Invention Project Reflection

Analyze and Critique *Strong*

At first, the invention project was exciting and I knew I was going to construct an amazing project, I was not let down. My final product was difficult to complete, but some of my strengths let me power through. These strengths would include my analyzing and critiquing skills. To design my product to my liking, I was able to tell if I liked something or not by approving or declining others suggestions to my discretion. This allowed me to make my product the best that I feel it can be. Part of the criteria that was given to us, was that it would be nice if we made a prototype. I kept that in the back of my head to make sure my invention wasn't impossible to make. Luckily, I found a way to make a small prototype of my invention with my Meccano set. Now I knew my invention was buildable. I am also able to reflect on this prototype after the event has happened. Since the project is completed, I can now reflect and realize what I did right, and what I could have done better. I think that the idea was very good but if I was more organized, I could have built a much better prototype with proper materials. Overall, I feel that I can analyze and critique advice and evidence to benefit my project's success.

Develop and Design *Strong*

A true strength of mine is developing and improving an idea and designing it to fit the given criteria. To get the best product at the end, you should experiment with many different ways of doing things. There is a higher chance of success if fail ten times and succeed once, than risking it with one way of doing things and either failing of succeeding. I implemented this in my project by creating multiple invention ideas, then coming up with one later and relating it to the others. Then, I choose an invention that I feel will be the most beneficial. Once my idea what known, I can now figure out how to design it and how to make it work. To do that, I like to establish a personal criteria or guidelines to help me design this. Although I had my heart set on one option, I needed to figure out if it would work in the situations that it was meant for. Luckily, most of my tests passed and I was well on my way to marketing. I needed to find the best way to sell my product. I found out that I should market my product towards its viewers. To sell the most products, you want to make your audience the biggest that it can be with a wide range of people from children, to adults. My product mostly was forwarded to property-owning adults. In conclusion, I feel that my developing and designing skills are strong and I was able to produce a product that would work well with a variety of people.

Question and Investigate *Needs Improvement*

Although I have many strengths, I also have an equal amount of weaknesses. As I like to say, "We celebrate our successes along with our areas of improvement". In this paragraph, I would like to celebrate the area of improvements. Something that is a weakness to me is my questioning and investigating skills. These have always been something that I have wanted to improve. To start, I would like to implement asking open-ended questions while completing an assignment like the invention project. If I asked more questions, my invention could have been better in the sense that it would cover more issues and be a good fit for the average consumer. With my lack of branching out with open-ended questions, I would also kill to consider more that one way to proceed with my designing and constructing process. In assignments much like the invention project, I often have my heart set on one way of doing things. Most times, this ends with a successful project, but other times it was just a pain to follow through with (given that lack of time to restart). In the end, everyone has areas of improvements that need to be celebrated. If you only celebrate your successes, you will be going around in a circle and never trying new things. It isn't about what you can do well that you should focus on, it is what you can improve and build strong.