Diego Rodriguez Telechea

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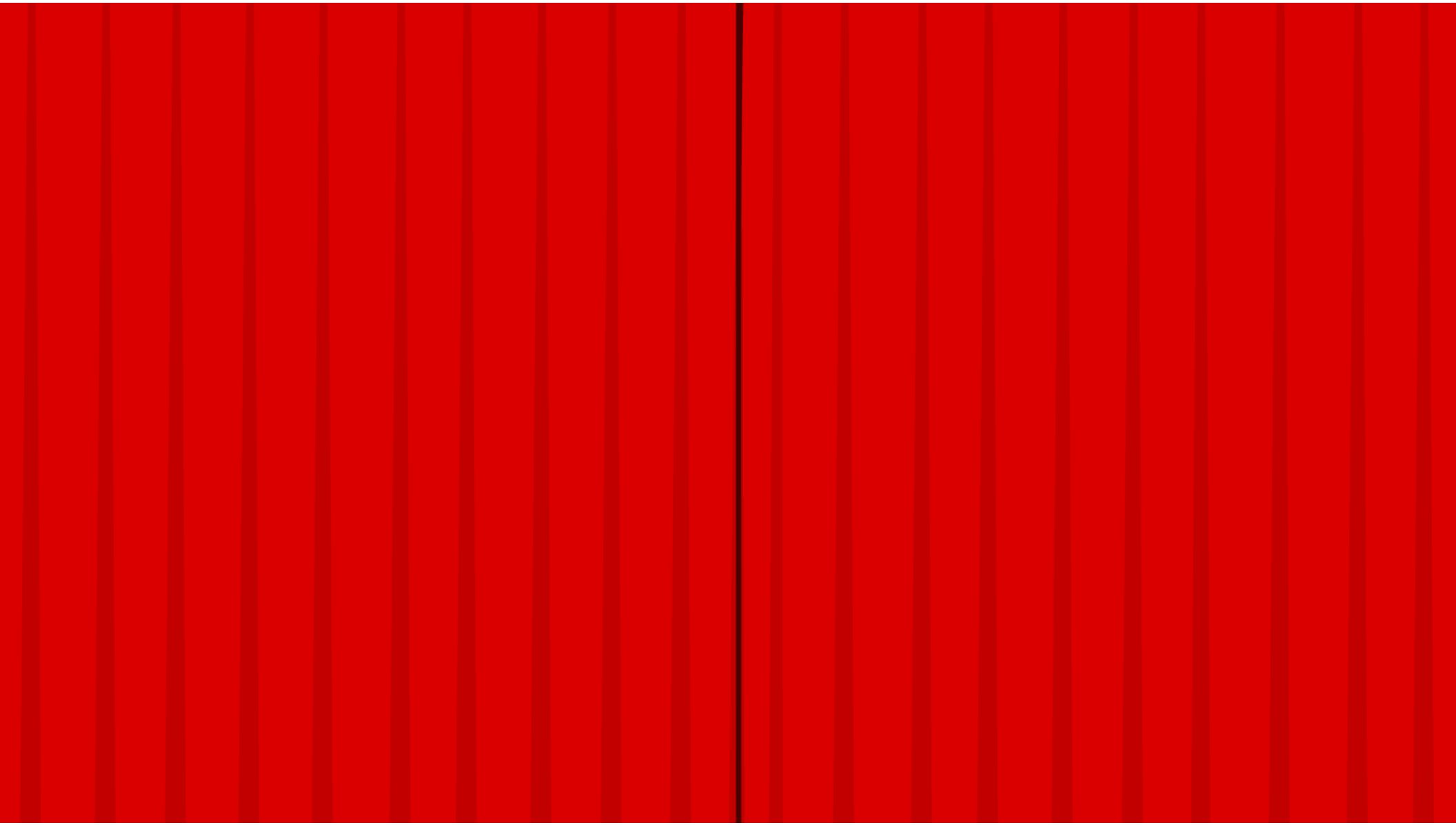

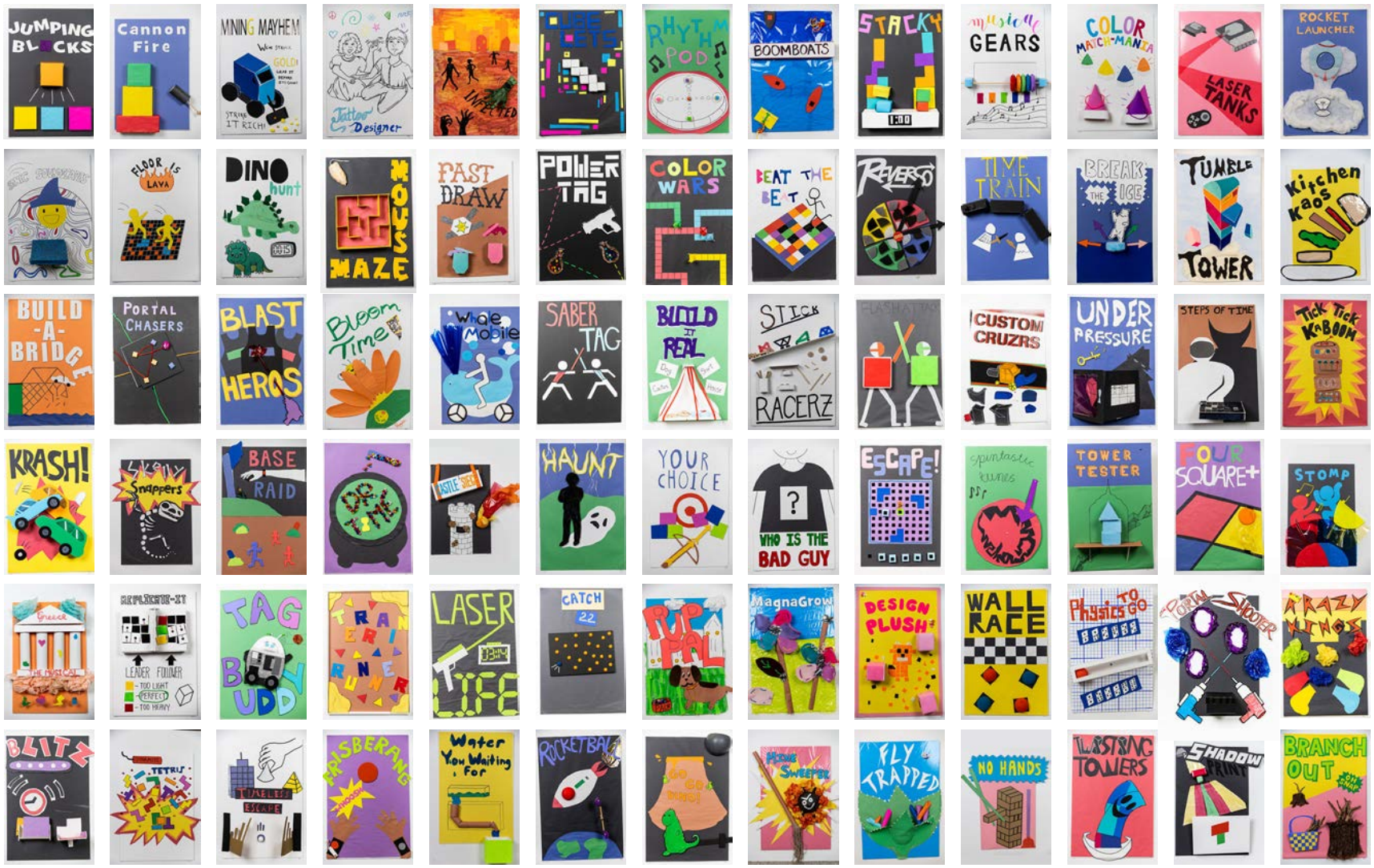
JUMPING BLOCKS
Cannon Fire
MINING MAYHEM
Jattoo Designer
INFECTED
RHYTHM POD
BOOMBOATS
STACKY
GEARS
COLOR MATCH-MANIA
LASER TANKS
ROCKET LAUNCHER
FLOOR IS LAVA
DINO hunt
MOUSE MAZE
FAST DRAW
POWER TAG
COLOR WARS
BEAT THE BEAT
REVERSO
TIME TRAIN
BREAK THE ICE
TUMBLE TOWER
Kitchen Kaos
BUILD -A- BRIDGE
PORTAL CHASERS
BLAST HEROS
Bloom Time
Whale Mobile
SABER TAG
BUILD IT REAL
STICK RACERZ
CUSTOM CRUZRS
UNDER PRESSURE
STEPS OF TIME
Tick Tick KaBOOM
KRASH!
Snappers
BASE RAID
HAUNT
YOUR CHOICE
WHO IS THE BAD GUY
ESCAPE!
TOWER TESTER
FOUR SQUARE+
STOMP
LEADER FOLLOWER
TAG BOUNDS
TRANSFER RUNNER
LASER LIFE
CATCH 22
PUP PAL
MagnaGrow
DESIGN PLUSH
WALL RACE
Physics TO GO
SHOOTER
BLITZ
TETRIS
ESCAPE
FRISBERANG
Water You Waiting For
ROCKET BALL
MINE SWEEPER
FLY TRAPPED
NO HANDS
LASTING TOWERS
SHADOW PRINT
BRANCH OUT

