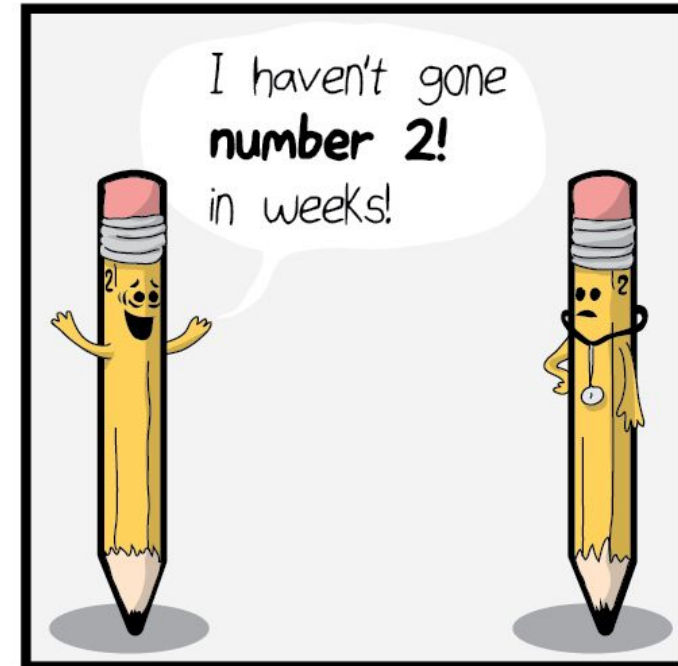
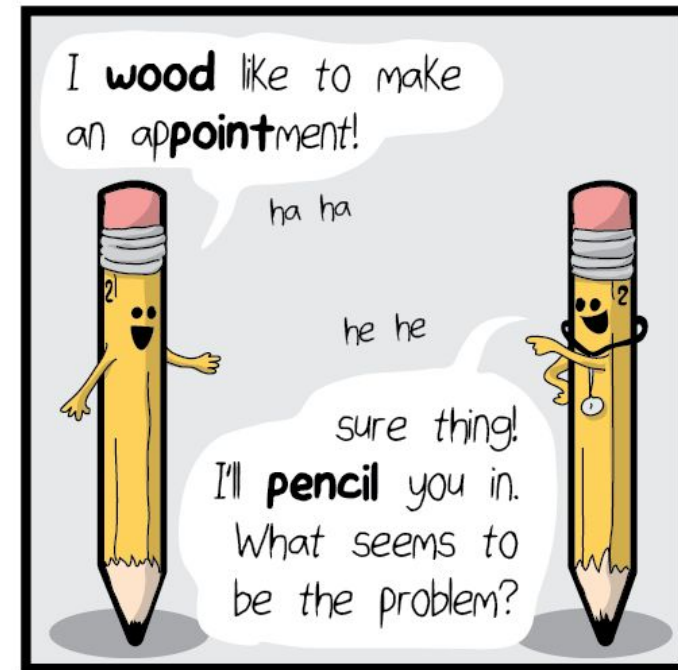




