

Criteria for Design Project Ideas

- Must have a physical component
 - Things the user will touch, see, and interact with
 - Things to design will include: color, weight, size/shape, durability, power constraints
- Must have an computer/digital interface
 - Not necessarily a screen; e.g. touch-sensitive surfaces; motion detectors
- Must be interactive – changeable based on situations/conditions
- Must be feasible
 - Technically: something that *could be* built
 - Economically: something that could support a viable business model