

PRESENTATION SKILLS WITH LUCAS

First work shop - Presentation skills

I have learn how to present my self and my idea in a better and stronger way.

He gave as many tips and rules about presentation skills and how to control the audience in professional way.

From the volume of the voice to the position and body move. I've learn that those simple and small aspect can effect the presentation.

I still need to practice to improve my presentation skills but he help us to realise which is important and what kind of skills has to be improved for each of us individually. What is strong for me and what is weak.

This workshop would be good for next years new students to take it.

Second work shop

This time he helped us to make our already made presentation and story line stronger and impact.

He gave critical notice to our presentation and delete weak point and make strong point to stronger.

It helped us a lot .

This i would like to have it again also !

He is really nice person and I really respect him.

But sometimes Lucas lost his tempo and it was not good... It happened twice. in first and second workshop. apart from this it was nice.

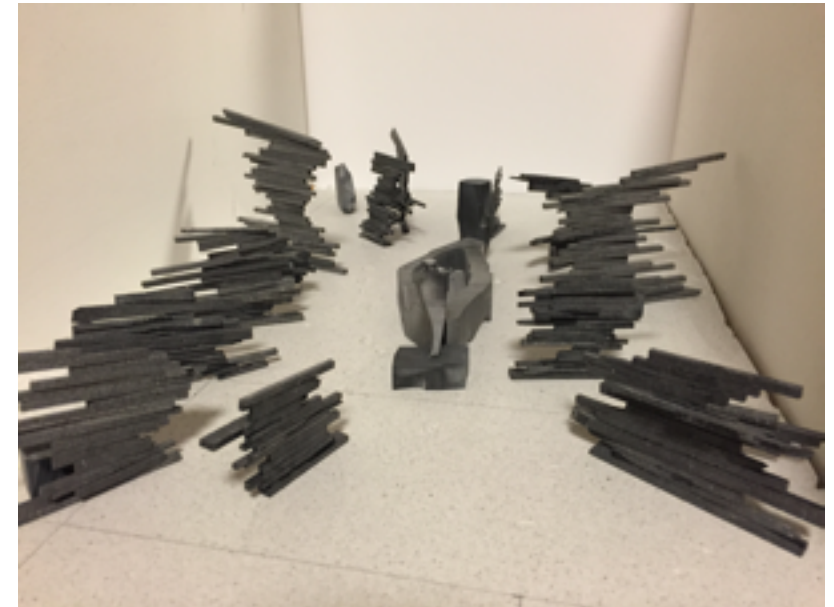
MODEL MAKING WITH VINCENT

This workshop was really nice .

He developed our model to better quality for sure. He was really willing to help us trying to fine solution together.Vincent was also interested in our work and that also make me enthusiastic.

In the workshop we got opportunity to try out our idea in diverse way and learn from trying out every possible options. I got lot of inspiration from the work that he have done and all the material that i haven't seen in his working place.

I would love to have this workshop again next year for my graduation modeling.



AMO

EXPECTATION - From the title of the workshop, i was expecting data visualisation. The starting of the workshop was good. It was interesting to see how they worked based on the data and research and make it in a clear visual information to present their design process and idea. But What we were expecting to to in this workshop was very different from what they showed us. I was excited to do something like that they did and what they showed. However suddenly we had to design office. Seems like It was not prepared well and also not thought through deep enough to provide us a 'data visualisation workshop'. Designing an office should not have been a workshop from such a particular group like OMA AMO. I was expecting to learn something that i could only learn from The OMA AMO but it disappointed me. Kind of Special skill they can provide that only AMO can provide, as AMO of OMA.

The tour of OMA office was nicer. I could feel the atmosphere of the great architecture firm and see how they are working.

This workshop would have been much better if it was well planed and if AMO had put more effort on the planning the workshop. It bit seemed like they prepared the day before..

I think i expected more because i liked the work that i've done with Chris and Mark and also because It was OMA.



Cloud Collective

Cloud collective was really nice. We visualised the data in this workshop.

This workshop showed simply which kind of information is fit to which type of graphic style.
how to show complicate data in simple, strong and most visible way.
how the data effect the development of the project. good.

At the end he help us to find data that can makes our MVRDV project more firm and strong and also to visualise it.
It was nice to have this workshop before the first midterm presentation. It was inspirational and definitely helped.



