QUIRKY Notes

Rules

Submission

* $10 fee for ideas to feed out ideas that aren’t thought out
* Removing $10 fee causes avalanche of ideas
* Biggest question they get: $10 fee on ideas
  + Don’t like it
  + Removing (?)
* Idea submission $10
* Why does it cost $10 to submit my idea?
* Submit your genius product idea for only $10!
  + First step to becoming inventor at Quirky
* $10 to submit idea
  + Investment takes your tiny sketch to a professionally manufactured product
  + Worst case: you get detailed analytics on who likes the idea + extensive community feedback
* Quirky Pro description / rules p. 25-27
* Pro account:
  + Free unlimited idea submissions
  + One idea submission put under consideration automatically
  + Quirky pro kit swag
* Submission form p. 20-21
* Option to resubmit or use the market research data to make the thing on your own
* Idea description limited to 140 characters
  + Same as Twitter. Coincidence?
* Perfect the art of 140 character pitch
* Think about the problem you’re trying to solve
  + Solve bit problems with little effort
  + Focus on you needs!
  + Simplify your life, products that make life easier
* Get creative!
  + Sky is the limit
* Make sure your idea is feasible
* Focus on viability, marketability and innovation
* Apple accessories: products that make your favorite Apple products more protected and easier to use
* Everyday products: Products that solve problems or are designed better than things that currently exist
* It’s a 24 h challenge. Timer is running to pick the next Apple accessory
* Clearly describe the problem and solution or product and customer
* Submitting drawings is not necessary but it helps
* Attachments must be under 10 mb… p. 20
* “We love when inventors post videos”
* Attach, attach, attach. The more you illustrate, the more exited they are bound to get
* Limit 3 submissions per 24 h period (Apple accessory)
* Submit ideas that aren’t just outrageous, but also have serious market potential
* For brief-based projects read the description carefully
* Wink goal: devices that think for you
* Please think about this list when you submit Wink instantly connected idea
* Patents can be used as inspiration
* All wink products will be powered by Imp’s microchip

Voting

* The community helps decide which are best
  + Helping Quirky team bubble up the best concepts
* Voting is not a joke, but number of votes is not the only criterion for selection
* You get 15 votes a day for invention submissions and 3 per project for products in development
* I have 15 votes again
  + Using them increases changes to get influence if one is selected
* I have 3 votes left
* I have 15 votes again
* I still have 15 votes to spend
* I get 15 votes per day
* I would like to vote for this, is it too late to vote?
* Shoot, I ran out of votes, will see you tomorrow!
* My last vote of the day, well spent - voted!
* After you complete your submission, our community and inhouse experts will evaluate it
* Idea selection steps
  + Community curation
  + Staff evaluation
  + Explanation p. 4!!
* The task is to select the best ones. I have only 1 vote. There’s still four days left
* Cast your votes wisely
  + We’re counting on you to bubble up best ideas
  + Do the process justice by voting for ideas you really believe
* Sort and sift
  + You can sort ideas by category and filter on activity, ideas you’ve voted, ideas you’ve submitted
* Eval & UC rules and process p. 51!!!
* “Most active” corrupts the system
  + Fix with algorithm that randomly switches active and non-active submissions
* “Most active” sort vote is stronger at measuring the effect of social proof than product ideas we like
* Voted just to be a part and have change on gaining influence
* Many people try to vote product ideas they think staff will pick, most active as great predictor
* Less votes for a winning idea, more influence for each voter!
  + Ironic, more comments & votes only helps inventor, not influencers
* Voted for green/grey mix claw. I got influence if my favorite is selected
  + This got most comments
  + Pretty too
  + Comments as proof

UC

* All ideas will stay under consideration for a maximum of two weeks. Eval only once
* My take away
  1. People want a process that works
  2. If idea not picked, they want feedback
  3. Votes are completely meaningless
* Idea has not been live for 2 days, so it’s not eligible for UC yet
  + 48 h restriction so community can comment & vote
* All staff have ability to put any idea under consideration
* Having the simplest, cleanest rules is not absolute priority, making invention accessible is
  + Choosing between these, we choose ugly hack
* Each idea remains in UC for 2 weeks, reviewed by 2 committees
* Quirky team members who get paid to do this shouldn’t expect free input
  + Community paid by influence
  + Only free info on forum should be about the platform
* Votes help wit an idea’s visibility, but are not the deciding factor
* It doesn’t matter how many votes you have. If Quirky finds an interesting market, they will pursue
* Our priority as staff members is to help company find the best products
  + Whether through great process or ugly hack
* I’m just wondering if I’m going to get the same extra time and thorough review that Steve received
* Most of us just want a fair shake and even playing field for submissions
  + Steve’s thread about nan idea should have been stopped
* Tem does not give feedback on every idea, only those that go UC
* Detailed feedback only for ideas under consideration
* 45-page feedback generated for the inventor automatically

Preval

* Preval committee: Does is discuss newest ideas in UC
  + Same initial discussion period for old and new ideas
* Preval committee: Refer to outside expertise if feel not qualified to discuss certain product
* Preval: at times of lack of content, same day ideas may be picked
  + Situation that strived to avoid
* Quirky looks at
  1. 140 character pitch description
  2. Image (= advertisement)
* Preval committee
  + Convenes for 2-3 hours each day Monday to Wednesday
  + Discuss ideas in UC
  + Select 8-15 with most potential to eval
* Without review of each idea staff runs risk of skipping over great ideas
  + Organized in teams of 5-10, meetings every Monday p. 52
* Normal week ideas looked on Monday are anywhere in their last 7 days of expiration
* Preval process p. 53: Each week group of staff assigned to take part in series of pre-eval meetings
  + Rolling roster
  + Diverse knowledge base
* Preval committee determines which ideas merit further discussion (and eventually a spot in eval)
* Preval: Ideas moved into UC on Thursday are not considered that week, but moved to next week’s batch
* By Wednesday preval committee has a list of strong contenders + maybes => select concepts to be discussed in live eval
* Preval committee looks through
  + Full list of ideas in UC
  + Starts with ideas discussed last week
  + Each submission discussed at length, many perspectives
* Monday meeting!!
  + Go through all ideas, start with highest votes
  + Focus on last week prior expiration
  + Large categories split in two
* Monday meeting
  + Look at picture & headline
  + Open interesting
  + Thoroughly discuss
  + If several find idea interesting: put in UC

Live Eval

* Every Thursday at 7 pm we crown brand new inventors through our product evaluation process
  + 3-5 by the end
  + Products designed & likely commercialized
* Product evaluation on Apr 25 2013. Staff and community members joined together at Quirky HQ in New York to select smart alarm clock to become a Quirky invention
* Decide the fate of chosen product ideas each week by participating in the Quirky Eval process
  + Cast your vote
  + Chat
* Eval: runs through 15 ideas submitted by community
* Last night’s eval was not an everyday occasion: Jeff Jarvis
* Live Eval: about 10 items at a time
* Eval: They’re going to go through 53 pre-selected ideas. 90 s for each idea
  + Divided to cases & non-cases
  + Time goes up => bell. Strict policy on time
* Eval: Soliciting different viewpoints
* Sentiment meter: use the slider during the eval broadcast
  + Like => right
  + Hate => left
* Responses are calculated and displayed in real time
* Thumbs up, thumbs down: Vote yes or no on a proposition at eval
* After a vote is tallied the results are displayed and discussed by Quirky staff
* How much would you pay?
  + The average is displayed as soon as the polling is closed => determine if idea is good & if the people will pay enough
* Eval: After a few minutes of debate the room (?) votes
  + Simple majority something something…
* Two-part evaluation
  1. Decide to come back later
  2. Decide to build it
  + Even a kid involved!
* Eval decisions
  1. Not producing
  2. Explore (at least for an hour)
  3. Single clap
  + Fast, gets to consensus
* Voting by raising hands. The voting can be manipulated and people can be convinced to change their minds
* Chairman rises his hand first when asking to vote
  + Only small reaction
  + “Moving to the next idea”
* Eval: “This is a complete yes, not explore. Should <name> become a Quirky inventor tonight? It’s a yes!”
  + <clapping>
* Eval: “Should <name> become a Quirky inventor tonight?”
* In a case of tie thumbs up/down with community
  + 30 s
  + Not decisive => moved to later
  + Fast and effective
* Eval: 50/50 vote => community decides, pie chart +50 % at the end of timer => make it
* Eval: They seem to have clear options to decisions on each idea
* We decided to select his concept as an explore
* After selecting an idea they go through archive in case some people have submitted similar ideas => influence
* After eval it does not matter if the engineer didn’t like it. Community voted for it and it will be made

Naming & tagline

* It’s time to name the kitchengami and we need your input!
* Product naming phase
  + Usually about 3 days
  + Able to submit 3 names
* Quirky naming/tag rules again, p. 28-29
* Tagline choosing rules, p 24
* Rules on names posted on blog and forum
  + Naming brief!!
* Naming rules, p. 34, 35
* Here’s what to think about when you’re creating and voting for names and taglines…
* Here’s what to think about when you’re thinking up names and taglines x3
* Here’s what to think about when you’re creating and voting for names and taglines
* Tagline: a couple of words, not shorter than name
* Tagline: it needs to embody everything that Quirky stands for as a brand, be eye-catching and ‘sticky’. It has to draw people in while also describing product solution
* Don’t include the word Mac or the letter I at the start of your names
* Algorithm prevents same spelling names to be submitted
* Couldn’t suggest a name, it had already been suggested
* Naming game: Vote 20 times => 2 % influence / number of voters
  + Can continue, but no more influence
  + Skipping reshuffles the cards
* Choosing a tagline
  + Open project
  + Participating in this project will not only help us make invention accessible, but will net you a share of influence
* Compare 20 taglines
  + Community participates we (?) rank taglines. This helps us to determine the best taglines for our products
* Naming: again, 20 comparisons to make
* Naming game: After clicking an option the system shows the current ranks
* Name ranks: feedback, but doesn’t give away the results
* I can see only the ranks of the names I vote, not current rank of all names
* Naming: there’s an option to continue voting
* Reopening naming project for 4 days
  + All previous names
  + All users get additional 3 submissions
* We reserve the right to not pick a tagline if it does not make the cut
* Naming project: In judgment

Community design

* We will take the top ideas as inspiration towards the final design x4
* We will choose the strongest concepts to help inform our design direction
* We’ll use the top concepts as a starting point for our continued ideation, sketches, sketch models, etc… x2
* We will choose the strongest concepts to help inform our design direction
* Submit sketches
  + We will use the most compelling sketches as a starting point for final design
* We will take the top ideas as inspiration towards the final design. Please take a look at the original submission before you get to work
* During each project you’re given a certain number of votes. Use them to push forward the ideas you truly believe in. If one of your chosen ideas wins, you’ll earn influence
* During each project, you’re given a certain number of votes. Use them to push forward the ideas you truly believe in. If one of chosen wins you’ll earn influence x10
* Number of votes on each project is limited (usually 3), but users can take back votes if they change their mind
* Each community member is allowed to submit one concept
* Toothpaste dispensing brush community design is working the normal way, voting for three options
* Task is split: first comments & voting disabled, then submitting designs disabled
* Voting disabled for first 7 days, then submitting concepts is disabled
* We have disabled comments and voting for duration of this round. We will re-open after initial 7 day period for commenting and voting, but not submitting
* Disabled voting & commenting for 14 days, then no submissions
* Take back your vote
* Vote for this
* Please use your 5 votes to indicate your favorite tool attachments. This will impact how many tools we include in the next edition and which
* Before you begin, check out the research phase results to get some ideas on what type of concepts the community is looking for
* Keep in mind this is a two-part product: nursing blanket with diaper bag
* Design brief p. 43
  + 3 submissions
  + 3 votes
* Community design phase: Ideas pouring in create pressure to submit half-baked concepts
* Most suggestions in design phase are features or specifications
* Community design phase
  + In judgment (by Quirky staff)
  + Our community submitted ideas earning 5 % influence
* Community design: in judgment
* Community design: In judgment (by Quirky). Community submitted ideas, 60 & inf
* Quirky declared they aren’t selecting the ideas they use in product but ideas that helped move the development along