now
presenting
NO HANDS
WHO IS THE
BAD GUY
SABER
TAG
Cannon
Fire

COLOR
GEARS
FAST
BLITZ
hunt
TIVE
TRAIN

ROCKE
LAUNCH
GO GO
DINO!

BASE
Snappers
Designer

YOUR
CHOICE
BAD
Cactus

STICK
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POWER TAG
MagnaGrow
CATCH
22

POWER TAG
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CATCH
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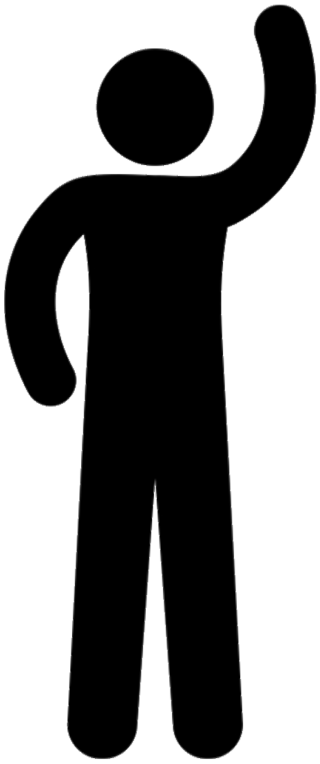
PORTAL
CHASERS



Toy Pitch Presentation
March 10
3 ideas per team

Sketch Model Presentation
April 16-17
2 concepts, 4 models

Design Review
May 2-4
1 concept, 2 models

Final PLAYsentations
May 15
1 final prototype

CHICAGO
Team
Sloth

February

Su	Mo	Tu	We	Th	Fr	Sa
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March

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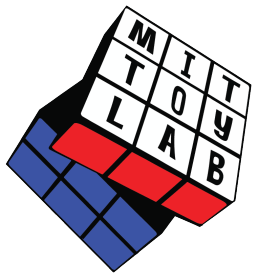

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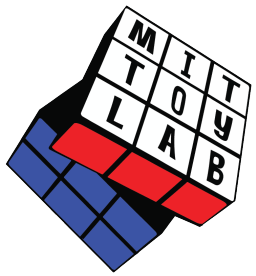

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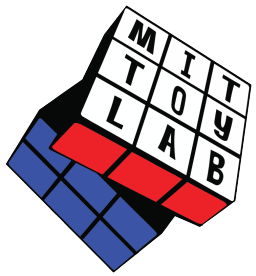

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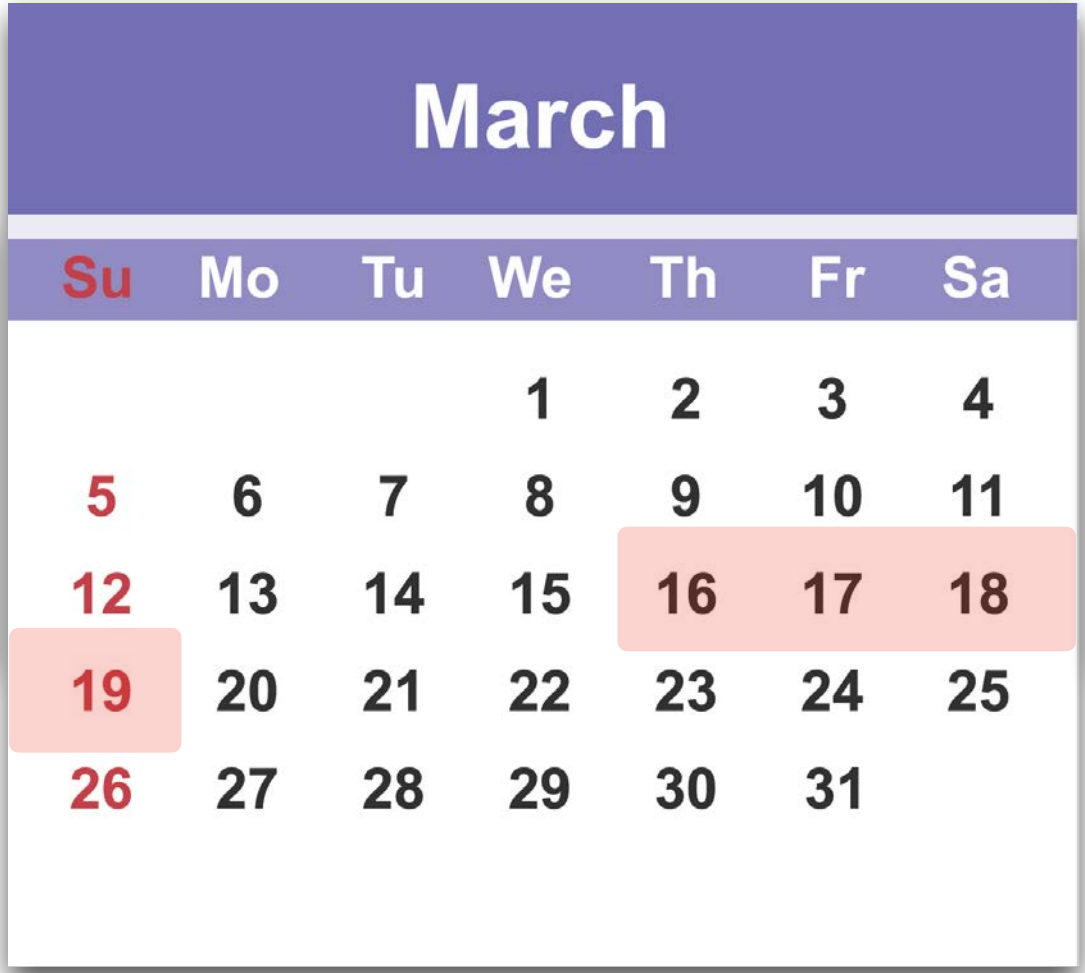
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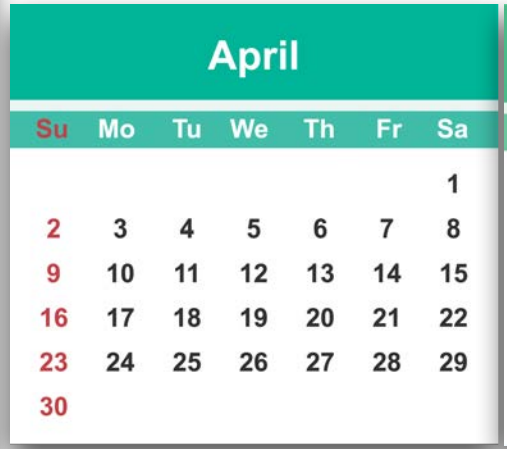
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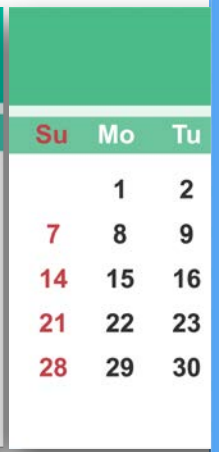
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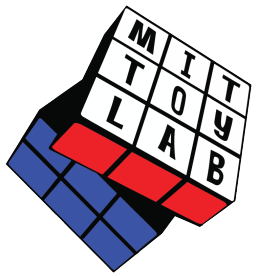

