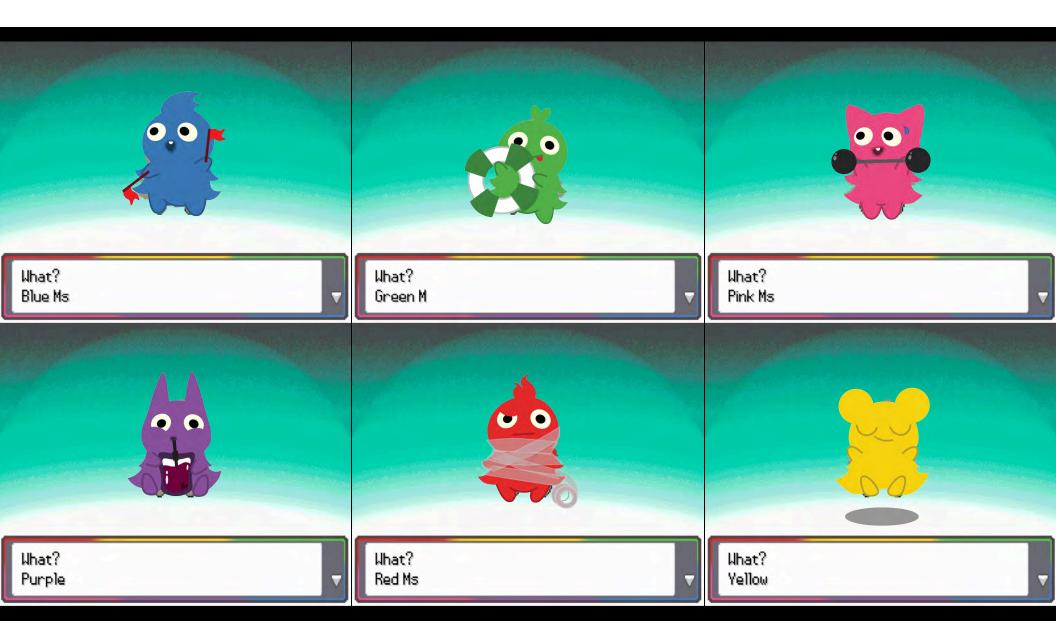
Karl Albrecht, 1920 - 2014 10<sup>th</sup> wealthiest person in the world (2012)



if you're not **serving** the customer you better be serving **someone** who is

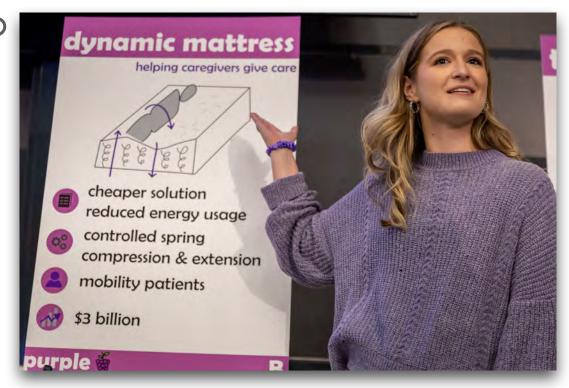






## ideas presentation!

went well?



## ideas presentation!

went well?

YES!



## ideas presentation!

went well?

YES!

could every presentation improve?

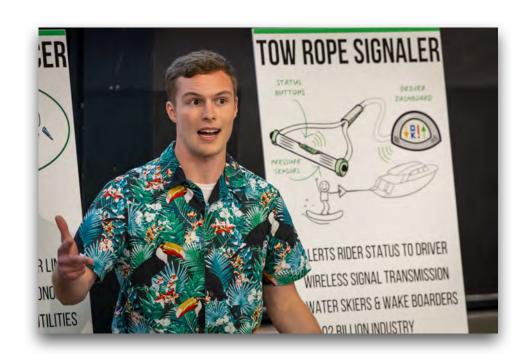


## practice is the best of all instructors

Publilius Syrus author, 1 B.C..

