

MORE ADVICE FOR FUTURE 166 STUDENTS (from previous students)

Don't settle for your first idea

It's probably unwise to start with your first idea. Let it marinate until it's more developed.

Don't get attached to one idea

Don't become too personally attached to any piece of work.

Don't get stuck on one idea just because you like it! If others don't [like it], try something else.

Try new things and don't get too caught up on one idea.

Don't continue polishing turds!

Come up with lots of ideas

Try to get as many ideas as possible.

Explore as many different approaches as you can.

Usually the more thumbnails/variations the better.

Brainstorm a lot / Never stop brainstorming

Explore, iterate, and get inspired.

How to get a good idea

Tip: Have a notebook with you at all times, because anything you encounter can inspire a great idea!

Keep a sketchbook.

Focus on getting good ideas (not just any idea)

Instead of creating random ideas to get through critique, try to create conceptual ideas. Those are the ones that are going to evolve into a [good] final project.

Don't be afraid to take risks

Don't be afraid to adjust/start over with your projects.

Don't be afraid to try something radical; your TA will most likely appreciate the attempt.

Be self-critical

If you think you need to change something, don't ignore that instinct.

It is important to critique your own work (try to see it as others would see it).

I've learned that it's extremely vital to step back and discuss your [own] progress.

Review your work again and again.

Always look at anything that's wrong with your project and change it—because if you think it's average to okay,

Prof. Cheng will most likely give you a lower score than what you expect.

Keep trying

Try, keep trying. I got surprising results for my last two projects, which I did not expect given that I have no experience doing photography and visual design projects.

Spend a lot of time developing your ideas, and put a lot of effort into your work, because it shows.

Stay passionate and really follow your hidden talent, it might lead to great ideas, or in my case, great decisions!

Always do more! Sleeping is for babies!

Try really hard to do well and you will.

Be sure to continue your passion for design despite any obstacles.

Keep your chin up.

Practice [at critique] makes perfect.

Be open minded

Don't take this class with a closed mind ("I know what design is") and so you think you know everything.

Keep an open mind throughout the process / Just be more open-minded

It's when I stepped back that I realized my faults/flaws, instead of when my mind was close-minded.

Open your eyes [and] open your mind to find the things that others cannot find. Then change that to design.

Prepare for critique

Don't bring in half finished products to critiques. You're only depriving yourself of good tips. Instead of creating random ideas to [just] get through critique, try to create conceptual ideas. Those are the ones that are going to evolve into a [good] final project.

Listen during critique

Actually listen to your peers and TAs in critique. They really are trying to help. Take others' critiques. Don't be afraid to talk to people. Feedback is great. Listen to what Professor Cheng has to say. Even if you don't agree, she grades your projects. It was interesting to hear what people with better knowledge had to say about other people's projects. The works you think are good [do not] always look good [to] others. So trying to collect as many opinions you can get is important.

Valuable information can be gained during other students' critiques

I learned that it is just as (if not more) important to listen to others' work being critiqued, and to think critically about their efforts, as it is to focus on your own work. It is important to consider ALL comments and contributions given, even if it is not directed towards you. The information shared is beneficial regardless of who it's intended for. [I learned] to listen not [only to] myself and my own critique, but to listen to others, and the critiques of others. Listening throughout critique—instead of just when your own work is being discussed—can help to give [you] a lot of ideas. Seeing other people's work definitely inspires me.

Don't take critique personally

Take critique as it's meant to be taken: as a tool to help you improve rather than an attack on your ideas. Handle critique well. Don't get offended because someone doesn't like your product. People may hurt your feelings, but ultimately they're trying to push you to [do] your best. The feedback you receive is only to help you succeed. Respect [in critique] is a huge thing.

Critique is a two-way street

Critiques [are] a two-way street! If you want to know what works and doesn't work for you, you need to tell other people your ideas/thoughts about their projects. Don't be afraid to give or receive critiques. You need to give in order to receive / In order to receive, you need to give feedback. You get as good as you give, and if you want good critique, give thoughtful ones to others as well. Through this class I have learned the importance of critique to the creative process, not only receiving it, but giving feedback as well. Giving and receiving critiques help[s] both you and the other person on how to improve. I've learned that it is nice to give or receive critiques because it really helps you [to] improve your work. I have learned that giving critiques not only helps [to] give people a different perspective on their design, but [it also helps to give me] more creativity by offering ways to better the design. As a result of the class I have learned that offering my thoughts on someone's design will directly help them the next week. So many times I've given feedback and seen positive results stem from them almost immediately.