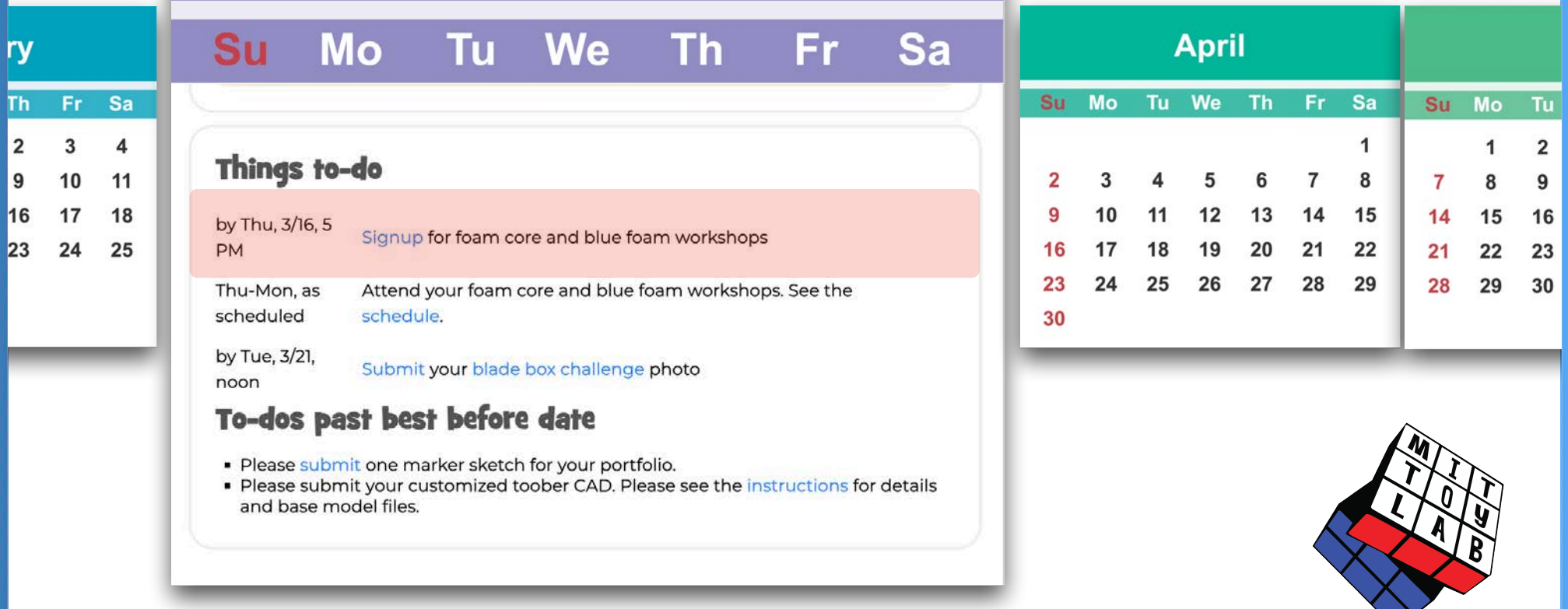

March

Su Mo Tu We Th Fr Sa

Things to-do

by Thu, 3/16, 5 PM	Signup for foam core and blue foam workshops
Thu-Mon, as scheduled	Attend your foam core and blue foam workshops. See the schedule.
by Tue, 3/21, noon	Submit your blade box challenge photo

To-dos past best before date

- Please submit one marker sketch for your portfolio.
- Please submit your customized toober CAD. Please see the instructions for details and base model files.

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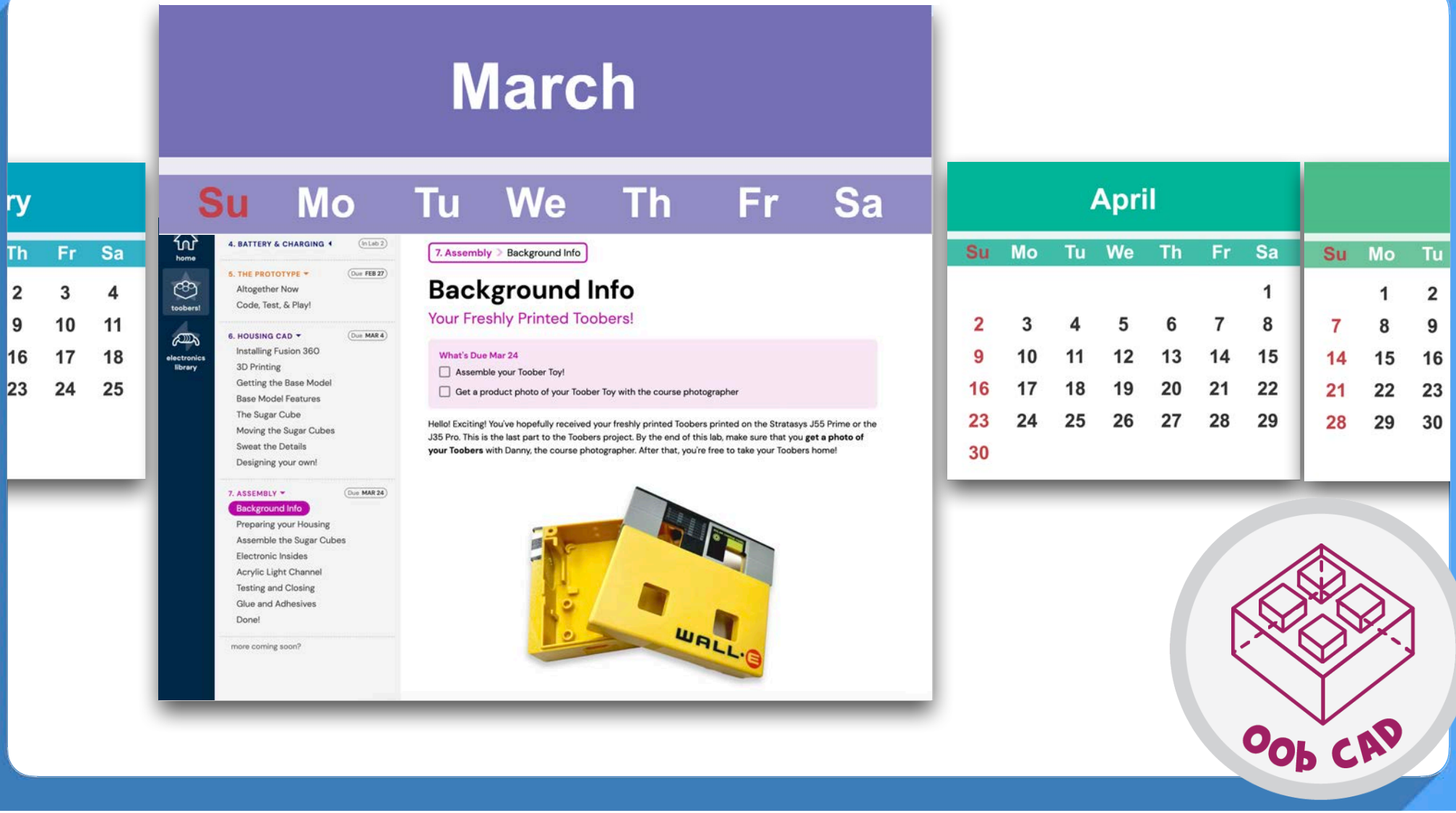
March
Su Mo Tu We Th Fr Sa
home
toobers!
electronics library
4. BATTERY & CHARGING
In Lab 2
5. THE PROTOTYPE
Due FEB 27
Altogether Now
Code, Test, & Play!
6. HOUSING CAD
Due MAR 4
Installing Fusion 360
3D Printing
Getting the Base Model
Base Model Features
The Sugar Cube
Moving the Sugar Cubes
Sweat the Details
Designing your own!
7. ASSEMBLY
Due MAR 24
Background Info
Preparing your Housing
Assemble the Sugar Cubes
Electronic Insides
Acrylic Light Channel
Testing and Closing
Glue and Adhesives
Done!
more coming soon?
7. Assembly > Background Info
Background Info
Your Freshly Printed Toobers!
What's Due Mar 24
Assemble your Toober Toy!
Get a product photo of your Toober Toy with the course photographer
Hello! Exciting! You've hopefully received your freshly printed Toobers printed on the Stratasys J55 Prime or the J35 Pro. This is the last part to the Toobers project. By the end of this lab, make sure that you get a photo of your Toobers with Danny, the course photographer. After that, you're free to take your Toobers home!
WALL·E
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March

