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Evaluation for Principles of Design

I felt myself leaning towards this module more as apposed to the others, not that I didn't enjoy them but I felt like I had more interest and creative freedom in this module. There are so many different aspects I enjoyed, from learning about from the psychology of the brain and how we design and accept/reject information, to making mood boards about productions, poems etc. When I think about principles of design I automatically think of the seven steps of design. I can confidently say that before learning about this I never implement most of these steps into my previous work. I try and include this in everything I create now as I think it's vital for a project and not just having one good idea and going for that. One of the things I wasn't too keen on was the amount of storyboards we had to create for certain tasks and I found presenting them quite difficult without actually filming anything, I couldn't draw the exact camera angles I had in mind. Throughout the coarse of the module I for the most part enjoyed working in groups as hearing other peoples ideas and being able to collaborate on the same project has quite an effective outcome. However I think it heavily depends on who you work with and unfortunately sometimes groups can clash which unfortunately happened in my case with our final project which was 'Robot Boy'. This had a slight effect on the work and I wasn't too pleased with the outcome. I think it would be nice to work on a few more projects individually like possibly designing a set for a certain production etc. Overall I really enjoyed this module and I can't wait to be able to apply these skills to future projects. If I was to go back and go slightly more in depth with my process workbook, I'd try to include my own personal research from various different productions and practitioners and take inspiration from these things and apply them to my own work.