QUCARD: PRODUCT DESIGN HISTORY APPLICATION

T E A M 7:

ANTHONY C. LOPEZ JULIAN BOTTERO KEVIN RAMIREZ



THE CUSTOMER: MS. SK O'BRIEN



- ☐ Artist, Designer, and Assistant Professor in UK's College of Design
- ☐ Previously a Lead Designer for Kohler Co. and Products Director for 212box
- □ Teaches History + Theory of Product Design and Product Design Studio at UK

PROBLEM PRESENTED

- Product Design History is an information heavy subject, with tons of images, objects, people and places to cover
- Not all information is worth lecturing over given the limited time window of a semester
- Desire to focus on specific, engaging storylines as well as a way to provide attention to underrepresented groups in the field of Product Design



.

WHAT IS QUCARD?

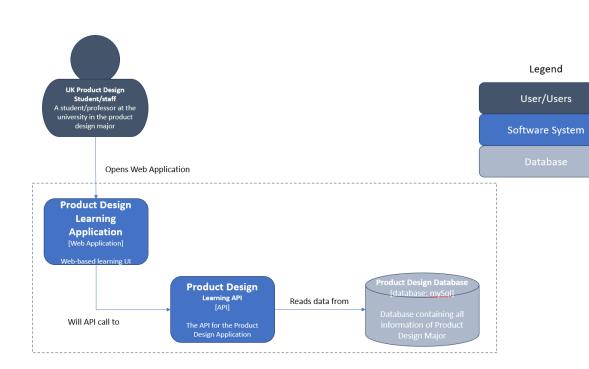


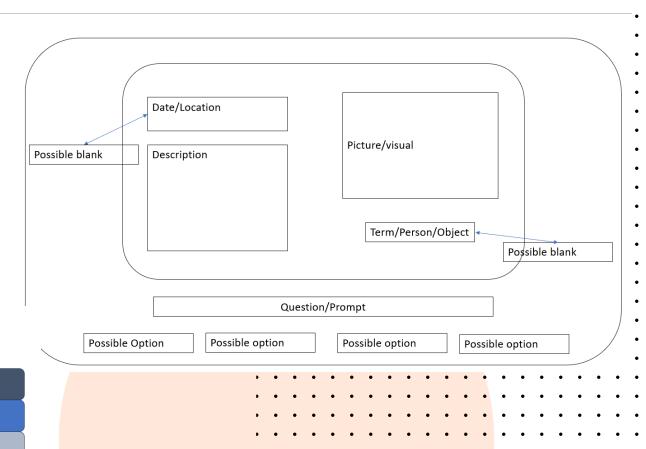
Application designed as a study tool with a focus on visual aids (i.e. flashcards) to connect related information within Product Design



Goals of application (accessibility, ease of use, modularity for future programmers)

S O L U T I O N S T R A T E G Y





ARCHITECTURE

Users

- Accessibility
 - Web application will be user friendly
- Direct
 - Relevant to our target audience
 - Students
 - Teachers
 - Gets straight to the point
 - Gets straight to the point
 - Teachers
 - students

Programmers

- Flexibility
 - Content in the screen can be easily modifiable.
- Structure
 - Web application contains all the necessary tools to develop a finished product.
 - Sharekey implementation to database (Sharekey is a randomized 8-digit hexadecimal shared by related information)
 - database (Sharekey is a randomized 8-digit hexadecimal shared by related information)
 - Sharekey implementation to

OUR DEMONSTRATION

USER LOGIN,
DASHBOARD AND
GAMEPLAY



(DESIGN AND TEST RESULTS)

- □ Program Functionality:
 - ■New accounts store and save as intended
 - ☐ Active MySQL server for Python connection
 - ☐ Sharekeys link together properly
 - ☐ Questions point to correct answers
 - ☐ Easy-to-use application for both student and admin usage

- □Overall Errors/Future Fixes:
 - □ Database flexibility on how to store information (be able to store more unique attributes)
 - □Local database connection became troublesome (had to redesign them on a different device)
 - Adding new info for flashcards still requires work (find a way to connect related new information
 - ☐Bare-Bones Presentation (Functionality is in place, but the hope is a unique look)

LESSONS & TAKEAWAYS

Communication

- Lack of coordination between stakeholders (i.e. Groupmates, Customer)
- Having more constructive debate in group meetings streamlined development

Planning vs. Progress

- Planning stage is important but staying there pauses progress
- Sometimes just coding can get you places!
- Be honest with each other, ask for help!

Adaptability is Key

- Original app designs were too focused on functionality rather than flexibility of usage
- Leaving a stable, but adaptable, framework for different needs for a growing major was and is the key point

CONCLUSION



New Education Technology for the Product Design Major

Our goal was to develop a tool to aid the educational lives of students AND professors within the Product Design department



Building the base of a future product

Flash card game to help memorize important figures, products, and dates & locations related to Product Design History

Ability to add/remove content necessary through a sizable database if new information should come about

A focus on the visual approach to education with students



Our group wishes for the current foundation of QuCard to provide strong utility in Ms. SK O'Brien's future, as well as the future of the College of Design and the Product Design Major!

A FUTURE VISION