Pencil It In

Design Thinking

- Paul Ireifej pi733j
- Thomas Kenny tk694h



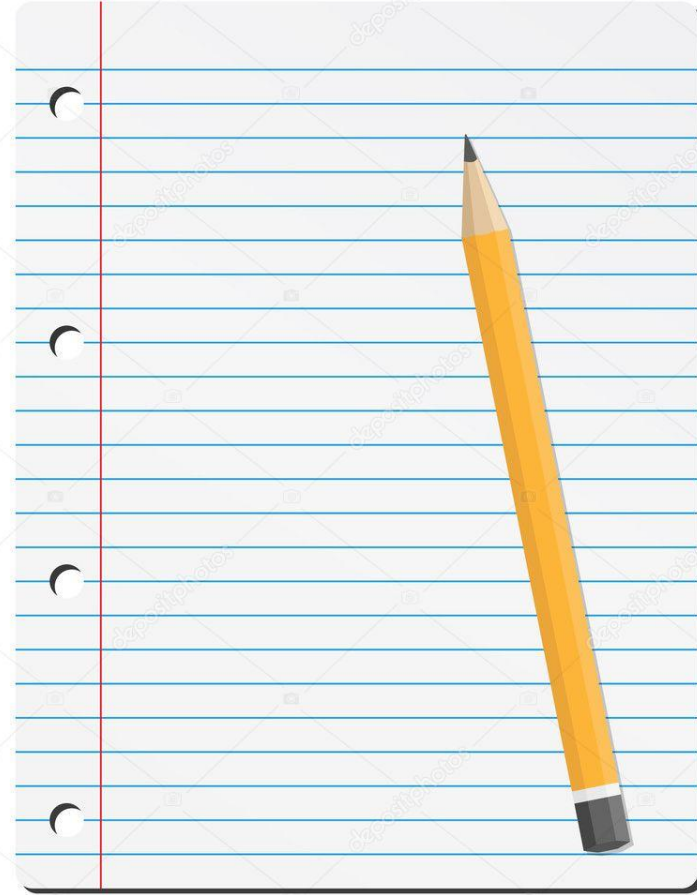
theAwkwardYeti.com

Design Thinking / Self Sharpening Pencil

Pencil with standard thickness lead, self revolving gear to sharpen while using. Even distribution across tip. Family friendly, child safe and features to help parents such as a built-in timer to help parents manage kids' activities.

Technologies

- lucid.app, paper & pencils



Product Breakdown Chart



Characteristics	Standard Pencil	Mechanical Pencil
Relative Advantage	3	8
Complexity	8	6
Compatibility	7	7
Trialability	9	7
Social Observability	5	8
Customizability	2	8
Total	34	44

Personas (kids)

Gabriel Ireifej (age 7)



Attributes

- funny
- smart
- playful
- hard working

Goals

- complete homework
- draw comics

Concerns

- getting a sharp pencil
- keeping pencil sharp
- don't like to stop activity until complete
- pencil getting too short

Raphael Ireifej (age 6)



