

MOD

Exploring the future of furniture through accessibility and functionality.

Team 7

Meet the Team



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01 Problem Background

02 HMW Statement

03 Storyboard

04 Prototype

05 Next Steps

Problem Background



Expensive

College students typically don't have the financial resources to purchase expensive furniture items.



Space

The lack of space in college dorms + apartments minimizes potential areas for furniture.



Transportation

Furniture is typically very heavy and difficult to transport to different locations.

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HMW Statement

How might we create furniture pieces that addresses college student issues of accessibility, transportation, and functionality?

Refined Concept & Ideation



1. How might we use modularity throughout our product to maximize functionality and minimize space?
2. How might we allow users to adjust the functionality based on their specific needs and wants?

01 Problem Background

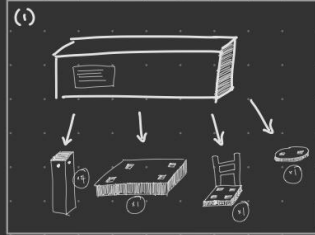
02 HMW Statement

03 Storyboard

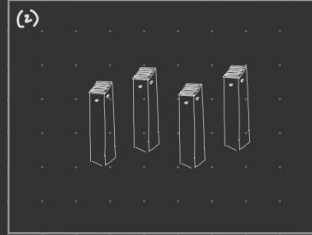
04 Prototype

05 Next Steps

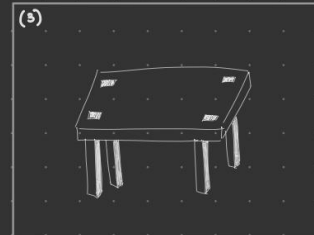
Storyboard - Ecological Perspective



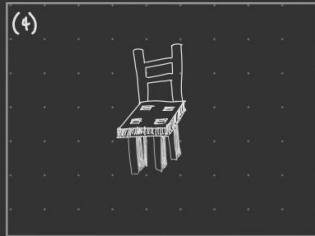
The original packaging of the product includes a variety of deconstructed pieces that are able to connect with one another, allowing easier transportation.



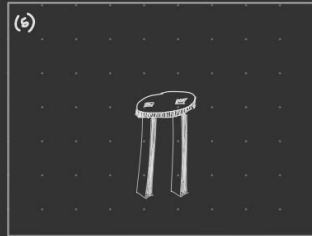
The main pieces of the product that enable multi-functionality are the furniture legs, which allows for compatibility with different topical platforms.



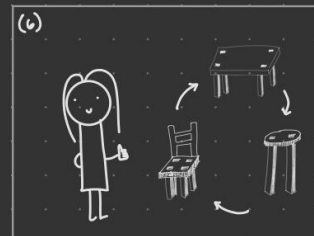
The legs are able to connect with a table counter...



a chair top...

