

Finding your passion

Use the prompts below to help identify what you are passionate about.

Things I am involved in or do at school, with clubs or social groups are:
The main one I do right now is to go to a friend's origami club as its relaxing after a busy tuesday.
The things I enjoy doing for relaxation or fun are:
Play video games, talk with friends, scuba diving, and just sleep.
The most important things to me are:
My free time
The things I think people my age are concerned about are:
Homework, grades, part time jobs, and college applications
The things I think people around the world are concerned about are:
Poverty, Hunger, Disease, and Corruption
Things I am passionate about:
Video games

Use the prompts below to help identify what you excel at.

My favorite subjects in school are:

Math, Physics, Food Classes
The things I am most proud of are:
The few cool things I did in sports, mathematical success, and general free time to work ratio.
People tell me I am very good at:
Cooking food, math, and most games
My favorite school projects involve: Math and Food.
Three potential project ideas are:
<ol style="list-style-type: none"> 1. Perhaps a shirt you can wear that reduces the pain you feel from hitting a corner. 2. Non stick reusable vomit bag? 3. Vex Parts Sorter

KWR Chart

Idea one: Comfort protective clothing

What do we know about the problem?
Those who are clumsy or have some problems, have a daily problem with corners that cause unnecessary damage to their body which could be prevented

What do we need to figure out?

How to keep the clothing comfortable and fashionable while also being protective of the individual
--

What resources do we need?

Clothing and other soft malleable materials

Idea Two: Non Stick reusable sickness bag

What do we know about the problem?

Some people have a real problem with air sickness or sea sickness which they may decide to bring bags with them to store the undesirable products. These bags are wasteful as they can not be used again once full and isn't easy to store.

What do we need to figure out?

Create a jelly or something similar that simulates the properties of vomit without it actually being vomit. How to make the bag reusable without residue
--

What resources do we need?

Some slick materials or some hydrophobic spray.

Idea Three: Vex Parts Sorter

What do we know about the problem?

The last few minutes of class we spend cleaning up the small parts we use for our projects which wastes time we could use for the project

What do we need to figure out?

How to sort the different screws and nuts so they are in different compartments

What resources do we need?
Metal, a container with slots, sensors, and a computer

Planning

Project Title/Topic	ConferTable Shirt
---------------------	-------------------

Goal	
Goal: Formulate an inquiry question or statement that clearly shows your goal, based on your personal interests. Be concise but specific and clear.	How do we reduce the discomfort of disabled people who can walk in day to day life without reducing the comfortability or the look of the clothing
What is the purpose of the goal? What do you hope to achieve?	To create a set of clothing or an attachment that can reduce the pain and/or damage of running into objects
What prior learning and subject specific knowledge is relevant to the project? How does the project relate to an academic class you are currently enrolled in or have taken?	Prior learning for me consists of previous experience of hitting myself with the same common objects that everybody who is clumsy for one reason or other hits. I believe that this project relates most to the health class I took as it is about protecting the body.

Global Impact	
Identify how this will impact the community/world:	It will hopefully protect the community more without much sacrifice as pain will be less common and the discomfort that comes with it will be gone

Product/Outcome	
What product/outcome will you create in response to the goal, global context and criteria?	I believe that a clothing line or attachment that would be soft to reduce the damage/pain of corners and other objects will satisfy the previous criteria
Form: Function: User/Audience: Costs:	Form: Shirt, Pants, Socks even or like a belt Function: To reduce the damage/pain of an object on a person User: Focused for the mobility impaired or unaware among the population Costs: Cheap to open up the amount of people who can afford the product.