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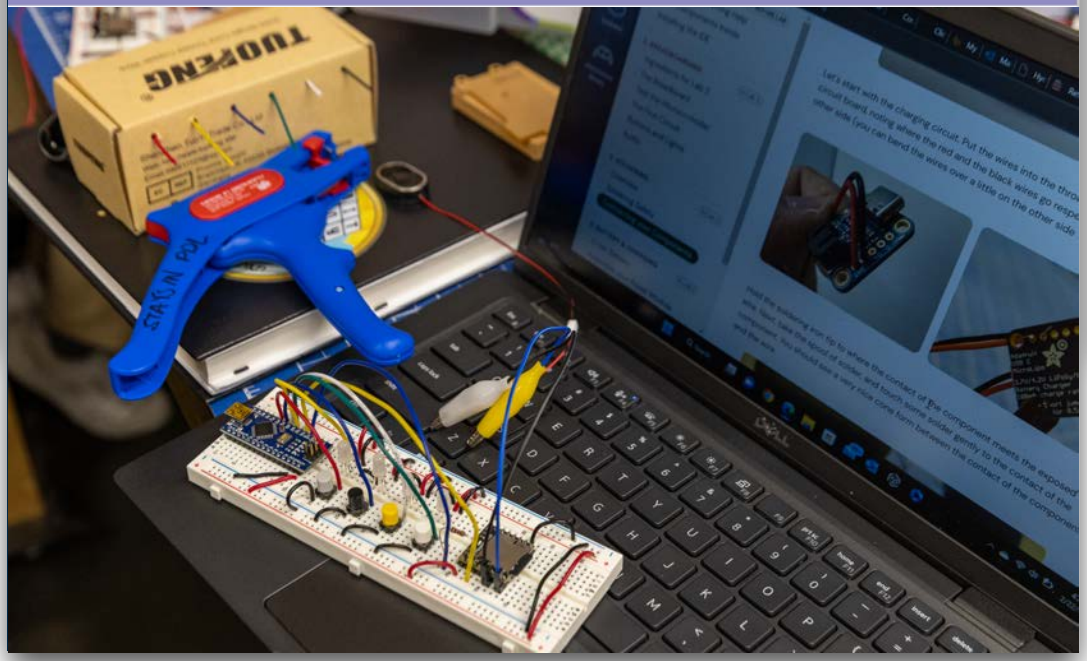

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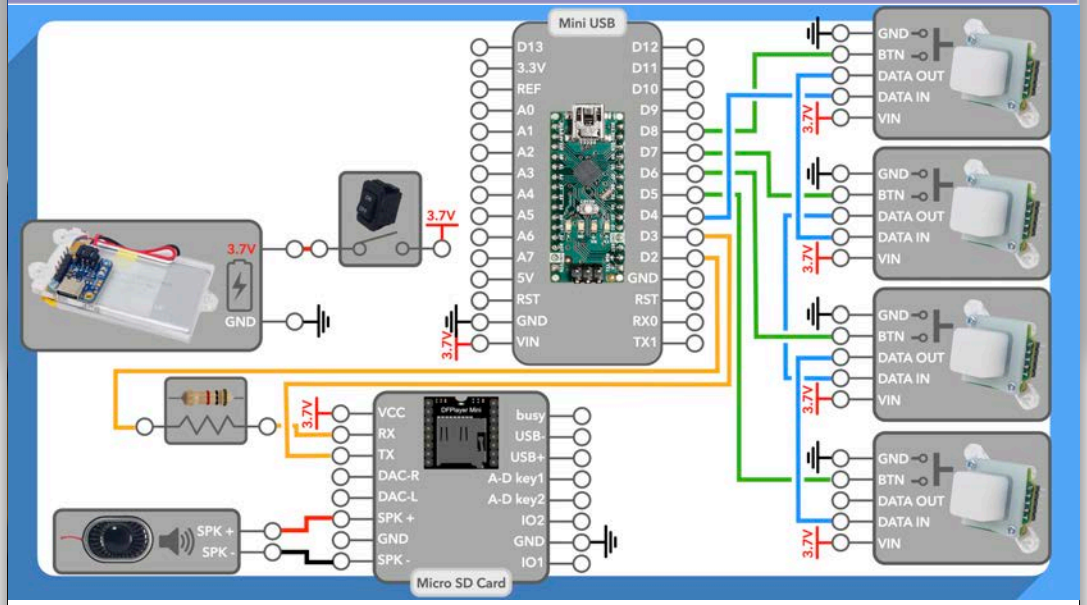

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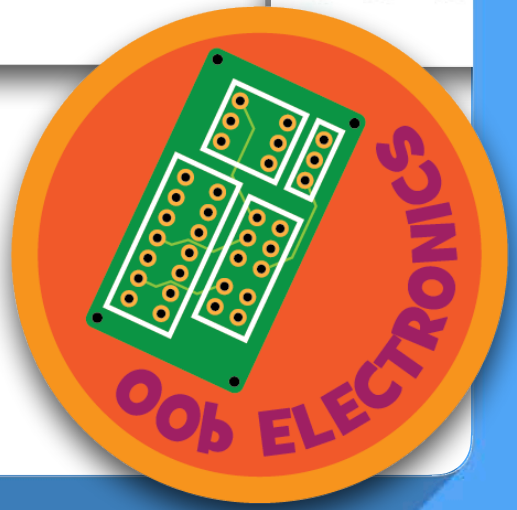
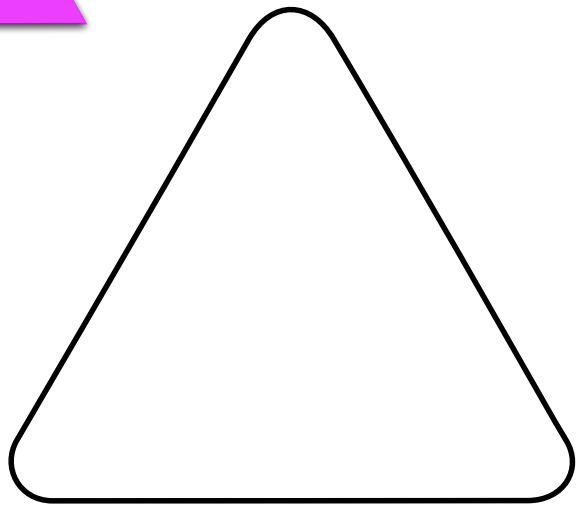


Dimensions of prototyping

3 concepts!

plays like

what is the play?
how is it implemented?

