# PRODUCT DESIGN & DEVELOPMENT – 20ME43P FOR 4<sup>th</sup> SEMESTER MECHANICAL

### PDD ACTIVITY # 01

Design of bicycles for Indian children focusing on Aesthetic and Ergonomics

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Design of bicycles for Indian children focusing on Aesthetic and Ergonomics by explaining:

- Market analysis
- User study
- Problem identification
- Product design and specification
- Concept generation
- Material and manufacturing processes
- Final concept selection





### 1. Market Analysis:

**Key Aspects:** 

## **Demographics:**

Age groups, preferences, and purchasing power of Indian families.

# **Competitor Analysis:**

Evaluate existing children's bicycles in the market.

#### Trends:

Identify cultural and market trends influencing preferences.



#### 2. User Study:

Research Focus:

#### **Demographic Considerations:**

Age, height, weight, and gender.

#### **Preferences and Habits:**

Understanding what features children and parents value:

#### **Challenges:**

Identify common issues faced by children using bicycles in India.



#### Methods:

#### Surveys:

Gather quantitative data on preferences.

#### Interviews:

Gain qualitative insights into user needs.

#### Observations:

Understand real-world usage patterns.





#### 3. Problem Identification:

Common Issues:

### **Uncomfortable Ergonomics:**

Address discomfort or difficulty in using existing bicycles.

## **Safety Concerns:**

Identify areas where safety features can be improved.

#### **Cultural Relevance:**

Ensure the design aligns with cultural expectations.







## 4. Product Design and Specification:

## Design Goals:

#### **Ergonomics:**

Develop sizing options for different age groups.

Prioritize comfort in the seating and handlebar design.

#### **Aesthetics:**

Incorporate vibrant colors and culturally relevant graphics.

Allow for customization options.

## Specifications:

#### **Materials:**

Lightweight, durable, and weather-resistant.

#### **Safety Features:**

Reflectors, lights, and sturdy frame construction.

## **Customization Options:**

Detachable accessories for personalization.





# 5. Concept Generation:

Creative Process:

#### **Brainstorming Sessions:**

Encourage a diverse range of ideas.

#### Sketches and Prototypes:

Visualize concepts through drawings and physical prototypes.

## **Incorporate Cultural Elements:**

Integrate local art and design motifs.







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## 6. Material and Manufacturing Processes:

Material Selection:

# **Lightweight Materials:**

Aluminum, alloy, or composite materials.

#### **Sustainable Choices:**

Consider eco-friendly and recyclable options.

Manufacturing Processes:

#### **Efficient and Cost-Effective:**

Explore mass production techniques.

## **Local Manufacturing:**

Consider local production for cost efficiency.







## 7. Final Concept Selection:

**Evaluation Criteria:** 

#### **User Feedback:**

Gather input from potential users, especially children.

# Feasibility:

Assess manufacturing feasibility and cost implications.

# Alignment with Design Goals:

Ensure the chosen concept meets set design objectives.







### 8. Visual Representation - Final Design:

Showcase:

### Renderings and 3D Models:

Illustrate the final design from different angles.

#### **Key Features:**

Emphasize aesthetic and ergonomic elements.





#### 9. Future Considerations:

Forward-Thinking Design:

### **Technology Integration:**

Explore possibilities for tech-enhanced features.

### **Sustainability Initiatives:**

Plan for ongoing improvements with a focus on sustainability.





#### 10. Conclusion:

#### **Summarize Key Points:**

Recap the design process and key considerations.

## **Highlight Cultural Sensitivity:**

Emphasize the incorporation of cultural elements.

# **Engage with the Audience:**

Invite questions and discussions.

#### **Further Collaboration:**

Open avenues for collaboration or partnerships.



