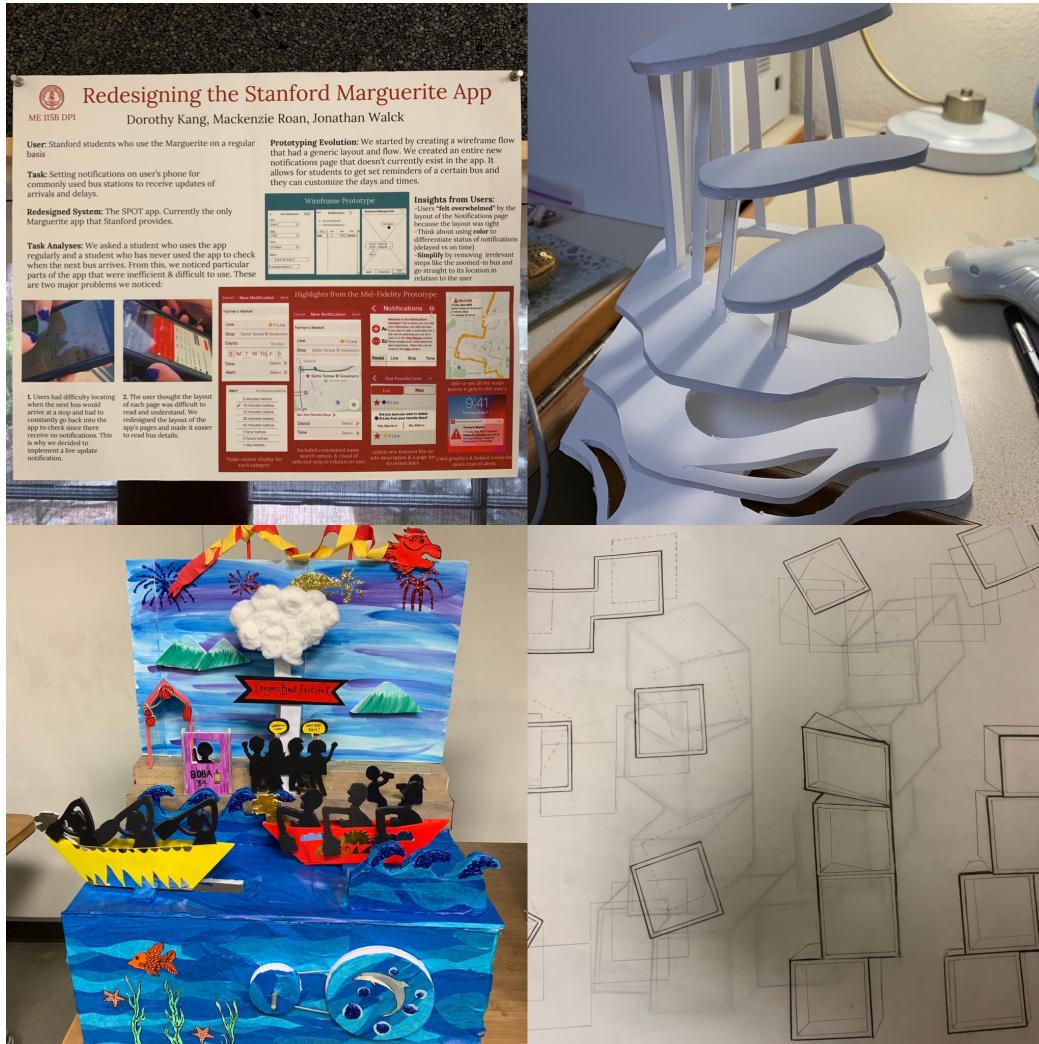Dorothy Kang
SNUCMAA Scholarship Progress Report

I really can't believe I am already half way through my junior year. At the beginning of my junior year, I had one clear goal for myself: realize what I enjoy doing & what I have a natural sense for. I set this goal for myself because I knew junior year would be important towards my trajectory after I graduate from Stanford. I wanted to make sure I would be going in a general direction I was happy with. Reflecting on this goal for myself, I thought about how doing something I enjoy but I'm not great at, or vice versa, doing something I'm great at but not enjoying, would limit myself from reaching my full potential. It is my personal belief that pursuing something that encompasses both passion, meaning, and talent is a reflection of personal success. Success can be superficially measured by salary and status and while they do hold some merit, it is ultimately not always indicative of a flourishing person. I want to constantly challenge and work towards something that is meaningful to me.

Realizing this was a very significant point in my personal growth at the beginning of my junior year and it led me to change my major from Electrical Engineering to designing my own engineering major that aligned more with my interests & talents. I have always loved the arts and creativity so I decided to take more classes in Product Design and Architecture and have been absolutely loving them. I became fascinated with the amount of thought and intentionality that goes into designing physical products, digital interfaces, and architectural spaces and buildings. I also loved how engaging my classes were in challenging me to think more deeply and creatively about design. I have also found that there is a great balance of collaborative and individual projects assigned among my classes. I decided to declare my own major called Human-Centered Design & Engineering that blends Product Design & Architecture. My vision for what I want to achieve out of this major is to be equipped with the knowledge and fundamental skills to design and create products or spaces that serve a human's needs first. The reason I called it Human-Centered Design & Engineering is because I believe the heart of design is to make something that has great usability and also emotionally resonates with the person. The human should be prioritized before considering profit or other constraints.

So far, I have been able to use the scholarship money towards the architectural and art supplies needed for my class projects, textbook fees, and field trip expenses for my classes. I am very grateful that SNUCMAA decided to award me with this scholarship because I feel both emotionally and financially supported in what I am doing. It is extremely exciting to be at this point in my journey because I feel like I am discovering new parts of myself and beginning to see step-by-step a direction of where I'd like to go in the future. I can envision myself using my love for design after college by being a designer for either a design firm like IDEO or an architectural firm or an innovative company that is building a new product or service that will impact the lives of many around the world. I am confident that I will do meaningful work as a designer because the heart of design is needfinding which is empathizing, understanding, and implementing the needs that humans have. Another wonderful and beautiful thing about design is that it can be applied in many different areas and has enormous potential to create change. Every product, service, or space we interact with day to day was designed by somebody. As a designer, I can be inspired to create something new or I can improve something already existing and

making it better. I know that whatever work I do in the future, it will be human-centered and will be aimed at helping other's needs.

This is a collage of some recent projects I've done for my classes in Product Design and Architecture. The top left is a poster that summarizes the 5 week process my team and I worked on to redesign the iPhone app for Stanford's bus service called the Marguerite. The top right is a first draft of an architectural space I'm currently working on. The bottom left is the final product of an automata with moving mechanisms that I created in my Visual Thinking class. The bottom right are some drawings of sections of a structure that I built for my architecture studio class.