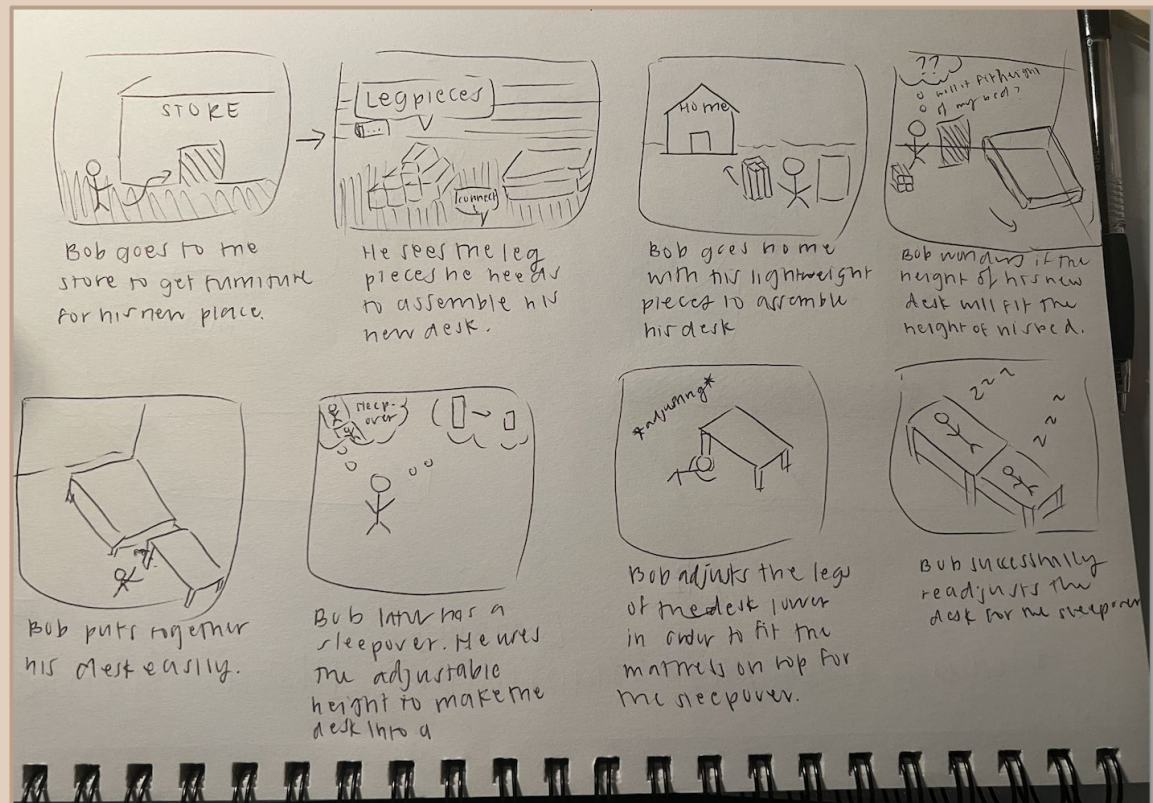


a stool top...



a multi-functional and modular design!

Storyboard - Interaction Perspective



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Prototype Planning

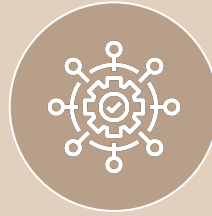
What we need to communicate to our users?	<ul style="list-style-type: none">- express the need for affordable, good-quality, and modular/compactable furniture- inexpensive furniture that meets the qualifications of a college student's budget and preferences should not take an arm and a leg to find- how appealing modular, multiuse furniture is, especially in smaller living spaces like dorms or shared rooms
What we need to learn from our users?	<ul style="list-style-type: none">- what kind of furniture items would users be interested in having meshed together? (ex: bed, table, sofa, etc)- which model is the most appealing to them as a consumer and why (ex: type of fabric/wood/color)- what style of furniture generally matches the aesthetic demands of a college student?
How are we going to prototype this concept?	<ul style="list-style-type: none">- start with collaborative thinking and list out specific aspects we would like our design to include- create sketches from various angles to see what our final design would entail- work on the final prototype using a 3D modeling software and eventually flushing out the model using a 3D printer.

Core Functionalities



Customizable

Height and functionality can be adjusted depending on the user's needs and current pain points.



Multi-Functional

Our furniture product can be restructured to fit various need depending on the user and the location.



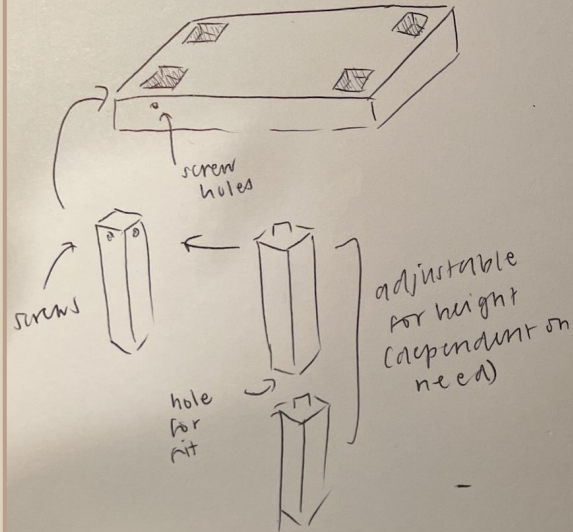
Transportable

Deconstructable parts allows for our product to be easily carried between different locations.

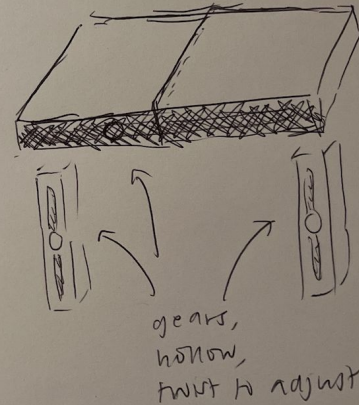
Concept Design

Design concept : adjustable, multipurpose furniture
[pieces]

#1



#2



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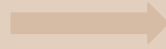
04 Prototype Planning

05 Next Steps

Next Steps

Completed

1. Identifying the problem space
2. Solidifying our HMW statement
3. Ideation
4. Prototyping



Moving Forward

1. Finalizing prototype and concept design
2. 3D Modeling
3. User Testing
4. Final Details

Member Responsibilities

Amber Le → Presentation Design & Organization

Chae Won Yun → Prototype Planning

Kaleen Chen → Presentation Design & Organization

Ryan Chiang → Conceptual Design & Web Page Update

Thien-Kim Dang → Conceptual Design & Interaction Storyboard

Victoria Nguyen → Ecological Storyboard