## ideas presentation!

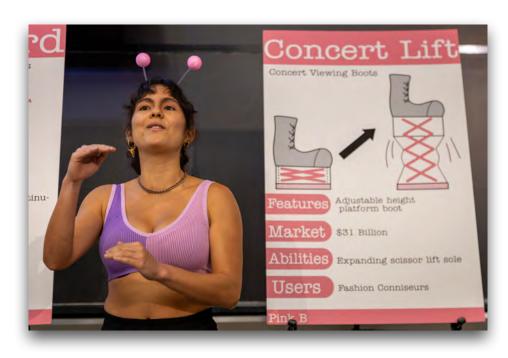
introduce yourself



look at the audience



body language



engage the poster



tell a story



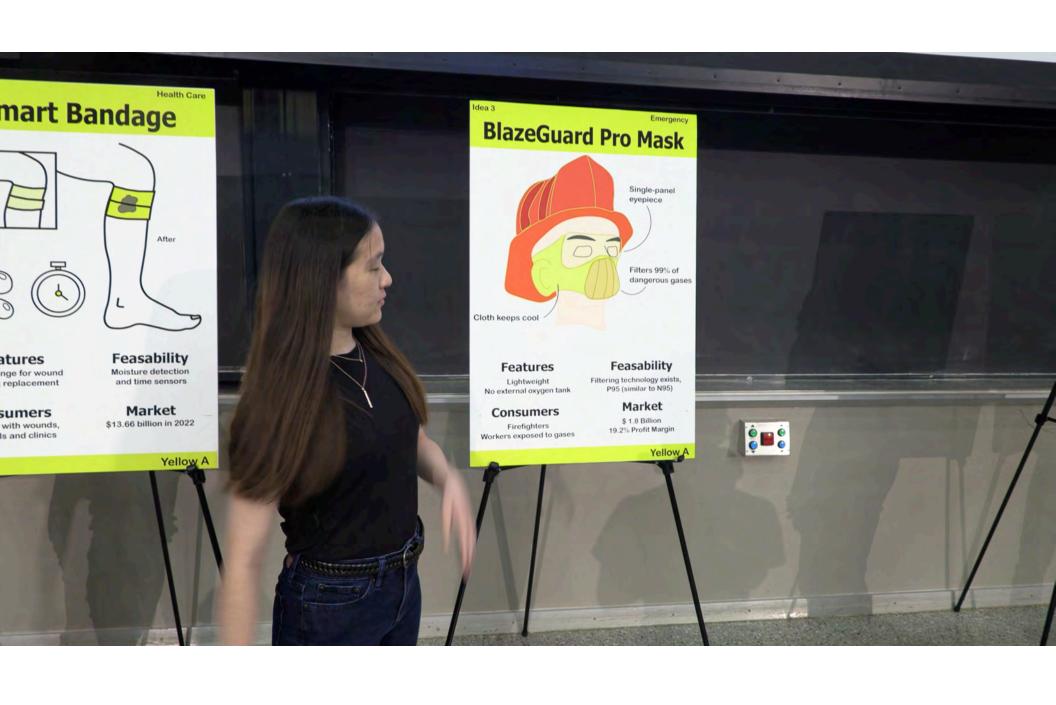
be conversational

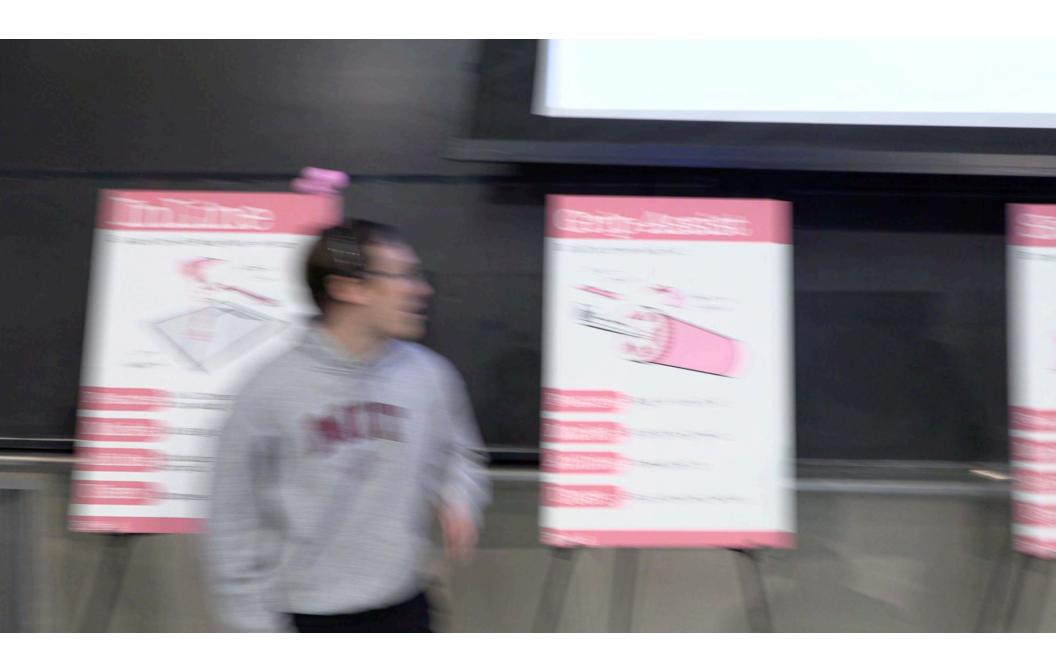


have a clear ending

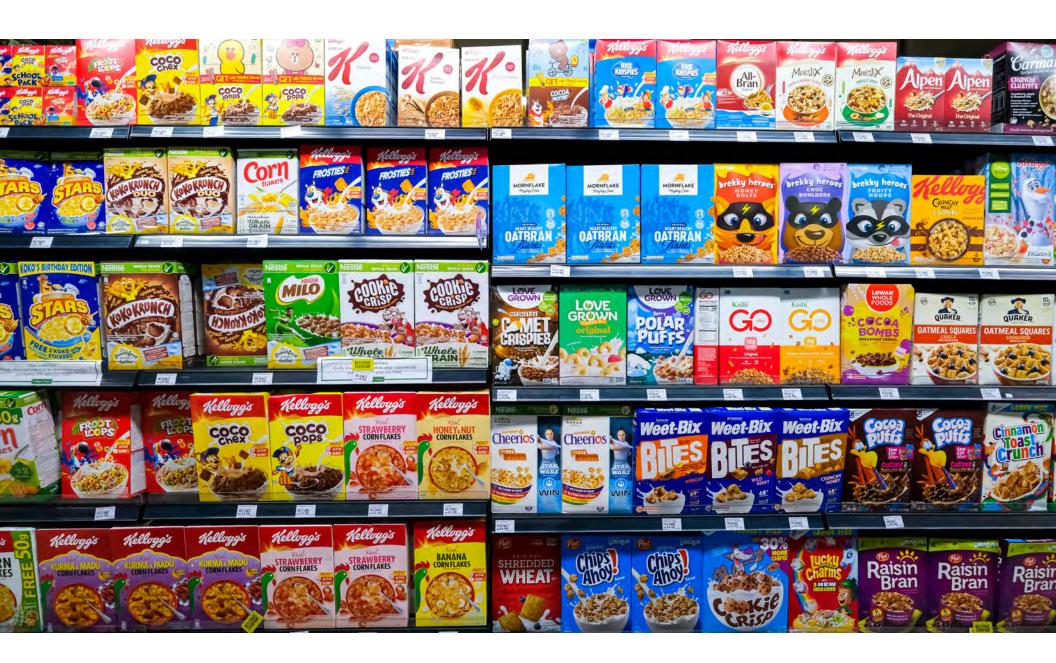


introduce yourself body language look at the audience engage the poster tell a story be conversational have a clear ending













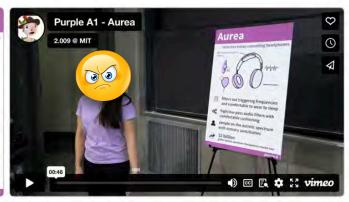
## feedback!

2.009 Home Project Ideas Presentation Purple A

#### **Purple A Ideas Presentations**

#### Aurea





#### Purple A Appendix (.pdf)

#### Idea Feedback

While this idea may not align with your new sub-theme, I like the idea and I can imagine this sort of product improving the lives of individuals with ASD. I couldn't help but think about the new generation of digital hearing aids and how these have become cost effective. It's my understanding that these hearing aids can be tuned to amplify certain frequencies while ignoring others. Could this technology be modified to help? Also, even the in ear type noise cancelling headphones are pretty good at suppressing many frequencies. Like the hearing aids, these now use digital signal processing and ought to be tunable for cancelling all but the low end of the spectrum. While the over the ear headphones seem to be most effective, the in-ear styles might be made effective enough while also being less intrusive and easier to wear during normal daily activities.

