

Redesign of a walker

Problems:

- Tired
- Needs to be careful on balance.
- Small wheels + Rubber tips at the back
 - Difficult to go on smooth surfaces, difficult to push.
- Prescribed patients don't use them since prescribed models are not modern or hard to use.

Needs from the walker:

- Braking system
- Folding Seat
- Bag for inventory.
- Foldable and portable
- Aesthetics
- Proud to own.

Key themes:

- Stability - More stability = more unwieldy
- Front wheels are stationary.
- Mobility - It's either hard to move in(without wheels) or too hard to control(with wheels)

Mobilizer

Steps:

- Sketch modeling, Quick Prototyping.
- Fail early and often to advance the ideas.
- Goal is to build on ideas or being them together.
- User feedback to see what users' real values are, what they care about.
- Design, building and review concept models.
- Design is teste with real customers, Feasibility is analyzed and prototyped by engineers, Viability in business perspective.

Final Product:

- Mobility
- Foldable chair that locks when weighted.
- Bag in front for space.
- Portable