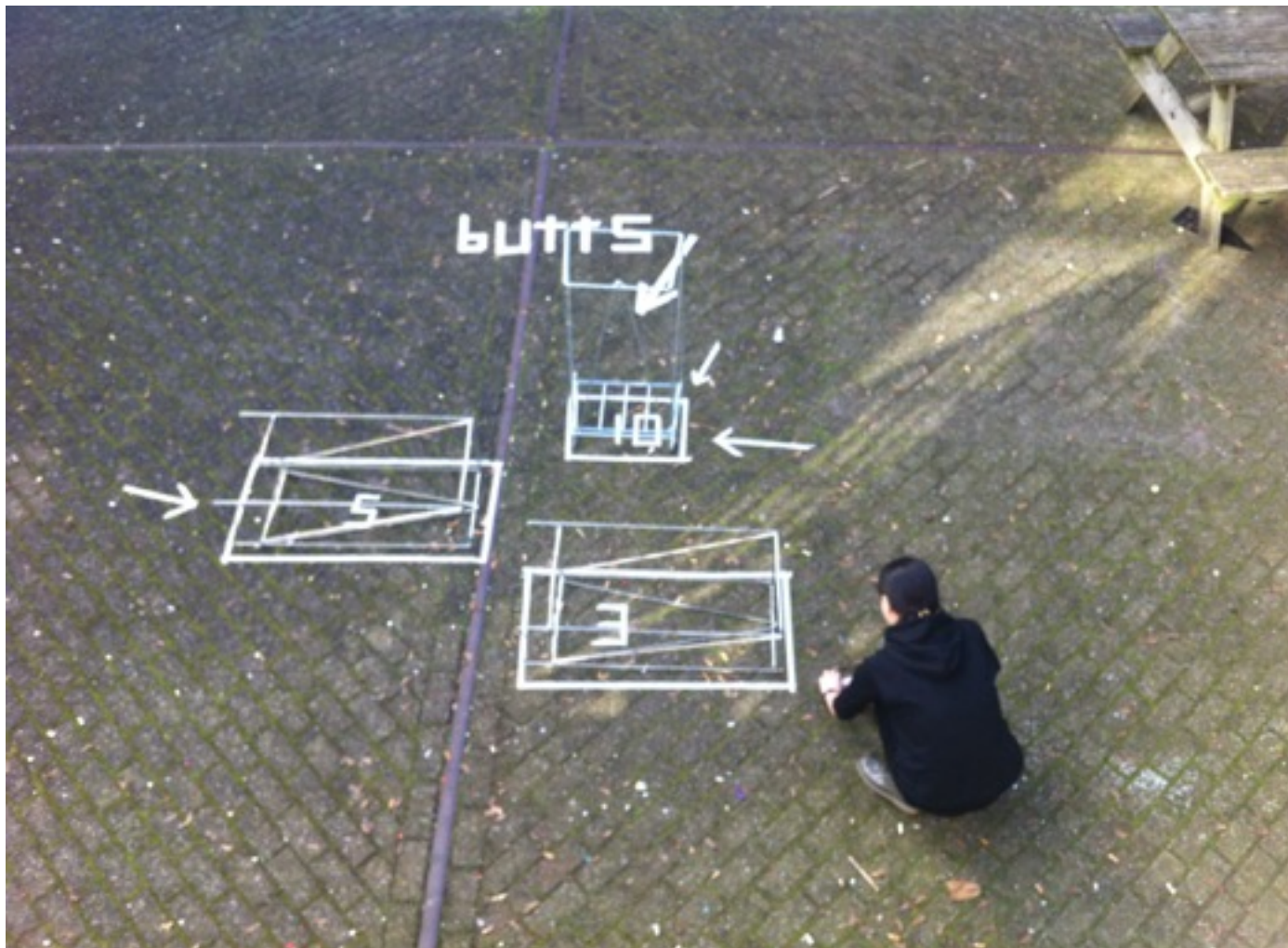
Game workshop with Jeroen Van Mastrigt

The starting was nice and it was helpful to know how to manipulate people thoughts and things like this in a positive and fun way. I start to see the object and space in game point of view and make changes in more interesting way then before. I like the out come of what other student have done. For example the Yuiko and David . Looking at the situation in a game maker point of view could create creative,funny and welcome feeling project and I would love to use this skill that i learn in later project fur sure.

But It was also bit repetitive to the 'Control space' workshop. manipulation in public and private space again. (Again with workshop with Brussel student. We had this three times. and this three time, there was no big difference in approch

and the workshop was bit to short compared to what we have to do in time.

So rather having nice outcome, we hurried and the project would have been nicer if we had more time.



At the end , Game Workshop,Brussel student workshop,Control space,Public space observation with Anne repeated same theme agin and agin.

At the beginning of each workshop it seemed like we are starting something different but at the end it was more or less the same.

It should have had really different point of looking at the public space for us to approach in a diverse direction. but it failed.