1. Do you like the ps3 design?
2. Do you prefer function or form?
3. Do you have a ps3?
4. Do you stack consoles?
5. Would you prefer an unbeveled ps3?

Articles

1. <https://www.cnet.com/products/sony-playstation-3/review/>

cnet, no author.

section: design

this article describes the aspects and features of the ps3

1. <http://www.techradar.com/reviews/gaming/games-consoles/sony-ps3-630534/review/2>

Rivington J, “the design is an abomination”.

this article describes the aspects and features of the ps3

Document Questions

1. The beveled design.
2. The beveled design.
3. It’s already a specific problem.
4. The beveled design.
5. We could use a plastic counter bevel, or 3d print a counter bevel, or even make one of wood, we could make a shelf to the specific size of the ps3.
6. I couldn’t find any published solutions.
7. n/a
8. primarily a 3d printed solution
9. one of us has this specific problem.

Teacher Questions

1. I have this problem and would like to fix it.
2. I have a stack of technology/ consoles and the ps3 has to fit right in the middle.
3. 3d printer and Autodesk inventor.
4. This object/solution will allow us to stack objects on the ps3.
5. You would not really be able to use parts lying around the house to fix this problem and it’ll require some effort.

Conclusion Questions

1. Why it is important to make sure your research problem is valid?

So that you aren’t solving a problem that has already been solved or is not worth solving.

1. What helps you in determining that the problem is valid?

Research and considering who or what will gain from it.