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## **M1.1- Reflection Paper**

### *Goal*

As an urban designer with keen interest in sustainable development, I wish to explore future mobility by means of technology, especially on autonomous, electrical and shared vehicles. When it comes to the relationship between mobility technology and urban infrastructure, a revitalization of vehicle forms, streets and community space is expected. Also, UX in MaaS should be upgraded.

### *Takeaway*

The most exciting part is the 24-step disciplined entrepreneurship! In this process, I aspire to delve deep into the creation with team cooperation to finally solve real world challenges.

### *Entrepreneurship persona*

Hipster, meaning design and user experience.

### *Identification*

Among hustler, hacker and hipster, I identify most closely with the last one. Due to my major in architecture and urban design, I could indeed realize the importance of human-oriented interaction. With solid technology (hacker), the successful design product (hipster) is the key to win popularity and accelerate marketing and business (hustler).

### *Reactions to Antifragility*

The concept of Antifragility, proposed by Nassim Taleb, refers to a sensitivity and positive response to disorder. In entrepreneurship, antifragile skills such as 1) persistence in dilemma, risk management; 2) network connection, making most use of resources when encountering opportunities; and 3) creative enough to tackle challenges, promote success in a black swan event.