Attributes

- funny
- smart
- playful
- likes to draw

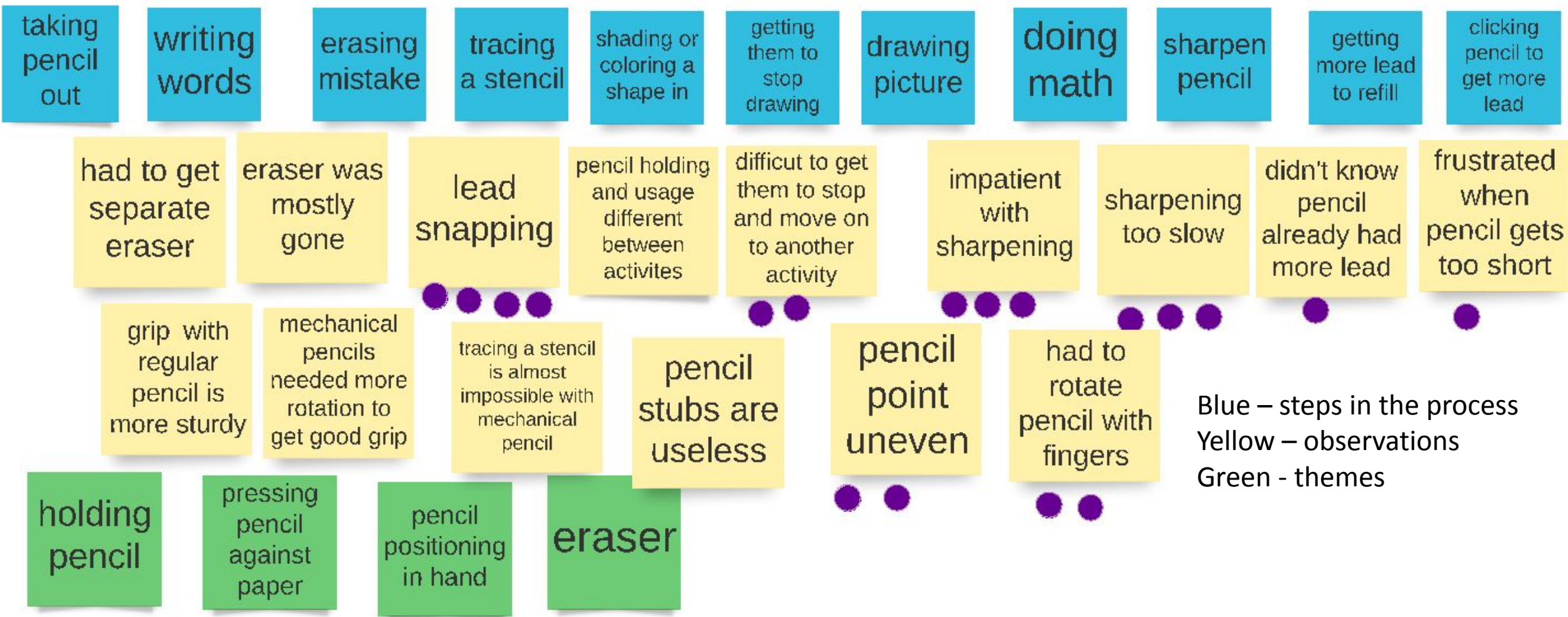
Goals

- have fun
- draw Pokemon
- color within the lines

Concerns

- snapping lead
- snapping pencil

Experience Map



Pain Points

High

lead
snapping

sharpening
too slow

pencil
point
uneven

Medium to Low

pencil
getting
too short

didn't want
to stop
activity

Goals

- self sharpening
- evenly distributed sharpening
- built-in timer
- maintain consistent pencil length during activity
- more durable / less breakage

Type something

Storyboarding - self sharpening

Persona: Gabriel Ireifej

Scenario: Sharpen pencil

Gabriel is drawing a picture. The tip of the pencil gets flat. He interacts with the pencil itself directly in some way to sharpen it.

After invocation (maybe via button press or automatically every time the pencil is put to paper), a gear inside will rotate the pencil lead every time, continually keeping a sharp, centered point on it.

The rotation and sharpening will ensure that the piece of lead will remain at a point giving the same precise pencil marks you would get from a newly sharpened pencil.

#1 - pencil gets flat

#2 - trigger gear rotation

#3 - pencil is sharpened

Storyboarding – timer

Persona: Gabriel Ireifej

Gabriel is working on a comic book but only has limited 20 minutes before bed time. He interacts with the pencil directly in some way to trigger a timer.

#1 - timer is set

The timer is set to alarm after a given duration (either default or somehow customizable). After the duration, the pencil will either play a musical tone or vibrate. The piece of lead could even retract automatically once the timer is up.

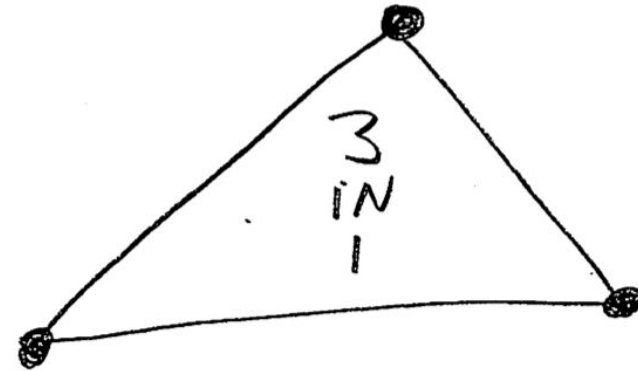
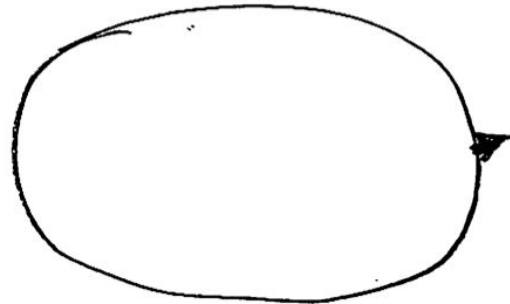
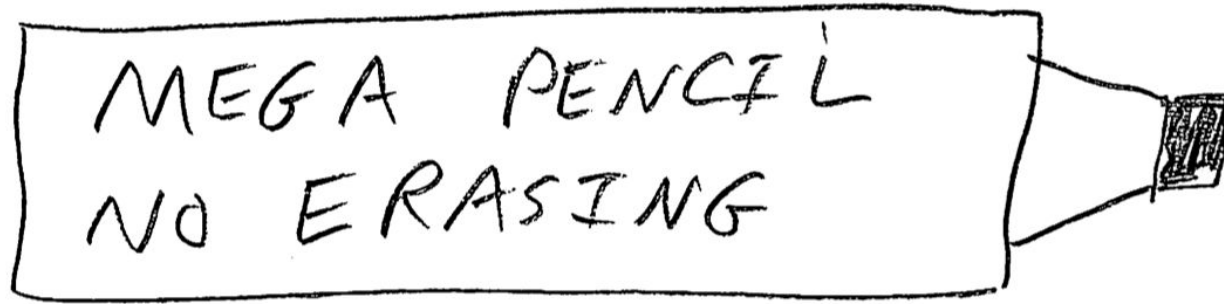
#2 - pencil indicates timer ends

