

We Design For STEAM

9 Context cards

22 Ideas cards

9 Sustainability cards

CONTEXT



CARDS

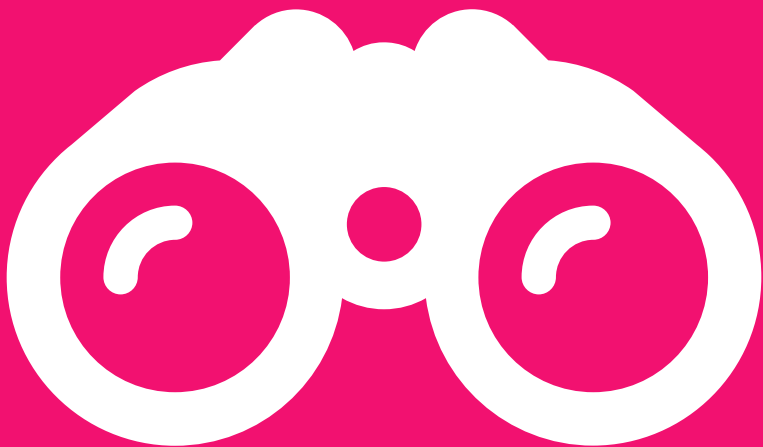
TIME

The time is 9 in the morning.
Where can your character be
and what is he/she doing?



How is his/hers activity linked with
our theme? What problems,
needs and opportunities can you
think of?

CONTEXT-01



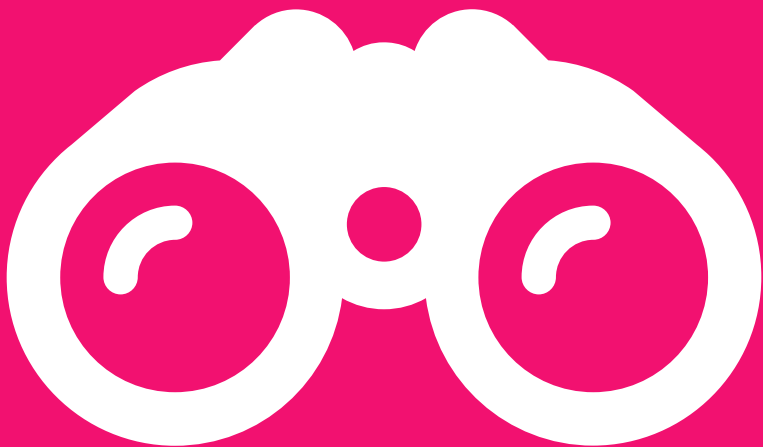
TIME

The time is 2 in the afternoon.
Where can your character be
and what is he/she doing?



How is his/hers activity linked with
our theme? What problems,
needs and opportunities can you
think of?

CONTEXT-02



TIME

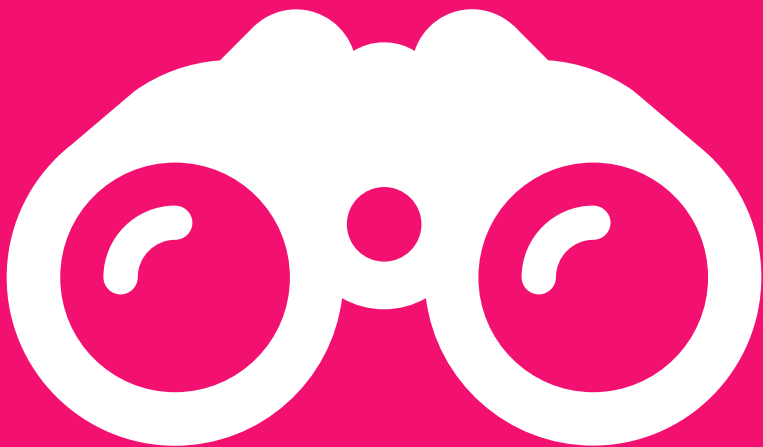
It is midnight.

Where can your character be and what is he/she doing?



How is his/hers activity linked with our theme? What problems, needs and opportunities can you think of?

CONTEXT-03



PLACE

Look closely at the photos on the table. What do you see? What would your character want in these places?



What needs, problems and opportunities can you think of? What things would you change?