#### Presentation Feedback

Very clear poster -- easy to read, and tells the story well. in general, I think most presentations could benefit from more refined estimates of the particular addressable markets that are described.



feedback!

conflicting?

unfair?

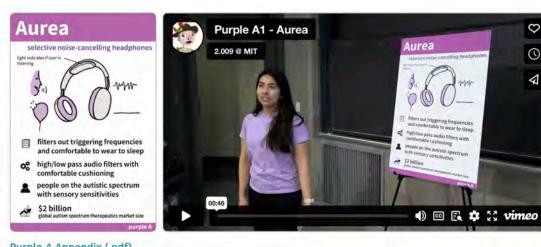
data driven

good job!

least useful feedback?



## feedback received



#### Purple A Appendix (.pdf)

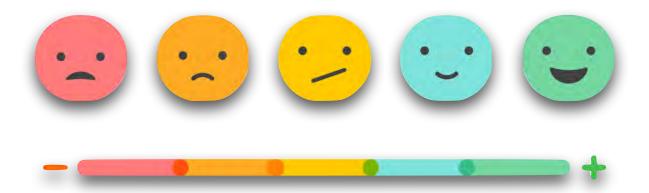
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#### Presentation Feedback

Very clear poster -- easy to read, and tells the story well. In general, I think most presentations could benefit from more refined estimates of the particular addressable markets that

## feedback to be given



Product Engineering Processes Please review the detailed instructions before completing this form. o o Mildy 🗓 Do More Do Less Keep Doing Allocated 0 / 2000 points Bonus: Wildy 👩 Do More Do Less Keep Doing

Bonus:

Allocated 0 / 2000 points

Submit my peer review!

Product Engineering Processes

o <mark>More</mark>	Do Less	Keep Doing	
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		Keep Doing	

Product Engineering Processes

o More	Do Less	Keep Doing	
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		Keep Doing	

Submit my peer review!

Product Engineering Processes

Do More	Do Less	Keep Doing	
Bonus:	Allocated 0 / 2000 points		
Wild	у 📵		
	Do Less	Keep Doing	

# 2.009 Product Engineering Processes

Please review the detailed instructions before completing this form. ofo Mildy 🗓 Do Less Keep Doing Do More Allocated 0 / 2000 points Bonus: Wildy 👩 Do More Do Less Keep Doing Bonus: Allocated 0 / 2000 points

Submit my peer review!