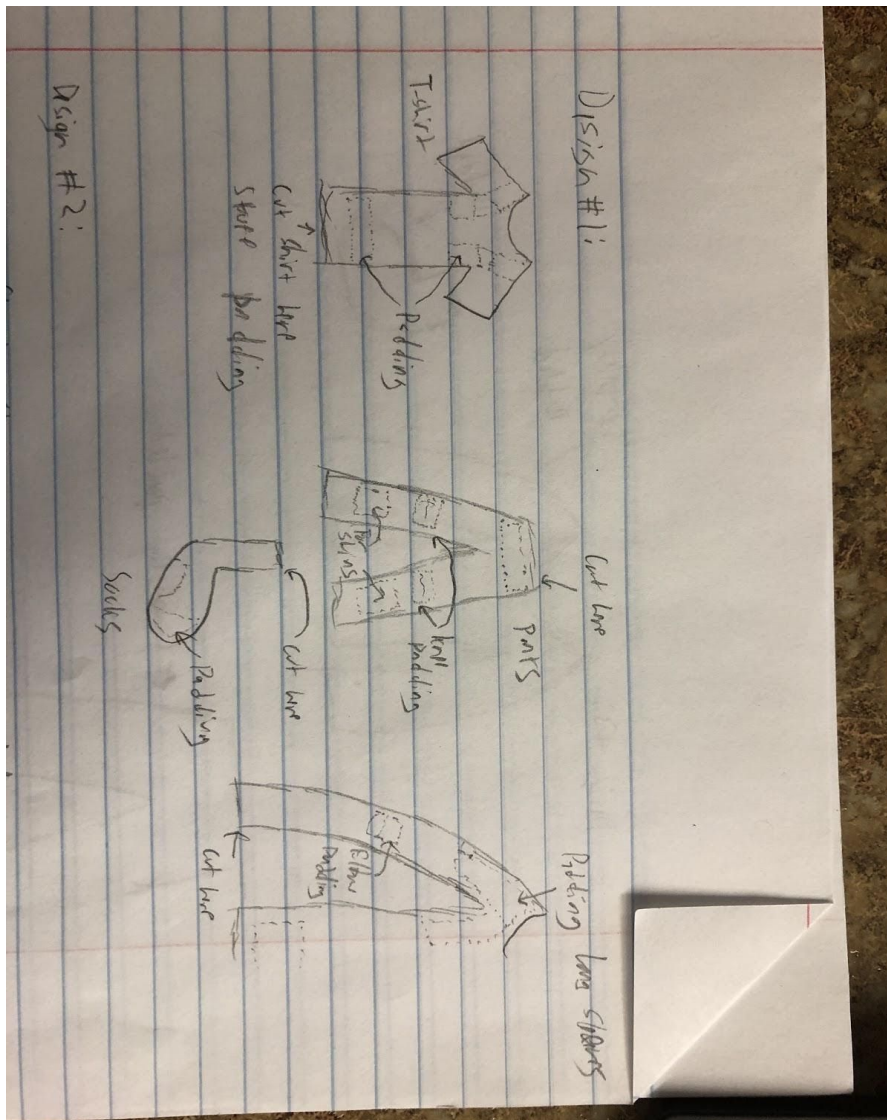
Research	
What will be the focus of your research?	What areas of the body get most hurt by common occurrences Materials which can be used for this project
Media: (Includes books and articles, etc.)	Studies online
Surveys: Would surveying your potential audience be useful?	Absolutely to find the areas that could get most hurt
Interviews: What human resources can you tap into for your project?	Retirement homes would be useful as they focus their brains on how to reduce pain
Other sources for research?	Surprisingly online social media accounts could be a useful source as they complain about everyday pains