General rules

* Joining community is free
* “Our job is to act as sort of shepherds of our inventions”
* Mission: “Make invention accessible”
* Terms and conditions, p. 4-12
  + Massively long terms!!!
* There’s nothing better than seeing your feedback incorporated into a real world product
* Stay active
* Participate in everything
  + Influence from both the smallest actions and largest contributions
* Converse in the forum
  + Remember to be civil and open minded!
* User needs to follow you before you can send him a message
* Message other members
  + We encourage communicating with members about their ideas etc. but avoid filling inboxes with promotion for your idea
* Follow and be followed
* Give props where props are due
  + When community members do a good work, give ‘em a pat on the back
* Specify your skills
  + Now’s not the time to be humble, show off your skills!
* Use your real name
  + We offer alias function, but we prefer real names
* Think outside the box
  + Quirky sales = money in your pocket
* The more you hype up Quirky and get people to click, the more influence / cash you’ll earn
* Promoting this link will earn you credit for actions taken by visitors
  + Up to 10 % for sales
  + 20 % commission on paid idea submissions
* Find your social sales link
  + Social sales give you opportunity to stimulate final phase by cold, hard sales
* Engage with the community
  + Check back often to see how people are commenting
* Learn from the best
* Do your research
* Once accepted, idea, product license & copyright become property of Quirky
* Please keep the discussion professional and constructive (forum posts)
  + We’re looking for ideas and feedback
  + Unrelated comments removed
* “Nothing. Speed to market is our best protection”
  + Patenting: 12 month window
* The top concepts are chosen every week by our community and staff. If your idea is chosen, we will make it… You’ll earn perpetual royalty form us. Forever…doesn’t suck.
* Process summary p. 41 !!
* Process p. 58
* Brainstorm rule p. 33 x3 same
* Timeframes for tasks vary
  + Idea evaluation 30 days (?)
  + Other tasks 2-7 (?) days, even shorter
* **Important:** Vast majority of work takes place behind the scenes
* This invention machine stops for no one, so our live product brainstorm will still be held at its regular hour (6 pm)
* Quirky weekly schedule!!
* Brainstorm
  + Weekly previews
  + Routine practice
  + Part of weekly schedule
* Brainstorm blog post format:
  1. One-off intro
  2. 3-4 products
  3. Copypasta instructions
* We know you didn’t receive your *standard brainstorm review* this week, but…
* Rule list p. 44-46!!
  + Make sure you idea is feasible etc.
  + !!!
* How do I get paid?

Pre-order

* Enough you preorders => factory in China starts production
* Presale threshold
* Product ideas must retail for less than $150, no integrated software
* Quirky staff works out production details
* Products to market only if enough preorders

Influence

* Influence for suggestions can only be added as a collaborative edit during submission phase. Submissions in comments are never rewarded
* Influence generates money
  + Being ideator worth more
  + Small tasks could be less
* Influencers can change stick figures, inventor cannot, the logo will be locked in
* Current state: development. Total influencers: 126. Influence available: 20 %. In development: about 1 month.
* Influence is a real-time measure of your contribution to a project
* Influence explained p. 46
  + List of %
* Influence = percentage of commynity’s total share in a product
* Pot is divided among community members, who influenced the product, based on influence percentage
* Participate on other Quirky products to earn even more influence!
* Sales: Quirky 70 %, community 30 %
* Quirky community receives 30 % of the total revenue generated by direct sales on Quirky.com & 10 % of indirect sales
* Community shares: 30 % direct sales, 10 % indirect sales
  + Inventor takes the lion’s share
* Quirky makes money only if user’s ideas are successful and users make money only if Quirky can make profit
* If you have a product you will be earning royalties for as long as we’re selling that product
* Influence:
  + Idea submission 42%
  + Collaboration 6 %
  + Comparison 3 %
  + Winning votes 6 %
  + Losing vote 3 %
  + Research 5 %
  + Design 5 %
  + Refine 5 %
  + CMF 5 %
  + Naming 5 %
  + Tagline 5 %
  + Pricing 10 %
  + See details p. 1-2!!
* Encouraging community to participate
  + Design
  + Name & tagline
  + => influence
* Everyone helping to create a product gets a share
* If any of these contributions impact finished product, you’ll earn yourself a share of the profit. Influence measures
* Will not only help us make invention accessible, but will net you a share of the influence on this product
* Participating in this project will not only help us make invention accessible, but will net you a share of influence on this product x7
* There’s no hard-and-fast rule or guarantee for earning influence.
  + Awarded on sole discretion of Quirky
  + Depends on many factors
* We will award influence for any ideas that helped inform our refinement phase and the final product
* Participate and earn up to 5 % influence x5
* Remember, every time you nail it, you get fame, fortune and lots of high fives. x6
* You’ll earn valuable influence after voting on 20 names
* You’ll earn valuable influence after voting on 20 taglines
* All 709 influencers get a cut of revenue based on an algorithm
  + Proprietary formula
  + Dozens of variables
* 156 members received influence earning 60 % influence
* X (68) members received influence earning Y (60) % influence x8
* 68 members received influence earning 60 % influence
* 170 member received influence earning 60 % influence
* If your idea is chosen and made, you’ll earn a perpetual royalty from us. Perpetual means forever. And money forever does not suck.
* 68 members earned 60 % influence
* 1935 members received influence earning 60 % influence
* Products you have influenced: 0.42357 %
* I suggested this idea for that digital tape! Where’s my influence? It’s O.K you can have it :)
* …I missed the resub… Hopefully I still get credit for my suggestion last time?
* Reward voters choosing a color, eventually used other color, but didn’t want to change the % influence from group to another
* That would work great if Quirky didn’t reward people for agreeing with other people (current influence system does that)
  + “Vote this idea and have a great change at reward”
* Wow, I got 3 % of this idea! Sweet… Did I send you suggestion or was I the only person that voted?
  + Looks like 5 voted
* How many ideas are going to be taken by this blanket idea rather than giving credit to someone who already thought of the right kind of application?
* Oops… this idea is no longer free
* She thinks I should be a paid consultant for that

Copyrights

* Isn’t there something in the forum about being nice and polite to each other
* I only tell about new idea the few ones who have let me know they want to know. For sure that is not spam
* It is not wrong to be proud of the number of votes. So let me be proud. Quirky will decide if they like it or not and will not be influenced anyway
* It is well known that ideas in the most active tab get votes simply because it is in the most active section
  + Vote in hopes it will go UC => influence
* So what if it is not for sale? Why do you think that Quirky should copy this design and rip off designer? You should just take it down and think hard about what you could do to equal it
* Quirky can give the original designer influence if the want to…
  + Quirky can make the design their own
* Personally I believe the original designer would be very happy to hear from Quirky
* I don’t believe it is possible to patent something like this
* Quirky isn’t new to this whole thing. They know about copyright… “Getting the original designer to collaborate should be easy”
* You are inviting Quirky to infringe copyright and do it on a commercial scale - this would be criminal action
* Quirky will know this idea is derived from someone else’s concept and take that into consideration
* I’m stating everything you say in my photo and description. The people that are voting know it’s someone else’s concept and take it in consideration
* It’s good you have tried to make another concept using the basic idea. It is bad that you’re still using this one as an advertising hoarding for it. Just delete this one
* Please don’t assist him in this - it’s 100 % someone else’s idea
* …Do more than illegally copy a photo and then put their hand out for reward
* When you post an idea on internet with no patent, someone eventually is going to do something with it
* …Idea has been out there 4, 5 years, it’s just a concept, photoshoped picture he posted in July 2008… and… did nothing
* You got onto the most active pages using the guy’s original image
* It’s not your to have manufactured. There is no way for Quirky to give the real designer influence. It’s not the right thing to do

Limits

* Product evaluation time left: complete! Product research time left: 2 days 23:34:36. Community design phase time left: 3 days 23:34:35
* Participate and earn up to 5 % influence
* Participate and earn up to 5 % influence
* 3 vote(s) left for this project. 5 % influence is up for grabs
* 1 vote(s) left for this project. 5 % influence is up for grabs. Refine phase time left: 2 days 04:41:38
* 2 vote(s) left for this project. 5 % influence is up for grabs. 00 52:27
* X vote(s) left for this project. Y % influence is up for grabs. 2 days 22:42:25. x26
* 1 vote(s) left for this project. 5 % influence is up for grabs. 00:41:38
* Product research part 2 time left: 01:10:39. Community design phase time left 1 day 01:10:39
* Ethnographic research time left: 3 days 20:30:58
* 2 days 00:17:13 left to name this product
* 07:42:09 left. Take this survey and earn influence x6
* 5 % influence is up for grabs. 01:13:54 left. Take this survey and earn influence
* 5 % influence… 09:32:30 left. Take this survey and earn influence
* 3 days 20:30:58. 0 vote(s) left for this project. 5 % influence is up for grabs

CMF

* In this project we want you to vote on the final colors for this product
  + Vote for versions you like best
  + Leave comments and suggestions
* Selecting CMF: In judgment (by Quirky staff) Community voted on ideas earning 5 % influence

Research

* Try to keep up with the research phases when they open up. Each participant receives influence for contributing valuable data regarding the design
* In this project we’ll need you to answer some key research questions about <product> so we can further define this product
* In this project we’ll need you to answer some key research questions about Rice-for-one so wen can further define this product
* Please answer all questions
* Research task rules p. 16!! Here’s how it works…
* Before you complete the survey, we need you to tell us a little more about yourself
* Answered survey, mostly N/A answers
  + Not sure if I even got influence
* You’ve completed enough of this survey to earn full influence!
* Research phase: View results. 955 responded earning 5 % influence
* View survey results. 600 members responded earning 5 % influence
* Please refer to the CMF phase for a general idea of how this product will look
* Please read over the directions and informative photographs in this blog post <link>

Other

* Share your pricing insights within first 7 days of product entering *Upcoming phase* and you will earn influence
* Feedback on platform process… all feedback will be passed to the platform team for review…
* Quirky tweets every time a new project launches
* Community has to like the idea… and it has to solve a problem
* Feel free to suggest improvements!
* Community gets to ask anything, Q&A for 10 min
* Sensor idea split in five
  + Multiple inventors crowned from a single submission
* Shop: refer to friend button: I could earn $10

TASKS

Submit ideas

* Take your first step to becoming a Quirky inventor by submitting your Apple accessory idea below (limit 3 subs)
* Submit your genius product idea for only $10
* Submit your idea and see what the community has to say!
* We’re hoping that you submit ideas that aren’t just outrageous but also have serious market potential
* Try to answer questions pre-emptively
* Idea submission forms p. 10-11!!
* Submission form
  + Choose a device and category
  + Tell us about your idea (140 characters)
  + Just a few more details…
  + Add another feature
  + Add links to similar products
  + Upload images of your idea
* Is Quirky most of all about finding good problems for designers and engineers to solve?

