Once you have completed your first versions of your design and are evaluating what works and does not work, it is time for feedback on ways to improve the design to meet your goals. This Feedback Survey provides a series of questions that help you identify what's working or not working, and to get the feedback you need to improve your chances of have a winning design!

Here is the quick overview. Before you ask for feedback, it is important to:

- Be clear about your vision and your goals. Ask yourself "Does my design meet my original goals and vision?

- Identify the specific challenges you will need help with.

- Make a list of people who you might ask for feedback.

- Choose the adviser carefully according to your needs. If you are having a technical challenge, find a techie as opposed to asking your best friend (unless he/she is a techie!). If you want feedback on the design, ask someone who has experience with designing.

Part A) Did you as a team achieve what wanted?

1. What originally inspired your design?

- Think back to when you began your design process – can you think of 3 things about your original inspiration or 3 things that inspired you?

2. What did you originally hope to achieve with your project?

- It might help to review some of your early brainstorming, look at your journals, or think about some of the conversations you had with people.

3. Can you identify the steps that led you to your initial approach for your design?

4. Is there a big difference between your initial ideas and how your design has developed?

- Looking back at your process and journey will help you see where things changed and why.

- Maybe you were interested in new ideas. Maybe in your research new information influenced your outcome. Maybe some things weren't working in the design. Try to think about this when answering the questions.

5. Are you pleased with your final design and what are you most pleased about?

6. If you are disappointed, list the specific things that you are not happy with and what you would like to change.

- This list will help you select people who have the knowledge in the specific areas needed in order to get valuable advice on how to fix or improve the piece. Sometimes, the process of writing down what bothers you, helps to generate ideas and new solutions.

Part B) Giving and Gaining Feedback.

7. Can you think of why you want feedback or why it might be useful to you? List your reasons.

- Is there something you are particularly struggling with in your design or are you just looking to see how people respond to or think of your work? Do you need input to progress your ideas?

8. Why do you think it is useful to get feedback as early as possible?

9. Can you think of key stages in your process that might benefit from feedback?

10. Write down the questions that you would like to ask to get the feedback you want.

11. Do you think you need to implement all the feedback you get?

- You might like to discuss this question with your peers.

Feedback Survey

12. Who would be useful for you to gain feedback from?

- Try to think of at least 3 – 5 people with related interests or that you trust to approach for feedback.

13. Can you think of 5 ways to show your design/project so that you can get the most useful feedback?

- Think about your work. Will you need to show it in person or can you send them an image? Will video be better or a slide presentation? Do you want to do a group feedback session or share with an individual?