

Step 1. Know **why** (theory).

Read up on books that discuss the theory of ID and the general basics of why we design.

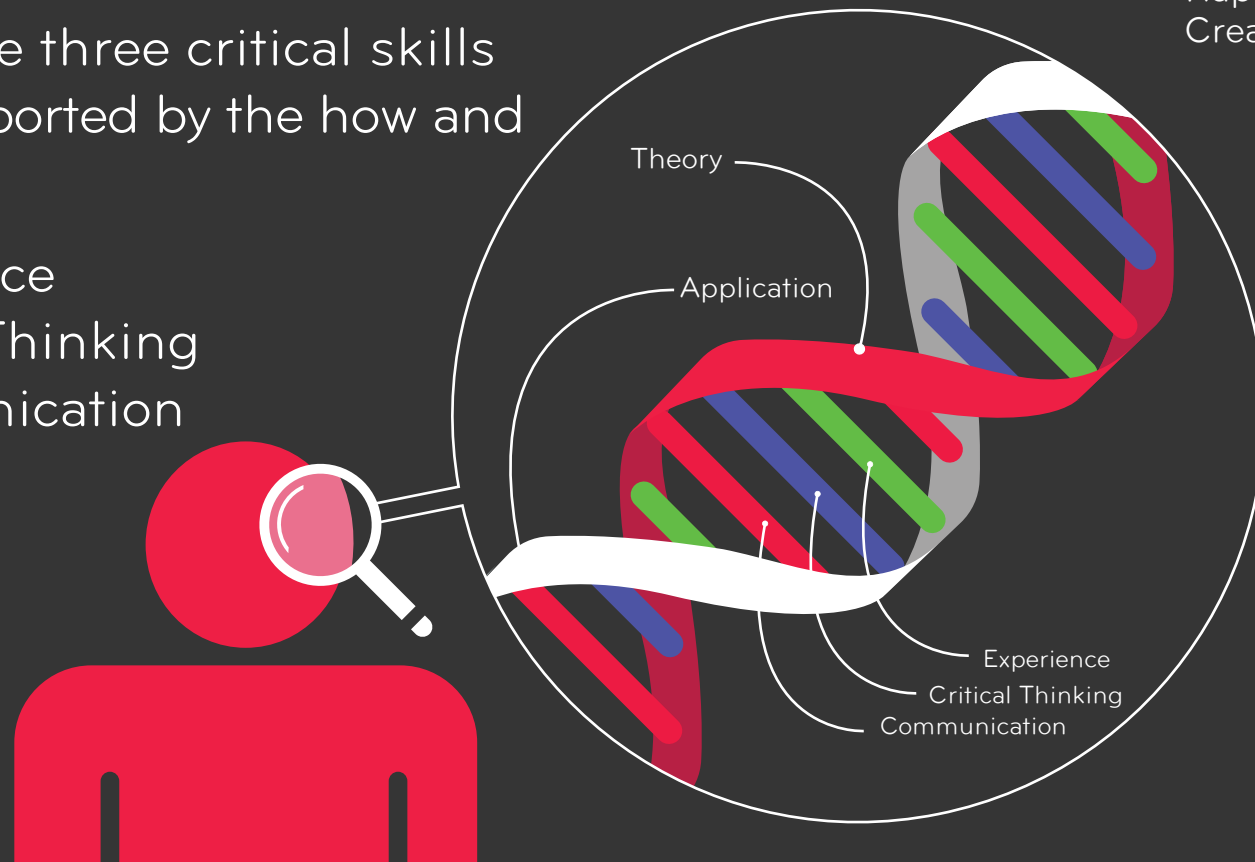
Some great books to read:



The Design of Everyday Things - D.Norman
Emotional Design - D.Norman
Living with Complexity - D.Norman
Glimmer - W. Berger
The Evolution of Useful Things - H. Petroski

These are the three critical skills that are supported by the how and why:

- ✓ Experience
- ✓ Critical Thinking
- ✓ Communication



Step 2. Know **how** (application).



You also should read up on ways to take what you learned from the theory side and apply it to projects that you take on. Learn and practice drawing, writing, and speaking. With these three tools, you'll make yourself better at communicating your ideas and thoughts.

A few great resources to use include:

www.ctrlPaint.com

www.learnstory.org

Rapid Viz - K. Hanks and L. Bellisto

Creative Marker Techniques - Y. Shimizu

Step 3. Network and Apply.

One of the biggest things that people miss is that getting a job is a numbers game. Go out and meet other designers in the community. The more people you know and engage with, the more opportunities you'll have to meet someone that might have a job just for you!