Evaluate ideas

* Community and in-house experts will evaluate it
* (Voting) Task is actually to spot promising ideas, or recognize a cool product when you see one
* Scrolling through the newest ideas and voting if I see something good
* Idea evaluation
  + Browsing newest ideas
  + Checked subway support idea
  + Couldn’t find anything good enough to vote for
* Idea evaluation
  + Browsing newest ideas, trying to find where to spend my votes
  + Feels tedious, going to new tab slows the process
  + So many poor ideas, good ones are far apart
* Evaluating ideas
  + Most active, I’m lazy
  + Highest amount of decent ideas to vote
  + Most ideas already seen
  + Voted 1-2 only
* Idea eval: browsed all the way to yesterday’s ideas, not many interesting ones here
* Evaluating ideas on website
* Browsing ideas
* Voting
  + Voted for final design on <Power Curl> 2
  + Voted 38
  + Checked design, didn’t vote 2
* Checking ideas. Eval always necessary, I have my 15 votes of the day
* Idea eval
  + Browsing most active
  + Browsing ideas ending soon
  + Browsing UC
* Mobile idea eval
  + No filtering options, just scroll down, click to see details and swipe to vote or comment
* Evaluating ideas
  + Most active filter
  + Voted already 5 ideas
* Voted Q-tip style
* Lost where I was going on idea list, enough evaluation for now
* I skim ideas. If they got merit, I will rate them. Then I select the options to look at the ones I’ve rated and vote amongst them
* I used to open all ideas I vote, but now it’s so overwhelming I only open about half of what I vote for
* Ooh! Found out I can expand ideas from list without opening a new page
  + Evaluation feels more bearable
* Getting boring and I still have 11 votes left
* Most ideas really bad after 15 min browsing only voted for 3, even those not very good
* Number of submissions is getting unmanageable lately. Over 50, none of ideas get good feedback. People just try to get through to earn influence
* Went through all ideas. Lots of them. Vote worthy rare again. I still have 12 votes remaining
* Done voting. Achievement complete!
* View and rate other ideas
* Please vote so you can get influence if it goes through
* Be sure to vote in case…
* I hope you voted
* Please vote
* Please vote again (same user?)
* Vote for this x2
* (The voting system isn’t just for the inventors, its tens or thousands of other people too)
* Vote for sub => person knows adding a comment increases changes of $
  + Vast majority of social interaction on Quirky is mild form of spam
* Wanted to comment, but didn’ t come up with a good comment
  + Commented after all
* Commented on uv-light to kill bacteria in shower
* There has to be a different way to rate/vote for the ideas
* Quirky has used rating system in the past, but it was basic and ambiguous

Make logo

* Made a logo with the app during brand story
* Collection of figures will become an everchanging logo for Quirky
  + Thinking of idea for my stick figure
* Quirky and Quirky Me used to support rebranding of the company
  + You have this much ink to draw something with this much ink

Select ideas to eval

* Every day Quirky staff goes through all the ideas submitted to website => UC p. 45!!
* Quirky design staff sifts through the most popular submissions to find a name that fits the product design aesthetics
* All the Quirky staff go through ideas to find them for weekly eval

Live eval

* Live eval tasks list p. 7-8
* Eval process / case p. 42
* Voting: Decide the fate of chosen products by participating in the Quirky eval process
  + Cast vote
  + Make your voice heard
* Vote yer or no on a proposition at eval
* Enter the price you’d pay for a product
* Sentiment meter
  + Use slider at the top right of screen: like => right, hate => left
* Live eval
  + 78,4 % community support, “biblically high”
  + I could also vote
  + They voted and selected. Applause
* Just head to Quirky.com/live this Friday at 3 pm ET and be ready with your questions
  + Or post in comments
  + Check out last weeks recording
* Watching evaluation
* Watching evaluation video
* Watching eval recording

Brainstorm

* Brainstorm is about exploring the concept around the door space
* Brainstorm tasks/ instructions p. 23
* Brainstorm: we focused on expanding on his original idea and how kids would interact with it

Research

* Survey project:
  + Before Quirky design staff kicks off <product> we want to ask some general research questions about the idea
* 5 % influence, 09:32:30 left, take this survey and earn influence x5
* We want to ask some general questions about the idea. Also incorporated more specific questions from inventor
* We want to ask some general research questions about the idea. We’ve also incorporated more specific questions straight from the inventor of this product
* Help answering questions about the different blades and use cases for Roto Blade so we have a better idea of which ones to include in the final product
* Answer key research questions about <product> so we can further define this product
* Answer some key research questions about <product> so we can further define this product/project x18
* Blog: detailed tasks for ethnographic research
* Ethnographic research phase for pod power
  + Recreate potential use case
  + Little more work than most
  + Steps p. 5!!
* Recreate potential use case using string and tape. Please read directions <link>
* Long questionnaire
  + Some questions weird & not good
* Research p. 42
  + More specific questions from inventor
  + Replied “other” but changed to avoid writing details. Easier.
  + Inventor questions weird sometimes
* Research questions
  + Funny scale from snoozefest to peed my pants
  + Price range from lunch money to my first born child
* Answering survey on egg tray
* Answered to research on camping grill when I thought I was replying to bracelet compass…
* Took survey
* Voted for my 5 favorite tool attachments
* Played a bit the pricing game
* Answered survey x2
* Completed mailbox alert sensor survey. Took only couple of minutes and I got influence!
* Research on lily light
* Research on segmenting flashlight
* Rotoblade research
  + Checked the original idea first
  + Answered survey
* Research on app
  + Can’t do. Technically yes, but can’t check the product details on app and give useful answers
* Answered a survey. Mostly N/A or no answer. I don’t know if I even got influence
* Research
  + Read description quickly
* Dual action bicycle sprocket research
* Filled in survey
* Did the research, even added Sugatra Mitra’s TED talk
* Answered research questions x5

Design

* It’s time to refine the concept for <product>
* Over the past few months, refining the design for pod power (Quirky staff)
* Community design project: Submit sketches, images, videos and other visuals that illustrate design directions for <product> x6
* Community design phase: Submit sketches, images, videos, and other visuals that illustrate design directions for <product>
* Have a great design for this project? Submit your idea and see what the community has to say!
* Community design phase: Submit sketches, images, or any visuals that support your ideas for the design direction of <product> x2
* Influence design directions of this product
* Submit prototypes or sketches or design
* The task is split: first subs, then voting & comments
* Refine submissions from other users
* Community design project: Contribute designs to help shape the direction of this product 5
* Created a concept and voted for micropayments for yourself
* Multisensor community design: I just subbed a design! Drawn with Sketchup! That was fun!
  + Voted for my own design
* I have built out two simple prototypes and would love to get feedback on them
* Six alternatives made by Quirky. Task to select best one. I have only one vote
* Community design project: Help choosing between three different concept directions for this product
  + Vote for your favorite
  + Feel free to comment
* Refinement: My task is to choose my favorite concept from the suggestions made by Quirky designers
* Please use your 5 votes to implicate to us what your favorite tool attachments are
* During each project, you’re given a certain number of votes. Use them to push forward the ideas you truly believe in 10
* Please vote for the concept idea you like
  + Don’t hesitate to comment!
  + Submit a new concept
* Please vote on the concept you like the best. Also, if you have any comments about either of the designs, be sure to share!
* Looking to vote in community design
  + Voted for Piggy
* Voted for three options. Not very interesting, but got something done and votes spent
* Voting for design options
  + Pick three from 11 pages of options
  + 3 votes, 2 days time
  + Went through all options and voted for 3
* Dual action bicycle community design
  + Only 4 pages of subs
  + Going through all and voting 3. Found only 1 good
* Community refine project: Collapsible helmet
  + Voted for an option. Only 2 to choose from
* Community design (mobile)
  + Confusing, don’t like it
  + Looks like find a pair game
  + Not gonna play
  + Lacks easy way to explore
* We will choose the strongest concepts to help inform our design direction
* Quirky is going to redesign community design phase

CMF

* Before we launch, we need your help deciding what color scheme would work the best
* Help us choose the finished look for this product
* CMF: In this project we’ll be choosing the colors, materials and finishes for the finalized Rice-For-One
  + Please refer to timeline for info
* Help us choose the finished look for this product x2
* Help deciding what color scheme and materials you think fits best with this product
  + Feel free to leave your ideas in comments
* Vote for version/ the color scheme you like the best, and make sure you leave comments and suggestions 5
* Voting for color scheme
* CMF: Voted for 2 options
* Voted for color
* I love em… picked the wrong color scheme again though lol!!!
* I never get the color scheme right

Pricing

* Pricing game did one task
* I did the pricing task
* Pricing game questions!!

Name & tagline

* Naming game & tagline
* Naming instructions p. 24
* Tagline task instructions p. 14
* Briefs for naming
  + Telling community exactly what Quirky is looking for
* Name ideation instructions p. 34!!
* Naming process p. 26
* Naming task instructions p. 18
* Come up with the product tagline for the packaging of the doggie drinking sprout
* Have a great design/name/tagline for this project? Submit your idea and see what the community has to say! 7
* Help coming up with a better name for our products
* Start choosing names or submit your own name
* Compare twenty names side by side
* Or submit up to 3 of your own product name submissions
* Naming game works the same on mobile
  + Fun and fast. I can go very quickly
  + This is really fast
* Naming game: Skip option just gives next evaluation. No punishment wikisurvey style
* Voting on names and taglines 2
  + 20 comparisons
  + Fun task, could do more
  + Favorite so far
* Helping to choose name for <product>
  + Naming task was fun!
* Naming game Kitchengami
  + Only undone task. Going for it!
* Toothbrush naming
  + Voted 60 times on app. Fun and fast
* Thousand name submissions: process of picking favorites became an ever more daunting task
* Complete! Submit your name. Participate on other Quirky products to earn even more influence

Tasks in general

* Site has many simple and easy tasks
* Task are well-defined and easy
* Time frames for tasks vary
* Tasks in general p.3
  + Participate in everything
  + Stay active
  + Cast your votes wisely
  + Sort and sift
  + Play the pricing game
  + Participate in research
* Task list p. 1-2
  + Idea submission
  + Collaboration
  + Comparison
  + Vote: Winning votes, Losing votes
  + Research
  + Design
  + Refine
  + CMF
  + Naming
  + Tagline
  + Pricing
* Projects you can influence
  + Help choose our next product
  + Help research our laundry alert product
  + Help design our collapsible bike helmet
  + Help research…
  + Help research…
* There’s new things to do every day, in addition to ever-present idea submission and evaluation
* Lots of new research and development tasks on the website
  + Participating to vent register cover
* Options at the moment are research, community design, tagline, naming
* Two more tasks to do: Checking mailbox alert sensor
* No new tasks, which was expected as it is Sunday
* I’ve done all current research and design tasks
* Quickly doing a couple of tasks
* Difficult to know what tasks I’ve already completed
* Testing new platform, p. 45
  + 5 votes for 30 ideas
  + Play with interfaces
  + Survey
* This project is currently being judged by Quirky staff 3
* After prototyping the zipper option, the Quirky design staff thought that it was be a much better user experience than the latch option
* Ambassadors launched 10 phases for the community to participate on (in a week)
  + List of phase p. 29
* We’ve reviewed your comments and submissions from the community design phase => refined concepts
* They wouldn’t need the community to do it, but, they choose to share this part with the community
* Vast majority of work takes place behind the scenes
* Weekly Quirky schedule?
* I like doing research & design tasks on the website. Didn’t work well on app

Other

* Trying to determine if I should pay a graphic designer to render a prototype or just wait and see

Learn

* Please refer to the timeline to learn more about the development of this product
* Head to Quirky’s upcoming section to learn more about our latest launch, and help us determine it’s price! x4
* Before you begin, check out research phase results to get some ideas on what type of concepts the community is looking for
* Before you begin, check the timeline to get some ideas
* Check back here, or subscribe for updates to learn when new events are occurring
* Check back here, or subscribe for updates to learn when new events are occurring
* Subscribe to updates
* Learn more <link>
* Please take a look at the original submission
* Meet the creative <link>
* View survey results
* Check out the mind-map we created during the session
* Check out the video clip and mind-map from the session (brainstorm)

Comment

* Discuss products already in the shop or currently in development
* Can you check my idea?... visit me please I need your advice :)
* Please check out my ideas, thanks!
* Got two emails from Quirky asking me to submit name and tagline for mac mini flip stand
* If you think we missed anything, please email us at @ or leave a comment below
* What do you guys think? Small and phone like, or more old school?
  + Chat discussion doesn’t look too useful
* Comment, save, tweet this, Facebook
* Product links added by community members
* Looking forward for your comments
* Feel free to suggest improvements
* If they do you could post links
* If you find an interesting article or have done your own research, feel free to post in this thread
* If you have feedback on the new platform or process, please post it in the comments below
* 67 comments
* 20 comments

USER EXPERIENCE

Idea evaluation

* Task is to spot promising ideas, or recognize cool product when you see one
* Several filters, but no most popular. Smart. No bias to evaluations
  + Number of votes not available either. Good.
* Ended up product evaluation beta
  + Bunch of ideas to evaluate
  + Watched instruction video
* Ooh! Found I can expand ideas from list without opening new page! So handy!
* I can sort them by view-vote ratio? hmm?
* I like infinite scroll. Always turn it on when looking at ideas
* Big, friendly button directed me to idea evaluation, because I don’t have my own ideas yet. ???
* I have way many votes, 12 left. I wonder how long do they last?
* Infinite scroll is a nice feature on the idea evaluation list. Plenty of ideas to go through… scrolling down a bit
* Evaluating ideas
  + 15 votes again
  + Should perhaps try to spend them all?
  + I like to use infinite scroll
* Last thing to do is vote for a ideas for a bit

