

DESIGN of a LIFETIME

This chart explores the changing mediums, needs and technologies for graphical communication over my professional lifetime and how this has necessitated the acquisition of new skills as a designer. The data reflects my work to help people communicate something about their life, work, organization or events. Each block represents a design project, which is assigned to one of three main categories of design: **print**, **web** and **identity** (logo).

Digital Design

In high school, my main tools for creating graphics and design projects were Adobe Photoshop and some Adobe Illustrator. Projects were a combination of drawings, photocopies and scans. With the launch of Adobe InDesign, page layout and design were able to be done completely on the computer.

Money and Mobiles

A decline in U.S. consumer wealth and the downturn of economic activity following the Recession of 2008–09, combined with the increase of cellphone technology, capabilities and users saw an increase in website design and development projects. By the same token clients were less willing to spend their (tighter) budget on printed materials and instead focused on the quickest ways to reach the largest amount of people—the internet.

Keeping Up

Technology capabilities and user preferences are changing almost faster than designers and developers can keep up with. Albeit the increase in DIY website builders does muddy the waters somewhat. The focus of design, particularly for websites, has shifted to be oriented towards user experience and user interface. The user story is king.

