Name:	
working in a	group
_	environment are you normally the leader?
2. In a group 6	environment do you feel you could lead but normally do not?
3. In a group e	environment what do you feel is your strongest contribution? (pick one)
	leadership
0	technical project management
	aesthetics
	mediator
	production
technical	
	of 1-5. 5 meaning you are an expert and you know this technology/skill inside and out. 1 meaning you have
opened the pr	ogram once, maybe or have a basic knowledge of the skill. What is your skill level in the following tech-
nologies or sk	ills?
1 2 3 4 5	Photoshop
1 2 3 4 5	Illustrator
1 2 3 4 5	InDesign
1 2 3 4 5	DreamWeaver
1 2 3 4 5	Pencil / Thumbnails / Sketching
1 2 3 4 5	HTML / CSS
1 2 3 4 5	Illustration
1 2 3 4 5	PHP
1 2 3 4 5	Comprehensive / Mockup production
1 2 3 4 5	Typesetting
1 2 3 4 5	Photography
1 2 3 4 5	Animation / Motion
aesthetic	d you consider yourself in relationship to the rest of your close regarding your coathetic/ferre making skill?
□ top 10%	d you consider yourself in relationship to the rest of your class regarding your aesthetic/form making skill? ☐ top 25% ☐ top 50% ☐ bottom 50% ☐ bottom 25% ☐ bottom 10%
6. What do yo	u feel is your strength in design? Making things look good
	Coming up with good ideas
	Bringing aesthetics and ideas together
	Art directing others
problem solv	ing
=	vely employ the problem solving techniques that you have been taught?
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8. How often do you co _%	me up with solutions the	night before something is	s due?			
9. What is the first thing	you do when you are giv	en a problem?				
☐ Y 11. Do you feel you are ☐ Y	strong at project manage IN strong at time manageme IN anaging yourself or others I Others	ent?				
13. What is your greate:	st strength as a designer?	?				
14. What is your greates	st weakness as a designe	er?				
15. What has the most influence on your design decisions?						
interests Please check all subjec	ts that you are interested	in, if any:				
□ Art	☐ Cycling	☐ Drinking	☐ Coffee / Tea	□ Music		
☐ Theatre	☐ Photography	☐ Dining	☐ Community	☐ Skateboarding		
□ Politics	□ Scooters	☐ Performance	☐ Nightlife	☐ Architecture		
☐ History	☐ Technology	☐ Design	☐ Evironment	☐ Government		