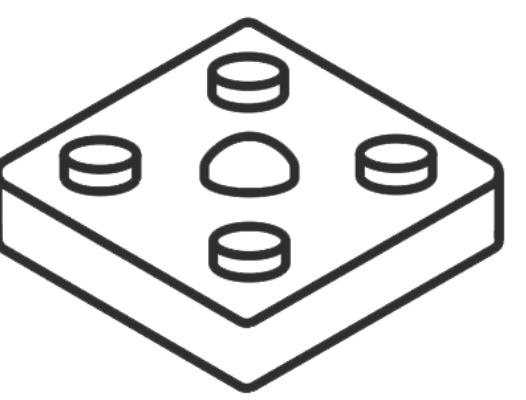
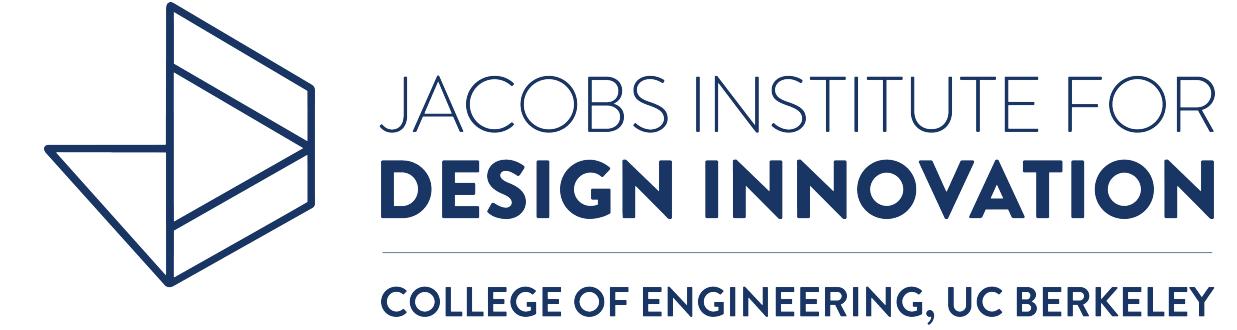


FidgetBlox



Fidgeting gadgets for everyday life.

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DES INV 190-2: Global Product Development



The Problem

Distractions fill our everyday lives, making it difficult to focus. Fidgeting engages our floating attention, allowing us to focus. However, current fidgeting solutions are easy to lose, not customizable, and not sustainable.



Iteration process



Prototyping

We used ergonomic prototypes to test comfort, size, weight and texture, and interaction prototypes to test usability, delight, and mechanics. After user testing, we prototyped updated high-fidelity modules based on feedback, using an Objet printer.