2.009

Product
Engineering
Processes

Do More	Do Less	Keep Doing	
Bonus: A	sllocated 0 / 2000 points		
Bonus: A	allocated 0 / 2000 points		
		Keep Doing	
Wildy		Keep Doing	

2.009
Product
Engineering
Processes

Please review the detailed instructions before completing this form. ofo Mildy 🚺 Keep Doing Do More Do Less Allocated 0 / 2000 points Saturday 5 PM Wildy 👩 Do More Do Less Keep Doing Allocated 0 / 2000 points Bonus:

Submit my peer review!

## unconscious bias

gender, race, identity, age, culture, language, institutional

















INGREDIENTS

situation

behavior

DIRECTIONS

when and where

be specific

describe clearly and objectively

focus on actions. Not personality



INGREDIENTS

situation

behavior

impact

DIRECTIONS

when and where

be specific

describe clearly and objectively

focus on actions. Not personality





# RECIPE constructive, unbiased feedback

INGREDIENTS

situation

behavior

impact

DIRECTIONS

when and where

be specific

describe clearly and objectively

focus on actions. Not personality

how were you affected?

how were others affected?

# RECIPE constructive, unbiased feedback

INGREDIENTS

situation

behavior

impact

next

DIRECTIONS

when and where

be specific

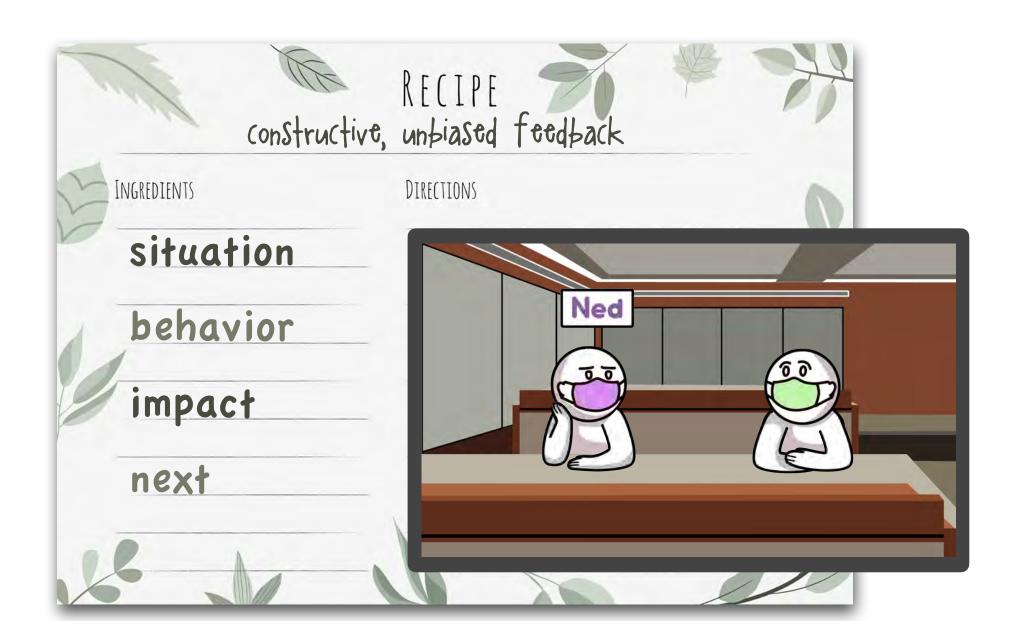
describe clearly and objectively

focus on actions. Not personality

how were you affected?

how were others affected?







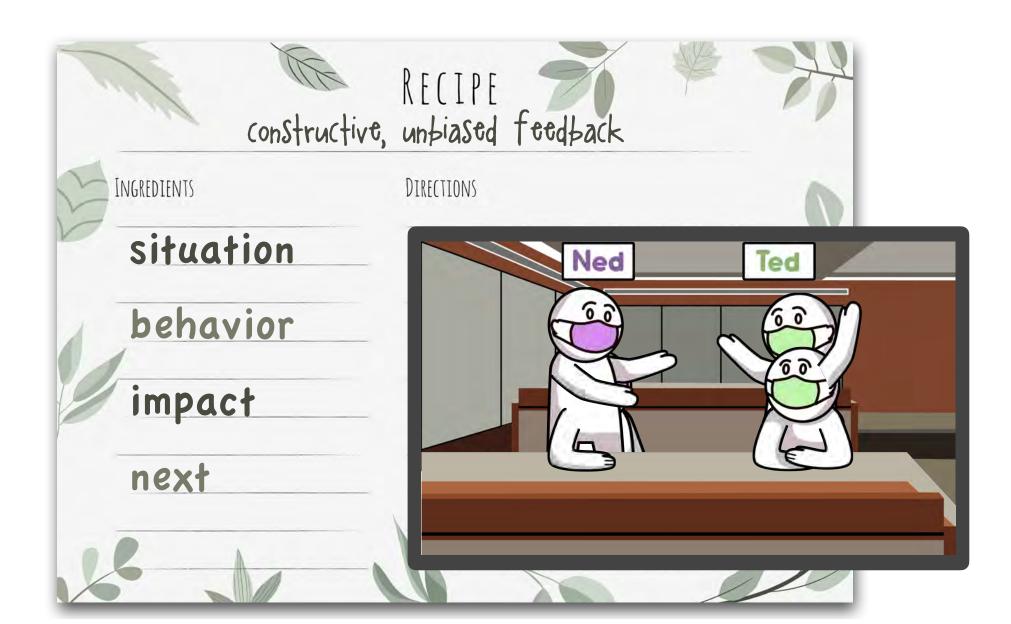
situation

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open a door to an improvement path

