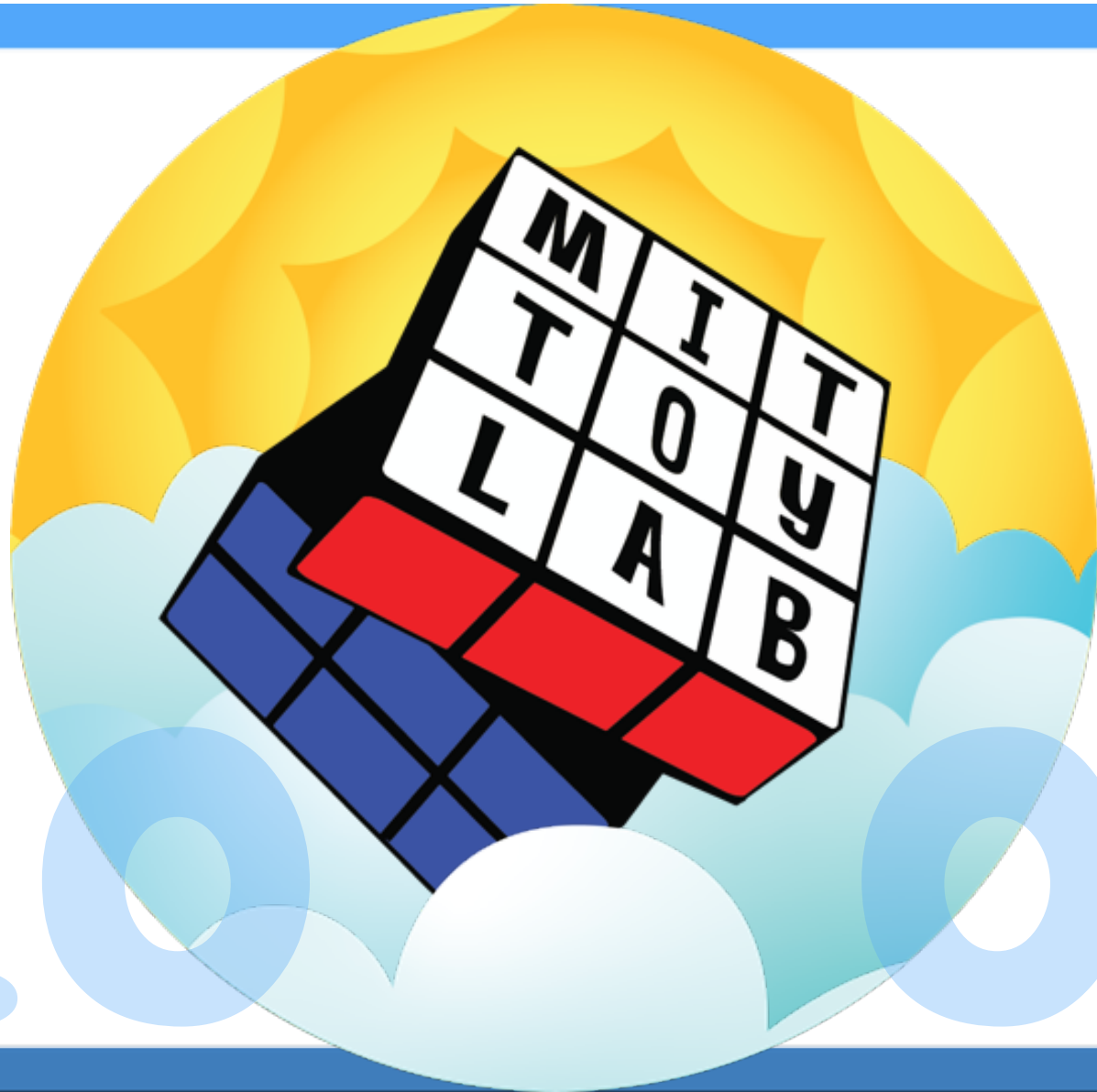


Adults can play too (or should).

