 

## Product Design 2: Syllabus

Week 1 9/5 Group Excercise: Tower of Pulp  
 Introduction to Product Design II  
 Class Goals  
 Project I: Personal Digital Assistant  
   
 9/7 Guest Lecture: Needfinding Techniques  
 Lecture: Project Management  
 Budget Exercise  
   
  
Week 2 9/12 Presentations of Project I Phase I  
 Skill Workshop: Advanced Foam  
   
   
 9/14 Guest Lecture: Market Research  
 Studio Session  
   
  
Week 3 9/19 Guest Lecture: User Interface Design  
 Guest Skill Workshop: User Interface Mockup  
   
   
   
 9/22 Field Trip: General Magic/Apple  
   
  
Week 4 9/26 Skill Workshop: Drawings Part I  
 Presentations of Project I Phase II  
   
   
 9/28 Studio Session  
   
   
  
Week 5 10/3 Lecture: Computer Hardware for Poets  
 Studio Session  
   
   
 10/5 Field Trip: Virgin Interactive/Fitch  
   
  
Week 6 10/10 Lecture: Presentation   
 Skill Workshop: Drawings Part II  
   
   
 10/12 Studio Session  
   
  
Week 7 10/17 Final Presentation and Critique: Project I  
  
  
 10/19 Project II: Structural Systems  
 Lecture & Excercise: Brainstorming Techniques  
   
  
Week 8 10/24 Lecture: Engineering for Poets  
 Studio Session  
   
   
 10/26 Field Trip: Liz Mamorsky  
   
  
Week 9 10/31 Studio Session  
   
   
 11/2 Final Presentation: Project II  
   
  
Week 10 11/7 Introduction to Project III  
  
   
 11/9 Field Trip: Bell/Specialized/Easton  
   
  
Week 11 11/14 Guest Lecture: Entrepreneurship  
 Presentation of Project III Phase I  
   
   
 11/16 Studio Session  
   
  
Week 12 11/21 Lecture: Writing and Design  
 Assignment: Strunk & White; Gill  
 Studio Session  
   
   
 11/23 THANKSGIVING  
   
  
Week 13 11/28 Lecture: Multiple Reproduction  
 Discussion of Writing Assignment  
   
 11/30 Field Trip: Discovery/DaMert  
   
  
Week 14 12/5 Presentation of Project III Phase II  
  
   
 12/7 Studio Session  
   
  
Week 15 12/12 Studio Session  
  
   
 12/14 Final Critique and Presentation: Project III