Browsing ideas

* Browsing new ideas
  + 15 votes to use
* Browsing new ideas
  + Newest first x2
  + 15 votes left x2
* Scrolling products in evaluation
  + Most seem crap, unnecessary gimmics. That’s probably expected
* Went through all new ideas. Lots of them.
  + Vote-worthy ideas rare again
  + Still 12 left
* Browsing newest
  + Trying to find something to spend votes on
  + Somehow tedious
  + So many poor ideas, good ones far apart
* Evaluation on App
  + No filtering
  + Scroll down
  + Click for details
  + Swipe to vote or comment
* After discovering expand function the evaluation feels much more bearable
  + Going to new tab broke the flow
* Browsing newest ideas
  + Bit busy
  + Couldn’t find anything good enough to vote
* (App) This is better way to view ideas than website
* Scrolling down ideas. Opened and voted 2
* Evaluating ideas. Just scrolling down and throwing votes. Trying to get rid of 15 quickly
* Browsed all the way to yesterday’s ideas. Not many interesting ones here
* Enough. I don’t feel like doing any idea evaluations
* I like more other tasks than idea evaluation. It’s kinda boring
  + 15 votes again
* Evaluating Apple accessories
* Scrolling through newest ideas and voting if I see something good

Idea quality

* Most of these ideas are crap
* Some ideas are just weird: iPhone holder for toilet
* Many ideas have very yankee advertisement sound
* A-but a-why??? Is the reaction to many of these ideas. They just don’t have real use!
* Most of the ideas are really bad.
  + After 15 min only voted 3, not very stunning ideas
* Idea eval: Can’t do much more now
  + Very boring ideas. Can’t find anything to vote for
* Vast majority of ideas feels like cheap, useless crap
  + Curiosities for problems that don’t need to be solved
* Read catnip t-shirt
  + Sounds like crazy cat-lady
* Idea evaluation:
  + Some of these are really wtf
  + Enough. Managed to spend 5 votes before getting bored
* Most ideas useless
  + No need for male pads
  + First world problems…
* Difficult to find ideas to vote. No wonder Quirky charges for subs. Most subs crap, lack real use. What problem are they trying to solve
* First world problems comes to mind when reading some of these ideas
* Nothing interesting on idea list. Average and boring
* We have so many junk submissions. It’s like an experiment in evolution
* I find suggestions with pictures much more interesting and they feel higher quality than the ones without pictures
* Prototype really exists! It looks neat

Most active ideas

* Changed filtering to most active. Idea on top of the list got my vote
* Looking at most active ideas
  + (voted a few)
  + They might have changes
* Checked ideas expiring soon
  + 3 votes left
* Eval: getting boring, and I still have 11 votes left
  + Checking the most active
* Lost where I was going. Enough evaluation for now
* Browsing UC
  + Not very interesting ideas either
* Browsing ending soon
  + Not very interesting
* Browsing new
  + Couldn’t find anything to vote
* Eval ideas
  + Checking most active
  + Clearly higher quality than newest
  + I’ve voted already 5
* Evaluating most active ideas
  + I’m lazy. This way I get the highest amount of decent ideas to vote
  + Most seen. voted 2
* Idea break 100 vote barrier
  + Probably goes to 400+
  + Just because got to most active category

Voted an idea

* (Voted Google glass case, just for predicting market
* (Voted) There might be a problem
* Voted for sticky cushions on iPhone. Funny, more creative than usual ideas
* (Voted) was tempted to look at comments, but resisted
* Considered voting. Interesting idea, but I doubt solution and problem is not good either…
* Voted for reverse pot. Might be good enough problem.
  + Turned out pots are like they are for good reasons
* (Voted) Description started with real problem
* (Voted) I don’t know if it’s good, but title said it has 400+ votes
  + Just want to be part in case it goes through
* Voted merge this idea with my idea. I like how this suggests innovations as recombinations
* Voted for pivot power travel ed. Found it through a link at design suggestions (combine these)
* Voted idea x50
* Commented x2
* Commented on the concept too, and gave a link to cigar cutter tool. I feel like achieving many things already! Participating feels easy on this site
* Read through an idea. Not interested. x4
* (Voted) Considered updating problem definition, but didn’t
* (Voted) Realized that using votes increases my changes to get some influence if one of them goes through

Number of subs

* When I see an idea I like, I comment. When I want to see ideas I like, I select to see commented. Then I can see all the ideas I like and can change my votes
* I use to open all the ideas I voted for but lately it’s so overwhelming the sheer number of ideas that I only open about half to what I vote for
* I skim ideas. If I think they got merit, I will rate them. Then I select options to look at the ones I’ve rated and choose to vote among those
* I tend to open resubmitted ideas. Good advertisement?
* Popular problem on forum: unmanageable number of submissions
* Hordes of bad ideas bury good ones after a day
* Within no time idea goes to bottom of the list
  + Number of views drops to zilch
* Agreed. It’s tedious (voting, p. 9)
* Count on work to eval ideas, p. 21 !!
  + 714 items
  + Evaluating 75 %, 18 hours of work
  + How much influence will I earn?

CMF

* CMF phase
  + Voted x8
  + Commented x1
* These tasks are easy (CMF)
* Voted for red one. Also had most comments (CMF)
* Voted for final color. This time I was affected by the number of comments
* Voted for burnt orange. Most comments, but this didn’t influence decision. Decided before seeing comments (CMF)
* I love em… picket the wrong color scheme again though lol!!!
* I never get the color scheme right

Influence

* Quirky aligns selfish motives of users neatly with its own business goals
  + First impression: just genius!
* Influence only earned if user works on something that becomes a product
  + Incentive for self-selection
* Influence downloadable as .csv
  + I can see all my activity in one place in profile
  + Handy!
* Checked: I have already made some influence!
  + 0.4 % voting
  + 0.006 % survey
  + Nice!
* Paid Quirky team members shouldn’t expect free input
  + We don’t want to be ripped of influence
* Watched instruction video on influence

Meaning of votes

* Some points
  1. People want a process that works
  2. If idea not picked, they would like some feedback
  3. Votes are completely meaningless
* Sources of votes
  1. Most active
  2. Comment count
  3. Social media contacts
  4. Product idea
* 5 ways to win, p. 17
  + Incredible idea
  + Get lucky with audience vote
  + Pimp like crazy
  + Have someone else win
  + Be a proven success
* Products probably selected mostly because 2-5
* Makes P&G system look good
* Good news: Quirky has shown time and again votes don’t matter
  + Ideas put to eval with few votes
* Bad news: Quirky has shown time and again votes do matter
  + Ideas from most active put to eval with hundreds of votes
* Votes are nice, but not as important as working on your project to make it the best it can be
* Any claim of community curation is fake
* Votes must not count at all
  + 319 views
  + 297 votes
  + 93.1 %
  + Not chosen
* I think lots of great ideas with few votes get overlooked by the community and Quirky staff
* I think for the most part Quirky picks ideas on simplicity to implement and produce
* My guess: lucking to first page of most active the major source of votes
  + Also: voting clubs, social media contacts, friends, hired votes, puppet accounts…
* There is no rhyme or rhythm to explain how these get picked
* Votes do not count alone, just part of the data
  + Can win with 0 and lose with 400 votes

Disappointment

* This has made me lose trust in the Quirky process p. 19
  + Steve helping a product to eval
* I’ve spent between 6 and 8 hours already evaluating on 3-5 items
  + Joined & submitted because no time & would be fun
  + Already discouraged
* The most active section must be fixed if this is to stand a change
* Issue of failing to “make invention accessible” by failing to give inventor the joy of seeing their invention used
* I did vote on 15 products a date and do the basics. Stopped a month ago. With intro of these arguably flawed systems I’m half out the door
* We all get discouraged when our ideas aren’t chosen
* When I just joined Quirky, I was so hopeful, but I’m not so hopeful anymore
  + More difficult than thought
  + Still submit
* My disappointment comes from not understanding the process I guess

Comments

* Most ideas don’t have comments
  + Many ideas down in the list actually have 1 comment
* Wanted to comment, but didn’t come up with a good comment
  + Commented after all
* Commented idea, p. 7
  + UV-light safety
* I can edit or at least suggest edits to ideas submitted by someone else, wiki-style
* People might be unwilling to post concerns about products directly here
  + Desperately hard to get product chosen for dev
* No wish to be seen posting critical points about any selected idea
  + Wouldn’t want to mess up someone’s dream

Promotion / pimping

* It seems promoting/pimping it is one part of the reality to get noticed
* I get a lot “please give my idea a look” emails. Messaged back and asked the same… p.10 story!!
* Ass kissing and political correctness corrupted the system, so good ideas stopped bubbling up.
  + People stopped commenting and helping
  + Then votes didn’t matter anymore
* Vast majority of comments: “Liked it. Voted.”
  + Those comments are meant as a form of advertising
* If person votes for submission, they can increase changes of $ if they leave a comment
  + People know this. That’s why they do it
* I use my time between submission and final week trying to communicate why idea should go forward.
  + Listen community
  + Dozen edits
  + Explain why idea is best
* Pimping is part of our reality here, and part of the process
* Majority of social interaction on Quirky is a mild form of spam
* Voting for ideas invalid
  + Used to be valid for eval selection
  + Veteran Quirks do gratuitive voting
  + Alliances
* Live chat has been holding up as the last, uncorrupted part of the system
  + No promotion
* Most of my ideas average probably 30 votes

Website

* Website has friendly style, somehow similar to OpenIDEO
* Quirky blog seems lively
  + Going through everything will be impossible
* I’m still enthusiastic about this site
* Quirky might be a great site to participate to learn about product design
* Learning part of the site feels simple and clearly organized
  + Feels like I understand the whole approach already
* Registered for platform testing program
  + This is cool!
* I’m getting too many push-notifications and emails from Quirky
  + Removing notifications from iPhone
* The site feels damn slow at times
* The site seems instantly ingenious
  + Tasks well defined and easy
  + First impression
  + Already participated meaningfully
  + Fun & easy
* I’m somewhat familiar with Quirky:
  + Collaborative product development
  + Users post and evaluate ideas
  + Quirky team builds prototypes & manufactures
* Platform update:
  + Possible to refine submissions from other users
  + Influence possible
* Browsing about Quirky
  + Very nice design

Finding tasks

* Time frame for tasks vary
* Checking available tasks. Seems like there’s new things to do every day, in addition to ever-present idea evaluation
* Difficult to know which tasks I’ve already completed. I’m only relying on memory
* Site has many simple and easy tasks, and I somehow expect them all paying off with real money, at least a bit
* Checking participate site for more things to do
* Seems like there’s new concepts in all the phases of the process. This site has rapid cycle time!
* There’s something new going on every time I log in
* Quickly doing a couple of tasks
* Done all research and design tasks. Only evaluating or submitting ideas left
* Checking idea submission forms

Quirky live

* Watching eval video
* Watching product concept demo by user
* Quirky live
  + Chat going on, 40 users
  + 50 people view
* It’s a bit like Al Jazeera stream, but for product development
  + Live chat
  + They got it all! Cool company!
* Live eval process p.2
* Live eval decision making p. 2
  + Chat mostly useless (?)
  + Vote decides
* Watching eval
  + Different decision. Community liked at 70 %. Ben didn’t seem to listen to audience. After a quick vote went for community decision
* Watching eval video. I like the decision making approach
* Live eval
  + Around 250 people online
  + 350 watching
* Live eval
  + Definitely no time to follow what’s going on in the chat
  + About 300 on chat
* Live eval
  + Highly enthusiastic CEO explains how it works
* Live eval
  + Really rapid fire: “You like it… next!”
  + “Do we have objection? Speak!”
  + “Anyone else negative opinion?”
* Live eval
  + Ben asks often for opposing opinions, someone liking or not liking the idea, depending on what others think
* Live eval
  + Hey, I could also cast my vote
  + They voted and selected. Applause
* Brainstorm
  + I don’t feel like commenting. The chat feels unfocused
* Brainstorm
  + Most value by people around the table. Chat is add-on
* Allowed to watch but not participate brainstorm, results of surveys rarely incorporated, name & tagline marketing => community has very little effect
* Watching brainstorm video
* Research tools & polls in brainstorm interface would be nice
  + Just reading chat
  + More about seeing designers work?

