During the project, I have been able to work on all areas of expertise. For example, I have worked on building the electronics and lighting system (Technology and Realisation), but also on presenting the product (e.g. posters, renders, digital impressions, visuals, and logo). I did not have much experience with electronics, so I decided to dive deeper into this area. I've learned that we should make stronger connections next time, because the device malfunctioned twice.

Meanwhile, Emma and Wouter have worked a lot on building the casing, assembling the product, and carrying out expert evaluation (among other things). Rachel has taken care of the agenda, and has also prepared the user testing. In total, we have carried out three user tests and obtained valuable insights.

My team functioned very well. All team members have contributed equally to the project. Everyone knew what to do. There's a good dynamic within the team. Furthermore, we were all able to work on different areas of expertise, and obtained new skills and knowledge this way. I am satisfied with the function I had within my team. It fits my interests and my learning goals. My goals for this project were obtaining experience with more ways of prototyping, visualizing ideas, and working on the final stage of product development. All goals have been reached, although the last one not physically. We have made a proposal for future improvements however.

Making sketches of our idea did not go very well at first. It was hard to get the idea on paper. After the first prototype,

much more became clear about what we wanted for our product. I have invested much time in visualizing the ideas digitally, and some visuals turned out quite well. Visualizing a concept was one of my smart-goals. Project 1 helped me reach this goal.

The current prototype, which is our third, is not suitable as an end product. Therefore, we have worked on visualizing what a next prototype might look like. We have also indicated what should be improved, e.g. the aesthetics, the light distribution, the depth effect in relation to the thickness, the implementation of the fans, and implementing the product into an interior. Solutions for these problems are presented in this report. For the next prototype, we would also like to add more senses, sound and smell, to our product, because we think it makes the experience more complete.

The product is not yet finished. But for us, it is more about mimicking the effects a window has on our brain, rather than mimicking a window itself and getting all the details right. So overall, I am very satisfied with the results.