Julie Lythcott-Haims
Contemporary American Educator



2.001





2.00b





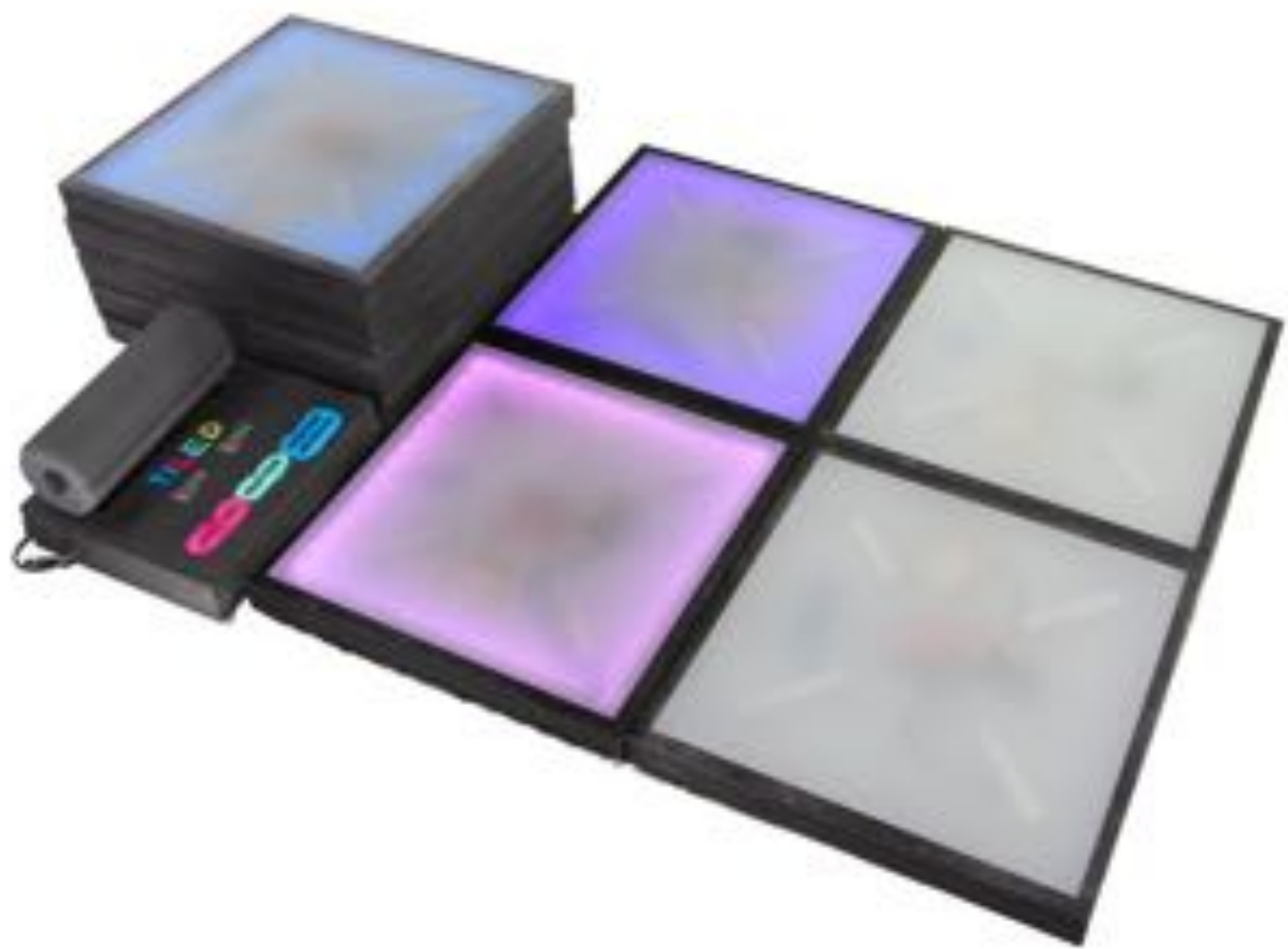






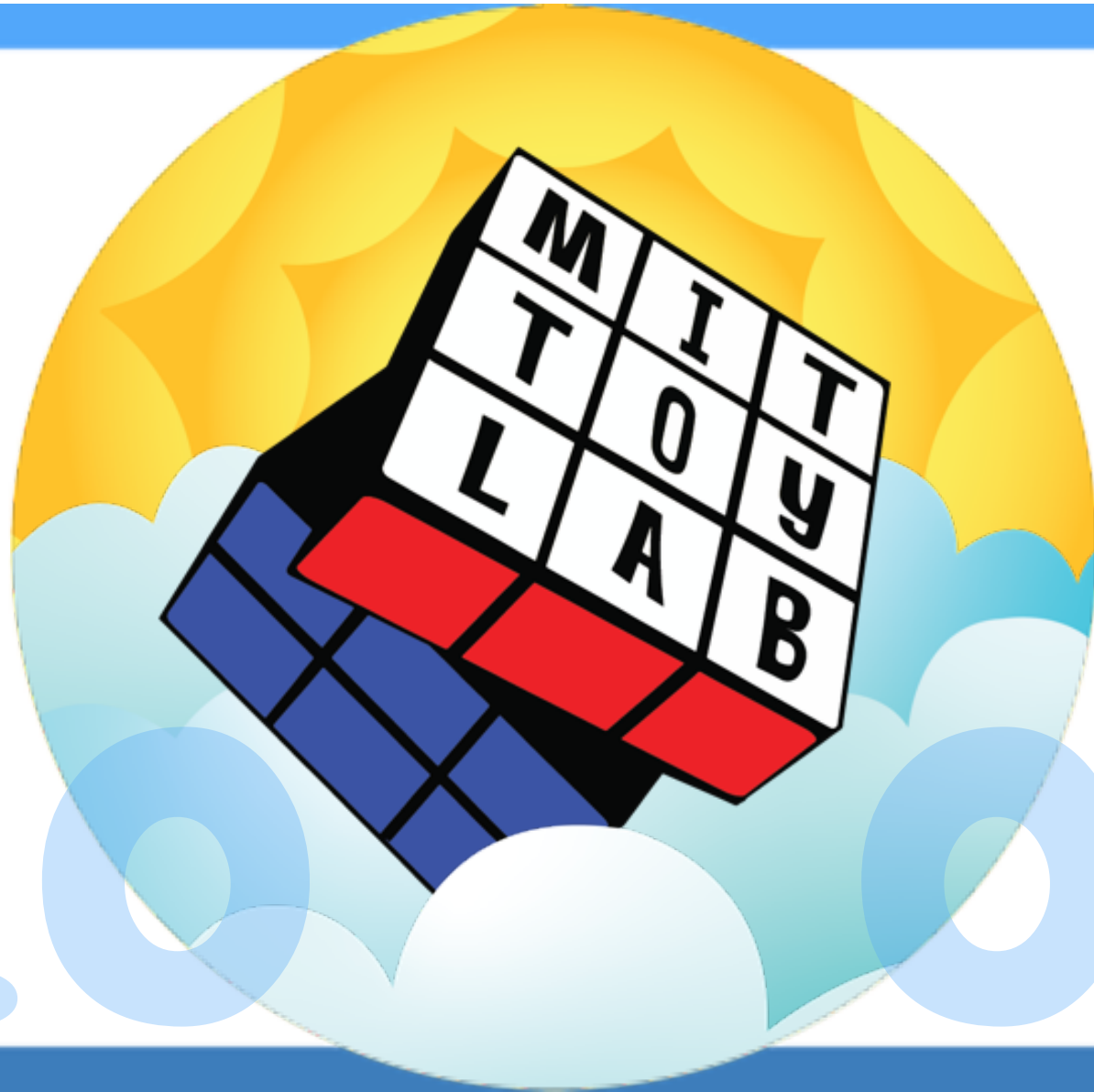


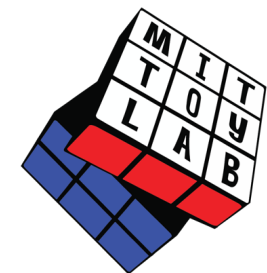














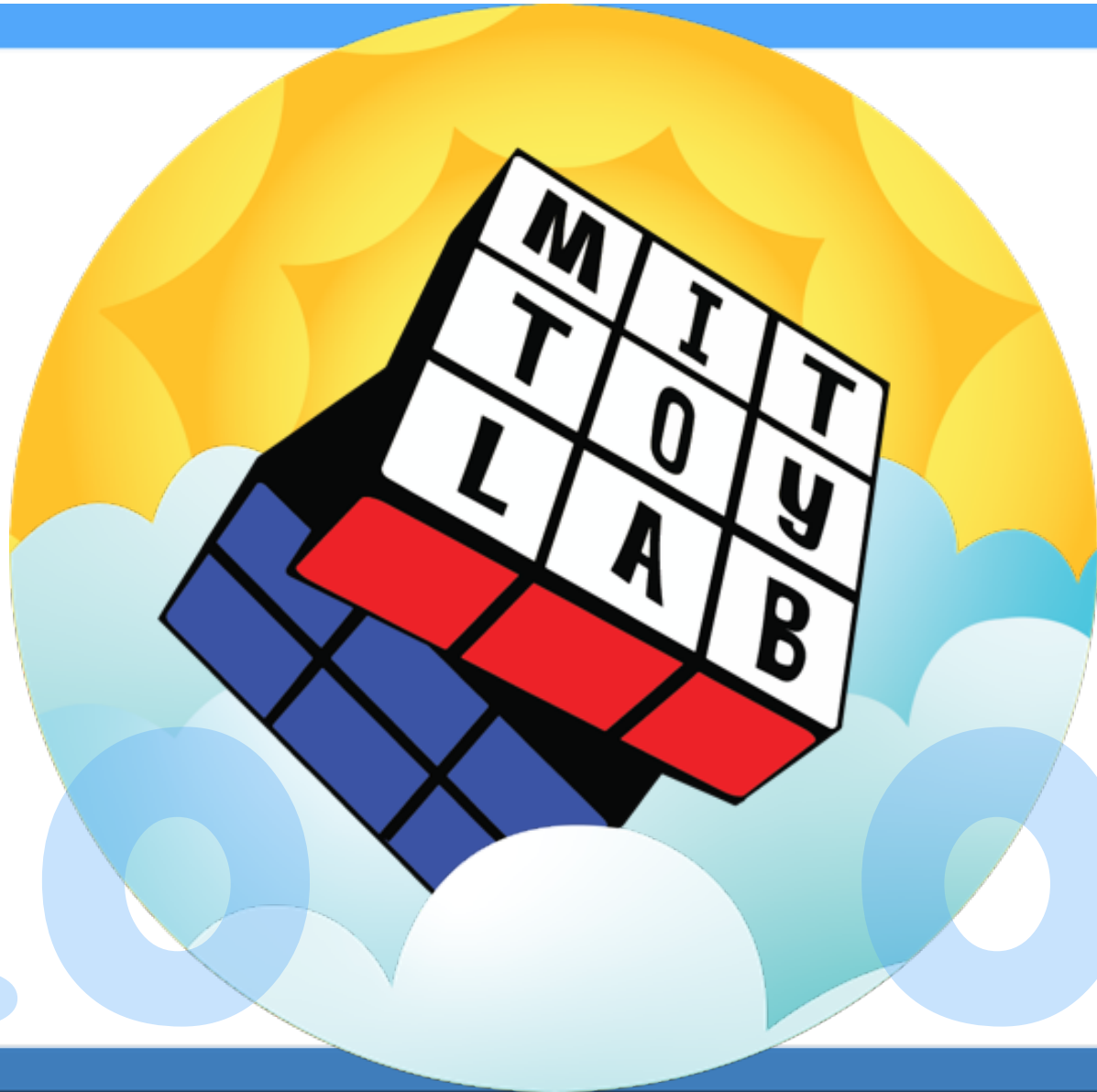
UN Convention on the Rights of the Child of 1989. Article 31

- 1. States Parties recognize the right of the child to rest and leisure, to engage in play and recreational activities appropriate to the age of the child and to participate freely in cultural life and the arts.*
- 2. States Parties shall respect and promote the right of the child to participate fully in cultural and artistic life and shall encourage the provision of appropriate and equal opportunities for cultural, artistic, recreational and leisure activity.*

