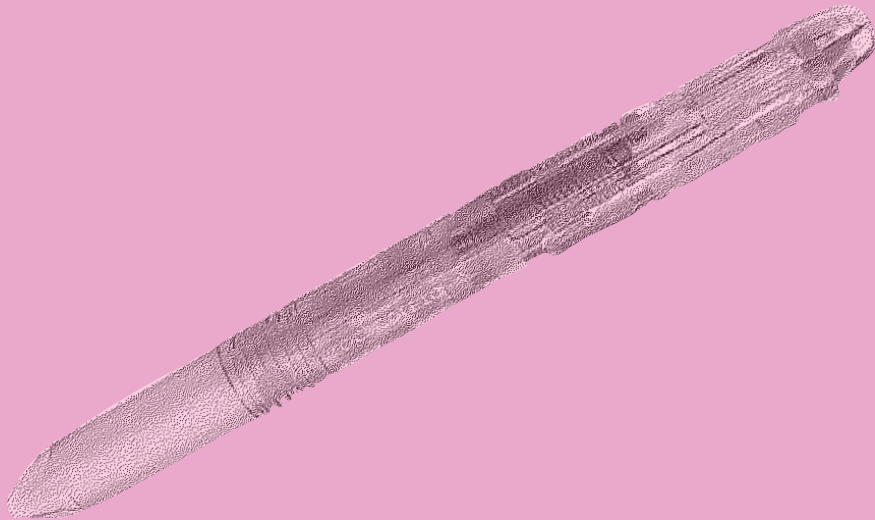# HOW WOULD I REDESIGN THE PRODUCTS I USE EVERY DAY?

VOL. 1

BELLISSIMA
ARRIAGA-PATTILLO

THE PROBLEM

We accept the ergonomics and form of everyday items because they work "well enough".
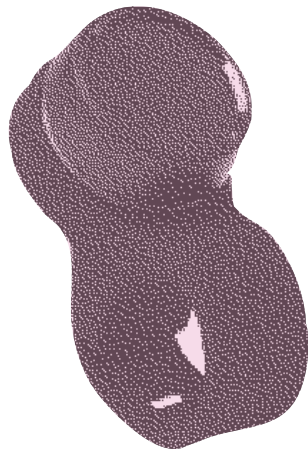
But friction adds up. I chose three tools I use daily, the Bic Lighter, the JBL Click, and the Hi-Tec-C Coleto 4 and analyzed the friction points. I aimed to add more durability, function, and aesthetic without sacrificing what already works.
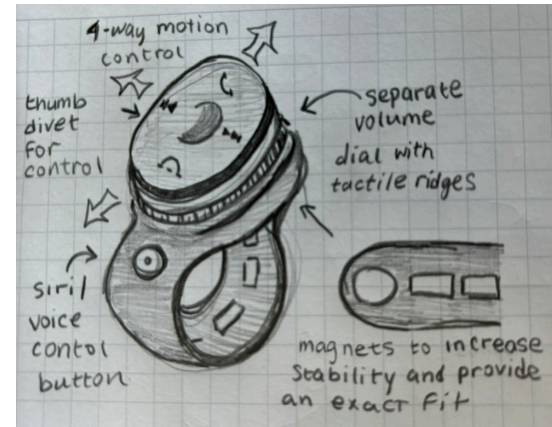
THE EXPERIMENT

I dissected the mechanisms, mapped their failure points and created improvements focused on usability, ergonomics, aesthetics, and durability.
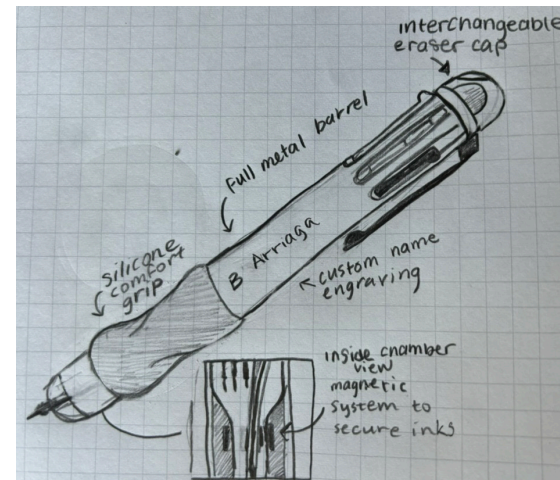
I sketched several redesigns, thinking of how each product could feel better in the user's hand and in their daily life.

The main constraint is staying true to the products' purpose.

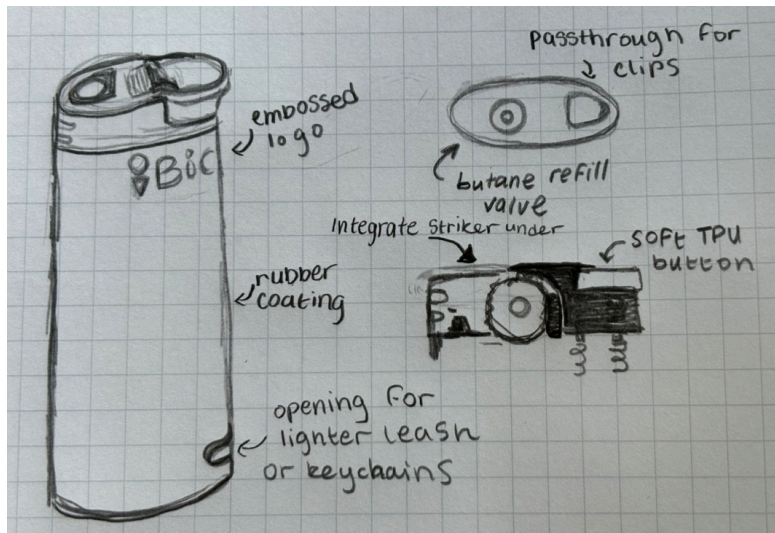Could this JBL have a better mechanism?

How can the pen be more comfortable?

By starting with objects I use daily, I already have a clear understanding of the user's product experience.

This makes it easy to think of solutions. Forms are designed based on my experiences like adding a TPU grip or tactile buttons.

THE INSIGHT

embossed logo

Bic

passthrough for 2 clips

butane refill valve

Integrate Striker under

rubber coating

soft TPU button

opening for lighter leash or keychains

Good design is subtle. It's flicking a lighter without resistance or writing for hours without a hand cramp. A good product is one you barely think about.

When the form of an object blends so well that the user experiences the product as an extension

of themselves, this is when a design has truly succeeded. I aimed to redesign these products to make them feel intuitive.

If a feature requires too much explaining, it has failed. Clarity is king for the user.

THE OPPORTUNITY

Bellissima Arriaga-Pattillo
USC Iovine and Young Academy

This auditing method is a repeatable process that helps highlight frustrations and opportunities for product innovation inspired by real behavior. By designing with the user in mind, we can create products that feel inutitive, durable, and genuinely delighful.

This can be applied to consumer products, toys, and apps but could also be used as a way to examine the systems we use daily as well.

Product Design
Fall 2024