(optimized utilization)

How might we create ways for furniture to be fully utilized to its specifed functions?

(saved time and energy)

How might we create a furniture product than can be easily moved around with saving time and energy?

(value)

How might we design a product that maintains a sleek and aesthetic look that is also functinal?

(shorter lifespan, lower quality)
How might we accomodate the shorter lifespan of college furniture?

(increased accessibility)

How might we create a more accessible experience for college students when accessing furniture?

(compact and functional)

How might we design furniture that has different functionalities all while being compact?

(lower budget for college students)
How might we provide cheaper alternatives to furniture?

(easier transportation)

How might we design furniture so that it is easily transportable for college students (especially out-of-state students)?

(smaller room size)

How might we design furniture that optimizes space in smaller sized rooms (since student dorms are smaller)?

How might we maximize functionality and provide price-friendly value in furniture catered towards college students?

(first-time movers)

How might we lessen the financial burden for college students who are moving onto campus for the first time?

(ease of transport)

How might we create furniture that allows for easy transportation of relatively large furniture pieces?

(organization of items)
How might we improve organization throughout the moving process?

(intersection bewteen quality and price)

How might we maximize the quality of our product while still staying within into the threshold of being considered as "affordable"?

(dimensions and size)

How might we dimension the product to create a systematic way to ideally transport the furniture?

(furniture transport)

How might we optimize furniture transportion considering the lack of vehicles with college students?

(functionality)

How might we allow for furniture pieces to be utilized in multifunctional ways in order to maximize cost and functionality of the product purchased?

(good user experience)

How might we create a design that students are able to easily construct on their own?

(modularity)

How might we produce furniture that can be easily modulated wihtout the usage of transportat i?