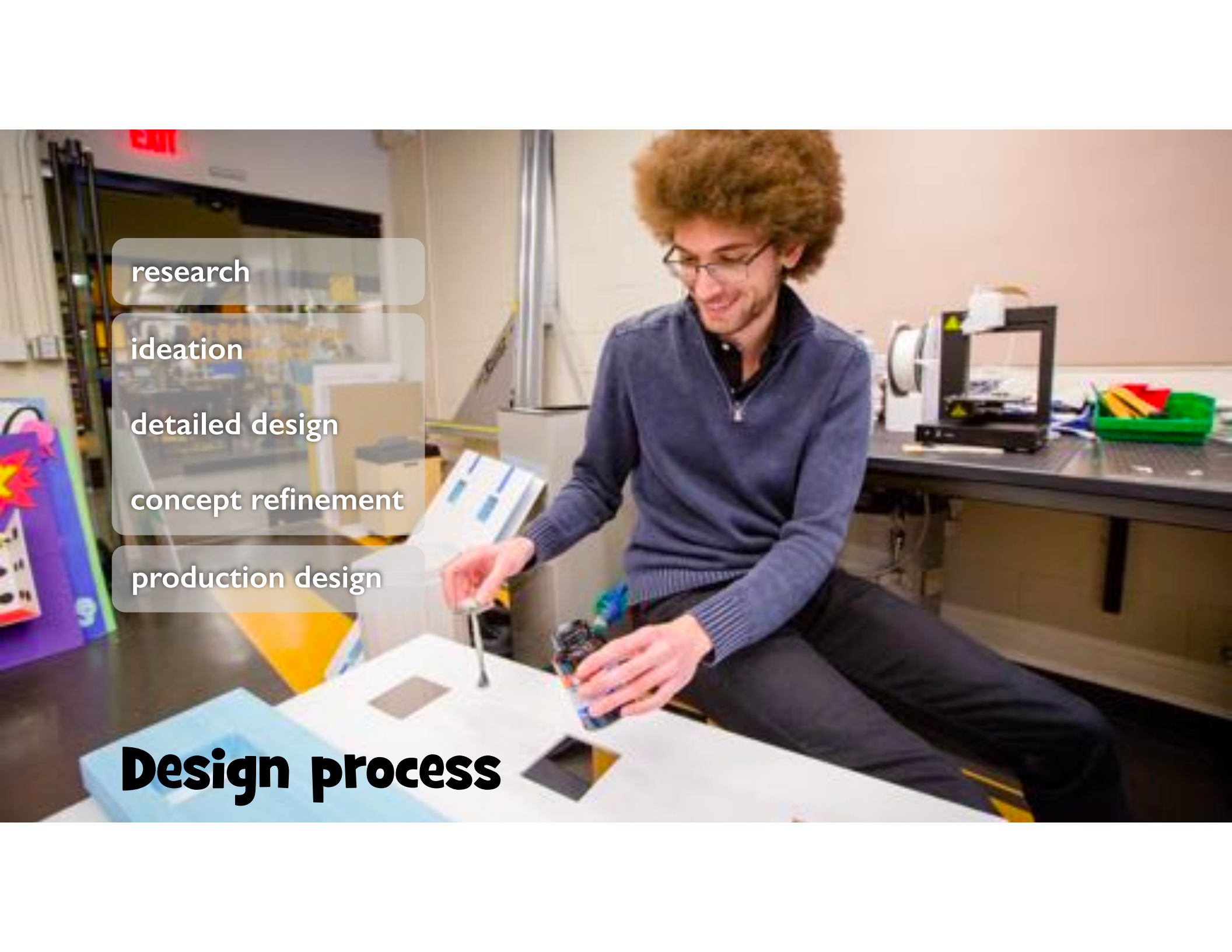








2.001



research

ideation

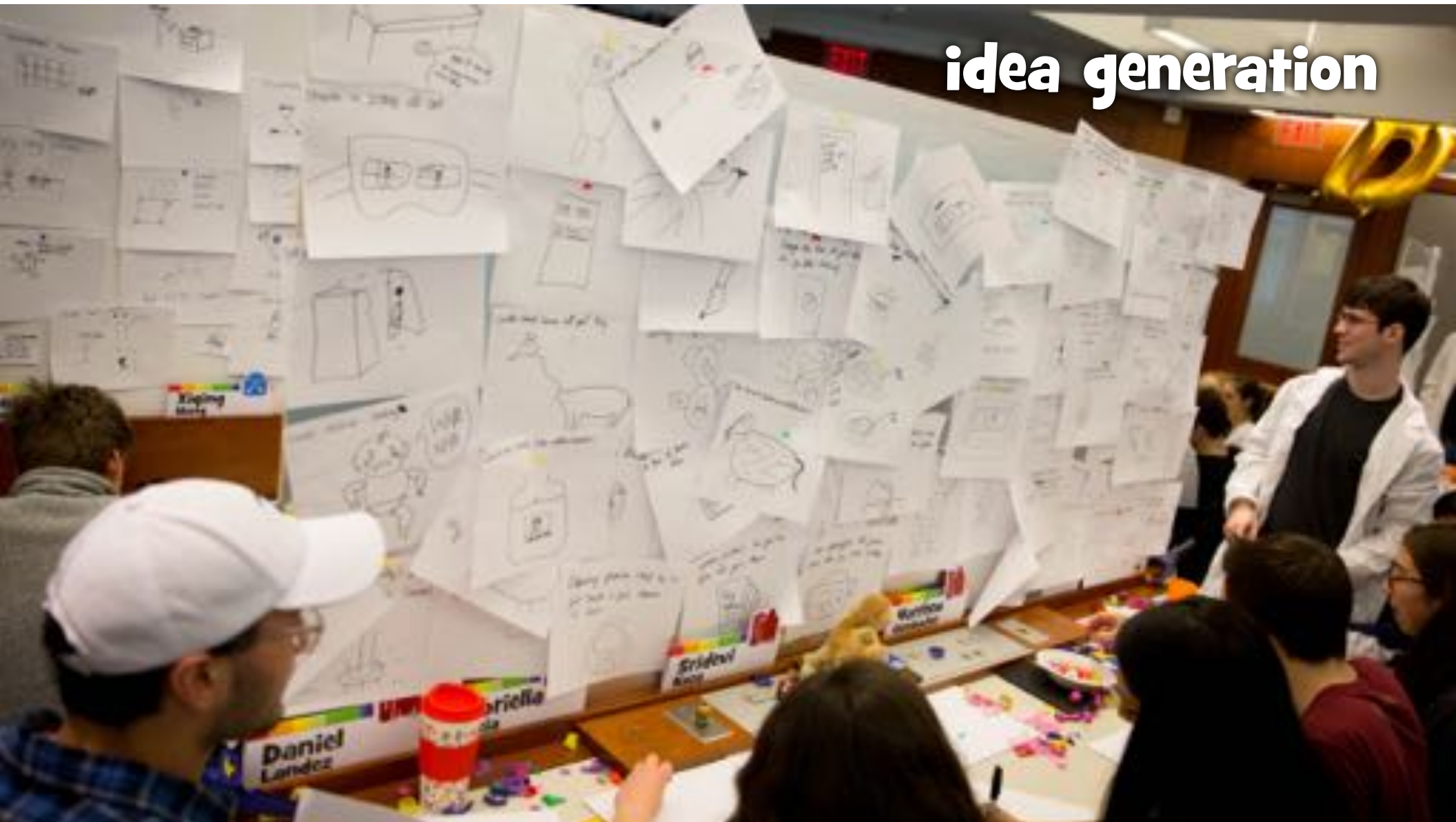
detailed design

concept refinement

production design

Design process

idea generation





sketching

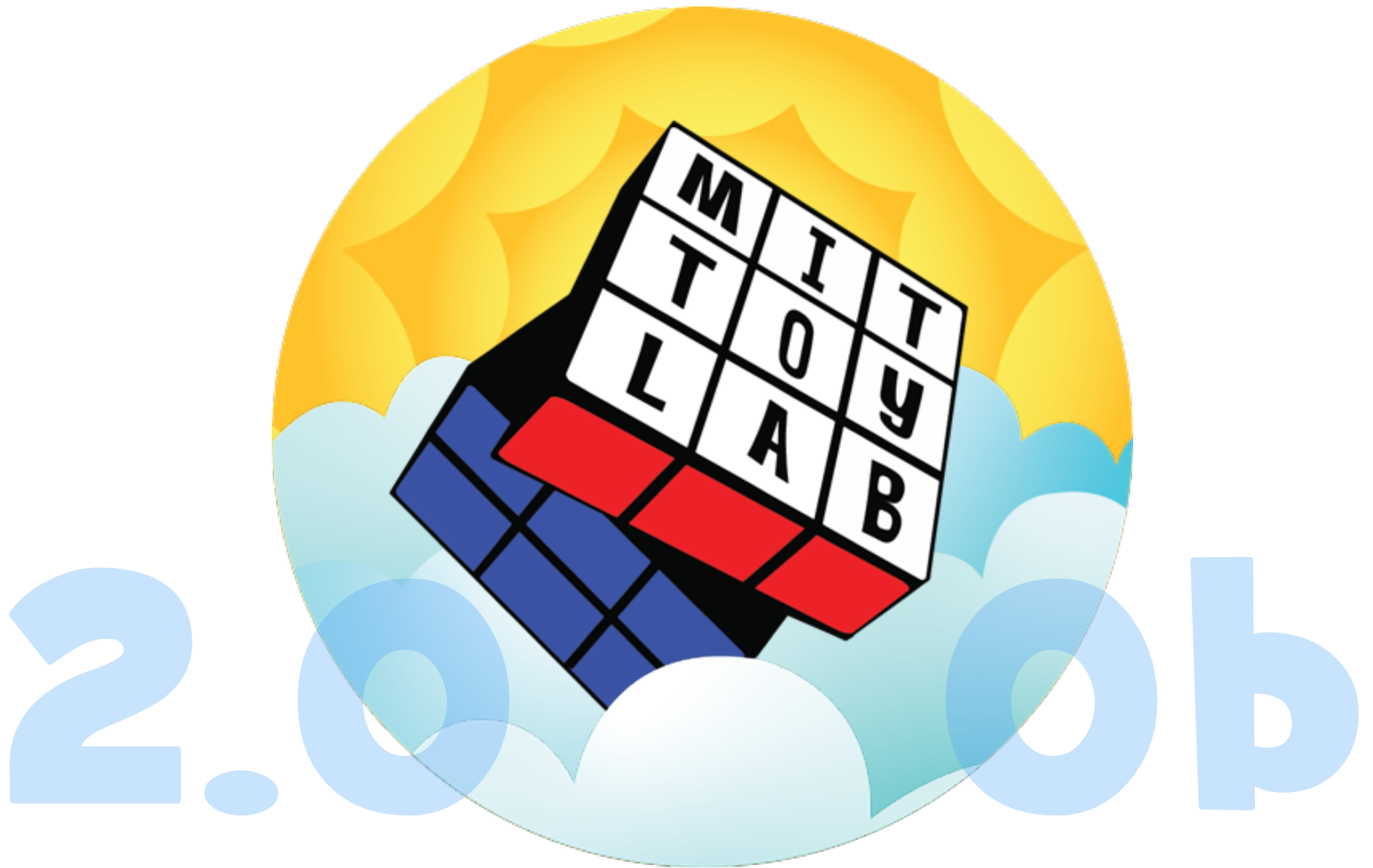


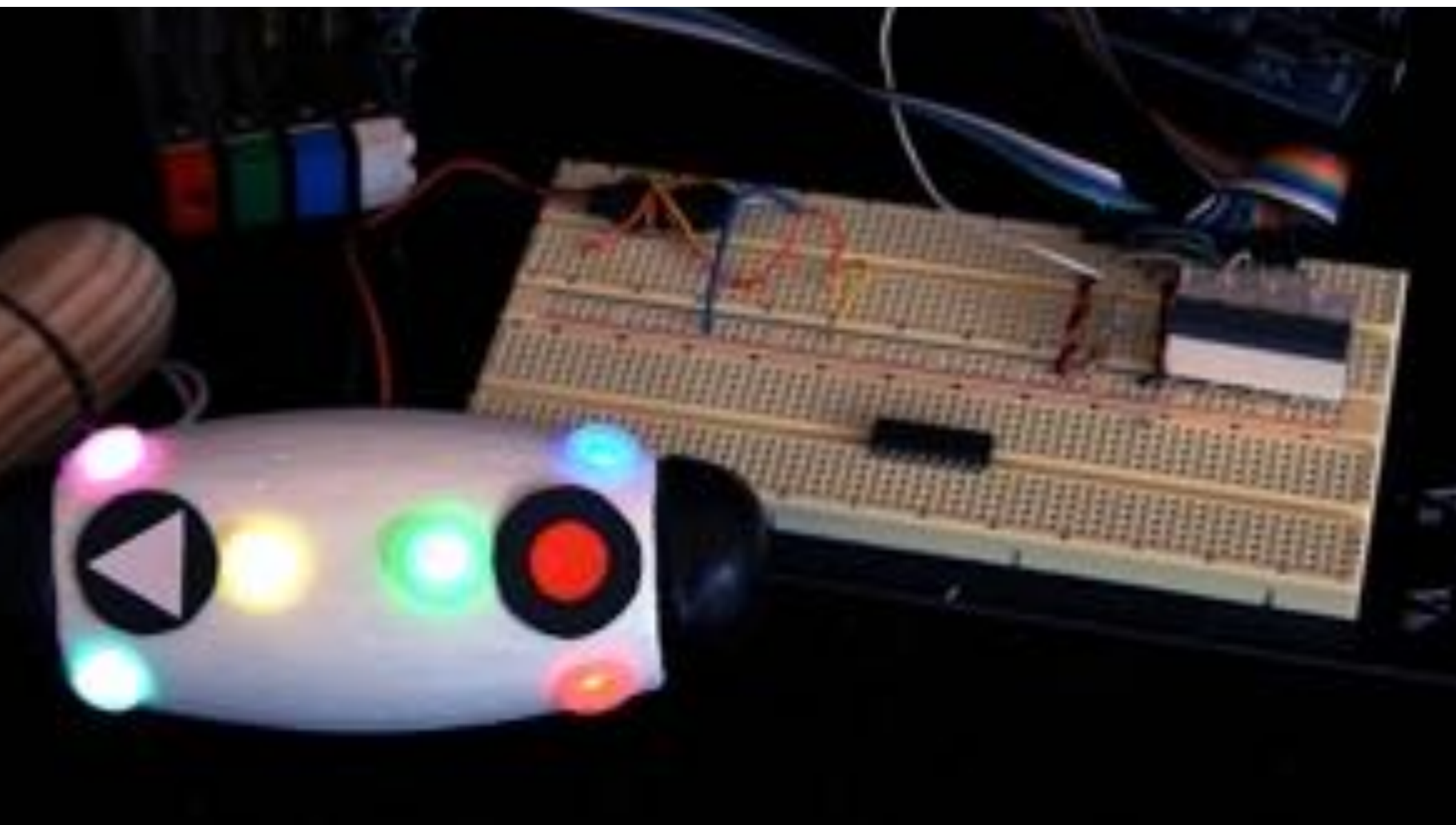
prototyping



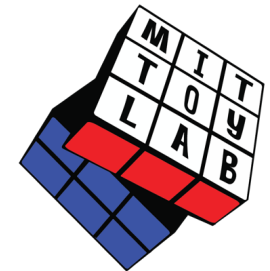
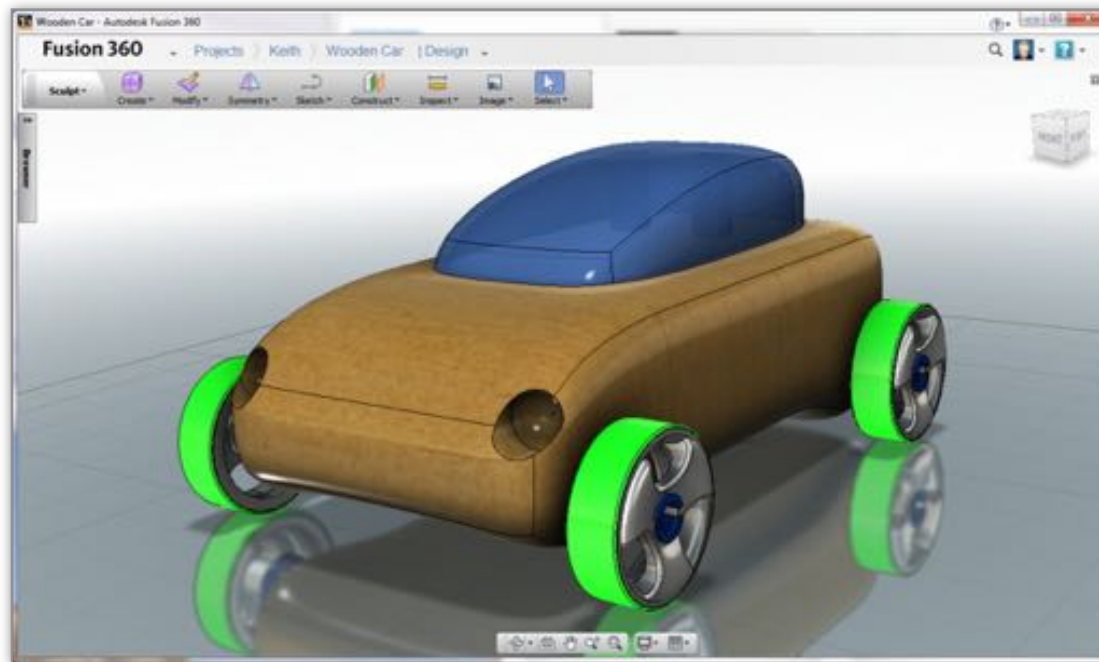