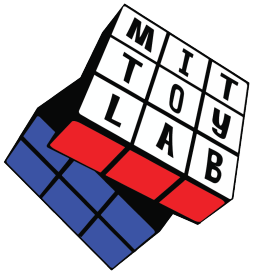


looks like

what is the form?
how does it feel?

predicts like

what are the physical principles?



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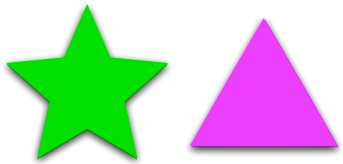
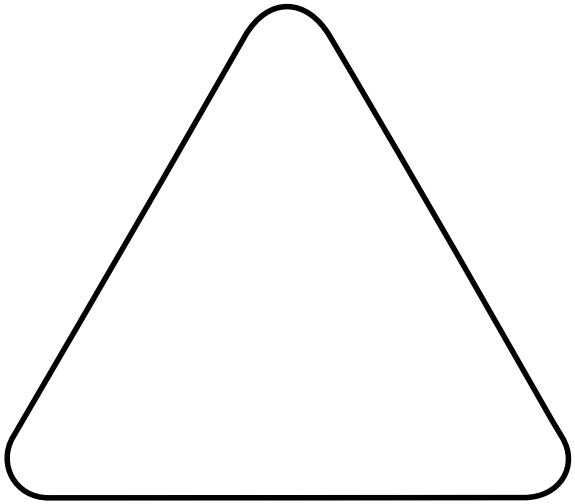


2 concepts!

plays like

what is the play?
how is it implemented?



looks like

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how does it feel?

predicts like

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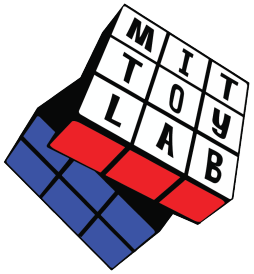
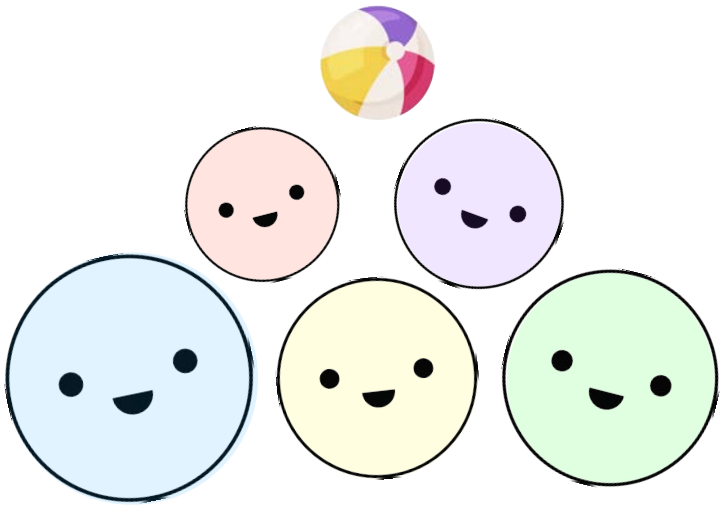


		Overall Concept: play value innovativeness theme: community	**Presentation:** both verbal & visual clarity content
Apatosaurus	Branch Out	0 1 2 3 4 5	0 1 2 3 4 5
	Shadow Print	0 1 2 3 4 5	0 1 2 3 4 5
	Twisting Towers	0 1 2 3 4 5	0 1 2 3 4 5
Cat	No Hands	0 1 2 3 4 5	0 1 2 3 4 5
	Fly Trapped	0 1 2 3 4 5	0 1 2 3 4 5
	Minesweeper	0 1 2 3 4 5	0 1 2 3 4 5
Cow	Go Go Dino	0 1 2 3 4 5	0 1 2 3 4 5
	Rocket Ball	0 1 2 3 4 5	0 1 2 3 4 5
	Wat-er You	5	0 1 2 3 4 5
Duck	Frisberang	0 1 2 3 4 5	0 1 2 3 4 5
	Timeless Escape	0 1 2 3 4 5	0 1 2 3 4 5
	Dynamite Tetris	0 1 2 3 4 5	0 1 2 3 4 5
Elephant	Blitz	0 1 2 3 4 5	0 1 2 3 4 5
	Krazy Kings	0 1 2 3 4 5	0 1 2 3 4 5
	Portal Shooter	0 1 2 3 4 5	0 1 2 3 4 5

ROCKET BALL stops time so you and your friends can play catch without dropping the ball, endlessly trying to beat your score



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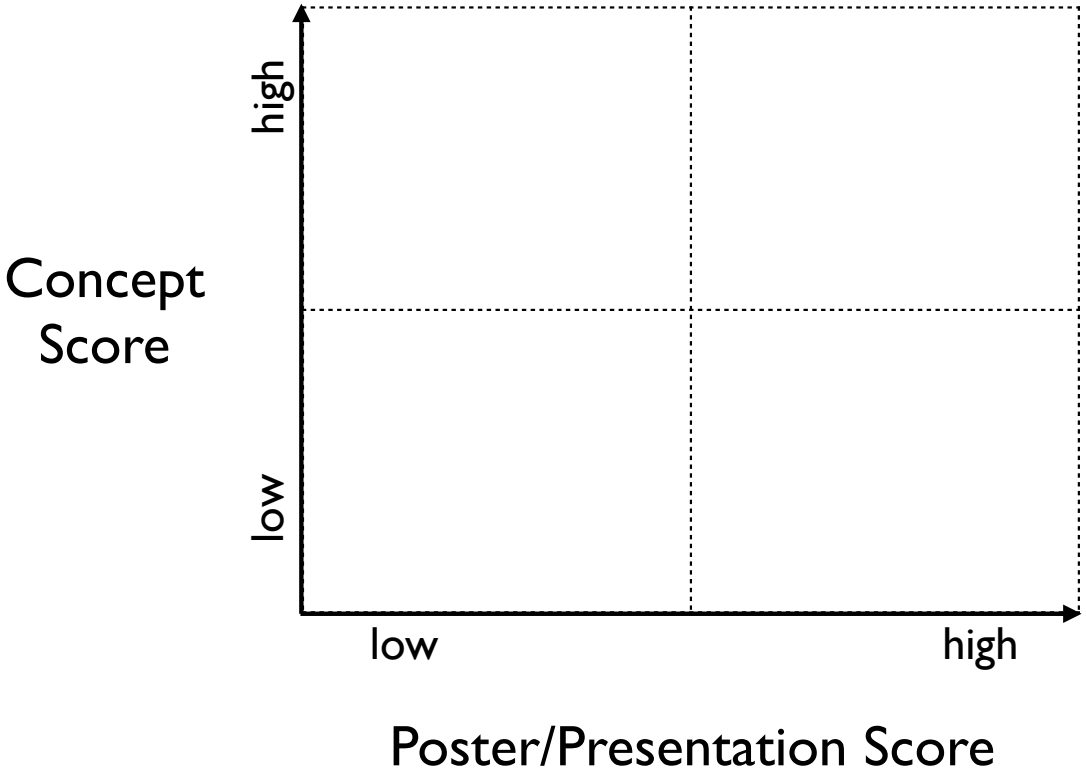
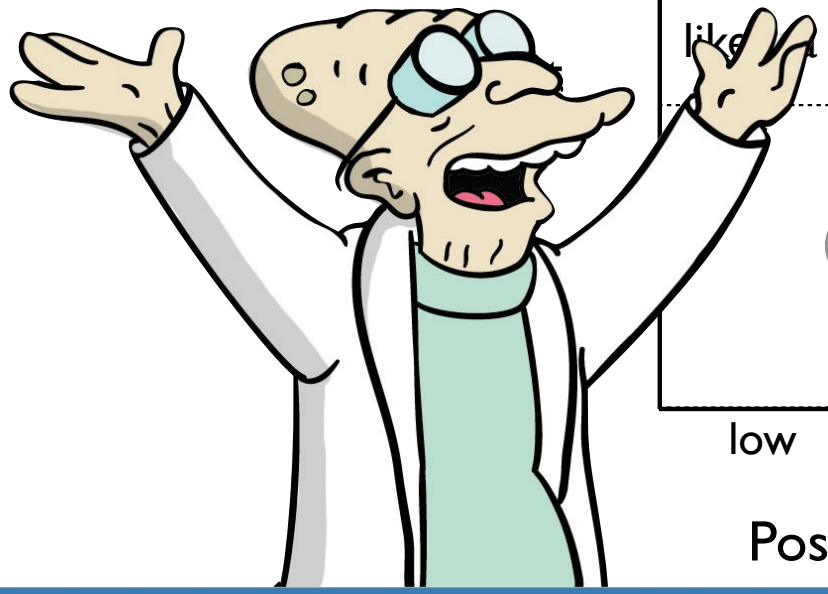
Cat	No Hands	0 1 2 3 4 5	0 1 2 3 4 5
	Fly Trapped	0 1 2 3 4 5	0 1 2 3 4 5
	Minesweeper	0 1 2 3 4 5	0 1 2 3 4 5
Cow	Go Go Dino	0 1 2 3 4 5	0 1 2 3 4 5
	Rocket Ball	0 1 2 3 4 5	0 1 2 3 4 5
	Wat-er You	5	0 1 2 3 4 5
Duck	Frisberang	0 1 2 3 4 5	0 1 2 3 4 5
	Timeless Escape	0 1 2 3 4 5	0 1 2 3 4 5
	Dynamite Tetris	0 1 2 3 4 5	0 1 2 3 4 5
Elephant	Blitz	0 1 2 3 4 5	0 1 2 3 4 5
	Krazy Kings	0 1 2 3 4 5	0 1 2 3 4 5
	Portal Shooter	0 1 2 3 4 5	0 1 2 3 4 5