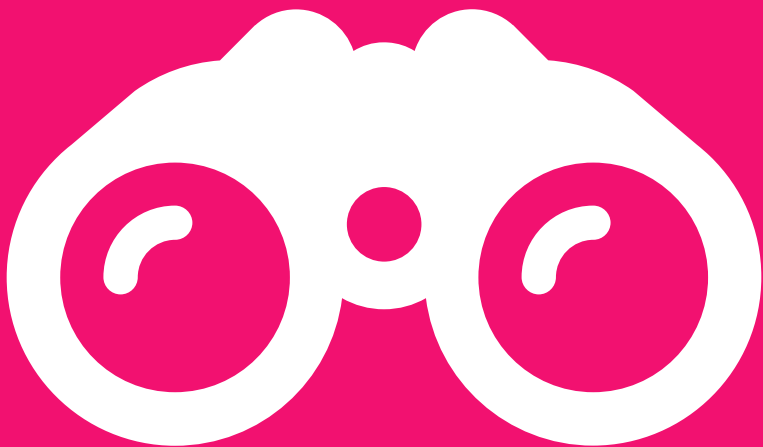
OBJECTS

Write down 10 nouns that are relative to our theme.



Try to use these words to describe the needs of your character.

CONTEXT-05



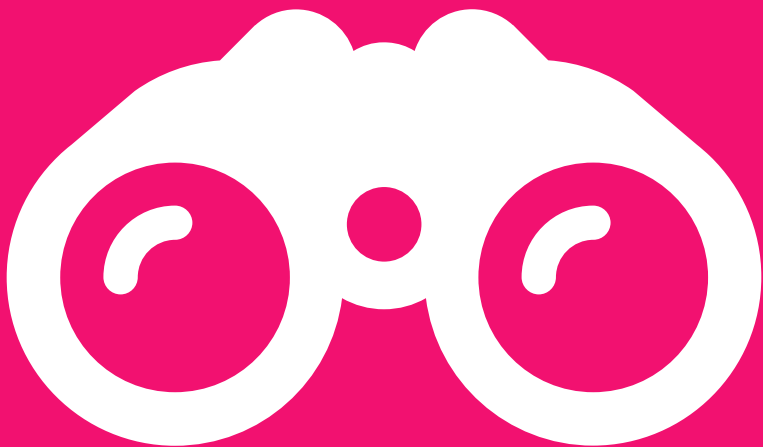
ACTIONS

Write down 10 verbs that are relative to our theme.



Try to use these words to describe the needs of your character.

CONTEXT-06



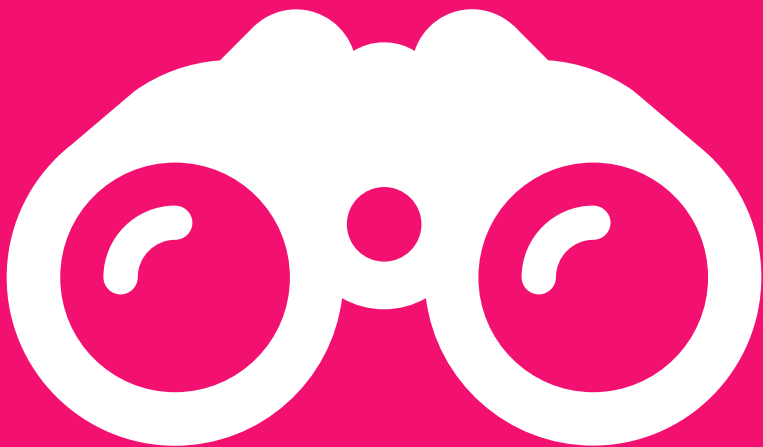
EMOTIONS

Happy, enjoy, care, surprised,
scared, angry, moved, secure.



How does your character feel?
Why does he/she feel like that?
Use all the words to describe
the problems, needs and
opportunities of your character.

CONTEXT-07



EMOTIONS

Happy, dissapointed, shocked,
surprised, scared, overwhelmed
doubt, hesitate.



How does your character feel?
Why does he/she feel like that?
Use all the words to describe
the problems, needs and
opportunities of your character.

