

Glenn Veugen

glenn@conzept.be

www.conzept.be

+32 497 76 35 59

Belgian

Being a jack of all trades, I call myself an Interaction/User Experience (UX) designer. With the skills and knowledge I possess, I strive to bridge the gap between man and machine. The gist of my work is creating the interface for the user, allowing him to easily operate a machine, device, or any other form of communication and interaction.

My background lies in information technology and web design. With the emerging move away from the computer's screen, I started focusing more on UX design and interactive applications and installations. Nowadays interactive media isn't limited to the computer screen anymore, any kind of device brings forth interaction. Different kinds of devices are being used to serve different purposes and needs, increasing the need for user-friendly and intuitive interface. That is how and why I rolled into the things I do these days: conducting research about the functionality of an interactive application, design prototypes and perform user tests, in order to optimize the concept and end product.

During my master's thesis, I got more into human-computer interaction and experience design. When I finished my master's in Communication & Multimediadesign, I knew quite a bit about user experience and interaction design. But I wanted to learn more about the human factors side of the design industry. So I joined the User System Interaction program.

My knowledge of the practical aspects is still increasing, but I am gaining the most insight in the theoretical and research aspects of the industry. This is something I was missing when I graduated, and I'm confident I made up for that lack of knowledge. I believe this helps me place myself better in the user's perspective and become more efficient and proficient in designing user-friendly concepts and applications.

In a couple of years from now, I see myself working in industry as a User Experience designer or similar. I intend to focus more on applied technologies rather than academic research, as my interest lies mainly in User Experience and interactive applications.