Research

* Checking research phase. One product now. Seems like a survey. Smart.
* Answering a survey x9
  + On app x1
* Survey:
  + Asks too detailed demographics
  + Not sure if it went through
* Research Lily Light
  + Smart
  + Would have voted
* Research Segmenting Flashlight
  + Feel like lying
  + Wouldn’t really buy
  + Changed answers
* Replied to survey, earned influence
* Again new task: Research on bike fender
* Research:
  + More specific questions from inventor
  + Bit weird questions. Not giving much info to inventor
* Replied ‘other’ but changed when they wanted a written explanation. Easier.
* Research:
  + Checked original idea first.
  + Added extra opinions to be sure to get influence
* Long questionnaire, some weird and not good questions
* Research:
  + Funny question!
  + Scale from snoozefest to peed my pants
  + Another: price range from lunch money to my firstborn child
* This was probably the longest questionnaire I’ve seen
* Answered on camping grill survey when I thought I was replying to bracelet compass

Design and refinement

* Checked design phase: They’re asking to submit prototypes, sketches or designs. Very smart!
* Checked out refinement phase. Didn’t really understand but still voted
* Participating to last undone task (apart from evaluation): community design, nursing bag
* Community design app:
  + Seems confusing
  + Don’t like it
  + Like a find a pair game
  + Lacks easy way to explore
* I like doing research and design tasks on website
  + Didn’t work well on app
* Quirky has a refinement phase too. Only 6 alternatives for multi purpose grapnel. All made by Quirky employees
* Will do a couple easy tasks and call it a day
  + Checking refinement phase
* Got an idea for an app
  + Created & voted micropayments to yourself p. 4
  + Too good to give away?
* Made a logo with the app during brand & story
* Trying to make a sketch
* After reading concept the first thing to come to mind was companion cube
* Just submitted a design!
  + Draw with sketchup! That was fun!
  + Voted my own design
* Any claims of design input are fake p. 18
* Design is part of process that creates “similar submissions” issue
* Argh, someone had similar cube idea on front page
  + Voted it
  + And another cube…
  + And another
* Wanted to see if anyone has commented my cube design. I still think its’ cute!
  + No comments
  + I understand why people get enthusiastic when their products are selected
* Wondering if anyone has commented or voted my suggestions (Piggy app)
  + Where can I see it easily?
* New comment to my design! Just a comment on previous (joke) comment, but still!
* Checking how my sensor cube design is doing.
  + Still only 1 comment :(
* Design phase
  + Voted x6
  + Commented x1
* Number of votes is limited (usually 3), but users can take back the votes if they change their mind
* Already 57 suggestions. It’s not many days since I last checked the site. The user base must be much bigger than in OpenIDEO
* New concepts in community design. This site turns around fast
* Only 4 pages of submissions. Going through all of them & voting 3
  + Really crap designs. Found only 1 good idea
* 77 pages, 10 suggestions / page, total 770 ideas
  + Browsing in random order
  + 3 votes & 5 min before train
* Looking to vote in community design
  + Filter: random
  + Voted
* Community design:
  + Going through designs from newest
  + Voted 3
  + Almost cancelled vote when someone had commented negatively
* Looked at pics of different designs and voted for twist to dispense. Didn’t look at what others had written, but it was possible
* Ideas I’ve voted appear on top, I can drop votes if I find something better
  + Kind of a search algorithm, which stores the best result so far
  + Smart platform!
* Participating community design
  + Scrolling through suggestions
  + Voted original
  + Done voting. Achievement complete!
* Community design
  + Newest first, random might show same repeatedly
  + Fuck it, too many pages, going for random
* Lily Light community design
  + Went through all
  + Voted 3 on first page
* Saw couple of comments. Voted for one which someone had said to be the best option.
  + Someone said other option was not good
* Voted original design. Original is good. Didn’t look at the details
* Voted for <option>. All my votes for this project are gone. My job is done!
* Voted design. Sounds good, but I don’t know if it even makes sense. Too tired to care
* Voted for cubes. If they select cube, maybe I get influence too
* Community design. Voted on 3 options. Wasn’t particularly interested in any of them, but at least got something done & votes used
* (Community design)
  + Went through all options & voted for 3

Naming / tagline

* Helping to choose name/tagline x5
* Naming collapsible biking helmet
  + Didn’t read the instructions
* Naming game. Only undone task apart from evaluating. Going for it!
  + Done
* Checking naming phase
  + 550 suggestions
  + Voting for good ones
* I like the idea of a submission period and a voting period
  + Fair playing field
* Seems those who submit a name early have an advantage over those who submit late?
  + Is this accurate?
* Total 1126 names suggested
  + This is a good way to name a product!
* Tagline:
  + People submit a lot, 790
  + Fun task, could do more. Can I participate again?
* Naming
  + It isn’t as intimidating as trying to look through 30 pages of submitted names
* Shifting through names & taglines is overwhelming/tedious p. 8
* Tried to submit a name, but it was already taken
* Considering a name for Kitchengami
  + Checked synonyms
* No punishment in wikisurvey
* Name task: It’s the funny wikisurvey
* Wikisurvey: fun & quick
* I like the new name game too.
  + Website gets boring around 40 votes, but on the app I had to force myself to stop at 120
* Naming: (I like the new system better than the old, sure, but it needs few more dots joined up)
* I love the new system
  + See where my choices rank
  + Mine 6th out of 1000+. Very exiting, even if I don’t win
* I like the (naming) game, but I also like the idea of picking a winner
* Def improvement (naming game)
  + Could it be more useful if people were rewarded for voting on chosen names?
* Naming thing changed
  + LOL, it’s a wikisurvey!
  + This is cool
  + Naming task was fun
  + I like Quirky
  + Would like to do another naming thing
* Naming game app
  + Nice & brisk feel
  + Responsive & fast. This is good
  + Fun & fast. I can go very quickly
  + Evals in few minutes
* Naming app
  + It’s a shame to stop. And there’s a new evaluation tempting me. Would be so easy to press the eval button…
* Continuing to vote names
  + Favorite crowdsourcing task so far
* Completed naming again. Do I get extra influence? x2
  + Getting boring at 60
* Naming app:
  + Did 20 more. Now I really stop
* Apparently had done voting already. did 40 more
* After 20 was under the impression I was done, it didn’t encourage me to continue
* Under current system people won’t be happy if the system doesn’t assign them the winning submission
* Naming complaints
  + Even less clarity
  + Can’t skip pairs you hate, keep coming back
  + No idea if ur name gets cycled fairly if u submit late
* I wasn’t loving several selects so I kept hitting skip
  + Same names coming up
* I do get ELO, but wonder how all names can get fare shake
  + Late entries?
* Naming game blog comments:
  + Many seem not to get the idea of this type of evaluation
  + Posted 2 comments
* Naming game
  + Can you extend this functionality for voting ideas as well?
  + Almost impossible to do justice and vote for right one from huge number of subs
* Why is one forced to vote for a name he doesn’t like?
  + Kept seeing same
  + Got bored after 1 min
  + Voted for the best of the vorse
* I notice some names are upper-mid ranked with zero votes. How?
* The #1 complaint is that everyone wants to reject names
  + Want to tell you what we don’t like
* We often do not want to vote for either of the names offered
* I cannot see the current ranking of names. only ranks for just evaluated names are shown shortly
  + Feedback, but doesn’t give away the results
* Showing how well my submissions are doing compared to other submissions is exiting
* I think showing rating of the names after you vote is excellent. More immediate gratification :)
* Every time I vote for tag line with higher rank I feel like I got it right, as if the current ranking was the correct one, which I’m trying to guess

Pricing

* Playing pricing game
  + Smart
  + Cognitive punishments for people who don’t give a price
  + Difficult to know appropriate price
* Pricing game
  + This is kinda fun. Perhaps my second favorite task after naming game
* Pricing game. Did one task
* Pricing
  + Sort of tempting: after pricing only way to get forward is to press next product. Smart move, Quirky…
* Pricing game:
  + Again, at feedback, I feel like getting the price right/wrong depending who close I’m to aggregate. Even trying to adjust
* While checking what pod power is, I did the pricing task. Kinda just to make it go away
* Pricing:
  + Heh, after currency adjustment I got the prices within $1 of “correct” value

Products in development

* Upcoming products: They are making way many products!
* Checked products in development
  + Just wow
  + 10 pages, 24 products/page
  + Over 240 products in development
* 240 ideas in development. Most of them don’t have open tasks. Vast majority of work takes place behind the scenes?

Other

* Quirky invention ambassador. Works for Quirky
* Unexpectedly got a like on Facebook. Unexpectedly strong dopamine effect (?)
* Beautifully explained. As I read through that it reminded me of why I love Quirky - such a great concept
* I am brand new to site. Can someone please tell how to protect my idea before submitting it?
* I never ever that it would be in stores around the country, with my face on it
* Initially apprehensive about sharing ideas online, but learned that to make it happen he needed to do that
* He had to learn to take criticism

Disappointment

* I’ve been working on this for my entire life and to be so close to “hurry up and wait” is killing me
* 2 full weeks of anxiously waiting for call & checking ideation page is getting bit nerve-wrecking
* My dart board has been on UC for 3 weeks
  + Emailed ambassador after getting phone call
  + No response
  + Not used to this lack of communication

FEEDBACK

Feedback Meta

* All ideas receive feedback from community, ideas put in UC receive feedback directly from Quirky staff
* Community curation:
  + View, vote, comment on ideas
  + UC
  + Evaluation by Quirky staff
  + Live eval
  + Design, marketing, viability
* Feedback on process stages p. 51
* 45 page feedback generated automatically for the inventor by the platform
* Naming: after click the system shows current ranks.
  + Can’t see current ranks for all names, only evaluated
  + Feedback, but results not given away
* Disappearance as feedback, p.2
* Selecting CMF
  + Winner
  + Community picks
  + View all CMF choices
  + 74 received influence, earning 5 %
* It’s possible to see how each product is selling in real time
* Ideator gets his photo on the package, influencers have their names. This case 300 names
* Edible Frisbee
  + Fortunately we had 12000 community members tell the inventor his idea was the stupidest thing they ever heard
* If you have feedback on the new platform or process, please post in the comments below
* Definitely wants to fix people not getting feedback about ideas
* I would love to provide feedback on every idea
  + Staff feedback not the point of Quirky process
  + Ideally no need for it
* This is resub. Reveice great feedback and many votes. Let’s give it another shot. Thanks again
* Vote for this design!
* Once you get on the most active roller coaster you keep riding
* The most active section must be fixed. Same 10 ideas stuck on top
* Looking at the most active ideas
* Voted because it said 92 % new votes and there seemed to be a lot of activity
* Voted… Don’t know if any good, but title said 400+ votes. I just want to be part if this goes through. So many people cant’ be wrong…
* Q&A in Quirky live chat. Giving community members a change to field questions

Feedback Friday

* Check out the recording of our electronics-focused Feedback Friday below
* Feedback Friday (3 pm EDT) focused on the wide world of cleaning products !!
* Watching 16.4.2013 Feedback Friday
  + Half hour discussion about product categories
  + Instructions to crowd from experts
* Quirky wants problems that haven’t been solved yet
  + Most important task: prove a problem exists and there’s no solution
* Too much focus on derivatives of existing ideas, not enough on the problem
  + Think about problem that haven’t been solved
  + Focus on tech: do preliminary research on feasibility
* Focus on today’s technology, or find similar sized and priced product in different category
* Think of problems that haven’t been solved yet
  + Google shopping search!
* Interesting electronics submissions: digitizing analog processes

Stats

* This week’s top earners
  + 1. Jake Ziew earned $26169
  + p.50
  + 20. Michael Taylor earned $553,26
* Influence & stats x2
  + p.56
* I can download my influence as a .csv file
* Products you have influenced 0.42857 % p. 24

