@ossiolsso Patiently awaiting summer like
Stay in the loop

APD1  Product Analysis
APD2  Degree Project
BA1   Design Project 1
BA2   Internships
BA3   Degree Project
IDI   Interaction and Expression / Portfolio Time
IxD1  Communication Design for Co-creation
IxD2  Degree Project
TD1   Storytelling in Design
TD2   Degree Project

AP2   Wednesday mini cleaning: APD2
BA2   Friday Kitchen Cleaning

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#Life at UID

@vicandrean #tubulardoemp #snow

@borut_k Model making

@augustzheng Clown Melissa

Share your projects, fikas and class moments with UID by sending your photos to wozzop@gmail.com.
How do you get started on the path of a successful product design career?

By Julie Zhou, Product design VP @ Facebook. Lover of food, games, words. Find her @joulee or on juliezhuo.com

Over these weeks, many of you have asked about what it takes to get started as a designer. I’ve gotten questions from contractors wondering how to get a full-time gig, engineers or product managers wanting to make the leap into a user experience career, and recent design students wondering how they should approach their first few years in the workforce. So now, over a month later, here’s what I’ve got.

In the beginning, just focus on improving your craft and execution skills. This means that you should be able to design clear, interactive flows that also look visually attractive. My strong opinion here is that you need to be good at both interaction design AND visual design. If you can only do one, you’re at a disadvantage. As a product designer, you want to paint an inspiring vision of the possible future of your product. The hottest aesthetics can’t overcome a UI that’s confusing, and let’s be honest—nobody gets excited looking at a bunch of wireframes. So when you are just getting started, just focus on sharpening these foundational skills.

Develop your eye for what good visuals looks like. Get familiar with what makes things simple to understand and what makes things confusing. Know how to quickly put together a high-fidelity prototype. If you can get to the point where everything you make looks great and makes sense, you will not have trouble landing a design job.

After that, focus on improving your product thinking. Strong product thinking means that you understand what a good outcome is and how to design an experience that would lead to those good outcomes. The better you are at this, the bigger and more ambiguous the problems you can take on, starting from simple interaction prompts like “design a flow that allows people create an account on this service” to meatier challenges like “design a new user experience that helps people understand the value of this service so that they come back again the next day.” The latter requires a much deeper understanding of human motivation and comprehension. If you can solve those kinds of problems, companies will be tripping over themselves to hire you.

Finally, work on your influencing skills. You can consistently produce the best design work in the world, but if you can’t get other people to see your perspective or want to help bring your vision to life, your impact will be capped. Once your hard skills are in a good place, work on your soft skills: communicating clearly; pitching a compelling vision; knowing what matters to whom; collaborating well with others. Those skills are critical for growing your leadership in every profession, not just product design.
Designing with E-textiles, One week summer course in the UK!

Join Nottingham Trent University (NTU) this summer on a course for people who want to create products that bring together electronics and textiles into a new and exciting forum.

Dates: 17 - 21 July 2017
Time: 10 am - 4 pm
Location: Nottingham Trent University, City Campus

Fee: £375
Class size: 16

On this course you will:
- Experiment with a full e-textile kit of materials, provided by local manufacturer Kitronik.
- Explore the design process in a multidisciplinary and collaborative way.
- Develop your skills in creating a design concept.
- Have access to an expert team who are trained in textiles and electronic engineering.
- See live projects involving both e-textiles and the use of innovation from leading research departments.

Read more and book your place on the NTU website.
Email: creativeshortcourses@ntu.ac.uk

Design a Logo for Nordlys network and Win 150 Euros!

Nordlys is a network of 37 Nordic universities promoting interdisciplinary mobility opportunities for Nordic students. For more information about the network please see: http://www.nordlys.info/

The logo should be delivered via email to international.relations@ulapland.fi with topic "Nordlys logo" by March 10th, 2017. For the inspiration look at the northern sky!

10 words or less about yourself
I'm a Californian ocean minded, hippy that is addicted to baseball.

Something most people don't know about you
I lived in a VW camper van for a year before moving to Sweden. Her name was Stella.

An interesting fact from your country
We suck right now. You guys probably know most of our "interesting" facts by now.

The New Black in WEB
http://trumpdonald.org/

The New Black in TV/MOVIES
https://www.radiotopia.fm/podcasts/mortified I know it's a podcast but it's hilarious.

The New Black in SLANG
Pickled - very drunk.
You don’t need to be a genius, you just need to be yourself. That’s the message from Austin Kleon, a young writer and artist who knows that creativity is everywhere, creativity is for everyone. A manifesto for the digital age, Steal Like an Artist is a guide whose positive message, graphic look and illustrations, exercises, and examples will put readers directly in touch with their artistic side.