

Criteria for Design Project Ideas

- Must have a physical component
 - Things the user will touch, see, and interact with
 - Things to design will include: color, weight, size/shape, durability, power constraints
- Must have an computer/digital interface
 - Not necessarily a screen; e.g. touch-sensitive surfaces; motion detectors
- Must be interactive – changeable based on situations/conditions
- Must be feasible
 - Technically: something that *could be* built
 - Economically: something that could support a viable business model

Design Idea (name)

- Description (high level, for clarity) – focus on the newness or novelty of it idea
- Describe (in a few short bullet points)...
 - The hardware (generally)
 - The human interface
 - The interactivity (what changes state based on condition)

Significant Moments in Design

Apple Macintosh



Apple iPod



Livescribe



Flip Video