prototyping

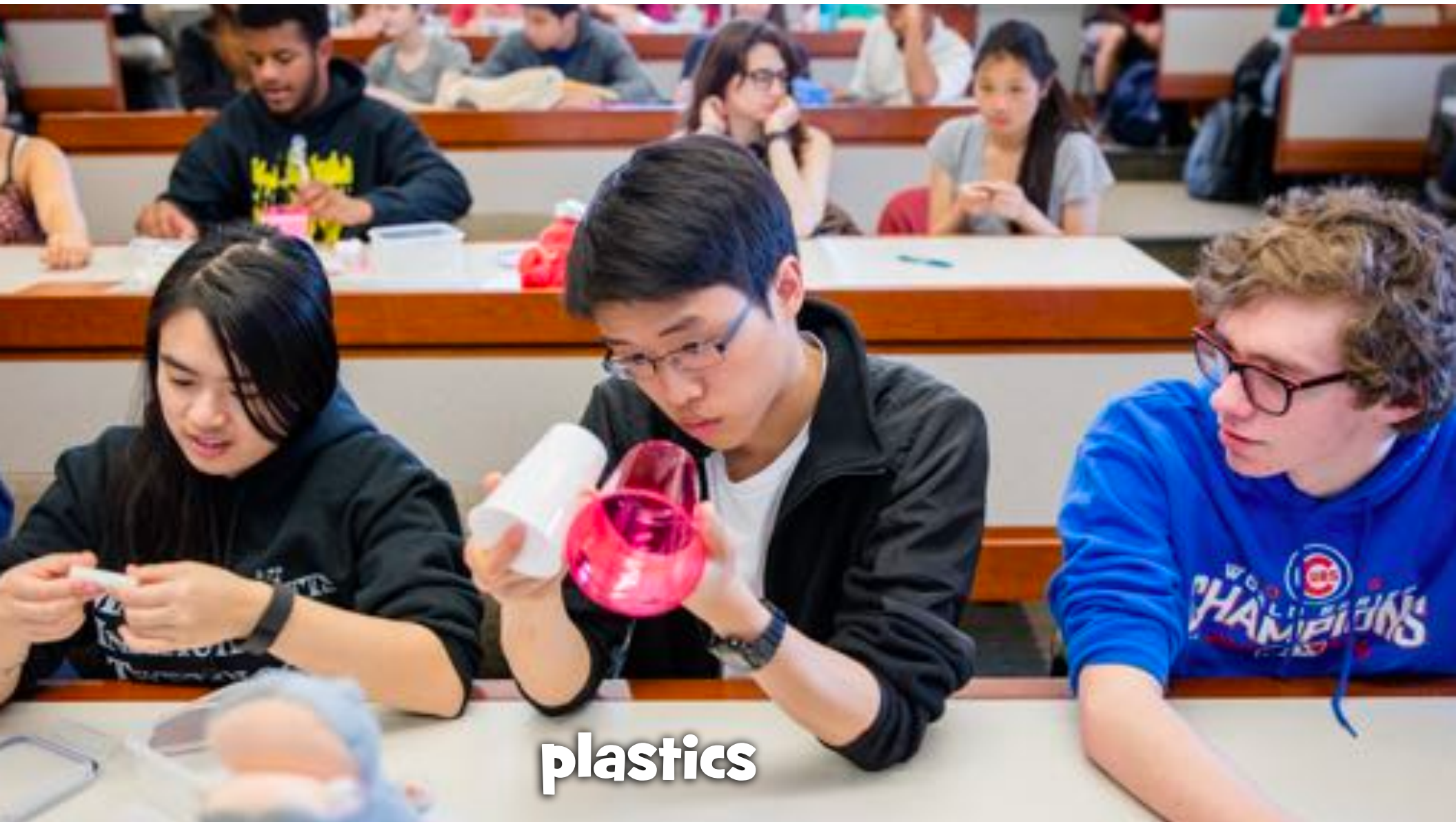






Computer-aided design!





plastics













2.00b

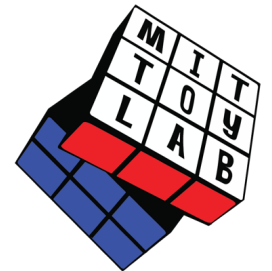
2.00b, my project





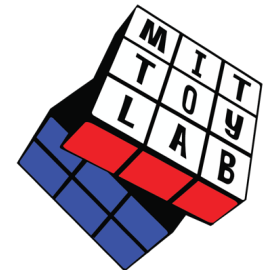


toy product design

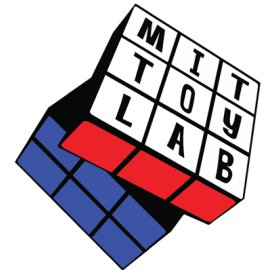


A quiz!

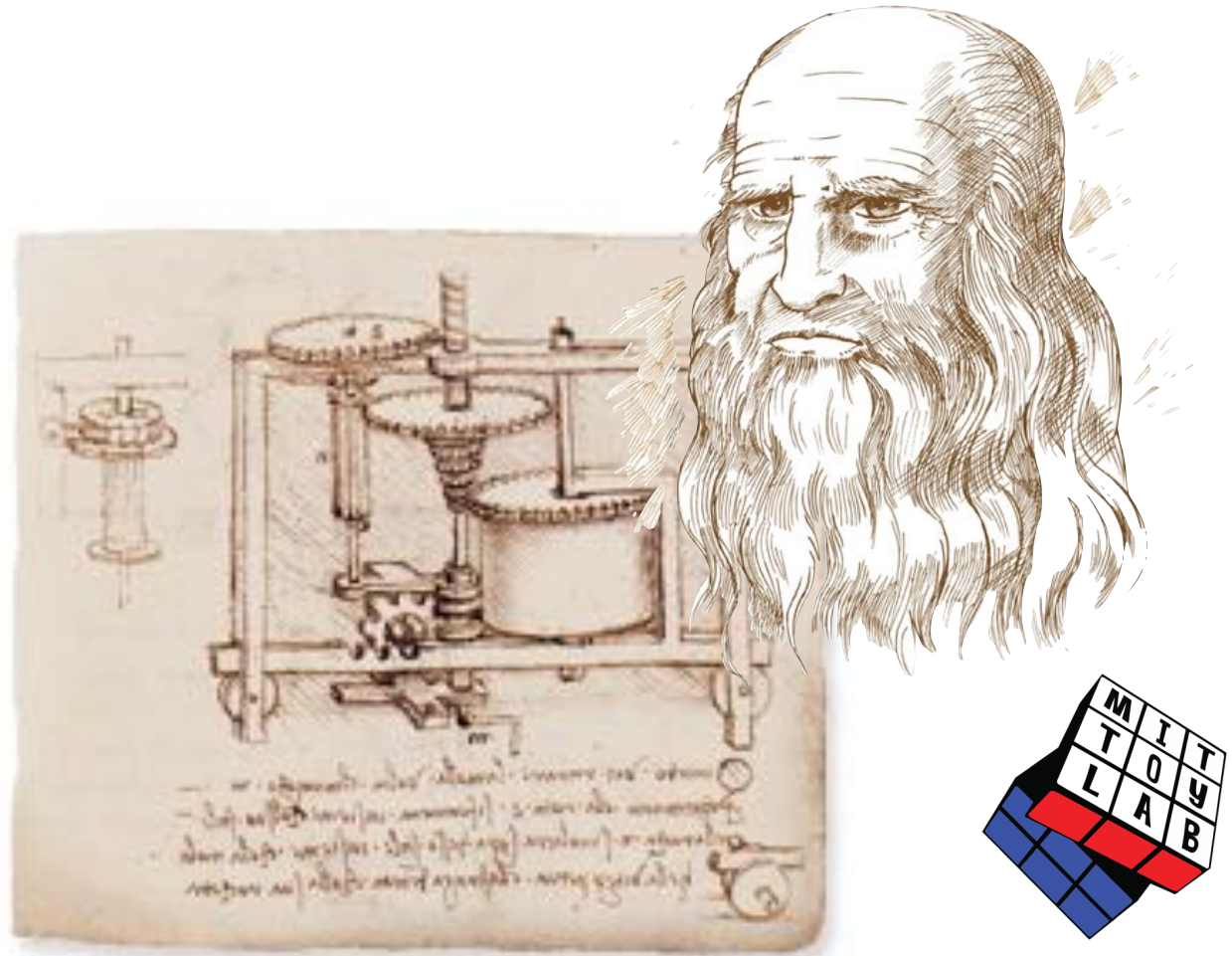
1. what is your name?
2. please write a definition for toy product design.