CONTEXT-08



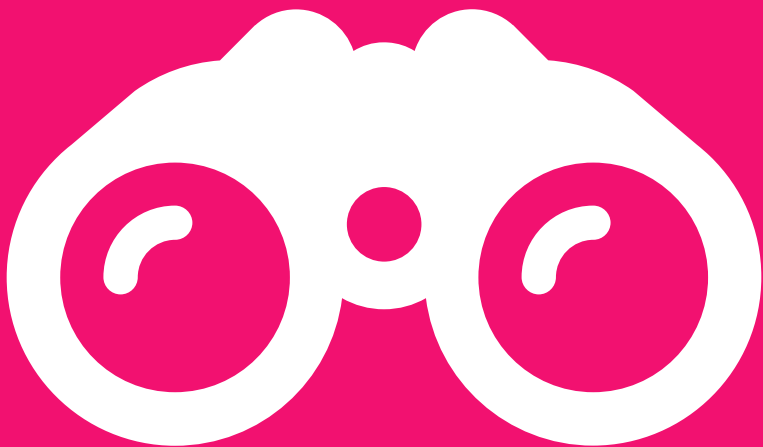
EMOTIONS

Happy, dissapointed, shocked,
alienated, scared, overwhelmed
doubt, relaxed.

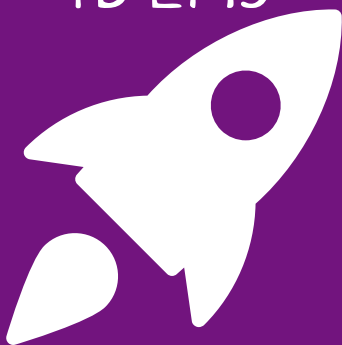


How does your character feel?
Why does he/she feel like that?
Use all the words to describe
the problems, needs and
opportunities of your character.

CONTEXT-09



IDEAS



CARDS

METAPHOR

Choose an object you can see in the room and try to think of a solution to the problems and needs of your character.

EXAMPLE

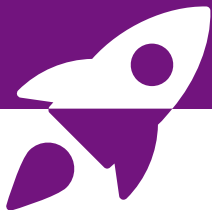
The projector gave me the idea of tables that can show information on them.





NO LIMITS

You have all the resources you can imagine! Try to think of possible solutions to the needs, problems, and opportunities your character has.





FUTURE FRONTPAGES

50 years later.

What do people say about your invention?



IDEAS-03



SUPERHERO

How would your superhero deal with the problems and needs of your character? Which super powers would the superhero use?



Use your ideas to think of a solution that is close to reality.



GETTING IN THE WAY

Think of something that makes simple tasks harder, in order to help us change a bad habit.

EXAMPLE

Garbage bins that empty the trash on the floor if we do not sort the recyclables in the right way.





SUPERSENSE

Think of something that can give us a kind of superpower to sense new things.

EXAMPLE

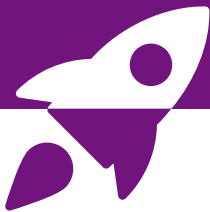
A wishband that vibrates and changes color when someone is looking at us.





I KNOW WHAT YOU DID

Think of something that can gather and log information from our everyday activities in order to help us make better decisions.



EXAMPLE

A bookshelf that keeps track of the books we read every day and suggests movies we might like.



I AM EVERYWHERE

Think of something that can make us feel we are in another place.

EXAMPLE

A wall that shows us images and plays music from the places we search in Wikipedia.





TOKENS

Think of a system that helps users record transactions of various tokens like currency, points, likes, objects etc.

EXAMPLE

A ball that automatically keeps the score in a basketball game whenever a hoop is scored.





BUY TIME

Think of a system that makes a time consuming task easier and faster.

EXAMPLE

A drawer that automatically folds and sorts our socks.





EXPRESS YOURSELF

Think of an object that helps us find new ways of expression.

EXAMPLE

A glove that plays music notes when we move our fingers in the air.





NOT WHAT IT SEEMS

Think of an object that besides its obvious use has another usefulness that may surprise us.

EXAMPLE

A door handle that reminds us unfinished tasks in the room we are about to come in when we use it.





TELEPATHY

Systems that help us communicate with each other without talking or writing.

EXAMPLE

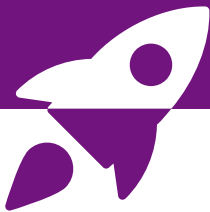
A wrist watch that sounds an alarm when your mother wants you to get back home for dinner.





SOCIAL

Think of a system that helps people have more social interactions between them.



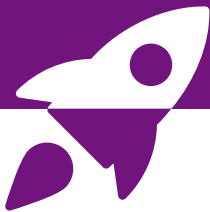
EXAMPLE

Bus seats that tell random jokes and tickle everyone.



