my plans to pursue a future in engineering and design. The moments of extreme clarity and excitement during the brainstorming and design phases were filled with adrenaline and endorphins. I fell in love with those moments so as I pursue to have a career I fall in love with I feel as though I am on the right track.

 Output

 Description:
- 7. In the future I plan to hopefully continue work on the Snap-A-Spike as well as double major in Mechanical Engineering and Kinesiology. I hope to one day work at Nike's World Headquarters in Beaverton Oregon and work in the Nike Sports Research Laboratory to work on designing the equipment that puts athletes at the very top of their game.
- 8. My epiphany was the moment I picked up the Lego toy that day Noah and I were working on brainstorming. When I felt the snappy fastening of the two parts I

knew that it was the exact fastening feel I was looking for. Being able to take inspiration from a toy and to apply it to my design was incredible. I hope to have more moments of raw inspiration and clarity in my future as a designer.