

# product DESIGN

OIDD 415 / 515

MEAM 415

IPD 515

Prof. Taylor Caputo

# Exceptional Work

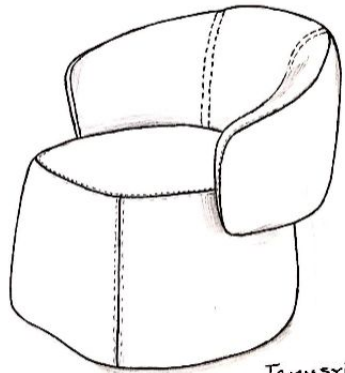


Maggie Zhang  
24 January 2019

DESK CHAIR



A. Luciano Paladino  
28 January '19



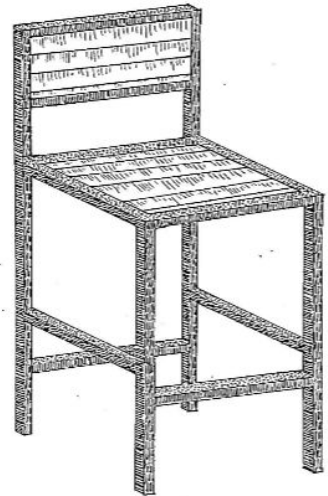
Tanusri Balla  
January 28, 2019



BORDEAUX CHAIR.  
1. 27. 2019.  
CATHLEEN GUY.



Cathy A.  
1/28/19



Claire Huang  
01.31.19

# ReCap

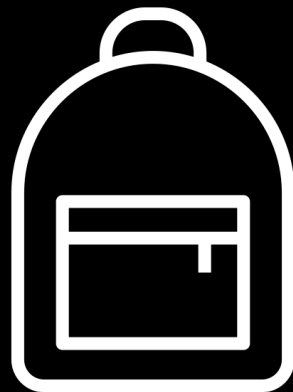
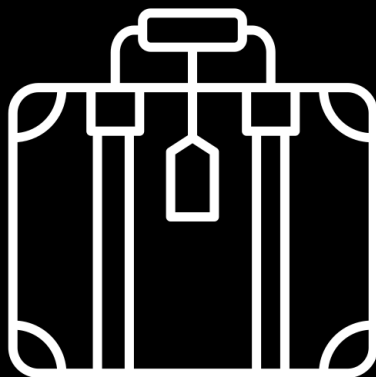
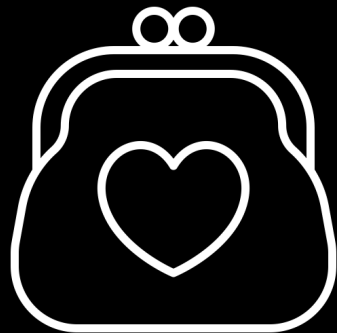
- Human Centered Design
- Extreme Users
- Interview Techniques
- PennBag Challenge
- Email [productdesignwharton@gmail.com](mailto:productdesignwharton@gmail.com) for questions
- Submit Lecture Attendance correctly!

# Class Agenda

- Team Formation
- Sharing Insights with team (15 minutes)
- Concept Generation (10 minutes)
- Concept Selection (10 minutes)
- Prototyping Time

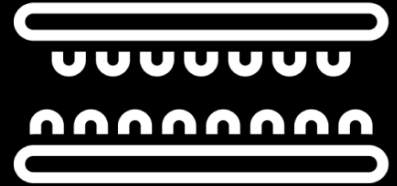
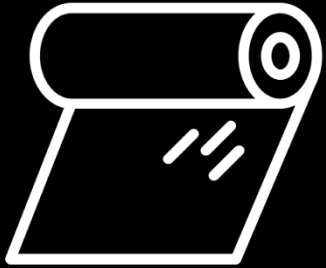
# PennBag Challenge

