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 Reading questions 2

1- Based upon the reading how are priorities set for specific projects? Or in other word what is it that determines the guidelines for given projects?

Guidelines are always important for designers, because it help them to plan and brainstorm their work first before they move on working on the project. It is very difficult for a designer to cope with any work he/she is working at because guidelines have to come first, and upon the work they are starting.

2-How does the artist/ designer approach decision making differently, or do they?

For artist, and designers need to understand an important rule that are guidelines are going to provide them with instructions they need to analyze their work. Designers, and artist approach the work differently, because artist are more free on their own work they do.

Personal reflection:

1- How do you make decisions? Are they based upon anything substantial? Why or why not ?

I see decisions the same as responsibility, I always have to be aware, and careful when I am making them. It is always better for me to think about my decision in different perspectives, and always plan before I decide.

2-How do you know when something is good, or working?

I think everything good will appear in a better way for me. It is easy to determine between something good that is really working, and between something that looks not great, and actually working.

3-How do you rework projects to make them work?

I think the audience is a very powerful source that can help provide suggestions better ideas to recreate a good work. Also thinking more on how to redevelop the project in a better way is very helpful.