

OIDD 415 / 515 MEAM 415 IPD 515

Prof. Taylor Caputo

**BFA** in Metals/Jewelry/CAD-CA M from Tyler School of Art, Temple University

**M:IPD**, University of Pennsylvania

**Design Consulting** for PUMA, Away Luggage, Biomeme; exhibited at 2016 Vienna Design Week and 2018 Milan Design Week.





Product Design: OIDD 415 / 515 MEAM 415 IPD 515

Design of Connected Objects and Experiences: IPD 529 (Spring)

Advanced Tools and Methods for Product Design: OIDD 659



## ImportantInfo

• My office hours are Tuesdays 4:30-5:30pm in JMHH 526.7

- Registration Issues: Ramon Jones at ramjones@wharton.upenn.edu (Includes any questions about switching sections)
- Required textbook is Ulrich, Karl T. and Steven D. Eppinger, *Product Design*
- It's helpful to have a few basic tools:
  - Scissors, x-acto knife, metal ruler
  - Nice drawing instruments
  - Sketchbook



#### ImportantInfo

- Contact us at productdesignwharton@gmail.com
  - Make sure to check assignment briefs, class slides, before emailing.
- There is zero tolerance for academic dishonesty, resulting in failing this course. This includes copying others work, submitting work from other courses, or downloading CAD models online and submitting it as your own
- Abusing campus resources (Biomedical Library, Education Commons, FabLab) will result in an indefinite ban of these services

### ImportantInfo

- No laptop/device policy. If we have to ask you more than once to put your devices away, you will forfeit your attendance credit.
- Absences are only excused for a documented illness, or note from your advisor. Job interviews are not excused absences.
- You are required to attend the studio section you are enrolled in. If you have to miss, you cannot attend another session and you cannot receive attendance credit (All sections are 100% full!).

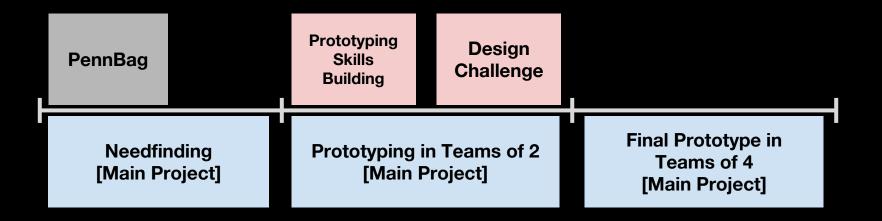
#### Keys to Success

• You won't succeed in this class if assignments are done the night before.

*"If you just keep your mind resting against the subject in a friendly but persistent way, sooner or later you will get a reward from your unconscious, probably in the shower later."* 

- John Cleese

#### Timeline 3 Project Structure



# 

## What is Product Design?

## What is Product Design?

Product design is conceiving and giving form to artifacts that solve problems, taking into consideration the multiplicative production of an artifact to be used by many people.

design thinking human centered design iterative development empathy mindset design research

design thinking human centered design The process you'll be learning and practicing to implement product design. design research

"Human-centered design is all about building a deep empathy with the people you're designing for."

# empathy

the action of understanding, being aware of, being sensitive to, and vicariously experiencing the feelings, thoughts, and experiences of another



#### iterative process



# It's an iterative process

How did the IDEO designers develop empathy?



Agnete Enga Senior Industrial Designer Smart Design

"Design for the extremes and the rest will take care of itself."

#### Who were some of the

#### "extreme users"

**IDEO talked to?** 



### Can be developed through observation in tandem with an **interview**.

An **ethnographic interview** is different from an interview in a newspaper or magazine.

One way to do this is through an **interview**.

An **ethnographic interview** is different from an interview in a newspaper or magazine.

## Aim to answer a few big questions rather than a series of small short answers.

- 1. Suspend your bias of what you already know or feel about the topic.
- 2. Draft a series of open ended questions; get your interviewee to tell stories.
- 3. Create flexible follow up questions.

#### What did you eat for breakfast?

#### I had yogurt, granola, and a cup of iced coffee.

#### Tell me about how you made breakfast this morning.

First, I grab one of my designated "yogurt" bowls (they're nice and deep), and dish out some yogurt from the tub after pouring out the excess liquid on top. Then I grab the box of granola and bring it to the table with me since I keep adding more granola as I eat! You can never have too much granola. Then on my way to work I stop and get an iced coffee from the cafe around the corner, though I'm trying to make my own cold brew at home to save money. (best practices) **Conduct ethnographic** interviews with a variety of users, especially some extreme users, and observe their actions.