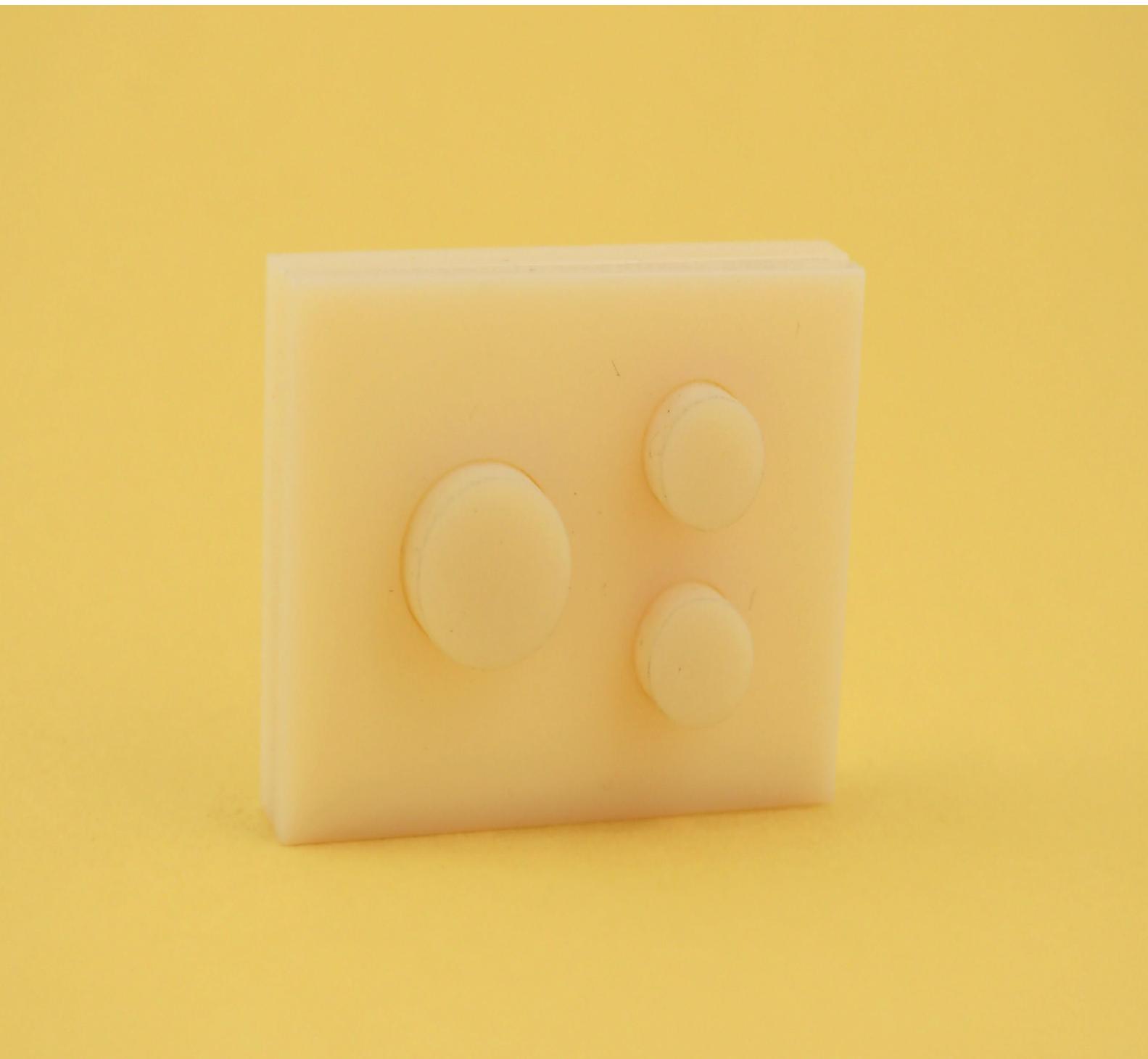
Ergonomic
3D printed

Interaction
Laser cut

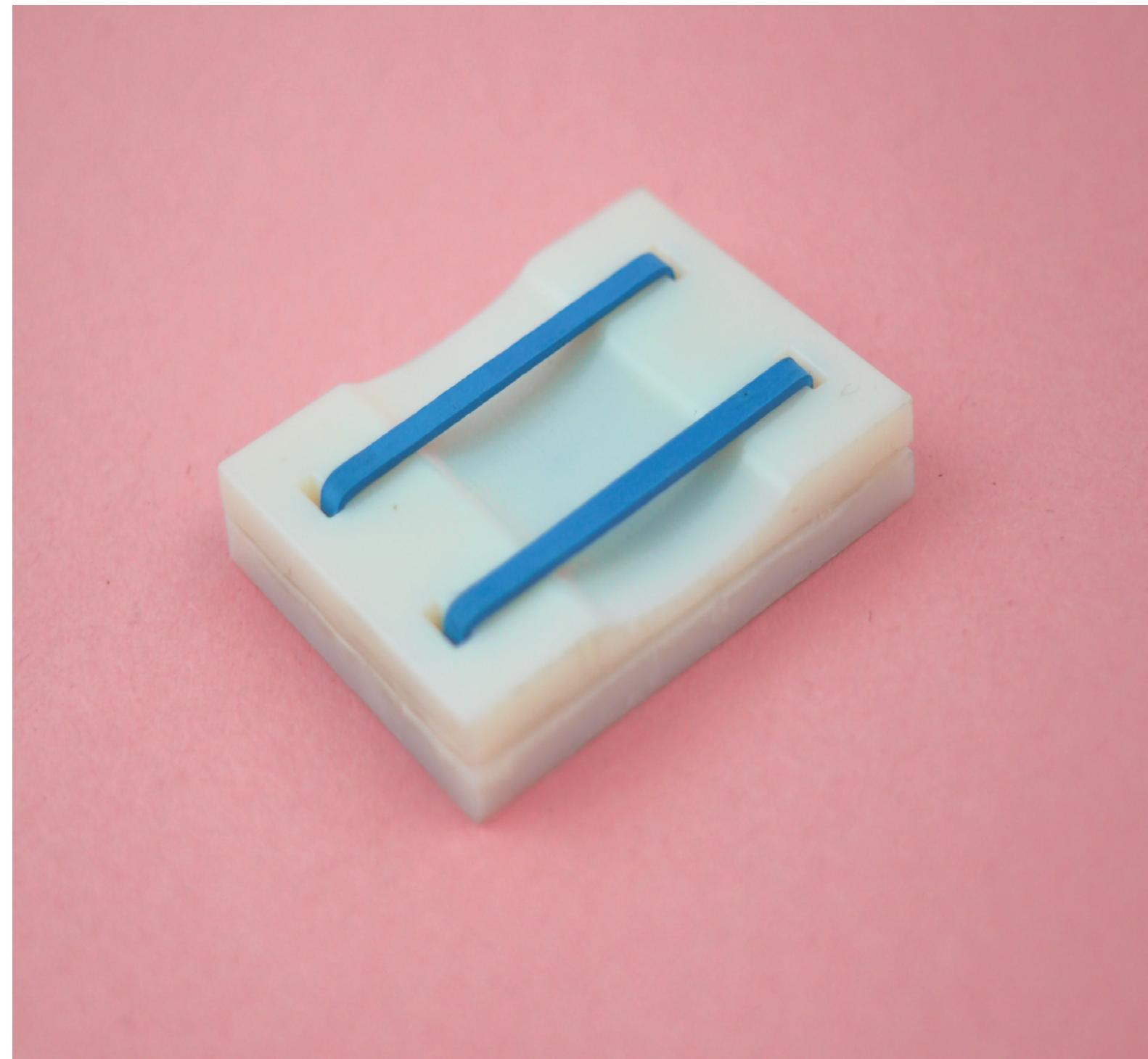
Our Approach

To better understand the problem and what people need, we conducted user research. With over 40 responses to guide our design decisions, we parallel prototyped for interactivity and ergonomics with 3 key goals.

