

personal development plan

jort wiersma Y1Q2

identity

I see myself as a conscientious person who is able to properly combine creative, technical and analytical skills. While I am still working on my 'making' skills, such as graphic design and prototyping, I do have a strong creative mind that is able to come up with interesting solutions to all sorts of problems and I have an eye for aesthetics. Technically, I am naturally talented in math and physics, and I learn other technical skills such as solid modelling and programming with ease. While I am discontented with my score for Creative Programming, I believe I learned a lot and I have already been able to apply the programming skills I learned in a design project. Still, I believe I should spend more time learning programming, electronics and especially 3D modelling. As to my analytical skills, I believe I have the talent to quickly oversee situations and problems and get a grasp of the situation as a whole, which is very useful in any design project. In addition, I am both experienced and good in doing research on any topic, which is a skill I spent a lot of time learning in high school. It seems to me that I have two options when it comes to my analytical side: I could either build on my strengths and specialise in research and complex problem-solving, or I could spend more time on my technical and especially creative side, which I could develop more. Which option I should choose, I have not decided yet.

vision

To be honest, I do not have an extreme craving to work on philanthropic design. While I do not really feel I want to "make the world a better place", I do want to work on design that makes people happier or healthier, or solve complicated problems that are deeply rooted in current systems. For years I have had the perhaps inexplicable wish to improve the lower and intermediate education system, as I believe there should be a way to significantly improve it with just a fairly small change, although I do not know what that change would be. I am not sure whether this is a design problem, and it also contrasts with my wish to make fairly small but impactful designs that improve health or just bring a smile to people's faces. Also, I have the wish to work on a startup and bring a product to the market. I plan to try doing this right after my studies, and hopefully with a friend.

the plan

For now, I think I should take courses that allow me to improve my creative and technical skills until I think they are at a level from which I can improve them myself in any project. Put differently, I need a kickstart in my creative and technical skills. From there, I mainly want to work on projects that interest me and start learning business skills. I really should find motivation to work on personal projects outside of school, which I find difficult to do. Perhaps I should spend less time on school (as I currently strive for exceptionally high marks) and start spending more time on personal projects. I need to find my own way of doing this, as well as people with the same goals to work together with.