# PennBag Challenge

Your challenge is design a better bag for Penn students.

# What is a bag?



"A trash bag is not a trash bag unless you put trash in it. Until then it is just a bag" - Jaden Smith







# **Bags carry things;** are a blend of function, aesthetics, and personal expression.

# **Bags carry things;** are a blend of function, aesthetics, and personal expression. (that's a lot to think about)

## PennBag Challenge

Your challenge is design a better bag for Penn students.

## PennBag Challenge

Your challenge is design a better bag for Penn students.

## I'll be walking you through the Design process for this challenge over the next two weeks.

# PennBag Challenge

Today you will conduct ethnographic interviews to develop empathy for others' needs for a bag.

Next class you'll work in teams to research, test, and prototype a concept for a bag.

# Agenda

- "extreme users" reflection (3 Minutes)
- Formulate open ended questions (5 minutes)
- User Research "speed dating" (35 minutes)

#### What are you an "extreme user" of ?



- This can be a singular object/product (ex. an Instant Pot), or a domain or hobby (ex. running)
- Write a few problem statements (something you hate about the existing products)
- Keep these open ended, not too specific or focused on a bag

#### What are you an "extreme user" of ?

- I teach a lot of classes!
- I ride the subway & trolley most days to work.
- Often I'm carrying a laptop, iPad, extra pair of shoes.
- Everything I wear to work has to look cool + professional

#### What are you an "extreme user" of ?



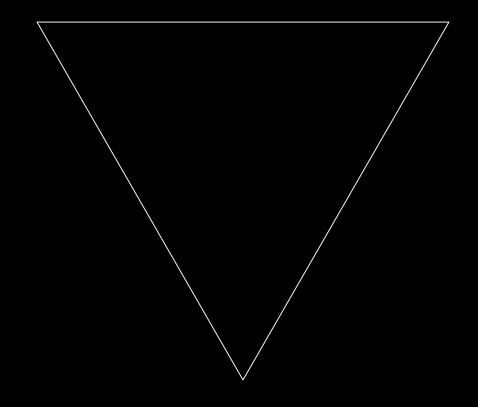
- This can be a singular object/product (ex. an Instant Pot), or a domain or hobby (ex. running)
- Write a few problem statements (something you hate about the existing products)
- Keep these open ended, not too specific or focused on a bag

# 5 minutes for question generation

- 1. Draft a series of 5-7 open ended questions; get your interviewee to tell stories.
- 2. Don't focus too much on the bag, but more on their daily habits.
- (Yes you don't know what the other person is an "extreme user" of yet, but think of some general questions)
  - What's your "extreme usage" of?
  - "Show me the bag you're carrying today"
  - "What's your typical school day schedule like?"



"What are you studying?" "What's your typical day like?"



"Can you show me what you're carrying in your bag today?"

# 5 minutes for question generation

- 1. Draft a series of 5-7 open ended questions; get your interviewee to tell stories.
- 2. Don't focus too much on the bag, but more on their daily habits.
- (Yes you don't know what the other person is an "extreme user" of yet, but think of some general questions)
  - What's your "extreme usage" of?
  - "Show me the bag you're carrying today"
  - "What's your typical school day schedule like?"



#### **User Research**

#### Things to keep in mind:

- Again, ask open ended questions. **Don't focus too much on the bag.**
- Make sure to write down exactly what the person says, not what you think they might mean. This process is all about hearing exactly what people are saying.
- Try to develop **empathy** of what your interviewee is an **extreme user** of.

# 8 minutes total per "date" 4 minutes per interview

00:80

- Start by interviewing the person sitting across from you.
- After 8 minutes is up, listen carefully to directions for switching seats.



Roll over or click image to zoom in





## Looking Ahead

- If you found someone interesting during "speed dating", consider getting their contact info for the **PennBag Camera Journal** assignment (though you don't need to use someone from the class)
  - Observe and document through a series of pictures a potential user trying to capture "a day in the life"
  - Include short captions for each picture
  - You don't have to be the one taking the pictures
- Visualization I: drawing assignment

## Looking Ahead

- **Opportunity Camera Journal:** same guidelines as PennBag Camera Journal, but should be focused on one of the 10 "**In What Way Might We...**" statements you submitted.
  - (Or you can choose a new statement as long as it satisfies the project requirements).
  - For Main Semester Project.

### Looking Ahead

- Bring your interview notes & PennBag Camera Journal to class next Studio
- Bring scissors, post-it notes, sharpies, to class next Studio