Automatic feedback

* Smart Piggy Bank product development timeline p. 16
* Timeline p.15-16
  + Idea
  + Eval
  + Research
  + Now Current stage: development
  + Last updated
  + Total influencers
  + Influence available
  + In development <time>
  + Inventor
* Product development timeline p. 22-23
* Product development timeline p. 18
  + 489 influence
  + Product eval
  + Brainstorm
* Current stage, last updated, total influence, influence available, in development p. 38 x3
* View survey results
  + 1331 members responded earning 5 % influence
* 68 members received influence earning 60 % influence
* 103 members received influence earning 60 % influence
* Refine phase: We’ve reviewed your comments and submissions from the community design phase and taken them into consideration for the following refined concepts (don’t worry, influence)
* We’ve reviewed your comments and submissions from the comm. concept phase and taken them into consideration for the following concept directions
* We’ve reviewed your comments and submissions from the community concept phase and taken them into consideration for the following concept directions x4
* In development: This product is still in development, and everything is looking great. Check back here or subscribe for updates to learn…
* In development: This product is still in development, and everything is looking great
* This project is currently being judged by Quirky staff. Our community submitted ideas earning 5 % influence
* You have answered all pricing questions. Prices comparison p. 1-2 x3
* You’ve completed enough of this survey to earn full influence!
* You just made the influencers list. Thanks for helping us develop a tagline for this product!
* Pricing game feedback:
  + Current projected price
  + Comparison of aggregates & my choices in bar chart
  + Kinda fun
  + Feeling of getting the price right or wrong
* Our current projected price for X is $Y. Below are the average responses from the Quirky community:
  + Too cheap $
  + Good bargain $
  + A bit pricey $
  + Too expensive $
  + p. 16, x3
* Complete! Thank you for helping to name <product>. Participate on other Quirky products to earn even more influence! x3
* Power Monkey: Power Monkey is ranked 158th of 1014
  + 18 votes
  + By Nick Dain
* Got a weekly digest mail from Quirky p. 52
* Pivot Power: Threshold 960 units, passed in 4 days
* Ben replied and said it is under consideration
* Quirky staff time lapse experiment. Didn’t work

Quirky staff feedback

* We are so exited for this piggy project. Way to go Jason!
* Great brainstorm with the community and inventor Steve chiming in on the chat!
* Live eval recap p. 54-55
  + First invention came from…
  + Second pick was submitted…
* The next winning idea came also from a parent: Horizontal storage cubby by Lisah Hartken… Nearly unanimous vote - if this doesn’t make a splash at Target or Bath and Beyond we don’t know what will
* This is Steve’s first invention with Quirky. Anna and I enjoyed Skyping with him. Nice to get to see our international inventors in real time
* Inventor Laura Doty had submitted a clever product concept, banana bonnet
* Cyclone is moving into production: Our retailers are confident. Congratulations to Juli Honig and all 8677 community members
* Hey Robert! Feel free to post some questions or comments and we will try to address them during the broadcast
* Chris is a biking expert… Four other inventions at Quirky. Impressive, Chris!
* Neil built a working prototype that really woved us. We are exited to work on this project
* Hold onto your butts, because here comes the weekly recap p. 52
  + Events and names mentioned
* Our first inventor of the night was Blinky
  + App powered sprinkler

Good luck

* I wish you luck with this idea but it will never fill more than a niche market in my opinion
* I am glad I voted for this and believe in this - good luck in UC!
* Awesome idea!! Good luck!
* Good luck x40
* Hope you get UC for this one
* Best of luck with your ideas as well x4
* I agree, the potential is wide open… Good luck. Ronnie

Congratulations

* Congratulations to Warren Yan and all of the 2295 community members that helped bring this product to life!
* Congrats to inventor David Veshapidze!
  + List of selected ideas p. 58
* Congrats on UC! x9
* Awesome… congrats on UC… Sounds like a winner!
* UC baby!!
* Sweet! Now for that phone call
* Congrats for eval tonight!
* Congrats! x16
* Congratulations x5

I like this

* I like this
  + Cool if dots on track would be moveable
* I like this
* I like your idea of different size replacement ends
* I really like this idea, you can sell one size fits all shoe laces
* I really like this idea, for some reason the robot from “Lost in Space” comes to mind…
* I like this x30
* Very nice x2
* I love this idea x2
* I love the spring idea Istwaa
* Simple, yet so helpful!!! I love that it does not take up much room at all
* I like the app enabled feature. When plants are comfortable they grow better
* I love this concept because it would not tear up your fingers as much
* I really like this design too
* I love this! x3
* Love the idea of updating it… We can all use it!

Positive

* Dude!!! This is awesome!!!!! I wish I could have had this when I was seven… But I would definitely buy one now!! Good thinking
* Hey buddy! I’m so stoked for you and this product. All the people who are going to benefit from this is going to be amazing… love ya bro…
* Rhonda, any prototype that proves itself to help others must be attended to! Best of luck! :)
* Simple, on the go solution.
* Great/good idea/design x79
* Great job Nathaniel! I’m very impressed with blog…
* Good job!
* Great idea. This will help a lot of people
* Clever
* If anything this item has great appeal
* Wow… superb… looks futuristic
* Cool tool
* Good!
* Good pitch
* Good idea
* Effective and simple!
* Wow. this has really evolved into something
* How did I not see this awesome and useful idea. Winner 100 %. Let’s go Q. Congratulations!
* Genius
* This is a great idea
* This is great Rhonda
* The idea of putting the measurement tool on top of the container for boiling it is effective
* I have never seen one do this before. Pretty cool
* I like this design the best
* This could be a very important product
* Awesome! This will annoy the heck of me!!! LOL :D
* This is one of the most amazing things I have ever seen presented on Quirky. Why are you not on Kickstarter with this
* Good thinking Diana!
* Now that is a smack to the forehead moment! So simple, and so needed!
* This is freaking awesome and no one is commenting on it? There are hundreds of cheap grabbers out ther that only imitate each other. This is cool
* Sounds interesting. I would use it!
* Interesting x2
* All your suggestions are very interesting…
* Excellent when do they start selling?
* This one will probably go all the way
* Very good
* Nice design
* Love this idea!
* Best overall
* Interesting

Positive 2

* I like see this back & adding collapsible sizing for storage is smart :)
* I really would like on of these lace tools as I often get shoes with tool long laces…
* It takes customizing footwear and accessories to another level. Cool concept…
* Keeping track of performance will enable you to push yourself to higher goals. The rock climbing gyms are very expensive. Love this!
* Nice Mark - like that it is small and can program multiple things depending on what you need
* I would prefer your “crude” prototype because of the round edges and the easier access to the keys from the middle section
* Like a lint roller? I like it
* It’s a great idea it allows the same bit shape to have different sandpaper strengths, but we could cater for oddities in shape
* 2nd vote (if I had 2 votes). I’ve seen people use grappers… most things are not heavy enough to need ratchet
  + Good addition, but not the only feature
* Lillie, your soak/wash dub is well conceived, attractive and very practical. We can’t ask much more from our products - voted!
* This is the perfect solution for making nut butters

Negative

* I think this is limited because it doesn’t allow for adjustable water/rice ratio
  + Different rice varieties
* I agree with B and A. Very limited use. No carpenter would buy one and in the areas they are useful there are many available
* Unless you’re making two versions, we think this will limit your market
* No vote. You just cut your market into a tiny little sliver with this ideation. Make something everyone would want
* No vote. Just aim the thing high or low… Added feature is not going to make it any better
* Sorry. I don’t think this idea is so great. I live alone & eat rice.
  + Small portion not practical
* This isn’t going to work
* Rice is not that hard to prepare. A dedicated rice measurer
* How is this clever
* It is good that you have tried to make another concept using the basic idea. It is bad that you ‘re still using this one as advertising hoarding for it. Just delete.
* You should really make a new image at least…
* It isn’t about the picture. You get onto most active by using the guy’s original image
* Just seems like a lot of hassle and isn’t as practical as appeared. Great idea
* Please don’t assist him in this - it is 100 % someone else’s idea
* Please people don’t make Quirky create an appliance for my countertop, and vote for this version…
* Good concept, but it needs a lots of developing & design. I vote for the idea but needs more work
* Pending that you find a way to make it not too bulky nor too heavy, this could be amazing!

Design positive

* I think this is the most helpful for someone who has to use this
  + Cane
* This design’s flexibility and adaptability make it a more useful design in my opinion!
* This is by far the most useful idea - grab, clamp, retrieve. Must include release button on handle and also grapper end
* This is the best of them all! holds the grip until released instead of holding grip with muscle power
* More practical design…
* This design is very effective based on ratcheting feature… Additional control
* Awesome two-in-one functionality… voted!
* This is the most versatile and best to use out of all the options!!!
* I think this design is the best for everyday user. I’ve never made butter before, I would feel I could do it with this product
* This one looks the most practical, more like a clam & that’s what it should work like! They are small ;)
* This is a great tool that can have multiple uses; magnets, light best options
* Great addition to a simple cane. Big targeted market!
* Great portability with this one. Good for personal use on the go
* I like this design. I would really like this design if it included
  1. Rubber tip
  2. Ratcheting grip
  3. Ez-on feature
* Great application for controlling dispensing nut butter
* I like this one too. I would buy one that’s easy and small… It would be nice to keep the cost down…
* Love this idea. Especially the shoe horn design because…
  + Maybe get rid of most the other attachments
* This really solves the problem the best
* I am not sure I would need the storage container…
  + No knife needed
  + Simple, small
  + Don’t have to wash anything
* This will work great!!
* This design and power grapnel are both so futuristic and cool looking with improvements over existing grabnels
* The grabber is perfect! I love the retrieving system, would make this very useful one… Next step on grapneling LOL
* Much needed and great ideas to improve this device
* You can use features on this 100 % of the time, and the features on the ratcheting about 20 % of the time
* This one looks the most futuristic and useful, as you can control the head and actually “grab” onto things… voted!
* I do like the ratcheting feature, most buy a grapnel so they can reach… so the simpler the better
  + Swivel extra helpful
* This design is the best! It’s portable and easy to understand!
* I think this is the best solution
* As long as it could be made easy to clean this seems like that best design
* I love the idea of re-using jars one may already have from baby food, honey, or jams

(Design positive + reason)

* I like that the head/hand stays level, but don’t like the articulation in the arm
* I like the idea of having different handle on the grabbers
* Like the functionality of this. It’s very frustrating to use a grabber that just doesn’t quit do what you want of it
* I choose ratcheting grapnel because it would be less muscle power & wouldn’t let go until released
* I like it if just as needed butter device and no need to transfer left over for storage
* This design would enable more pressure over a simple stick that would simply snap in two
* This gives you a better grip and more control over what you are sanding
* I think this hits closest to the original intent (portable, make when you want)
* This was the original ideation though, a grabnel with multiple uses
* Small, simple, and not messy, I like it! Def. agree about adding a handle for manual use!
* Best design they guy had it to begin with raw and uncut
* I think this would make them safer to use as well
* Reusable jar is a plus!
* Reusing of jars is a great idea
* I don’t think the cane functionality would turn off consumes who didn’t need it for that purpose

Design negative

* This would be fussy and difficult to use even with both hands & able body
* This one looks like a hand for lift & should have a motor, ghess (?) guys! LOL :)
* This seems overly complicated without adding enough functionality
* Does too much
* All you need is a machine to make butter… I think this design is unnecessary
* These designs look like a giant machine gun! Who would lift it! Yikes!
* Very fancy but would take up too much room
* This is going to be too complicated to be inexpensive enough to sell well
* Way too big just for making nut butters
* I dislike this concept the most. Too bulky… Will take up too much counterspace
* Cool concept, but the added complexity does not improve function over the ratcheting head, adds more expensive, breakable parts
* I agree. I think this is cool as hell, but not very cost effective and a little overboard for a grabber in my opinion
  + The battery dies => useless

Agree

* Agreed
* Rhonda I agree with Alving Marble
  + Led light great added feature
* I agree this one seems to have the most function. I can’t stand trying to get something back to myself when grabbing it
* Agree with DQ… love the built in flour concept!
* I agree with Jim McKee on this one
* You are absolutely right! I love rice too…
* Of course anodized aluminum would look pretty sweet too… could be kept light, not the same as carbon composite
* +1 to this comment. Add a set of cutters, quilletine or cigar cutter style. Congrats on this going into production
* If it has all the features in one unit it could be expensive… I suppose the best product will be some sort of compromise. All the best with it (voted) :-)
* This is the most functional one… the market for this will be much better than for other ones \*\*\*voted\*\*\*
* I think the name is ok

Colors

* These colors are the most appealing to me. I’m also guessing they would be the easiest to see in use
* I like these best
* Nicest colors
* I like these better than the others
* These will appeal to everyone
* For this application, muted is better. The others make it look like a toy
* These colors blend better in home and is pleasing to the eye
* BLACK AND WHITE ARE GOOD OPTIONS FOR THIS PRODUCT
* Pastels are sooo warm and relaxing
* Thumbs up for these
* These are a better blend
* I love these
* Yes these are the most pleasant colors. They need to blend with décor…
* The muted colors help to make the product even less visible than it’s already minimalistic self
* I am voting for clear wheel and pop color for accent where grey is
* Easy to see the button. Think the blue looks cheap
* This tis the color that catches the eye
* I think the primary colors are the way to go
* Nice assortment of unisex colors
* The best
* These colors look more Quirky, voted for these
* Think the greys are boring in this one
* Brilliant
* Definitely the best combo
* These are clearest colors
* It looks like very nice
* Red looks good for the button, but from a safety standpoint red could also be used for the casing around the cutting blade. Voted
* Blends seamlessly with Apple’s existing color assortment. Should be metallic though
* This one looks happy. Grey is great for the device and red will help you to…
* Having trouble with the infant bm (?) yellow color on this one. Change that and these would be nice
* These don’t really “pop”
* The body should be red (to standout) the button can be dark grey
* I’d like to see gray, white, green!