Scenario: Move to new activity

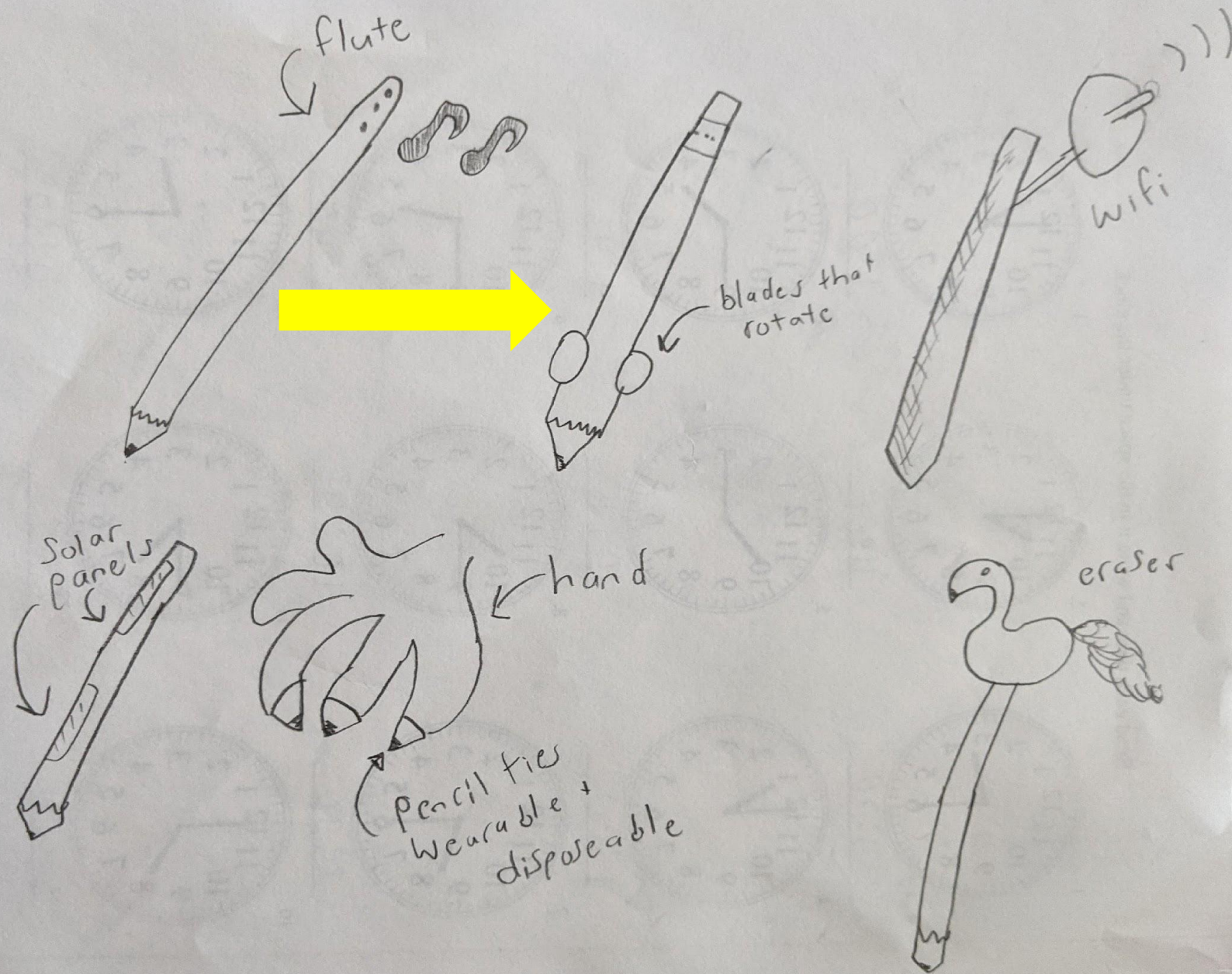
This will indicate to Gabriel that the time is up and he needs to stop.