Specifications

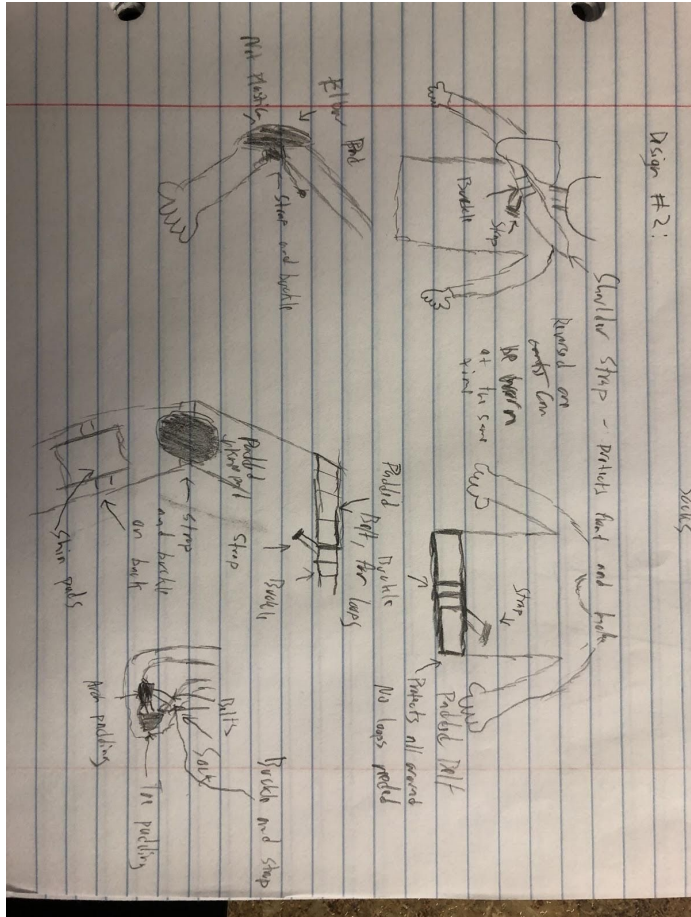
Prompts	Student Designed Criteria	Test or method of evaluation
---------	---------------------------	------------------------------

Form: What will your project look like? What materials will you use? What size will your project be? What tools will you use? How will you assemble your project?	The design will either take the form of a separate attachment or as its own clothing line that can be sown straight into the clothing	The best test method is having someone wear the design and get someone else to see if they notice a difference between normal clothing and the design
Function: What is the purpose of your project?	To reduce pain/damage from everyday things we run into	Does it hurt less when I run into this thing (such as the side of a table)
User/Audience: Who is your project for? What needs do you expect your project to satisfy? Where/why will you project be used?	The project is for everyone who may have a hard time walking, such as the elderly or some of the mentally disabled or it can be used by the clumsy or the unaware who accidentally hit these objects. The design should be able to be used everyday	
Costs: How much will your project cost to make? *How much will you sell it for? *How much profit could be made on your item/project?	I was hoping to make this product as cheaply as possible. I would like to sell the design for \$10 so that more people would have access to it. The design should cost less than \$10 so that it is still profitable to me	Are the materials worth less than \$10?

Decision Matrix #3 Design 1



Design 2



Design 3

	Price	Concealment/Fashion	Protection	Adjustability	Comfortability	Total
Design #1	5	8	7	1	10	21
Design #2	8	6	7	8	5	34
Design #3	6	2	10	0	7	25

Price - The price of manufacturing the product

Concealment/Fashion - How much does it hinder the look of the person with bulk or style

Protection - How well does it protect the person from everyday hazards

Adjustability - How adjustable is it to suit the needs of the individual person

Comfortability- How comfortable is it to wear

<https://www.newscientist.com/article/dn25688-fingertips-and-forehead-are-most-sensitive-to-pain/>

The reason why design 2 prevails over the other two designs is because of the adjustability of it with a better price because it doesn't require clothes with it. It also provides good protection with ok concealment while being comfortable enough to do its job

Design Constraints

Student Designed Criteria	Test or method of evaluation
The design will either take the form of a separate attachment or as its own clothing line that can be sown straight into the clothing	The best test method is having someone wear the design and get someone else to see if they notice a difference between normal clothing and the design
To reduce pain/damage from everyday things we run into	Does it hurt less when I run into this thing (such as the side of a table)
The project is for everyone who may have a hard time walking, such as the elderly or some of the mentally disabled or it can be used by the clumsy or the unaware who accidentally hit these objects. The design should be able to be used everyday	

I was hoping to make this product as cheaply as possible. I would like to sell the design for \$10 so that more people would have access to it. The design should cost less than \$10 so that it is still profitable to me	Are the materials worth less than \$10?
--	---

Materials List

- 11 buckles
- Velcro
- Foam as necessary but starting out with 10 sq ft
- Sewing machine