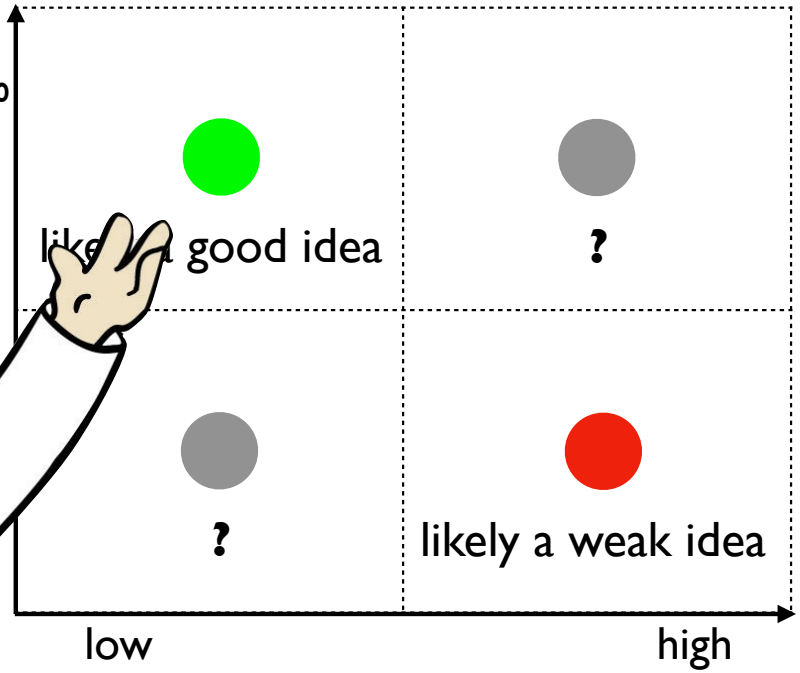
ROCKET BALL stops time so you and your friends can play catch without dropping the ball, endlessly trying to beat your score

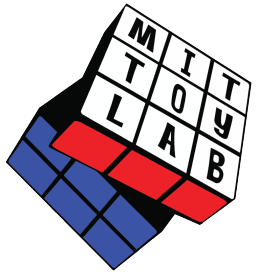
Idea goodness potential



Matrix of unknowability







Feedback Juhan

2.00b Idea Presentations (Team) Feedback Form

Reviewer: Juhan Sonin

Team: Shark

Please provide concept and presentation feedback on each of the three concepts.

Floor is Lava

Comments on concept, including play value, innovativeness and relevance to the theme "timeless"

Comments on presentation, including verbal and visual cues, clarity, and content and poster design

Museum
Visitor

EXIT

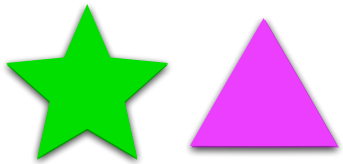
PORTAL SHOOTER

Decide!

reference should be one you best understand!

spin time	s	-	+
cost	s	-	-
ergonomics	s	s	-
coolness	s	+	++
	0	-1	+1

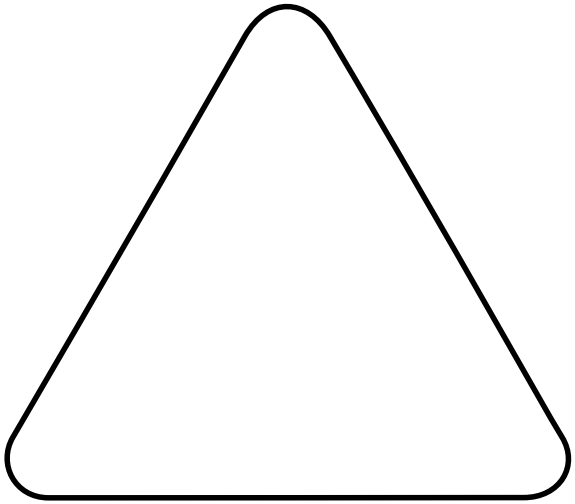
Dimensions of prototyping



2 concepts!

plays like

what is the play?
how is it implemented?

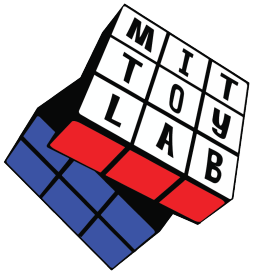


looks like

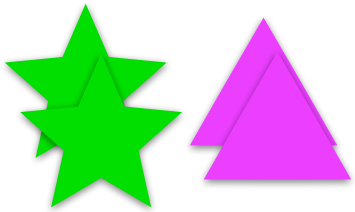
what is the form?
how does it feel?

predicts like

what are the physical principles?



