

Project 1



In class, this was the first task I encountered, and found it very interesting, allowing me to freely express myself within a conditional framework.



The second task, I began to realize that I needed to consider more. When drawing, I needed to take into account my class position and whether it met the requirements.



I think the third task is the most interesting one because it is in this task that I truly understand what conditional design is.



At the beginning of class the teacher asked us to go out and search for available pictures or freely combine them. I think this is a good opportunity to break the ice quickly.

Reflection: When I first came into contact with condition design, I felt uneasy about the method of "rules before form". As a designer accustomed to conceptualizing visual effects in advance, I instinctively hope to control the final visual outcome. However, in practical operation, whether it is the conditional drawing exercises in the classroom or the SUPERIMPOSE workshops created by groups, I gradually realized that rules are not limitations on creativity, but a mechanism to stimulate complexity. Simple and clear conditions, in the process of continuous repetition and superposition, have actually generated visual results far beyond personal imagination.

Project 2



I guess this should be a symbol for graffiti enthusiasts, as it is on an ordinary wall and has no functional use.



The number on the trash can correspond to the house number.



I am currently unable to discern the information from this hidden signal.



The dog can't enter the park, and cycling also can't enter. It is a signboard about instructions.



In the children's playground area of the park, I guess it should be a communication chart for children to learn from.



I have carefully looked at it, it is an instruction for using a lifebuoy, and this sign is located by the river. I think it comes from the government.



This is the storyboarding method of drawing storyboards, where the mentor leads us to explore more possible forms to present this project in class.

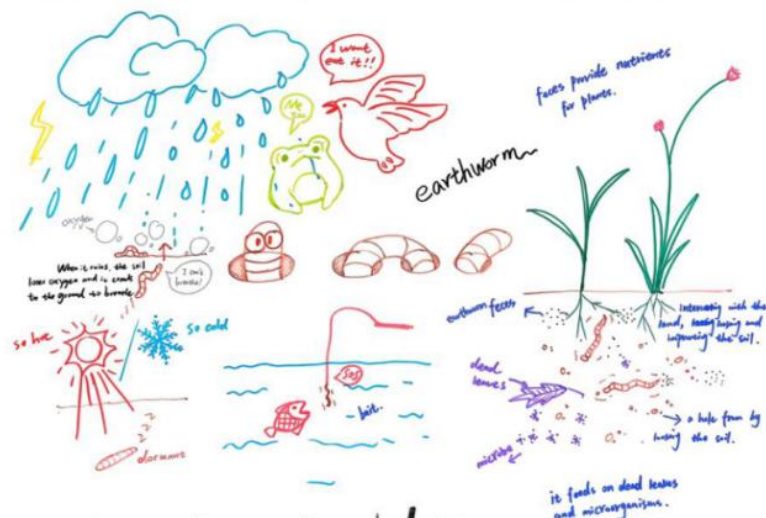
Reflection: In the process of conducting experiments with multiple participants, my biggest discovery did not come from individual differences, but from similarities. Although everyone's drawing style is different, when faced with the same sound, highly consistent structural features still appear in the graphics. This made me realize that invisible signals are not entirely subjective feelings, but possess dual attributes of objective structure and subjective interpretation. The role of design in it is not to eliminate differences, but to build a framework that allows structures to be manifested and differences to be compared.

Project 3



Reflection: This project has made me more vigilant about the surface objectivity of data, and has also made me realize the responsibility of communication design in the data age: design is not only about making information clearer, but also about helping people understand the life experiences and emotional realities behind data. This project has confirmed to me that the value of design lies not in proving 'how active I am', but in revealing the true feelings hidden by numbers and providing possibilities for reflection and change.

Project 4



In class, the mentor led us to find our own non-human users, and I believe that painting is the best way to present them because it clearly shows our inner thoughts and scenes. Therefore, I chose earthworms as my non-human users.

Reflection: After the completion of this project, I had a fundamental reflection on the most fundamental but often overlooked issue in the design of 'who should be the user'. Unlike previous projects, this design practice no longer assumes human needs as the default premise, but requires me to actively put aside the human centered perspective and try to think from the perspective of perception and survival logic of a non-human life form - earthworms. This transformation not only challenged my design habits, but also made me realize the broader role that communication design may play in ecological and environmental issues.