suggestions for a do-over

## constructive, unbiased feedback

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2.009

Product Engineering Processes



RECIPE

constructive, unbiased feedback

DIRECTIONS

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next

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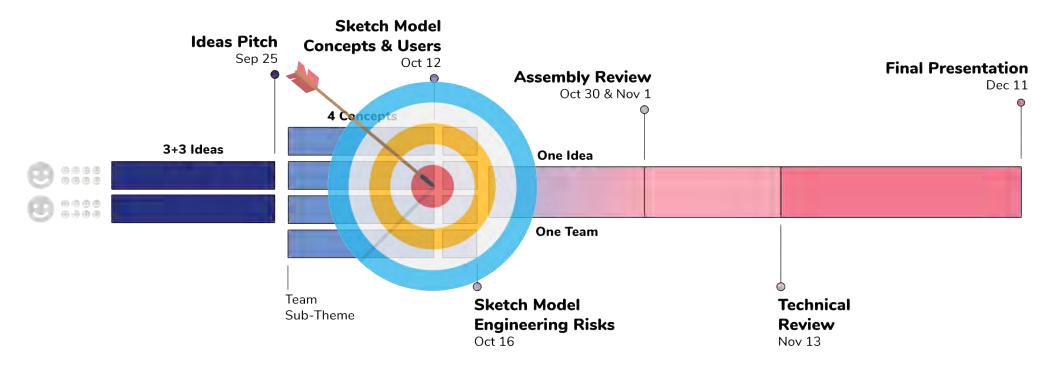
suggestions for a do-over

Do More	Do Less	Keep Doing

Bonus:

Allocated 0 / 2000 points

Submit my peer review!



Process concept generation phase

## so far, opportunity exploration

problem identification, not solution finding embodiments are symbolic representation of needs a teamwork and idea generation warmup

## so far, opportunity exploration

problem identification, not solution finding embodiments are symbolic representation of needs a teamwork and idea generation warmup



### now, sketch model phase!

a push to to reframe and continue exploring thinking a bit more about embodiment connecting to real people Karl Albrecht, 1920 - 2014

10<sup>th</sup> wealthiest person in the world (2012)



if you'mented butting? The customer you better be serving someone who is



who is the customer?



who is the customer?

#### client

The person, firm or agency that hires a designer or product design firm to develop a product. (In 2.009, ideas fair or ones found by teams)

#### user

The person(s) the product is designed for. It could be the primary user or anyone else that interacts with the product during its life cycle. The product meets their needs.

#### who is the customer?



#### client

The person, firm or agency that hires a designer or product design firm to develop a product. (In 2.009, ideas fair or ones found by teams)

#### user

The person(s) the product is designed for. It could be the primary user or anyone else that interacts with the product during its life cycle. The product meets their needs.

#### customer

The person that makes the purchase. They may be a user too!



## now, sketch model phase!

a push to to reframe and continue exploring connecting to real people thinking a bit more about embodiment