#3- reinforced trigger to move on

Ideation #1

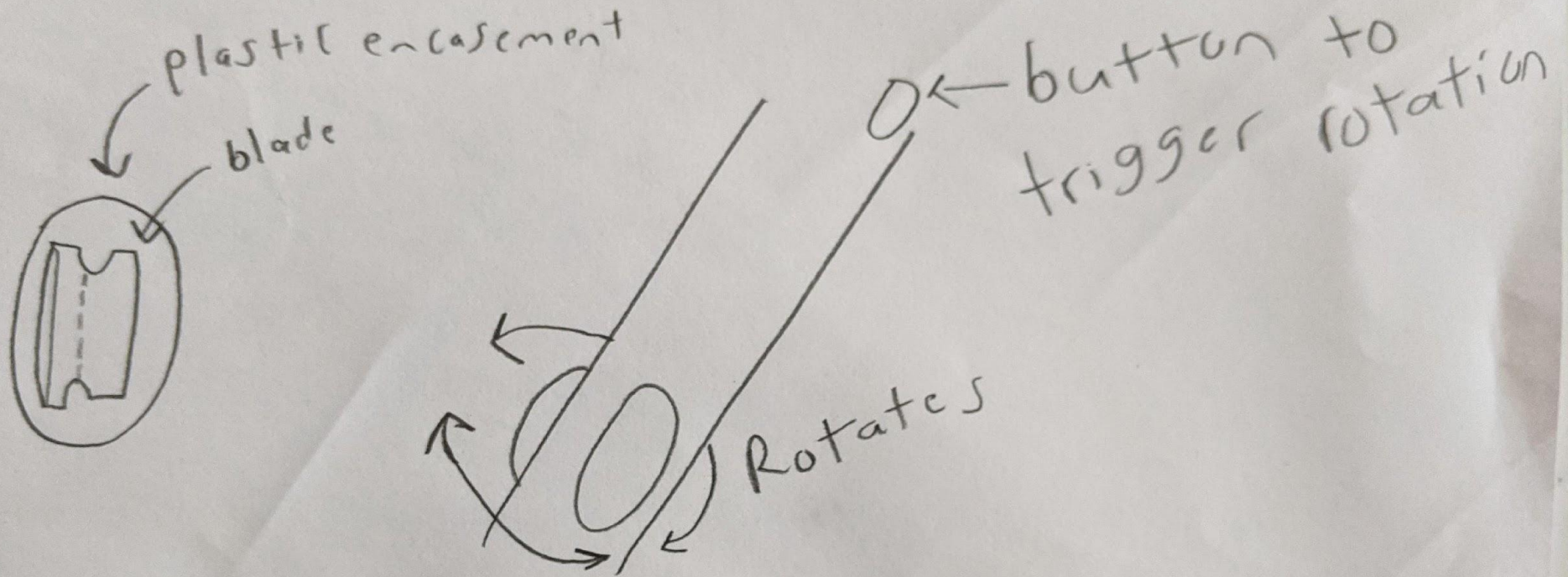


Ideation #2



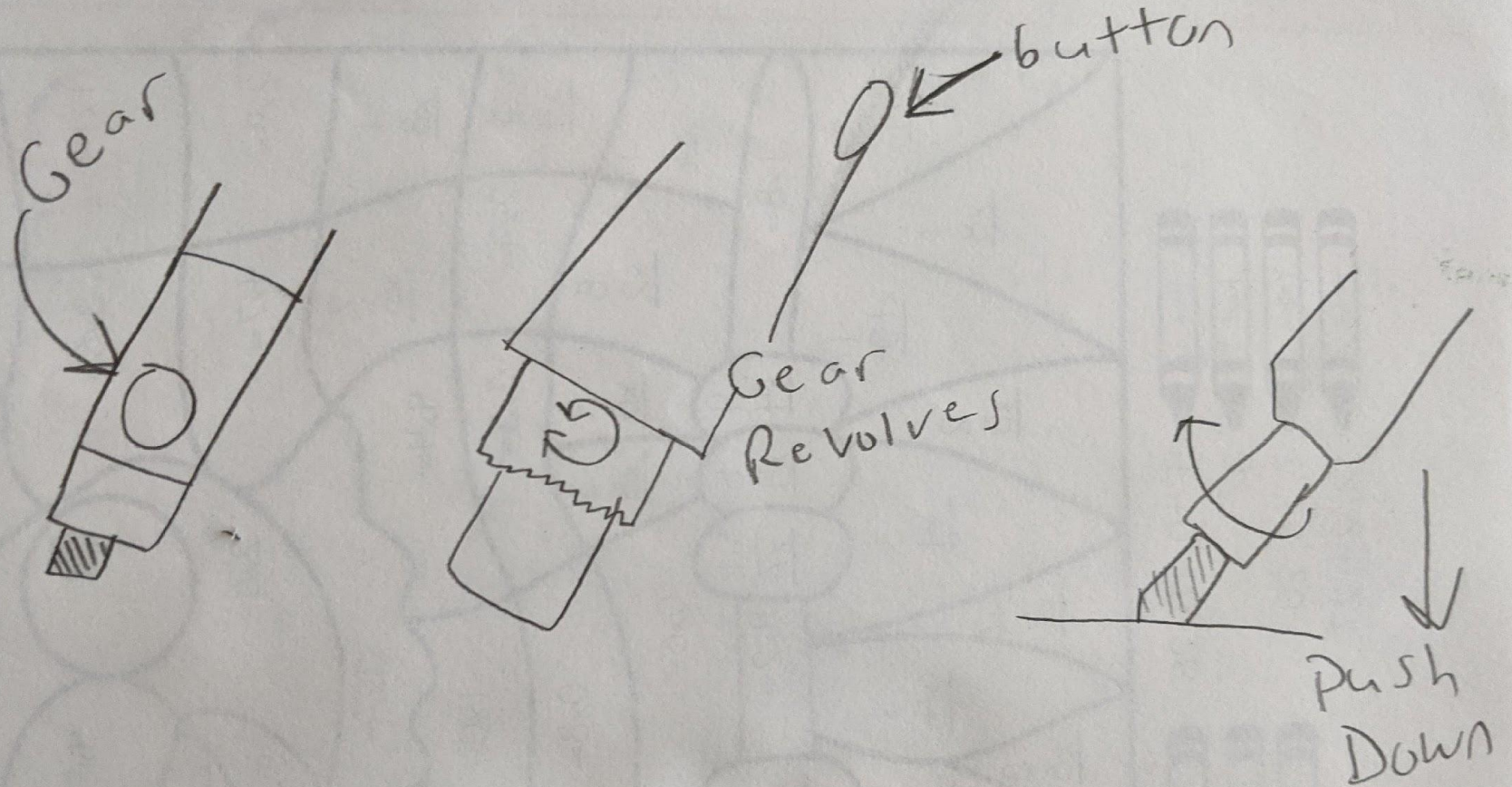
Prototype #1

- External rotating blades with encasement
- Button to trigger sharpening



Prototype #2

- Internal rotating blades with revolving gear
- Pushing pencil down on paper will trigger sharpening
- Pressure sensor or proximity sensor



In Summation

We Did

- Completed 3 Design Thinking PLE courses
- Empathize, Define, Ideate, Prototype, Test

Because

- Improve the standard pencil to be above & beyond the mechanical pencil
- Exercise the Design Thinking process

We Learned

- The Design Thinking process in action yields tangible results
- Although not ideal, remote collaboration is possible with online tools

More Time

- Consider connecting the pencil to wifi, record movements and generate digital image
- Interview more people, build a working prototype

Fun Facts

- After working on this for too long, I wandered into a Walgreens and found myself staring at their pencil collection
- My kids are actually fun to be with

Metrics

- Times stopping activity to sharpen pencil
- Time it takes to sharpen the pencil
- Time it takes to transition to a different activity
- Number of verbal complaints
- Number of times rotating pencil to get a good angle