[illegible]

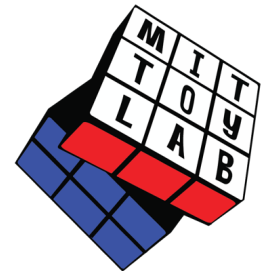
toy product design



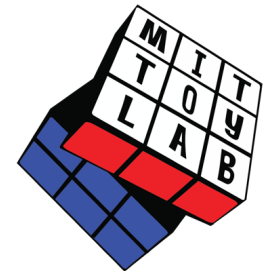
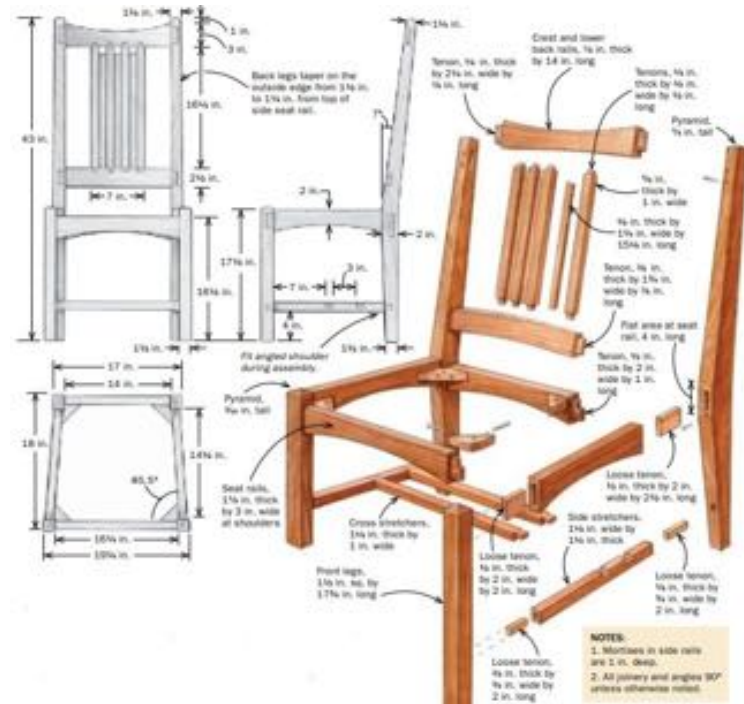
design



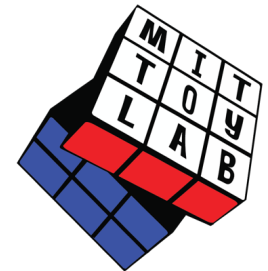
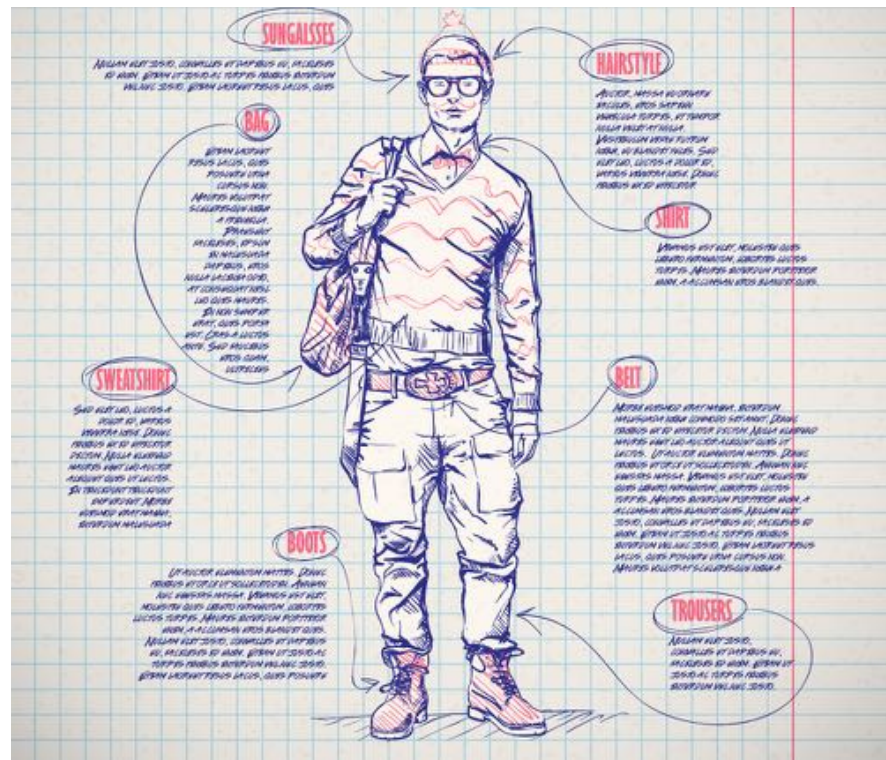
design


















design

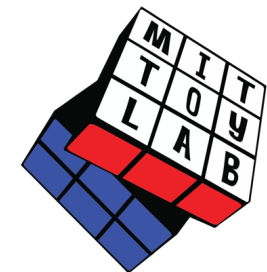


design

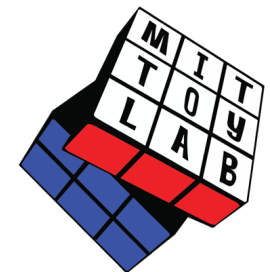
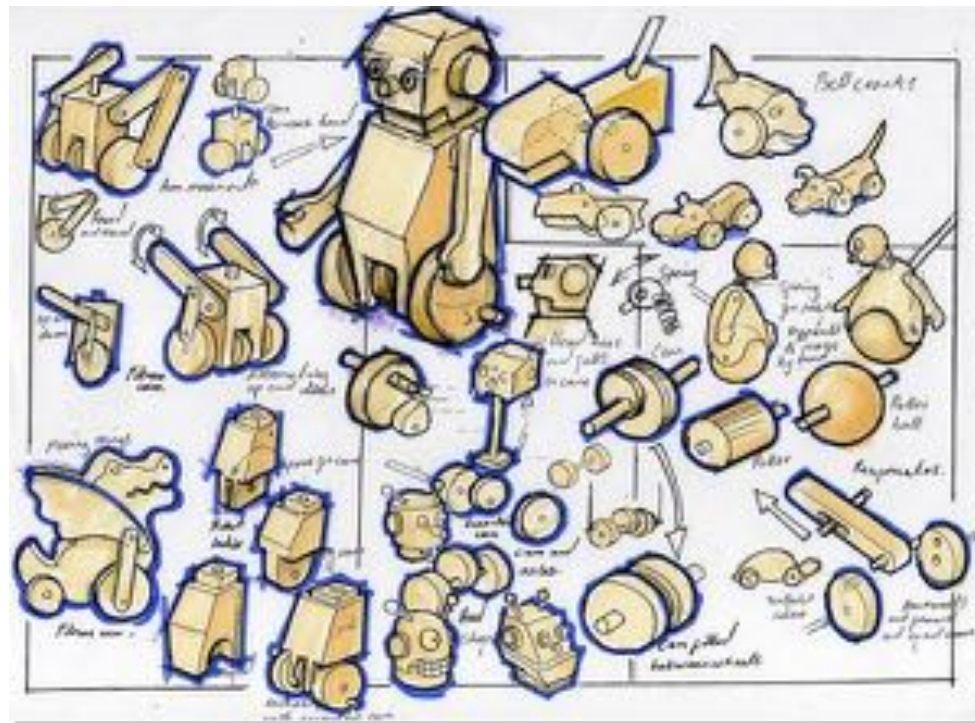


