



The projects presented previously all contributed to my overall development as a designer. My bachelor activities introduced me to the world of social design and transforming practices.

The project and electives in my M1.1 semester helped me to explore the interests and skills I wanted to pursue and develop in my masters and re-introduced me to transforming practices.

The M1.2 project helped me to explore how my design process can be used in a research context, but also within other fields of practice (Urban Planning) and taught me what it takes to do design research with the goal to publish.

In my M2, the Data-Enabled Design course helped me to further develop my skills in working with electronics and data, and made me reflect on the lack of ownership in target group-data when working in a social design.

Working at Cocosmos helped me to put my developed skills and knowledge to the test, it showed me what it takes to set up a business and how I can use my design (research) approach when within the social domain.

All these activities contributed to my Final Master project, they helped me in developing the skills and confidence needed to work on the complex topic of exploring how the past can be used as a material for design. Something that I have been interested in since the bachelor but never felt I had the skills and knowledge needed to do such a topic justice.

I have finished the project, but I have not finished working on the topic and want to explore the possibilities of doing a PHD. After summer I will start at Cocosmos as a design researcher and present my FMP project at Dutch Design Week.