Dimensions of prototyping



plays like

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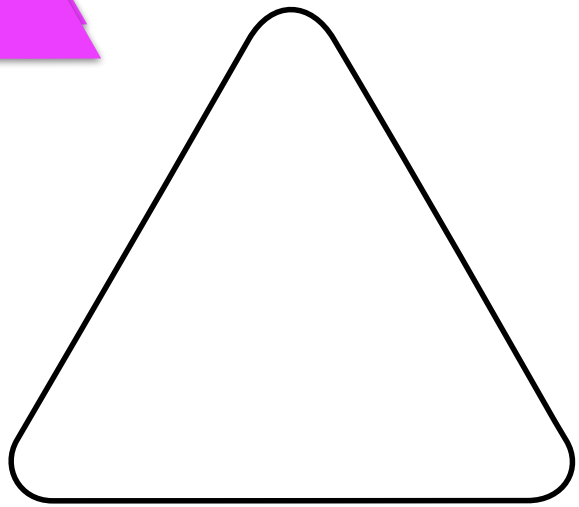
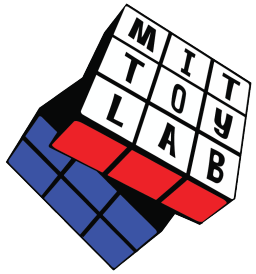


looks like

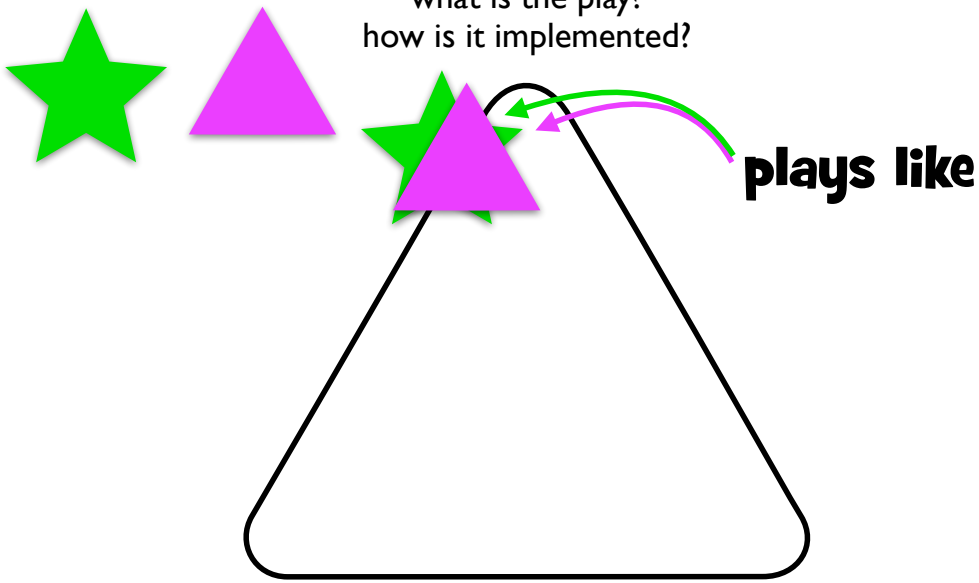
what is the form?
how does it feel?

predicts like

what are the physical principles?



Dimensions of prototyping



Dimensions of prototyping

plays like

what is the play?
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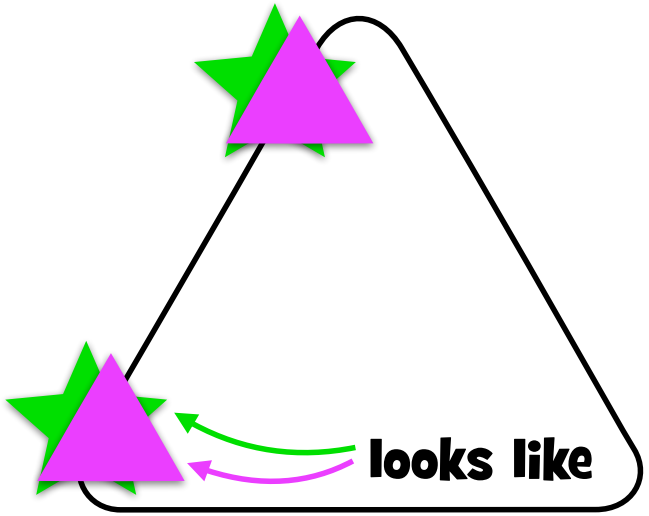

looks like

what is the form?
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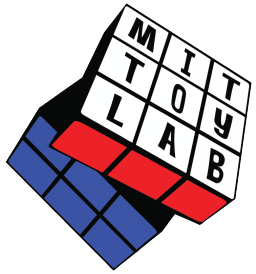
what are the physical principles?

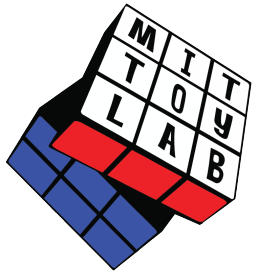


How can you waste time?

make something that **looks nice** but
doesn’t explore any questions about the concept

make something that **looks not so nice** and
also **doesn’t explore any questions** about the concept

make something that **works** and **doesn't explore any questions** about the idea’s **play value**



Which questions?

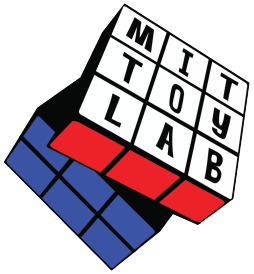
1. How does the play work?
   explore with a **plays like**

2. What is the toy vision?
   explore with a **looks like**

Possible works or plays-like questions to test with a sketch model

Possible looks-like or toy product vision questions to test with a sketch model

5

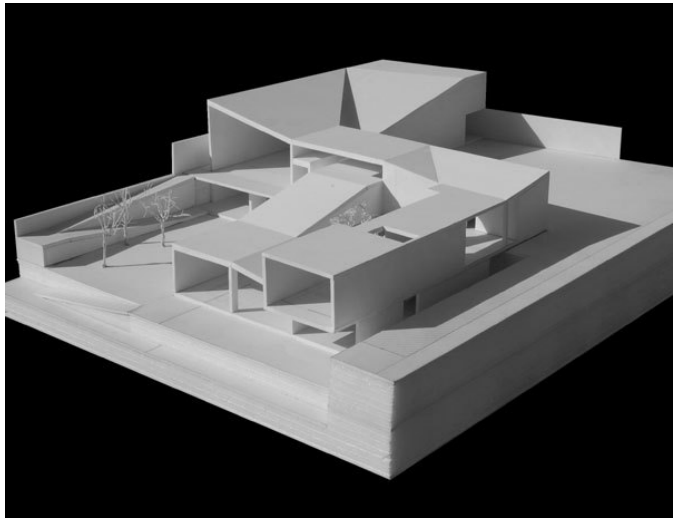


Possible works or plays-like questions to test with a sketch model

Possible looks-like or toy product vision questions to test with a sketch model

Foamcore

Foamcore



Foamcore

Holiday Inn lobby prototype

800 sheets of foamcore! (Continuum)

Cutting!

Cutting!

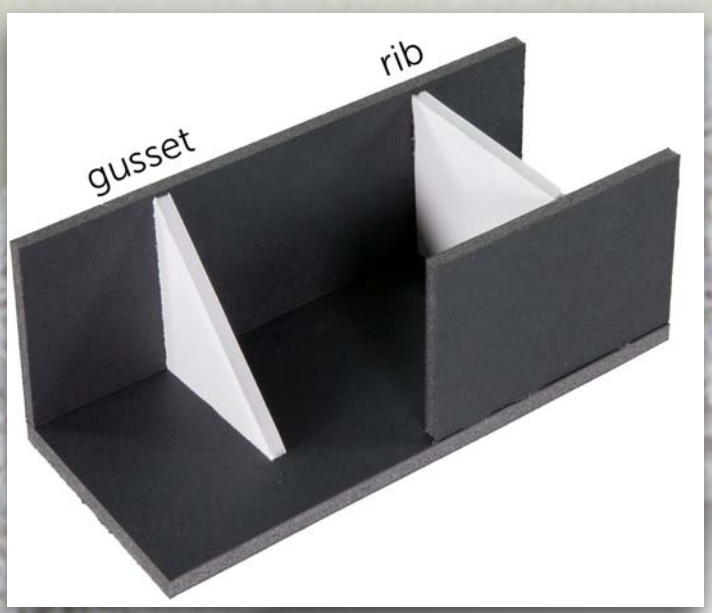
Cutting!

Cornering!