design

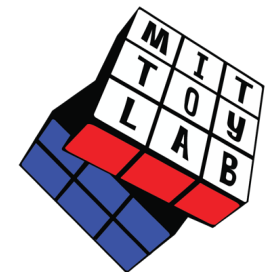
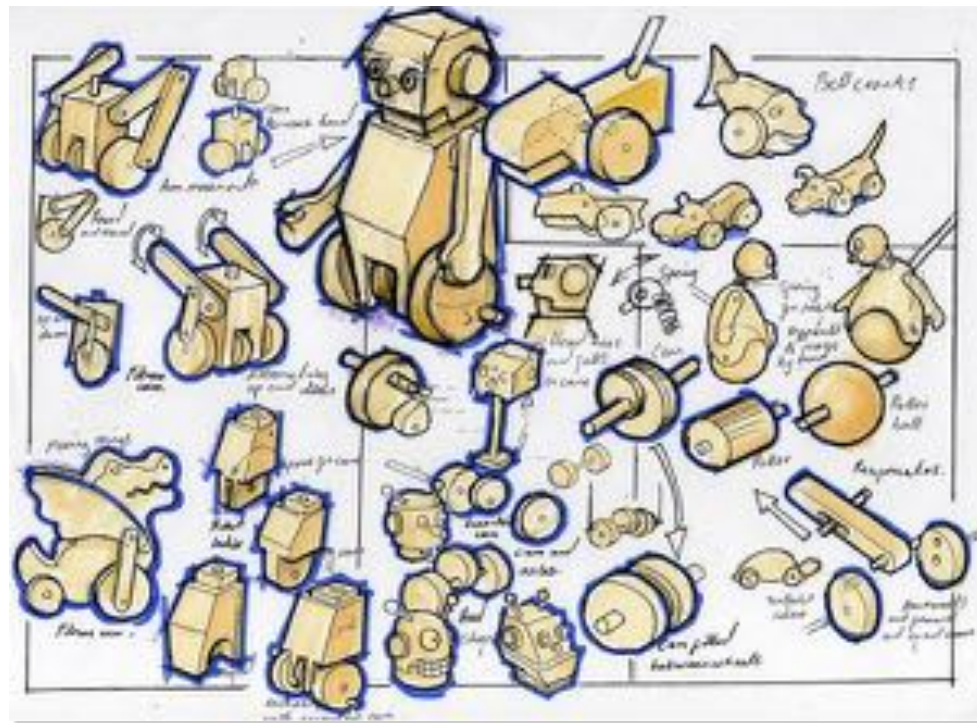
Project: Hit The Pros - 2004 Scene: Intro Cinematic				Notes: Yellow arrows indicate direction of camera movement.	
					
Shot 1a: "Minute Maid" Entrance, Minute Maid Park Camera: Daily back revealing more of building facade.	Shot 1b: Minute Maid Park Camera: Continually, begin to pan left revealing more of facade.	Shot 1c: Minute Maid Park Camera: Continue. Pan left Audio: GMC truck engine heard	Shot 1d: Minute Maid Park Camera: Pan slows Audio: GMC truck engine heard Action: Truck comes into view	Shot 2a: (CUT) Truck Driving In Camera: Daily Right, truck centered Audio: GMC truck engine Action: Follow truck. Stadium in bkg.	
					
Shot 2b: Truck Driving In Camera: Continues to follow truck Audio: Truck down shift	Shot 2c: Truck turns Camera: Daily slows to stop Action: Truck turns into stall	Shot 2d: Truck parks Camera: No movement Audio: GMC truck engine stops Action: Truck stops parked	Shot 2e: Minute Maid Park Camera: Daily into truck Action: Move in for a closer look at the truck.	Shot 2f: Passenger exits Camera: Pan fr as daily slows Audio: Truck door open/slam shut	
					
Shot 3a: (CUT) View Truck Camera: Daily around truck... fan and truck both in frame Action: Fan walks towards entrance	Shot 3b: cont. View Truck Camera: Daily around truck... fan and truck both in frame Action: Fan continues towards ent	Shot 3c: Follow fan Camera: Daily around truck/begin to daily in towards entrance Action: Fan continue in to entrance	Shot 3d: cont. following fan Camera: Daily into truck Action: Fan continues walking	Shot 3e: Into the game. Camera: Daily towards door (dark) (cut to black) Action: follow fan toward door/cut to black	

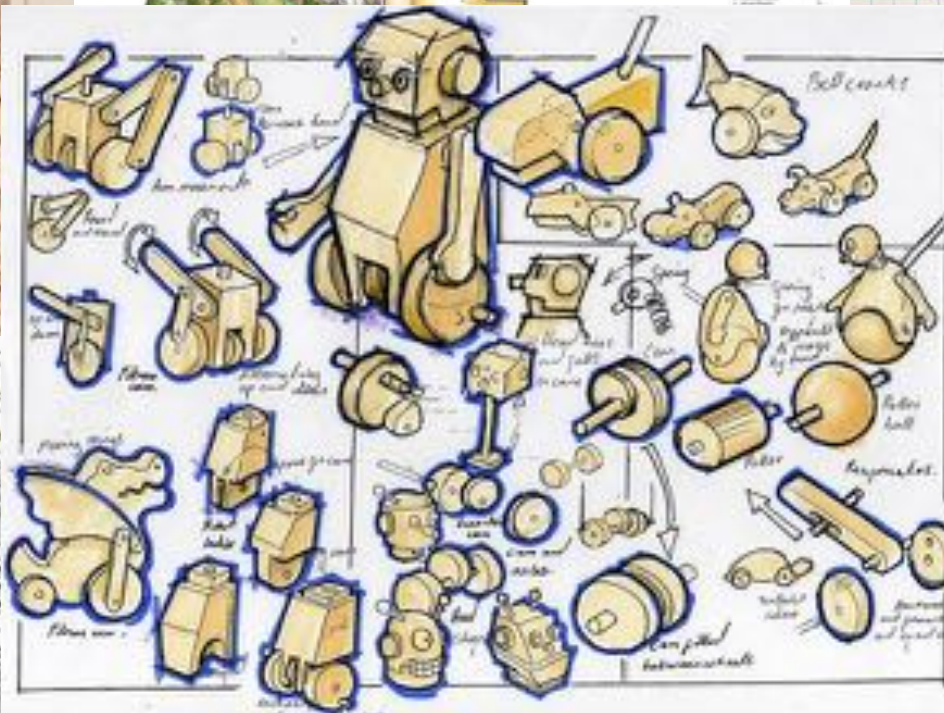
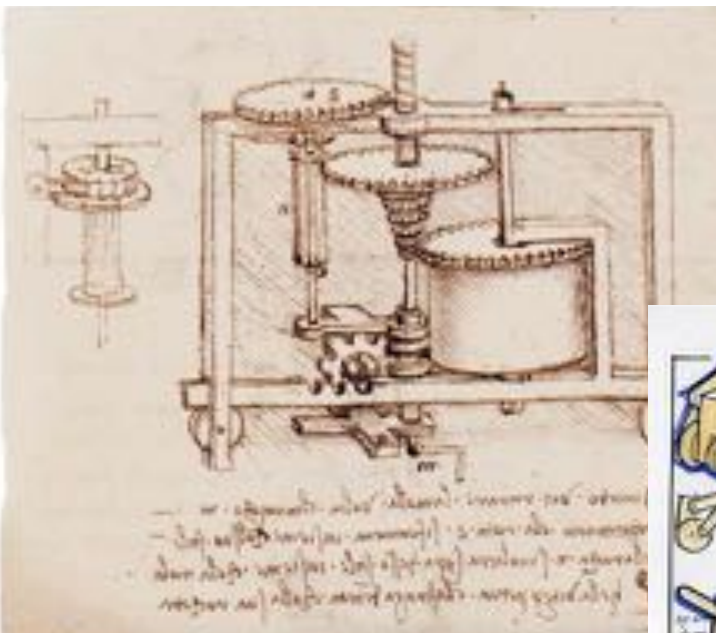


design



design





Project: Hit The Pros - 2004
Scene: Intro Cinematic

Notes: Yellow



Shot 1a: "Minute Maid" Entrance.
Minute Maid Park
Camera: Dolly back revealing more of building facade.



Shot 1b: Minute Maid Park
Camera: Continues dolly, begin to pan left revealing more of facade.



Shot 1c: Minute Maid Park
Camera: Continues dolly, begin to pan left revealing more of facade.



Shot 2b: Truck Driving in City
Camera: Continues to follow truck
Audio: Truck down shift



Shot 2c: Truck turns
Camera: Dolly slows to stop
Action: Truck turns into stall



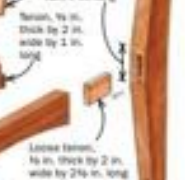
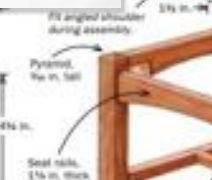
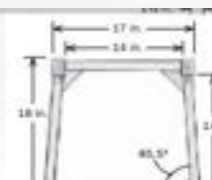
Shot 2d: Truck parks
Camera: No movement
Audio: GMC truck engine stops
Action: Truck straps parked



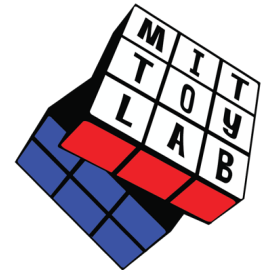
Shot 2e: Minute Maid Park
Camera: Dolly into truck
Action: Move in for a closer look at the truck.



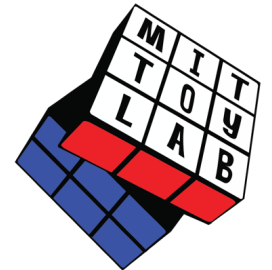
Shot 2f: Passenger exits
Camera: Pan to as dolly slows
Audio: Truck door open/door shut



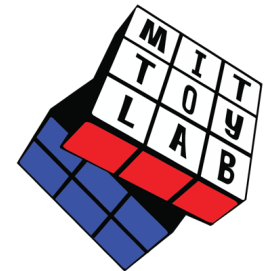
toy product design



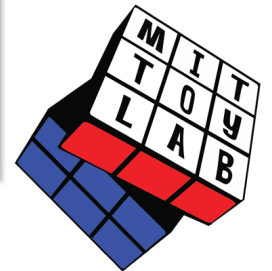
product



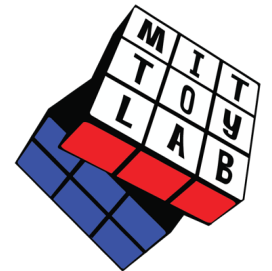
product



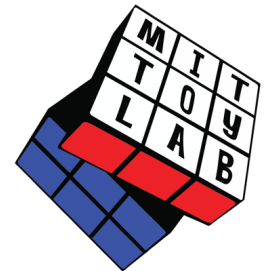
product



product



toy product design



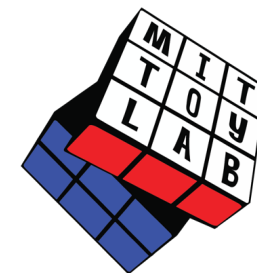
toy



toy



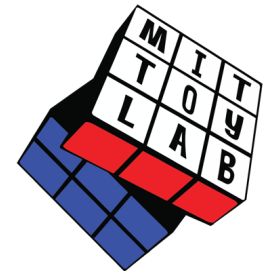
toy?