LET'S GO SHOPPING

Think of something that helps businesses increase their sales.



EXAMPLE

Soda cans that when we drink the soda inform us by voice for fast food places that are near.



ARE YOU OK?

Think of an object that will help us show others how we feel.

EXAMPLE

A t-shirt that changes color according to our mood.





CRYPTIC MESSAGES

Think of an object that can convey messages to its owner that nobody else can understand.

EXAMPLE

A pen that lights a red light if the teacher has finished grading and our score is not that good.





FUN OBJECTS

Think of an object that will be so fun to use regardless of its initial purpose.

EXAMPLE

A dusting brush that sings opera in a funny voice whenever it moves.





GIVE ME INFORMATION

Think of an object that can provide us with new information in an unexpected way.

EXAMPLE

A dinner table that identifies the food that is served and provide us with related recipes.





TANGIBLES

Think of a way to use real objects instead of screens, tablets, mouse, gamepads, or keyboards.

EXAMPLE

A system that connects fruits with a playstation. We control our character by interacting with the fruits. Bite an apple and Super Mario jumps.



IDEAS-20

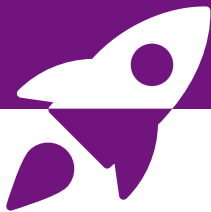


KEEP ME SAFE

Think of an object that helps us stay safe.

EXAMPLE

A wrist watch that senses our blood pressure and oxygene and calls our doctor if it determines that there is a problem.





MEMORIES

Think of a system that helps us be remembered.

EXAMPLE

A bicycle that logs our activity, takes selfies of us while riding and automatically posts in our instagram



IDEAS-22



SUSTAINABILITY



CARDS

AESTHETICS



Timeless form, beautiful, respect
to the environment.

SUSTAINABILITY-01



MATERIALS

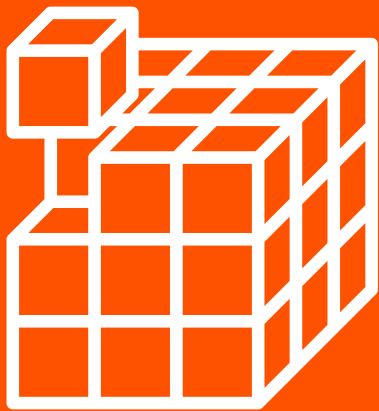


Using materials that are friendly to the environment. From which are you going to build your system?

SUSTAINABILITY-02



DISASSEMBLE



Creating products that
are made of seperate parts
that can be reused and repaired.

SUSTAINABILITY-03



SHARING



Create systems that allow the sharing of their potential (for example the excess of energy).

SUSTAINABILITY-04



VISIBLE INFORMATION



Present the information of the system in a friendly way. Visualize the state of the system.



LOCAL RESOURCES



Our product should be built from materials and using resources from the place it will be used.

SUSTAINABILITY-06



SAVE RESOURCES



Our product should promote energy and resource saving.

SUSTAINABILITY-07



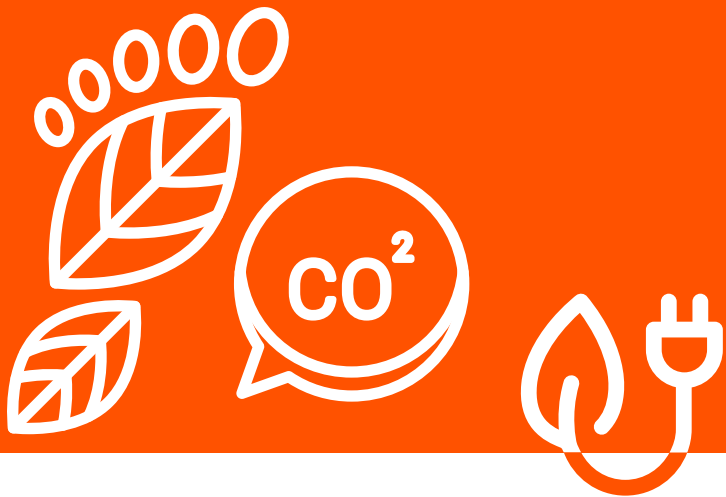
MULTI USABILITY



Create products that have multiple functions and serve multiple users and purpose.



ECO FOOTPRINT



Minimize the effect on the environment. Use less resources, minimize pollution etc.