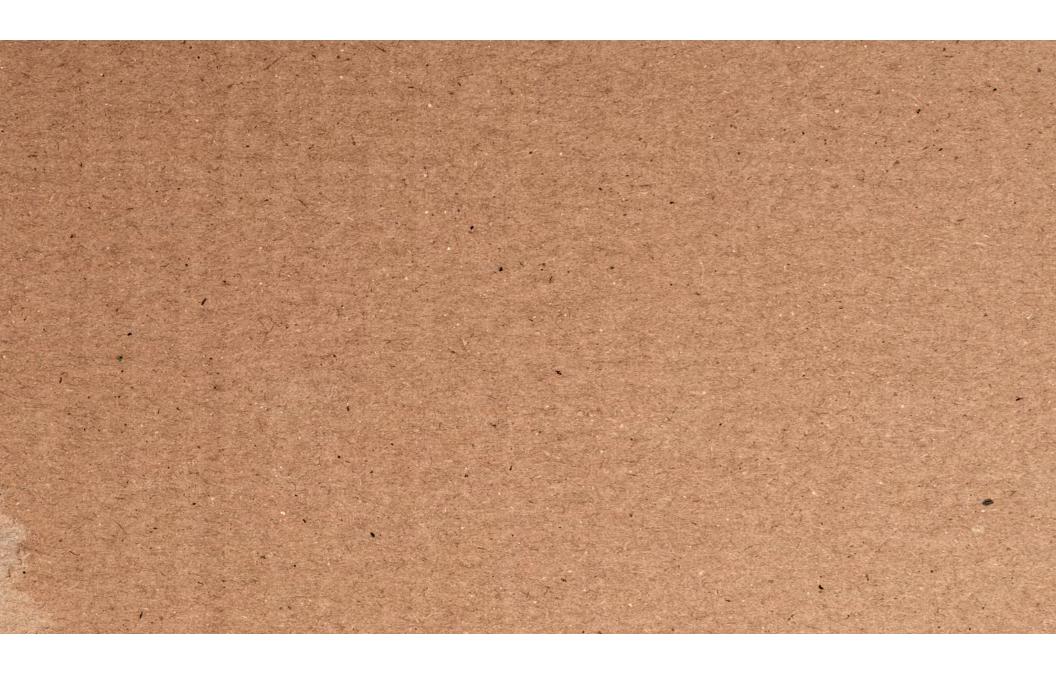
4 concepts per team some new, some old



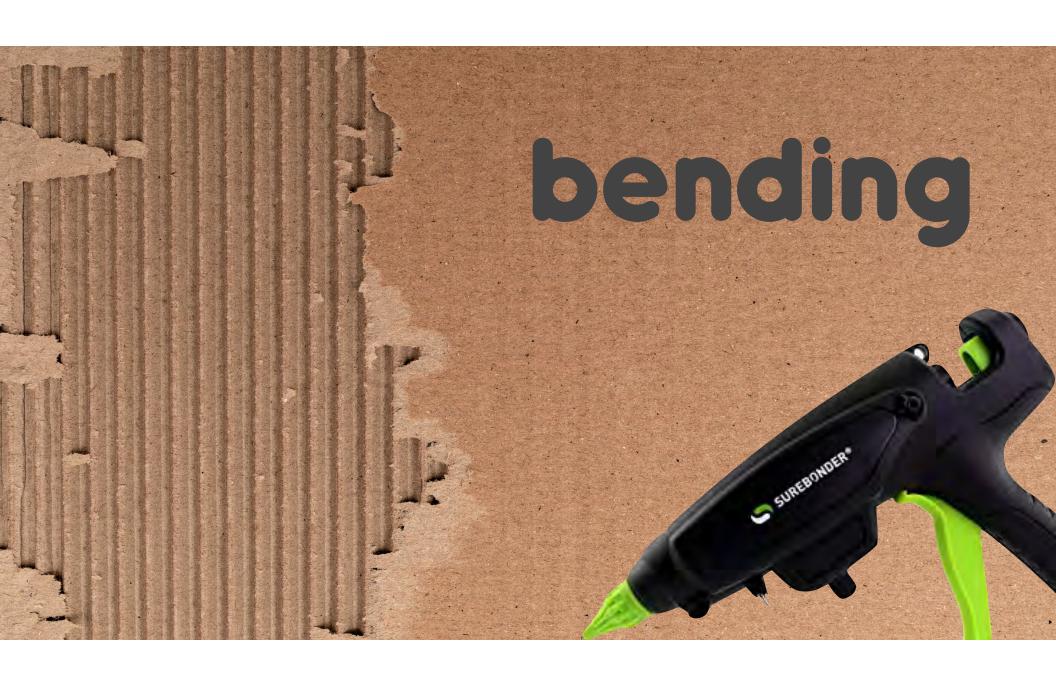








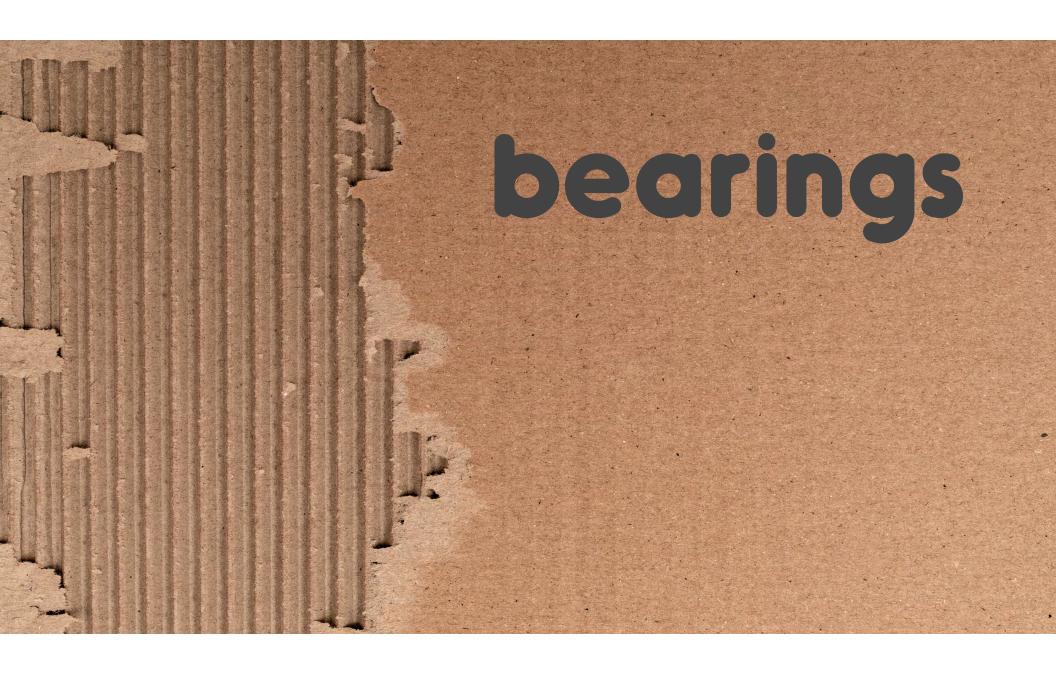




