Results and an introduction to sketch modeling
Idea Presentation Results

this is feedback.
from 45 outside designers and staff
focus/flow/simplicity/idea clarity
text large

text within form language

text contrast
balance / filled spaced
clean line work
Presentation Ranking

3.5

Slap It
Do that Thang
Play Beats
Funky Fungi
RoboPole
The Hum Drum
Rain Climber
Creature Screecher
Explore a Scope
Planet Climb
Where Dat At?
Space Pogo Blaster
Kidstagram
It's Plinko
The Charades Channel
Pedal go Round
Raise the Flag
Color Sum Thing

ben krause
Presentation Ranking
Power of Communication

poorly presented ideas sound like bad ideas /
well presented ideas sound like better ideas

poster vs presentation

poster vs concept

presentation vs concept

your grades returned in lab (avg of poster/presentation and scaled)
Concept Ranking

decisions based on a combination of reviewer feedback and sponsor preferences

selected ideas represent general directions for exploration. each idea will be taken in 3 different directions on your team
Toy Product Design Idea Presentation

Musical Rainstick Wheel
Music Whale
Glitter Tornado
Hum Drum
Rain Climber
Air Jet

Rating:

- Star Rating

- 5 stars

- 4 stars

- 3 stars

- 2 stars
Toy Product Design Idea Presentation
Toy Product Design Idea Presentation

Sand Spirals
Pedal - Go - Round
Creature Wonders
Sling Snare
Animal Whirl
Jungle Vine

w/ caveats
Toy Product Design Idea Presentation

periwinkle

[Images of various toy concepts and designs]

5

4

3

2

[Bar chart with ratings]
yellow

w/ caveats
What is a Sketch Model?

Sketching in 3-D explains more than a poster!

answers key questions and further develops the idea

haggman, honda and yang. the influence of timing in exploratory prototyping and other activities in design projects, ASME DTM 2013

prototype early and often
What is a Sketch Model?

feasibility and technology assessment
play value / game play
human factors and aesthetic
demonstrates different implementations
Sketch Modeling Materials

- inexpensive and fast
- use what is appropriate!
- polystyrene foam
- foam core
- wood
- repurposed/scavenged/retrofitted parts
- arduino/laser cutting
StatiShock

looks like

sketch model

works like

looks like
Oreo Separation
sketch model 1
Oreo Separation

sketch model 2
Oreo Separation

sketch model 3
Oreo Separation

sketch model 4

looking for approximately this level of refinement
Oreo Separation
repurposed parts, arduino

ps foam

clay + cast silicone

laser + arduino

repurposed parts, wood, arduino

clay + 3d printing

pvc tubing

repurposed parts, arduino
sewing

CNC routing

thermoforming + arduino

app software

welding

traditional wood working tools

printing and plotting

3D printing
next steps
These posters are starting points for (3 different) variations of ideas
next steps

every person will work on two sketch models, one of each idea
each person will be working with a different teammate on each of these 2 models
no two sketch models should be similar - explore the space
cannot make purely aesthetic models
grade based on an average of scores from the two models you helped with
the team must decide on what all the models are first… over email and during lab
there will be a peer review to follow

explore variations on how it could work/
implementation/technology
variations on look/sound/theme/size/
functions/user
variations on game play
only one team model (if any) should be
modeling the exact idea presented
Sketch Model Expo

during your lab time on March 12

does this sketch model explain more than the poster?

is it obvious that something was learned from making this model?

is this concept being taken in a good direction?

Sketch Model Play Test (after Spring Break)
Logistics

pull toys photos!
5-6 imagining lab Rapson 125
wednesday/thursday

WED: arduino and little bits (will need software and laptop)
THRS: sketch model construction begins

take home mini quiz due Wednesday in your notebook:

  brainstorm alternative directions for these ideas
  are there big unknowns about the selected ideas?
  what do you want to learn from making your sketch models?
  what materials do you need for Thursday Lab?
Logistics

3 weeks = 36 hours *outside of class* for build

Each model should reflect 36 hours of combined work

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<th>arduino/littlebits</th>
<th>plan/build</th>
<th>fri</th>
<th>sat</th>
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Need to have models demonstrate at the beginning of this lab

Build days meet in Rapson Courtyard

*Spring break*
Foam and FoamCore