ES 115 Design, Innovation and prototyping Week 3 - Task





Before the activity

- Get well acquainted with each other, make friends
- You may decide any non-offensive name for your group
- Go through the directions AS A GROUP.

We learnt this week about



- Stages of design process
- First stage of design project: Data collection and analysis

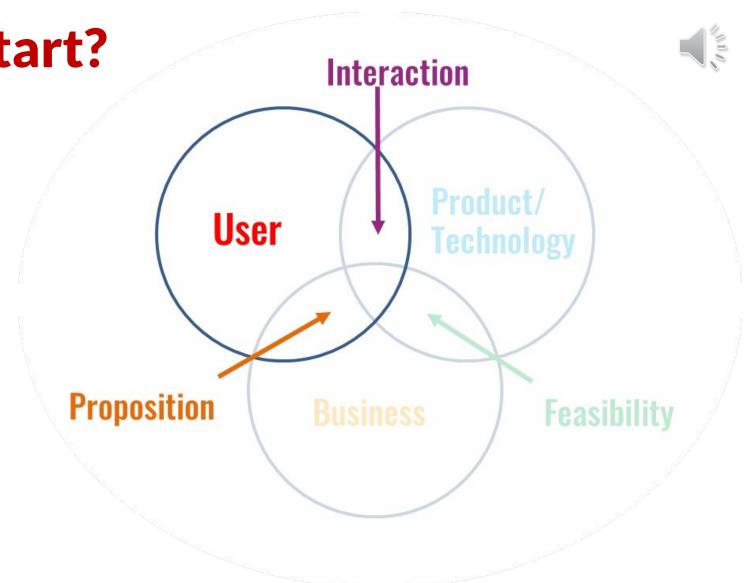
Even <u>before</u> the data collection, we have to define a starting point i.e. the 'need statement'

Where do we start?

For DIP project, we start with the user.

The task is to define

- Purpose
- User group
- Context



Themes



Topics	Group numbers				
Play	1	7	13	19	25
Learn	2	8	14	20	26
Maintain	3	9	15	21	27
Make	4	10	16	22	28
Organize	5	11	17	23	29
Interact	6	12	18	24	30

Exploring the themes



- Understand the theme
- Mapping the theme against (4W and 1 H) technique
- Making need statements that define 'purpose'

The task is to...

Understand the dictionary meaning, synonyms and antonyms



- Make an **exhaustive** lists of the following
 - Why: is already defined by the theme word (action verb)



- Who: User
- What: Objects, which action is performed on
- When + Where : Context
- How: Existing technologies / products fulfilling the purpose



Create need statements

Use the following format for the same.



Make five need statements by mixing and matching synonym of action verb (purpose), User and the Context

To design a device for _____ (user) to _____ (purpose)



Submit

- Slide 1: Gr. No. & name (optional), theme word, student names
- Slide 2: Meaning of the action verb given to you as a theme (Action verbs are: Play, Learn, Clean, Make, Organize, Interact)
- Slide 3 to 6: What, Who, When + Where, How
- Slide 7: Five DISTINCT need statements
- You may add a couple of more slides if needed

Refer to the examples provided along-with these slides, and better than those groups!