Problem / requirements

* I figure this is the most likely to get packed up & brought to grocery store… However, excessive torque… ensure the product is light enough
* The lighter the device the better, because many are not very strong
  + Also, very simple
  + Cane not necessary
* What if the man holds the woman’s arm against her, she will be raped and tazed at the same time
* How will you prevent electrocution of person wearing the being? Where will you place battery & capacitor?
* Interesting idea, but few things to think trough:
  1. Wearable tazer without tazing user challenging
  2. Decent ampere required
  3. Accidental discharge
* The design is flawed, how do you measure from corner to corner of a room
* Cleaning peanut butter out of anything is a nightmare
* We really need to know how these would be cleaned
* Good idea, great idea even. Although you need to rethink the method of tracking washing machines
* Allowing for greater human error when calculating measurements is never a good thing.
  + Rolling measure allows curvy path & inaccuracy
* Yes, I agree some germs are necessary for our immune system. However, Raul, I was thinking more in terms of “Who the heck wants to clean mold off tub?”
* I don’t know if the technology exists to create this product but it’s a very cool concept. Voted
* Cuuuuuute idea…. but dangerous for anyone who has cats with intact claws
* I like the idea of making a more up to date grabber! Most importantly, it is still light weight and can pick up small and large items
* This one looks interesting. Needs to be light weight so elderly can use it with ease
* Hi Hannah, it’s an interesting idea. I’m not trying to be mean here but I have some questions:
  + Long list, p. 26
* Ouch! If electric without industrial gloves!
* There probably are situations where rolling tape measure is a good idea, but… (long analysis, p. 46)
* A tracking device needs a cellular network connection… wifi might work… won’t be cheap either
* Good idea. I hope this goes to production. One question: could you adjust to steep less than full pot of tea?
* The main concern with movable dots is choking hazard
* A few things to consider… when tipped away from the infuser unit, wouldn’t the wet leaves continue to drip?
* Might cause problems with fragile objects… release button too far… calibration too coarse?
* I know I’m late to the game, but this is an exiting idea! Glass is great, see how dark tea has gotten, but heat is an issue. Double walled could be expensive
* I’ve commented on a submission identical to yours earlier this year, by only concern would be weight to length ratio
* You would only grow enough for one sitting. Do you realize how much food we eat in a year
* All this sort of thing seems a good idea, but when put into practice it never really works… breaks down… disease… etc. problems
* Wait a minute! Isn’t this design going to create an awful moment force on granny’s wrist when fully extended. Too heavy
* What if I’m ironing sheets? This template would be a pain
* Magnet ideation: have you checked whether all change is ferrous metal? Here in UK most change is not!
* Canes have to be height adjustable and I do not see that feature in this device.
  + I use cane
* The biggest design problem you will run into is making it rugged enough… Suggestion: open on both sides
* I think the only negative thing here is that you have to put both tools back into the cylinder in order to use properly
* A couple thoughts:
  + This has to break down into much smaller for transportation
  + I think you need to describe how you would position this for sale against other tool boxes
* I am a little worried about the muffin toppers. Doesn’t moisture have to escape while it is cooking?
* I’ve seen this type of submission… Main issue is that I get mail every single day
* If you have to squeeze to grab, hope it is easy to squeeze….
  + Bright colors, since we lose things easily as we age
  + Thank you for idea

Already done

* I see you’ve found a use for my laundry dun idea
* Yes Brian! I also suggested this during brainstorming session. Great job!
* I like the idea. Paul Kendall suggested something similar, too <link>
* I laughed so much when I saw the image
  + But then I searched for it and found it on 589 blogs declaring it the best idea
* Have seen this for years!
* I saw this on Facebook yesterday too
* Neat design! Bummer the concept already exists. Hopefully Quirky can do something better
* Don’t those already exist
* If they do, you could post links
* A measuring pen already exits in the market
* I did see other tea steeper <link>
  + Similar sleek design, does not turn steeping on/off
* Rolling tape measures already exist in different sizes. These will never make standard tape measures obsolete
* Guess you need to add to the design ‘add radius’ button? <link>
* It is a great idea, and maybe it is a reason why it already exits: <link>
* Hi Raul, ok it’s similar system used for a cup. Mine is used of teapot
* It’s similar to rice washer, created by T.B.A in 1959. Take a look: <link> but never saw it used this way!
  + Voted!
  + Check my idea
* Hi Jacky, I think I found a version of your toct (?) teapot design <link>
  + On sale now. Idea actualized

Suggestions

* I think this one needs some improvement. Looks hard to control & keep in balance
* Needs to have a power assist gripper if used by those with weak hands…
  + + other suggestions
* Very helpful to target audience not to have to hold down the trigger
  + Release button could be located more conveniently
* Some designs would be better for short to intermediate length grabs
* I love it. I think the end should release with a push of the button… different attachments
* Could this product be designed towards both tea and coffee?
  + Much larger market
* Designers need to mix this with ratcheting for perfect grapnel!
* You could also add a second ratchet in relay. This would give you 4 times the down power
* I think a bendable/ lock in position at the joint option would be nice!
* Cool, but begs for a side-by-side jelly dispenser
* I like this, but if I had my own jar, I would want to put it there too
* This design looks great! Very modern
  + Missing amount dispensed control
* Nice product Rhonda! It looks like currently the “helping hand” does not lock in place… consider adding locking mechanism
* Nice idea, but if Quirky says it’s out there… maybe add some features? What about pouring issues?
* The head should rotate or a vertical tip should be included
* That is a valid point. However…
  + Most of the time ratchet is going to be at one end…
  + Rubber coating maybe?
* If it works, make them in all colors!
* Turn it over and it’s a great “fork” for pie crust mixing, which needs a light touch. Would buy this now
* Also, consider some method to ‘lock’ the pinchers to relieve the stress on arthritis hands as someone suggested
* How about something more streamlined…
* Just add height adjustment into cane, handle comfy, and I think this is the way to go!
* Make sure to have a good lock and large easy enough button on fold away grabber head
* Would be nice if it comes with a microwaveable lid to boil the rice rightaway in the microwave. Voted!
* The end of one of those three gribber arms could have the magnet… some users would use the power feature…arthritis…
* You might want to make the magnet optional / detachable for people with pacemakers. Just my two cents. Good luck!
* Good idea, but since this has already been conceptualized by someone else what about… some other musical instrument
* Interesting concept. I think it having wheels & handle makes it totally portable! I would want some drawers for small things
* Wonderful… I’d love to see staff links on track and have the bumps arise out of the music notation. That would teach kids how to read music
* This is a winner! Added a suggestion. Hopefully you like it. Please let me know
* This one makes sense to me. It is simple and straightforward. Suggestions: …
* Fun. I added a suggestion

Users, generic

* What a wonderful invention! Would be essential to so many people of all ages
* I think lot of users for grabbers are senior citizens, who also need cane, thus dual purpose design viable option
* Nice! It seems people who have trouble bending back also have trouble walking
* I agree with Natalie’s comment & think this is a gr8t design. Baby boomer market is very large also
* I believe people will always buy something that at least does a couple of things, so I think this idea is great
* Anyone with arthritis will have trouble if much grabbing or fist closure strength is required
* This is great, especially for people with arthritis, but to make it comfortable to use… suggestions p. 8
* Awesome idea… victims of strokes and older citizens often lose hand strength…
  + Button to operate device?
* Not sure if the elderly have strength enough to grasp the level a few times
* All-in-one devices are always popular. Not sure the technology has reached the level… You’ll need a better way to secure it to washing machine
* Interesting. This could make it useful for kids who might need 10/20 min of light before faling asleep
* Number of similar products means people are really interested in this and they will probably buy the product. For me could look more like a butterfly knife
* Quite usable for the singles living in city with time management problem
* Baby boomer market also
* This is a gr8t idea for boomers & any handicap person :))
* It’s nice to have different tips but I don’t see many elderly people taking the time to switch them
* This is great one to innovate. Think about the aging users with arthritis and limited hand strength and mobility
  + Should have detachable heads just like Click ‘n’ Cook
* I think the light is good idea, but I can’t imagine different heads being useful
* John, you’re absolutely right! With 10000 baby boomers over 65 retiring each day… we could address massive market for high quality grabber. Good luck
* A true telescopic arm is possible as well… something simple & guaranteed to work is probably what most elderly would want
* With babies you have a lot to carry already and this would make it a lot easier
* LOL, everybody can have their own preferences about gardening…
  + Building greenhouses popular here
  + Lots of people make use of them
* One advantage people with low strength grip should be able to use this much easier than a standard one…
* Most wooden train sets use the same track size… Woodworking magazines sell router bits… if you could make track fit existing design limit, you may be able to expand your market

Users, known

* Wow! I really like this invention.. x2
  + I know several people
  + When and where can buy it
* I’m sure a lot of new moms will like this. I’m an old mum!
* This is by far the best. Most people I know that use grapnel don’t have a lot of hand strength. This is perfect!
* This would help my sister if this was on the market to buy!
* I have a friend who could use one of these. I’m hoping to see it on the market soon
* This is a great idea. I know many that can use this
* Love this!!
  + Mother in law, would be invaluable to her
* Also, a simple grappling hook would be useful.
  + A wheelchair bound gentleman I know carrying small garden rake along with grapner
* When I consider what my elderly mother would use, this is the most appealing
  + Part of cane, always near
* My husband sometimes complains about how long his shoelaces are. This would come in handy. Congrats on UC
* Have friends who live in RV. Sink is very small. They could use this. Voted!
* I can see my kids digging this
  + Voted

User, me

* Sorry, but I can’t imagine the baby wearing the bag. It never took long for my babies to get that part soiled on everything
* Every time my wise is off with friends I wish I knew the proper way to measure out the rice. Gets my vote.
* (Learning resource melody express musical train) We own this toy and it is amazing!
* We have a device that rings in house when mailbox is opened and love it. Your idea expands on this and is very useful
* I love the design… When I was… I could not find satisfactory fan on the market… It’s very cool looking… voted!
* I like this one. I have 7 keys in a ring in my trouser pocket, and at times it turns to a spiky ball
* No vote. I don’t see much need for changing tips.
  + I’ve used grabbers plenty of times, never needed different tip
* Great idea, I have had to use those twice in my life for extended periods so I know what it is like to depend on it
* I really like your idea, but don’t make it too bulky, I have my extra se of keys on chain which is bulky…
* A nice, simple solution.
  + I have similar coffee grinder
  + Only problem cleaning
* Yes, if you make a lot at once, then you don’t have to clean it as often. Best choice for me
* Best option for me, because you can store butters and make a bunch at one time
* …I’d prefer jut to toss different nuts into the grinder by the handful. Who keeps that many nuts in bulk in their home?
* The number one reason I don’t use the grabber is because you can’t pick up heavy objects with it
* I like this one. I was using a grapnel when I was mowing packing boxes
  + Would be hit! Would buy!
* I agree with Joseph Lamerti
  + I have 3 grabbers
  + Having a light and scope would allow me to grab between cushions
* I’ve done this with sandpaper and double sided tape, but I bet this would stay on better
* I’m like super short :o Probably be good to me too… Instead of grabbing a heavy chair & cleaning it
* I do crafts & need to sand very small sanding tool shaped like a pencil! I like your options! :)
* From my experience retrieval wasn’t big problem with grabnels. When it was, the pincers lost the grip… Ratchet solves
  + How does this work mechanically?
* I like the idea but many like me with low grip strength could not use this! :)
* We camp a lot and when do we eat like kings. I’d love to see a compact set of necessary tools and I think you’re going exactly right way… propose tool library p.51-52
* I make my iced tea one glass at a time yet a teabag is good for a few glasses. This would work well for me
* I’ve seen these in action. A guy came in to measure my driveway for paving
* The King Arthur Dough Whisk is what I use (very successfully) to overcome this problem. Sorry
* I like that idea. We use these at work, and some of your suggestions would be very useful…
  + Magnet
  + Light
* Amplifies grip with simple mechanical device, and most importantly locks grip. My experience: locking big advantage
* This I would buy!!! I drive a couple cars. I have keys to a lot of doors.
  + Keys put holes in my pockets
  + This is needed!!! Great work!!