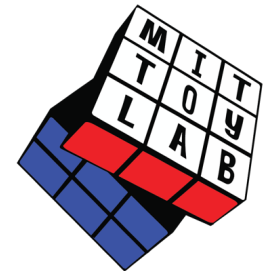
toy



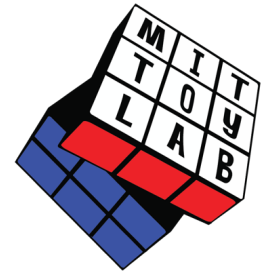
toy



toy product



toy product design

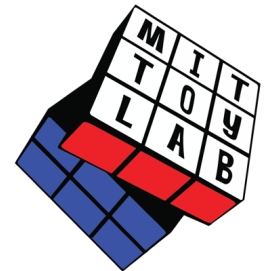


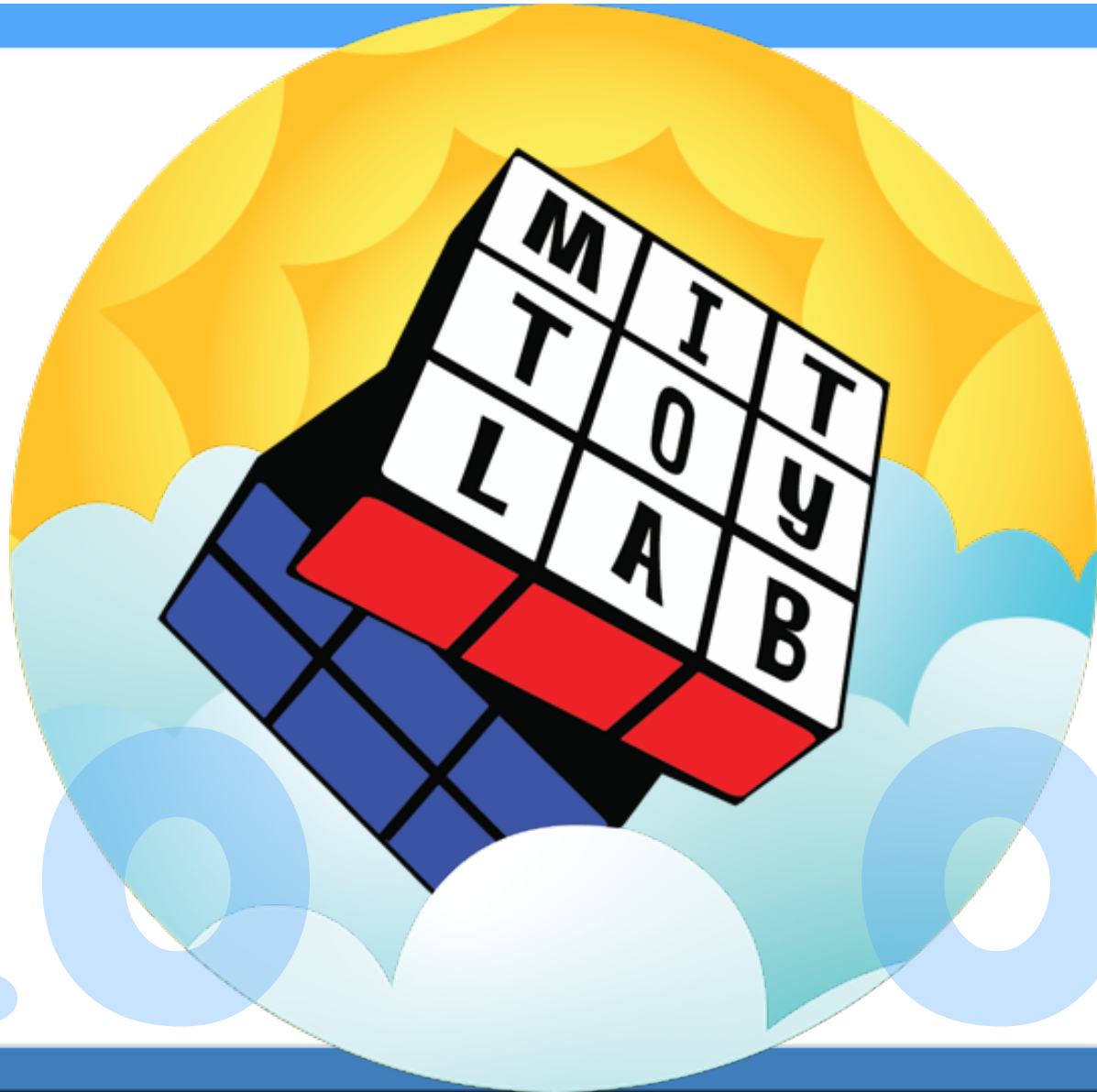
toy product design

the art and science of producing a plan

for an item used for play

that is intended to be manufactured and possibly sold





2.001



2.0

ob

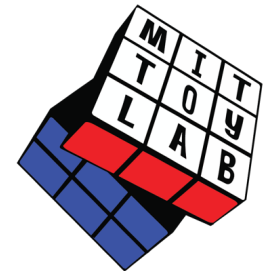


2.0

об

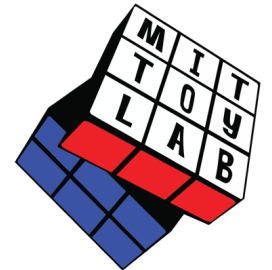
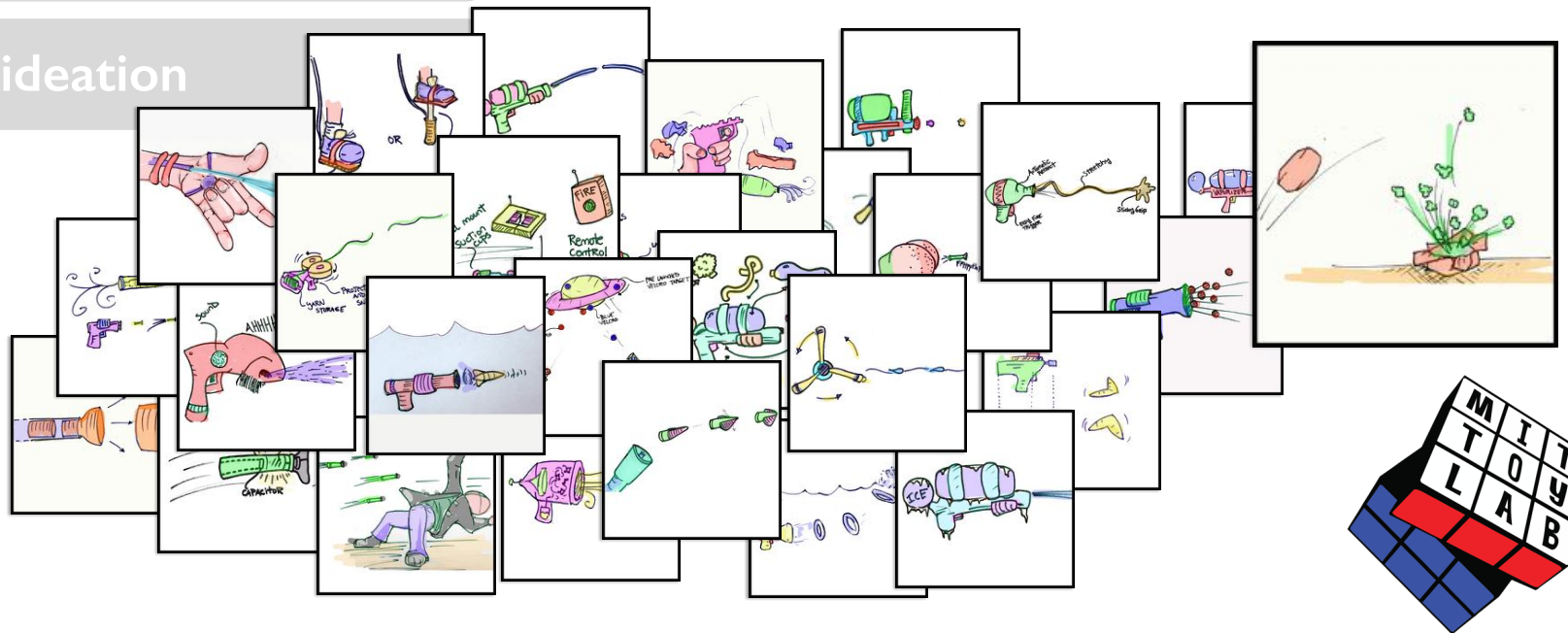
Design process

