

Course Experience:

Based on the course content of Output (Making) and Collect, Discover, Understand, I not only learned the basic knowledge of web design and programming, but also experienced the "process" and "condition" behind design through practical activities such as outdoor exploration and arbitrary creation, as well as drawing circles and lines in three different forms on paper. Traditional design often focuses on visual results, but in web programming courses, I gradually realized the concept of 'process is product'. In the process of writing web code, every debugging, modification, and layout is shaping a "dynamically formed formation" rather than a fixed "form". Programming web design is not like static drawing, which is "completed in one go". It will constantly update based on user input, time changes, or device responses, which reflects the emphasis of "time, relationship, and change" in conditional design. In the group drawing practice, the three of us create graphics together through different rules, and the results are often unexpected but closely related to the initial conditions - this "unexpected but related" result is what the design manifesto pursues. And in the course, it gave me a new understanding of the statement that 'logic is a tool for creation'. For example, in group drawing, the mentor set drawing rules for us, using circles and lines. These simple logical conditions ultimately produced complex and unique patterns. Creating differences in the rules made me feel the charm of logic, which may create new and unique starting points. The above is my reflection and insight on the course.



Design Declaration:

1. Design is a process.

I believe that the core of design lies in the process of formation, where every thought, modification, and interaction is an integral part of the work. Design needs to constantly 'evolve'.

2. Input determines output.

Design should come from real 'inputs' - from nature, society, data, or people. It makes design responsive, warm, and alive. \

3. Uncertainty is a beauty.

Make 'unexpected but relevant' outcomes a part of the design.

4. The core of design is 'connection'.

Communication design is not about one-way transmission of information, but about creating connections between people and between people and the world. It needs to be understood, felt, and responded to.

5. Design is a language.

Communication design is a language that transcends words, ideas can be expressed in any form.

6. Technology is not the essence of design.

Code and media are tools for dissemination, not the soul of design, and are not dominated by technology.

7. Design requires emotions.

Communication design not only needs to convey information, but also needs to convey emotions. Only designs that touch people's hearts have true dissemination power.