As an user

* As a high tech composites guy I am in love with the wignz idea. I can’t help but see it in engineered unidirectional carbon fiber
* Love it. As the mom of a 1 year old, having as many of features be ‘one-handed’ as possible is great
* As a young father of an 18 month old I totally love this concept! One more thought. Track with abc or numbers and kid has to try to order them correctly
* Goodness! So many people would like this? I don’t share their enthusiasm. I am an avid gardener and would never use this sorry to tell you and don’t get mad
* Being a whole leaf tea drinker, this is a great way to make sure you get 2-3 infusions from leaves. Great idea! I’d buy!
* I love this idea because I am a tea drinker and I hate to use my hands because you have to always make sure your hands are clean
* Love your idea - as a passionate tea lover it is a constant problem to steep tea for the perfect cup
* As an owner / manager of an elderly home, I have witnessed a number of problems with these devices…
  + Suggestions p. 7

Would use

* Diana. I could use this now! It would keep the deer out also!
* I need one. All the best
* I would really apt to buy if the tracks and train will fit with the trains and tracks I have already invested in
* This is the one I would probably get for my father-in-law
  + However, not aesthetic
* I would use this & give to all the girls in our family… I’m loving this idea. My husband makes me carry mace
* I want one. You could also sell shoe lace by the roll and then one could cut off a lace whenever they need one
* I would definitely use this in my projects as I hate using a tape measure or ruler
* I could definitely use this, but I agree with Martha, if it gets too bulky it doesn’t help anything!
* Love the idea and would buy one for my dad!
* I want 3 or 4 of these. Most plastic or rubber spatulas are too soft. This looks like the real thing
* That’s interesting! I could just spray my aching neck and not waste water spraying other places that don’t ache or are not dirty :)
* I would eat rice more if I had one of these!

Voted

* I like it! Voted! x5
* Sweeeeeet!!!! Voted!
* Voted on this one. It seems so gogo gadget grabnel
* Voted x50
* Voted again x3
* I like this x28
  + + voted x12
* Voted! x35
* Revoted x2
* Voted, good luck x39
* Clever/good/great/nice, voted! x55
* Very functional design. Voted.
* This idea has great potential! Voted! Good luck Dogan
* Easy use… clean… nice… voted!
* Neat idea, Rhonda… suggestion p. 11… My vote is yours
* Glad I voted!!! Good luck!!!
* Useful idea and great prototype! Voted!
* Awesome! Voted!
* Clever/ good/great/nice/cool, voted! x59
* Good idea voted x16
* Good work voted
* Quirky! Good! I really like it. Voted.
* Good idea to make it easy for people who need help getting out of bed… nice prototype too, voted… good luck!
* I really like the concept of this. Very useful for people. Voted
* Viable solution nicely done. Saved. Will vote for
* I am going to make the case this will be made. To simple and easy to make. It’s quirky. Voted
* Good idea, and I agree with all your proposed extra functions which will combine to make it a very useful tool! Voted! Good luck
* Voted. I would love to have something like this in my backyard
* I think you are on to something. Visuals would go a long way to get more community support. I will vote for this
* Voted! After the articles I read yesterday you are definitely on to something
* Very cool idea… I like the concept of wireless keyboards, but don’t like to deal with batteries. Your solution could make wireless keyboards a joy to use. Voted… good luck!
* Voted. There seems to be a market for this kind of product (From diary??)
* Voted. Creating the solution will be challenging, but there is a need for something like this
* This would be great to have on the go! Vote in support or your vision! Blessings…
* This would save and extend the life of a lot of cables! Voted
* This doesn’t look portable but may be ok for garage. Voted
* A good idea for those needing assistance. I like that you made a prototype to prove your idea really works. Voted!
* Looks useful, helpful and great idea, voted
* Nice prototype. I know this could be helpful to a lot of people. Voted! Good luck!
* I was looking for something like this the other day in my kitchen drawer, and couldn’t find it. Voted!
* Voted! This would be good if Quirky will add a metal tube for crimping it together as suggested by Brian
* Okay, I voted for this one… long explanation p. 5
* Great idea - I like the symmetry. Be sure to make a version that is small enough for a deck! voted
* Smart idea!!! Voted! How about a mouse that charges from being moved? :-)
* Consider having a second fold down handle… because…
  + Voted
* A good idea. Voted. But the design needs to change
* I voted for this. I think it would be a cool idea… My only question would be mail regulations
* Just because it’s way different… voted. Might want to have a short tape measure in the device to measure before crimp or cut
* I want one for me and 4 for my grandchildren. I would suggest adding colors to show different notes. Love this. Will vote
* This is my vote
  1. Stores nice & compact
  2. Have you grabbed & tried bring it back? Pain in the butt!
  3. Claw has everything it needs.
  + To me solves a real problem

Please check my idea

* Voted! Please check my idea. x2
* Interesting, you got my vote. If you have a change please check out my ideas, thanks
* Cool idea and I voted for it. Please vote for my patent pending idea “The lure light”
* I like your design the best. Good luck with it. Check out my idea… give me your honest opinion
* Great idea. Voted. Please check out my idea x7
* Voted… interesting approach. If you get a change please check out my ideas, thanks!
* It’s very cool ~ voted! Can you check my idea? If you have a time visit me please ~ I need your advice :)
* Great idea, please have a look at mine voted
* This is a great idea to improve and redesign a product like this. Check out my design idea <link>
* Hello great idea! Good luck with it! Believe in it. Also consider my ideas. Thank you very much. Voted. x2
* Hello great idea! Good luck with it! Believe in it. Also consider my ideas. Thank you very much. Voted

Thanks

* Thank you/ thanks <name> x31
* Thank you/ thanks <name> x55
* Thank you/ thanks <name> x27
* Thank you/ thanks <name> x51
* Thanks / thank you x11
* Thanks / thank you x8
* Thanks / thank you x1
* Thanks / thank you x25
* Glad you like it x9
* 200 votes! Thanks everyone
* Thanks for your vote x4
* Thanks, Brian! And your twist on Q-tips was on my radar, too… loved the innovation you came up with!
* Thanks man. Yeah a measuring device of sorts could be cool. Thanks again Steve!
* Thanks Mark. Glad even a parent could see its potential. Good luck on your ideas!
* Thank you, Mintyamour, this idea could help the number of falls in the home
* Thank you everyone! And thank you Fernian, it is good to know this is not only my problem… =)
* Great, Lawrence, nothing like hearing from the voice of experience
* Thank you Graham,this makes since not to have items that detach,more chance of these items being lost or misplaced.
* Thank you Laura, you don’t want to know what my mother calls her, “a piece of s#@t” LOL
* You’re pretty good at that, ew ;) I’d love to have a change to tag this! Thank you
* Let’s hope Quirky thinks this is something we should focus on improving. Thank you Ronnies
* Thanks and same to you! Looks like a whopping 5 people voted. You are one of the lucky ones
* Dennis - Thanks again for the comments. I forwarded some revised renderings of wingz track with CF bars to events coordinator
* Thank you so much for your comment. Please vote so you can get influence if it gets through x4
* (Feedback) much appreciated
* Yeah good call on that suggestion Dominic. Thanks for the input!
* Not sure what your exact point is? Would you please be able to explain your point of view? Thanks for your comment. Much appreciated
* I like a lot of the feedback & ideas for my new improved grabber. unfortunately it did not make the first eval. Hopefully with enough feedback from the community, Quirky will realize this is something of great need of an updated version. Thank you
* Thank you so much for your positive feedback on this much needed idea Justin. If anyone can make this idea possible Quirky and community can
* Thank you all for all your comments & input on revising the grabber
* Thank you for your feedback x5
* Thanks! I am very surprised by the response of the Quirky community, so that is encouraging! ... this is great feedback
* Thanks for your comment
* Thanks for your support
* Glad you like it Ryan. I hope Quirky sees it’s potential
* Thank you Naomi, I’m hoping Quirky thinks so
* Thank you, Debral. The one my mom uses sucks. I know if Quirky & community puts their head together we can make the ultimate grabber
* Thank you guys, I have the next week to get as much feedback as possible from the community to grab the attention of Quirky, so they realize this is a product that needs improving
* Thank you Lapangel. This is why I want Quirky & the community to come together & reinvent the grabber
* Thank you James, that could definitely be a way to go. …Hope the community & Quirky can come up with the best design for my idea
* Thank you so much Graham, I’m really pushing to get Quirky to develop this much needed & upgraded grabber
* Dennis - awesome ideas my dude. My first prototype was aluminum. Would love to see Wingz made out of carbon fiber of combination of carbon fiber and aluminum
* It will def be compact. My entire idea is based on keeping it mobile, compact and stylish, and accessible… Thanks for your support
* Thanks for your questions, Douglas. <explanation>… p. 41
* Glad you see what I was going for, put this on sneaker freaker mag, people will buy… thanks Derrick
* Thanks Shifan… I really like the option of the lid cover, too, from community member Paulette…
* Thanks for your suggestion the reason greenhouses open in the top is that hot air rises, so…
* Yes it does. You probably are not able to see it on the picture. Thanks for input
* Great idea, Brian. I’ll add an idea later and mention your input! Thanks
* A clip definitely could be helpful, thank you Bradley
* Possibly something kinetic offset by solar (or vice versa) was what I was envisioning. Thanks for the vote!
* Justin I can’t speak to technical aspects that you pointed. I thought all this stuff worked like magic (LOL)
* Allan, you’re correct that some people will take or break it
* Those are all really good concepts for this product. The glass is important to address…
* Thanks for the product explanation/brief. They really help when we view products :)
* THANK YOU QUIRKY FOR CHOOSING HELPING HAND BED POST

Feedback experience

* I’ve got influence!
  + Sandpaper sticks 0.00601 %
* Happened to demo FourSquare today. Unexpectedly got a like on Facebook. Unexpectedly strong dopamine (?) effect
* Want to see if anyone commented on my cube design. I still think it’s cute!
* Wondering if anyone has commented or voted my suggestion for Piggy app. Where can I see that easily?
* No one has commented.
  + I can sort comments by highest rank, but not ideas
* No comments. I understand why people get enthusiastic when their products are selected or produced
* Still only one comment on my sensor design
* Checking how my sensor cube design is doing. Still only one comment :(
* New comment to my design! Just comment on previous (joke) comment, but still!
* Pricing: Trying to adjust my estimates based on feedback
  + Got within $1 of the “correct” value

Other

* My big overall concern with this site is it seems to just be creating more material waste
* We are getting better, now this one just looks like a metal detector with octopus tentacles! ;)
* The video is amazing , and very complete. So full support in this