# bending allowance





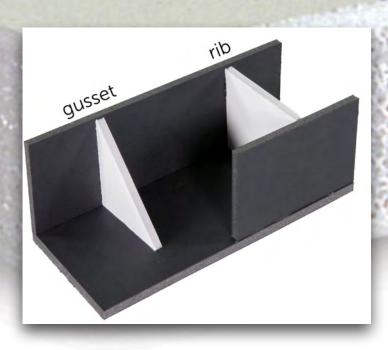


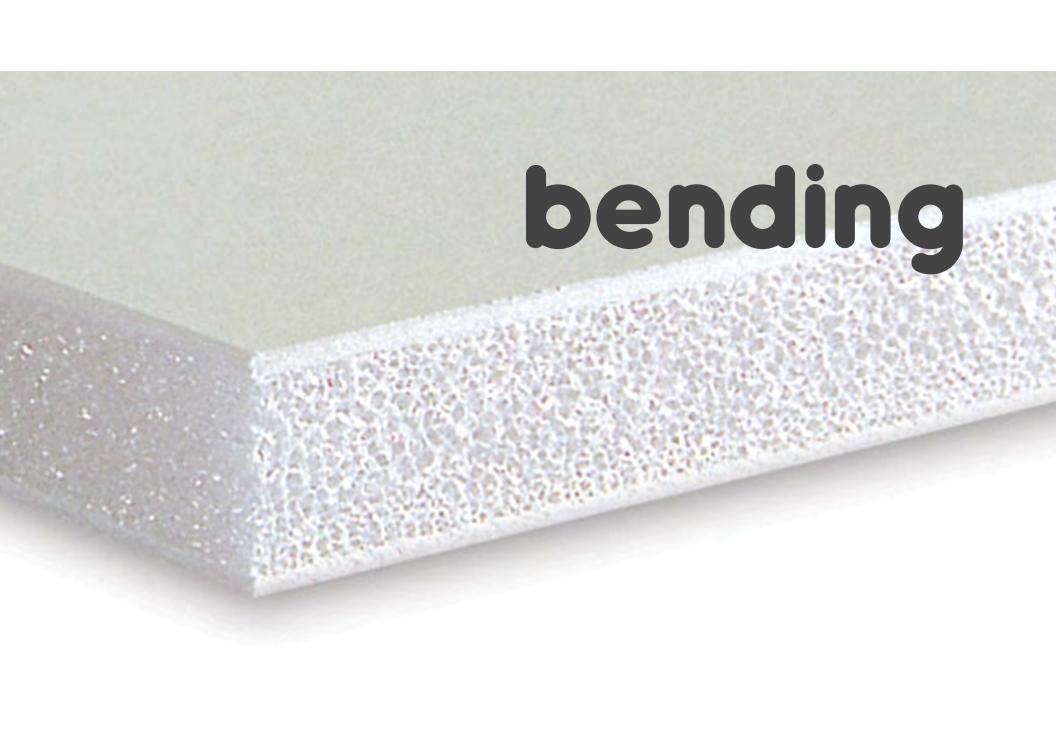


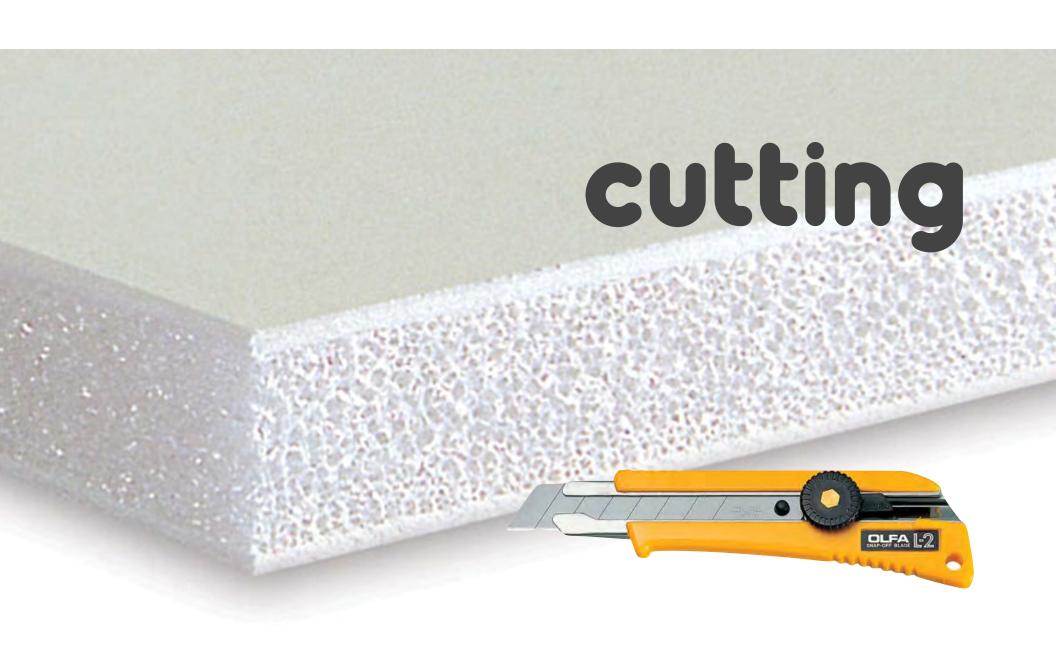