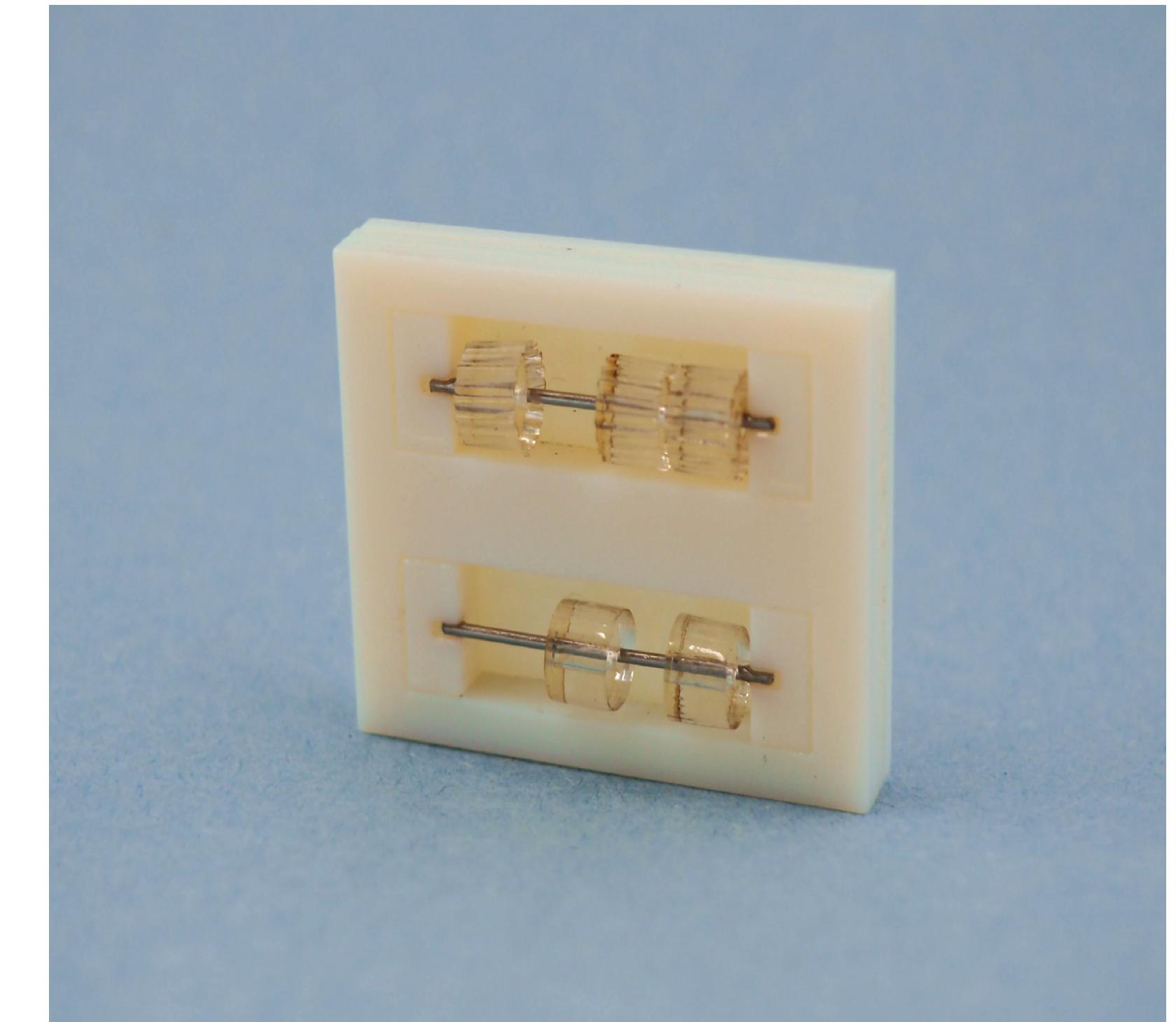
Our Solution



Buttons
Tactile sensitivity, haptic feedback



Rubber Bands
Comfort, tautness, playfulness

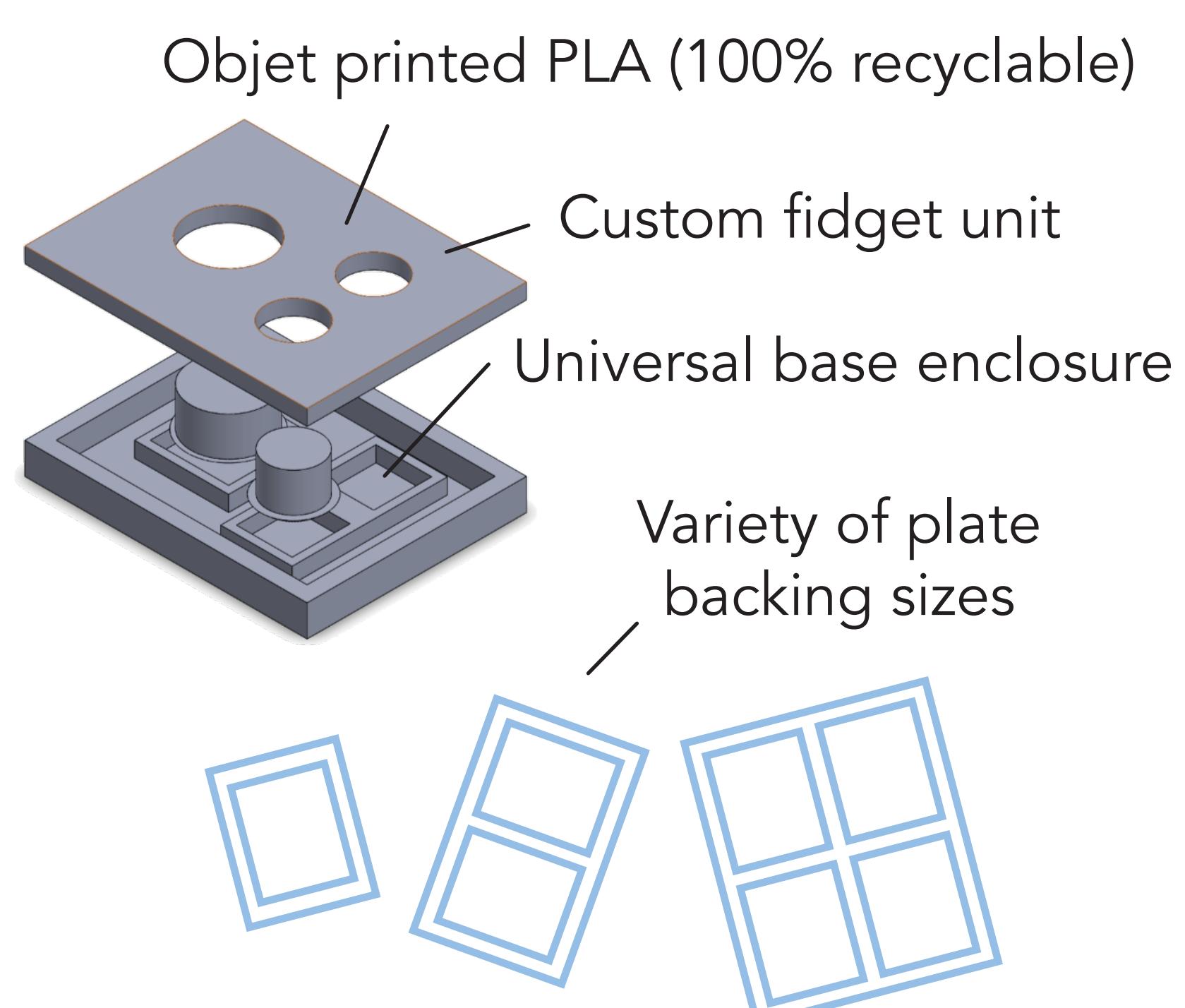
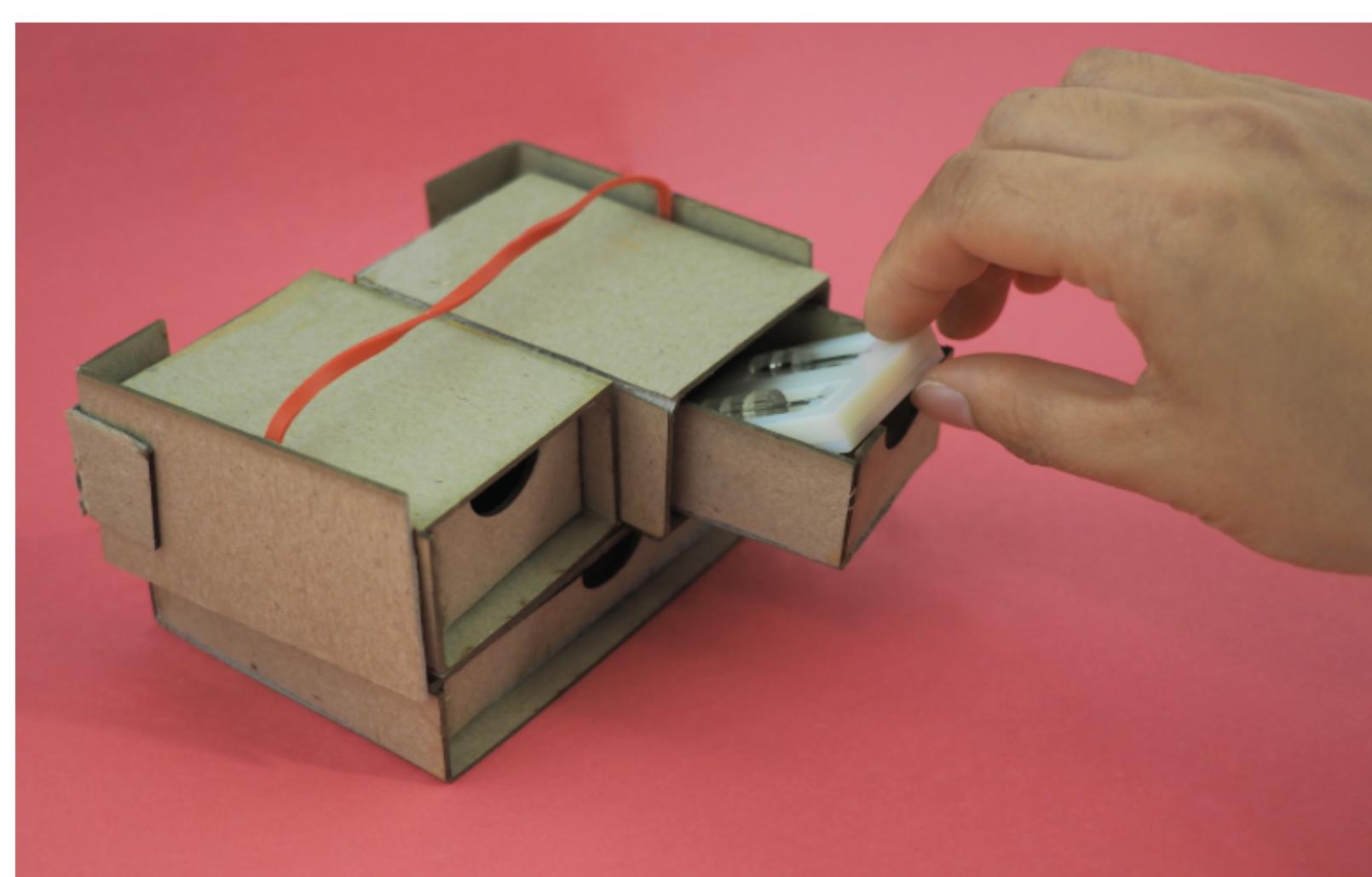


Gears
Diverse affordances, texture

How it Works

Our refined fidgeting modules are toleranced to fit in a backing plate, which comes in different sizes to suit different needs and surfaces.

Each individual module can be swapped in and out easily, with our packaging design doubling as a storage space.



We also considered manufacturability by drafting product architecture and modeling an easy, two-piece assembly process. Customizable units fit snug on universal bases, and are attached via a tolderanced fit (5 thou).