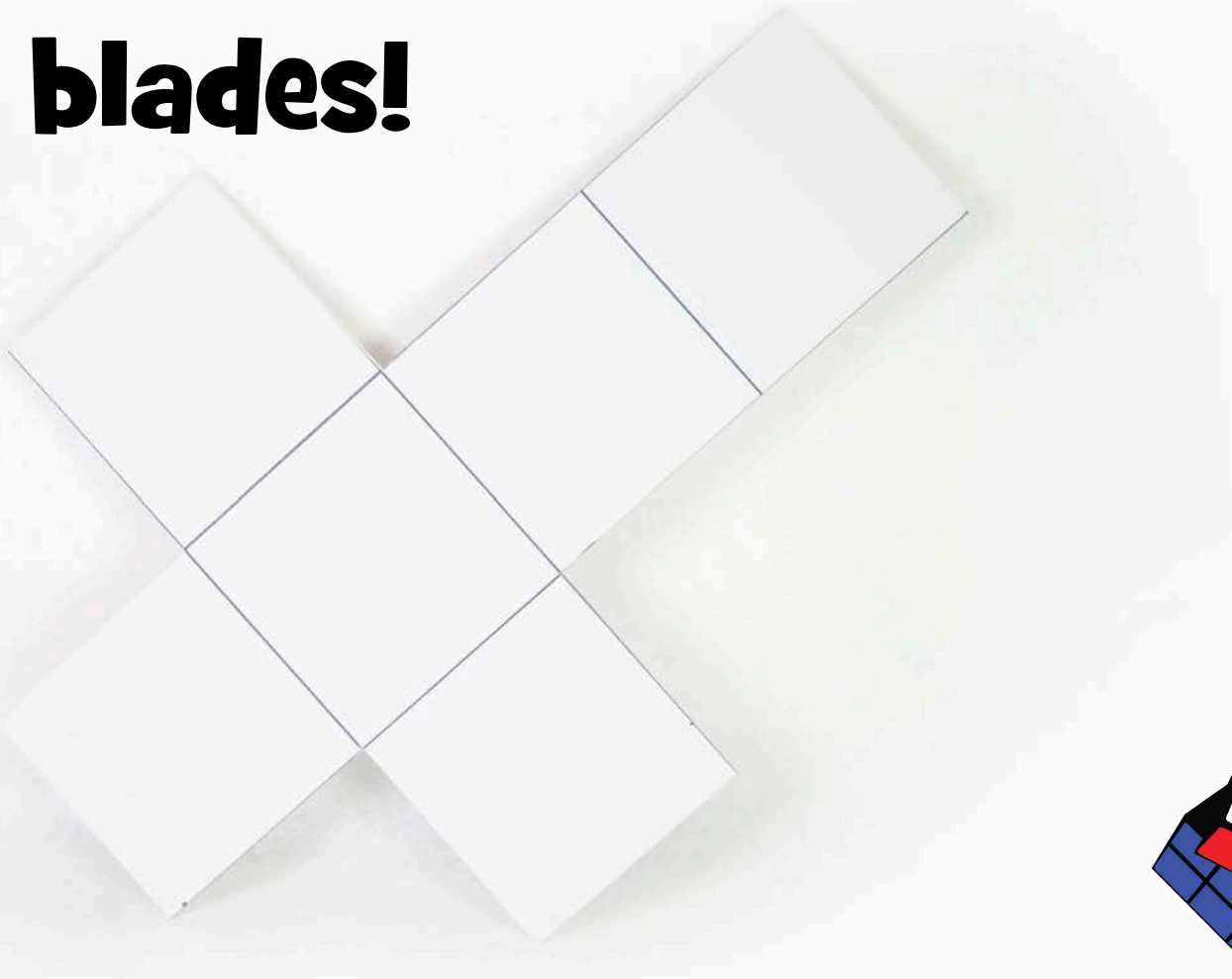
Cornering!

Joining!

Gussets and ribs!



Used blades!



blade box challenge!

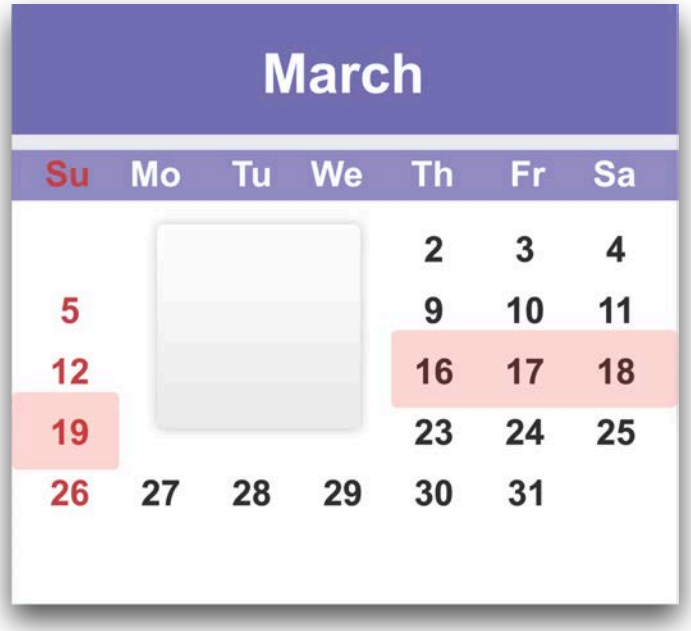
build your own foam core blade box in 1.5 hrs

1) design in your notebook

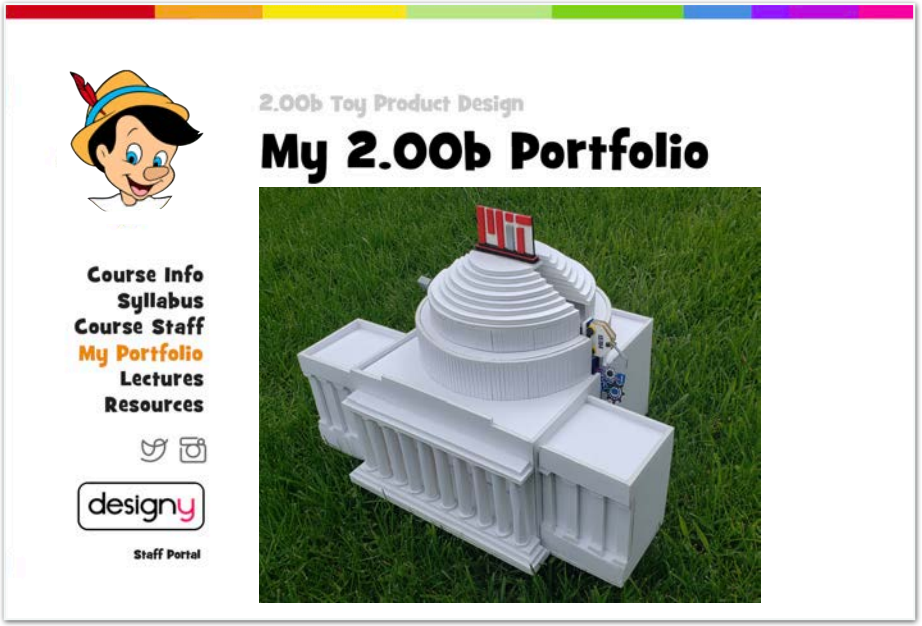
2) signup for a workshop time

3) make your design in 1.5 hrs

4) practice and have fun



Your portfolio!



5) take a photo

6) upload to your portfolio

7) get photography feedback!

Blue foam techniques

ry

Th	Fr	Sa
2	3	4
9	10	11
16	17	18
23	24	25

March

Su	Mo	Tu	We	Th	Fr	Sa
				2	3	4
5				9	10	11
12				16	17	18
19				23	24	25
26				30	31	

April

Su	Mo	Tu	We	Th	Fr	Sa
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

Su	Mo	Tu
	1	2
7	8	9
14	15	16
21	22	23
28	29	30

MIT
TOY
LAB

MIT
TOY
LAB
2.0

Diego Rodriguez Telechea