**Okay, so first question, can you tell me a little bit about yourself in a field?**

*Sure. So I am a rising senior studying Industrial Design at Georgia Tech. I want to focus on like interactive products, smart products, that kind of stuff within the realm of product design. And basically just like want to create products or like devices that are centered towards the human needs, and like making it easy and intuitive for them to understand how to use it.*

**Okay, so when you're designing, have you ever designed something that's toward people who has disability?**

Um, no, I have not directly I have thought about it before. But I decided like to choose another topic, apart from that when I was doing this particular project, but I do have friends who have done probably for the disabled.

**Okay, then we just asked about your design process. So before you design something, can you tell me a little bit about what what is your design process is?**

Yeah, so first, like, we're given like a prompt, it's usually kind of vague. And then we can go in like, whatever order we want, like the Russia we want with it. So after I get the prompt, usually, I'll do like some research about it. Because it tends to be like an area that I'm not too familiar. And since I am just like a student right now, I don't know like everything about design. So after I'll do some research, like on my laptop, or if, if I'm able to, I'll go like into the actual like setting, and watch or like observe people like how they use their products. For example, like if it's like a hand tool, how do they hold it, if it's like a chair, how they're sitting in it, after the research comes like the brainstorming phase. So that phase I usually do with other people, or like if it's just a solo project, I'll just brainstorm by looking at existing products on the market, such as like on Pinterest, or just like on any shopping website, things like that. And then once I like see what's existing, I'll start sketching my own designs, did really rough sketches. So this is a part of the process, whereas like ideation, you're just sketching like quickly but able to get like your message across, after you ideate are usually narrowed down to a few concepts. So like, those are more detailed sketches and more explanations on like how you would use the product specifically. And just kind of like giving it more life than a basic ideation. Once the concepts are done, you have to like pick one. And then once that one or two is picked, you begin to like make models of them. So this is where like you see like your scale and how that relates to like, the target user. And then with that, you can kind of figure out like, do I need to make it bigger or smaller, donated change in a dimension, things like that. And then you just keep modelmaking you keep modelmaking until either time is almost out or you find something that you're happy with. And then from there, you can switch from scale models to full scale. After using after making the full scale model, I'll like edit some minor things, usually, but not anything like major because the design at this point should be already set in stone. And then once I get like the full scale prototype, then it's like full scale, making it out of like, whatever material and from there, that's about it. And then just like finishing up the process of like, making your Process Book of your like every step that you took, basically.

**So within that process, what steps are like the most challenging for you or like yeah,**

um, for me personally, I struggle with the brainstorming and ideation phase. So brainstorming if I'm doing it by myself, it's more of, it's harder for me, just because it's easy for me to bounce ideas back and forth with other people who are doing like similar projects or who knows what the project is about. And then with ideation, I it's just hard for me to like, draw the ideas like straight from my head. So I'll use the existing models was like a guide and then kind of like design design like around them. But I'd say those two are the the hardest. And then like once I kind of have the concepts or like an idea that I really like the model making part is a lot easier because then it's just like prototyping, using like laser cutters are 3d printers to fabricate the models, which those are like quick and easy if you know how to use them already. But coming up with the idea is probably the hardest one apart from me

**And so in the past, when you come up with idea what type of like resources you look into**

coming up with ideas, um, I'll look at my go to is always like Pinterest, just because there's a lot of like unique ideas that may not be as prominent on the market on there. So I'll see like, what designs already exist online. And from there, I'll like, try and come up with something similar or like not too similar, but like improving upon the existing designs. Also just looking at, like, what is available to you like in person that you can see some times like, I'll find the product around Georgia Tech or like, as doors that I'll go to just for like market research. So those like really helped me get ideas, other people also like find inspiration from like nature, just looking at like, how everything is like created around them and seeing what they can draw from their, to their designs, but I usually just stick with like the existing products.

**Okay, so if you were to improve Georgia Tech's website to account for the people with disability, how would you go with that project?**

**Georgia Tech's website?**

Yeah, so like, a lot of website. TourTech has really low disability, to help students to help student with disability to learn.

**Okay, um, how would I create the website?**

**Um, you don't have to tell me, what would you do? You can just tell me the process on how would you start a project?**

Okay. So first, I would start off with like, the research phase, which in this case, because we have like, a target audience, and more specific people, I probably try to find, like people who are actually like, disabled and talk to them, ask them like, themselves, like directly to see like, what issues they're having with their learning experience, or like using Georgia Tech's like website and stuff. There's user feedback is probably the most important thing in any project. And the most direct way you can improve upon something is figure out from the people who are using it, like, what is what issue do they have. So interviewing them, just asking them, also, you can give them like, the thing that you're trying to like research on like the website specifically, or whatever do like testing on if it's like an app or some kind of experience around campus, just giving them that directly so that they can test it out in front of you. And then you can also just kind of observe and see like, how they use it, or like if you notice anything that can be improved upon? Um, what else? Yeah, I feel like that's mostly like the easiest way is like to get the direct answers and then if you can't get direct answers, just trying to find like, you know, firsthand written stuff online like that they write maybe like articles or something about like, challenges that they have while they're learning or like on a college campus would probably be what I do.