**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