**Your challenge is design a better bag for Penn students.**

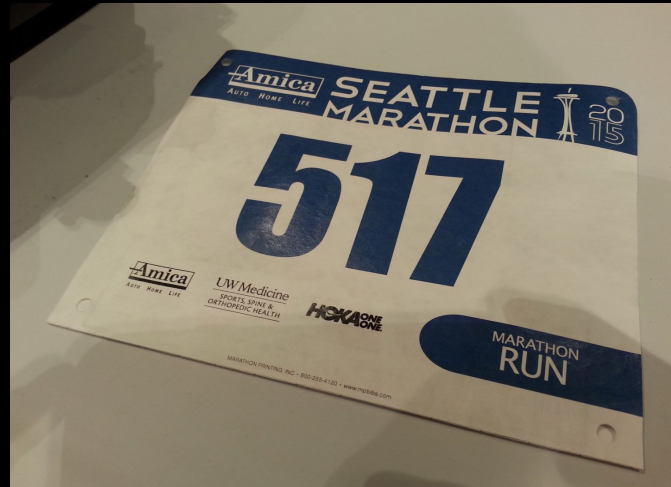


# PennBag Challenge

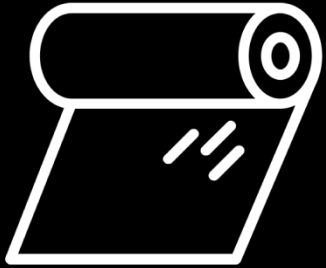
**You can only use the Tyvek, duct tape, velcro, and staples provided.**



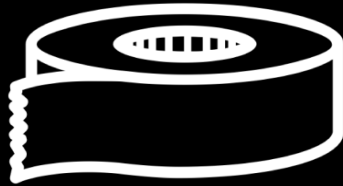
# Tyvek



**fabric**



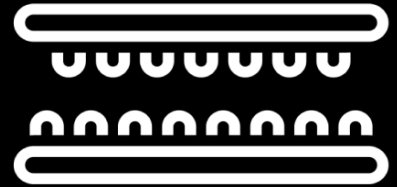
**seams**



**seams**



**zippers**  
**buttons**  
**closures**





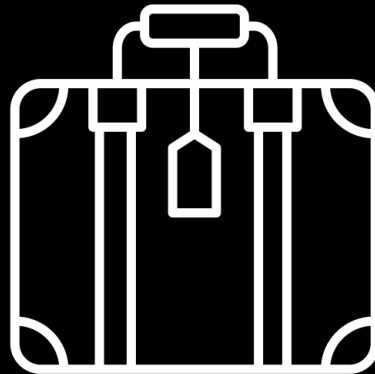
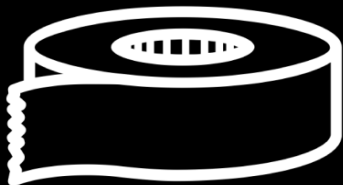
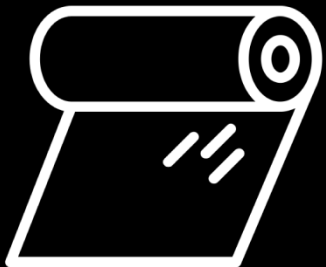
**fabric**

+

**cover  
surface**

=

**“leather”**



# Looking Ahead (Homework)

- **PennBag Tests [Team Assignment]** your team must finish two prototypes to complete this assignment. You'll have time to start building at the end of class today.
- **Customer Needs [Main Project]:** Conduct 4 ethnographic interviews and compile list of needs
- **Visualization II [Individual]**

# Looking Ahead (Next Week)

- Time to Build your Final PennBag Prototype (**so come prepared with your final design**), bringing a pattern is highly recommended (40 minutes)
- 2 Minute PennBag Pitch
- We will weigh all the bags to determine manufacturing costs (so there's a tradeoff between functionality and cost) and to calculate profits after the pitch

# Share Insights With Team

*Submit a team name and members' names on Menti.*

*Discuss your camera journals and major needs you identified.*

**15:00**

# Concept Generation

*Individually sketch 5 bag concepts/designs.*



**Consider Designing for an extreme user or domain, or incorporating features from this research:**

- cooking & packing lunch
- speakers & headphones
- waterbottles
- going to the gym
- keys & wallet organization
- waking up, morning routines
- biking



# Group Concept Generation

*Share your designs and build on other's ideas.*

*Choose **two** designs to prototype. Designs can be either full bag designs, and/or crucial features or attributes to test.*

**10:00**

Stop

# Prototyping Time

*Until end of class.*

- Prototypes are a physical, close approximation of your ideas/concepts. They can be a single attribute (ex. modularity), a small scale model, or a full scale model lacking full details or functionality.
- Manufacturing costs will be estimated with the final prototype calculated by weight.
- Again, your team must make two prototypes for user testing.
  - **Come to Rose or Elena's Office Hours if you need more materials.**