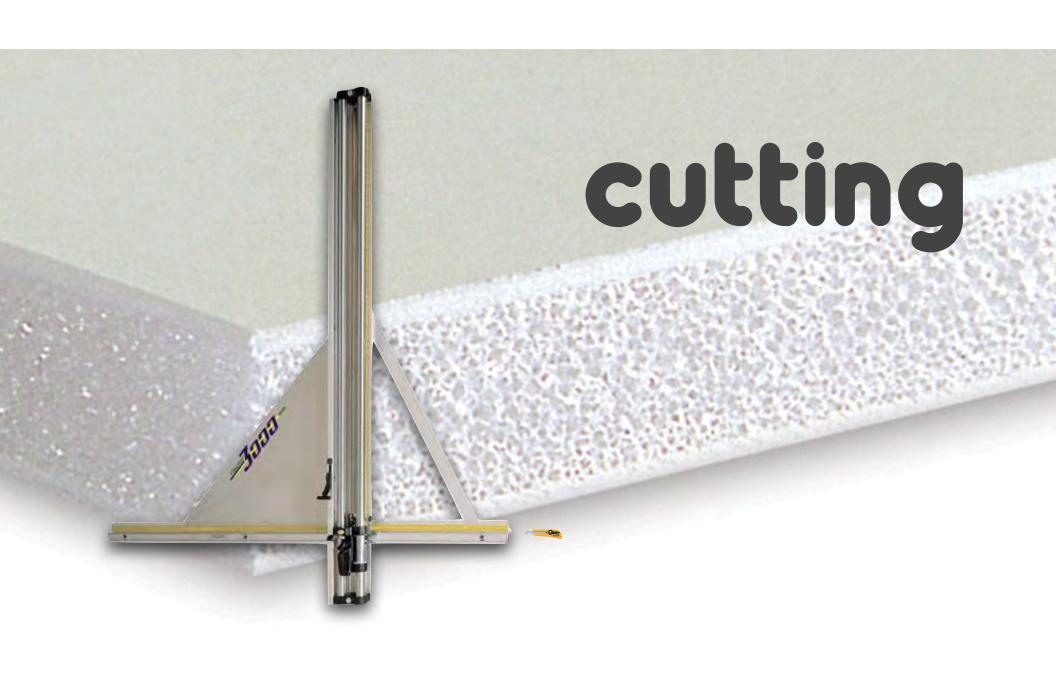


## bending

















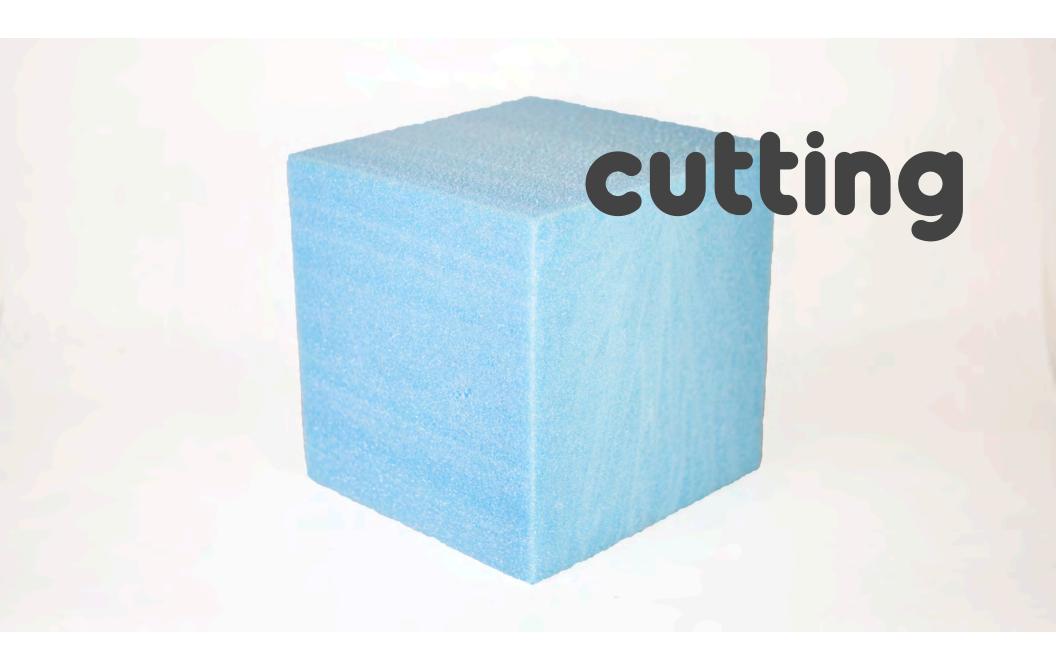
# box layout

## bending



### foam core





#### cutting