research



Design process

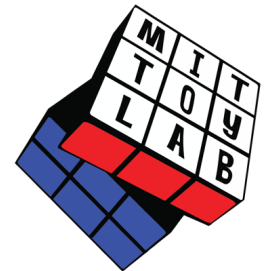
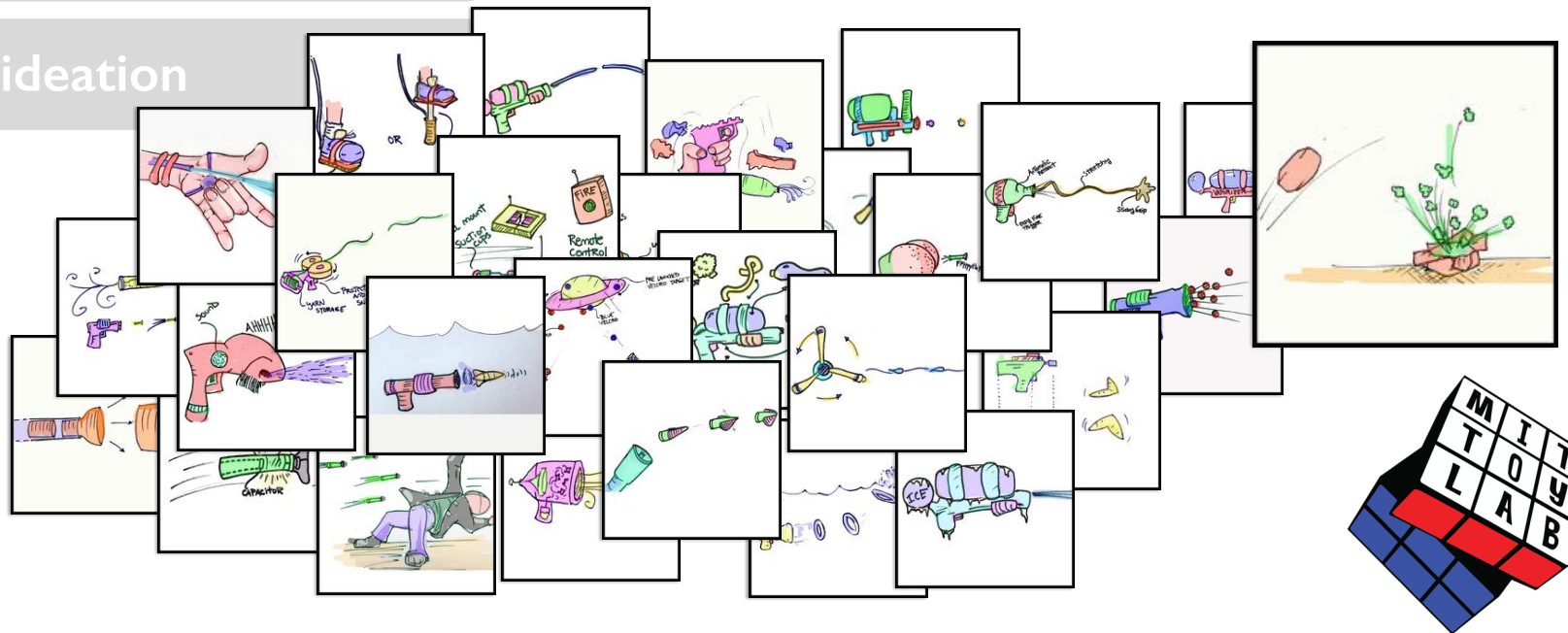
ideation



Design process

research

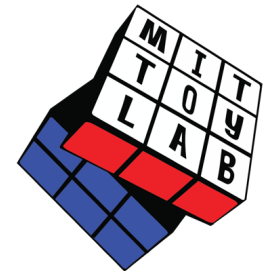
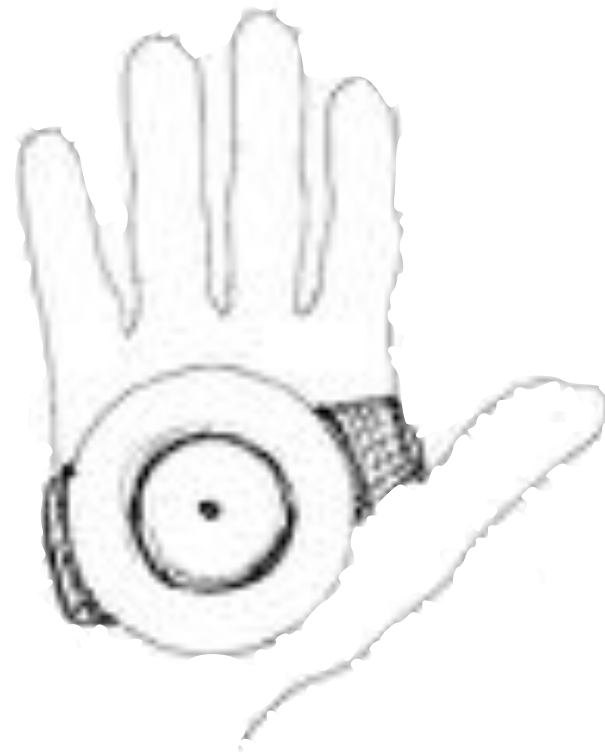
ideation



Design process

research

ideation



Design process

research

ideation

detailed design



Holder V3.



Holder V4.



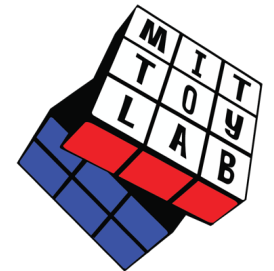
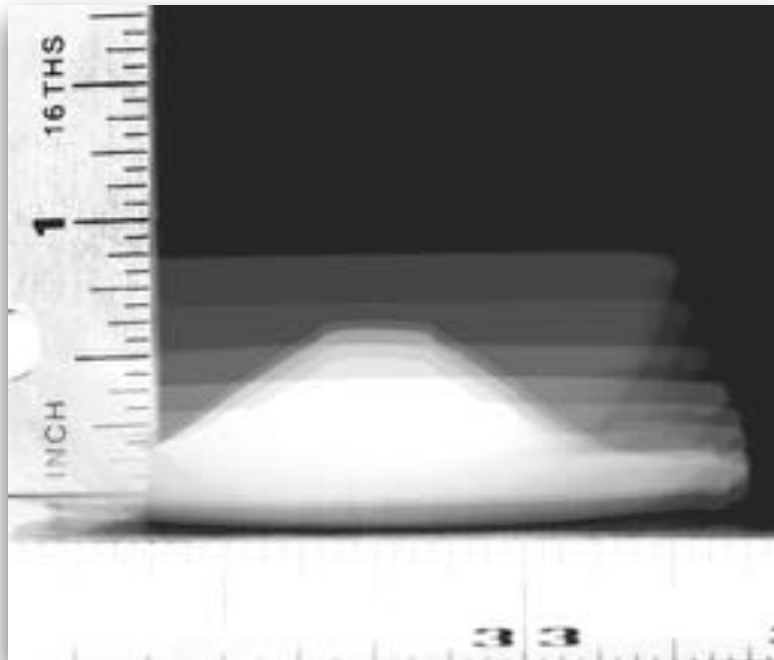
Holder V2

Design process

research

ideation

detailed design



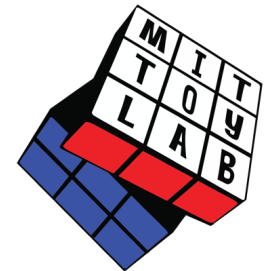
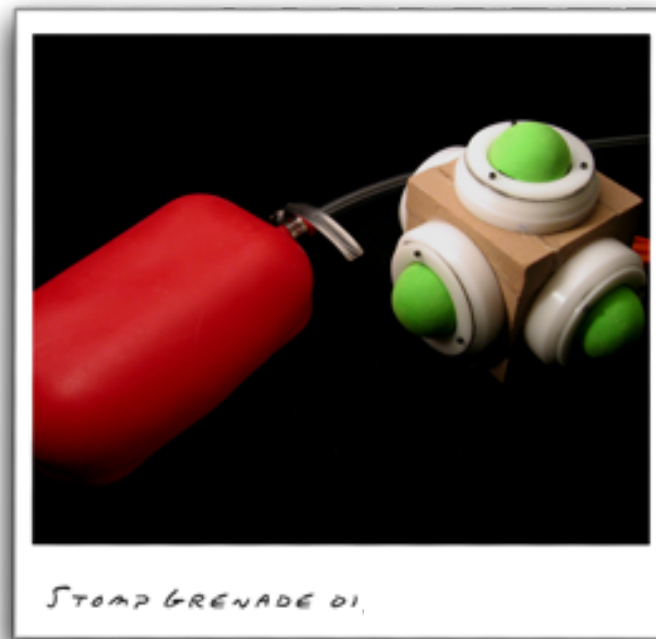
Design process

research

ideation

detailed design

concept refinement



Design process

research

ideation

detailed design

concept refinement



Design process

research

ideation

detailed design

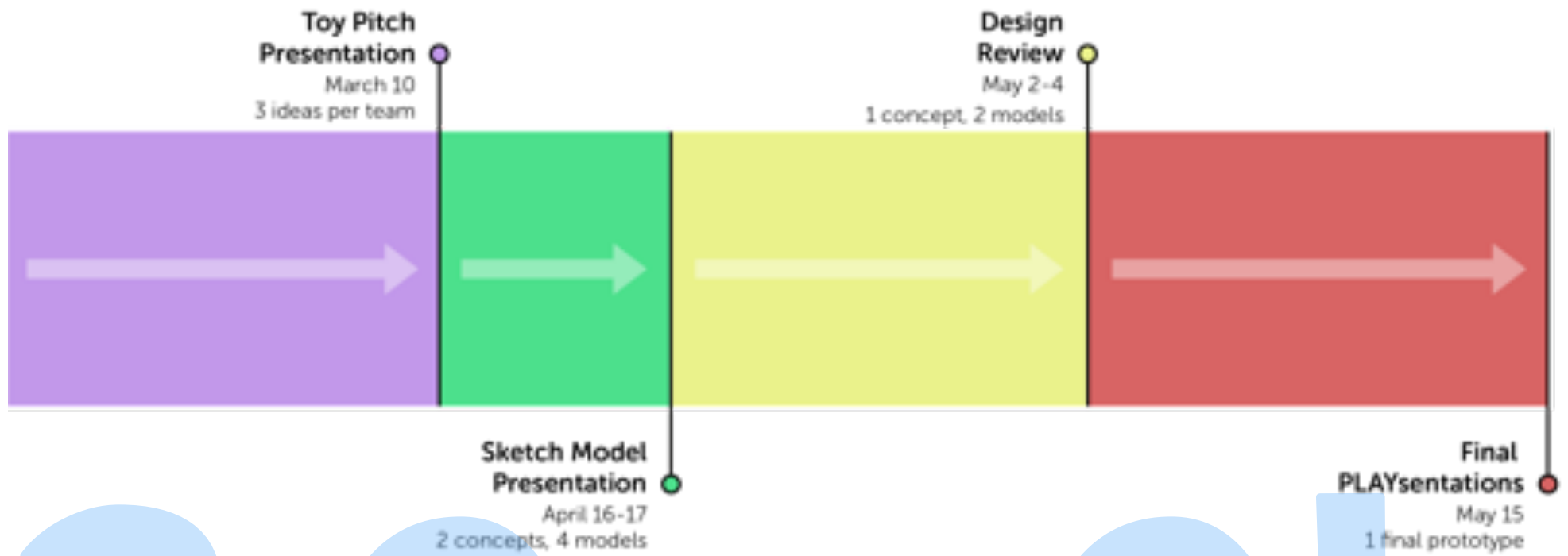
concept refinement

production design





2.001



2.0 ob

my island!



2021
escape!



2022

community



taxidermy!

February

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				

March

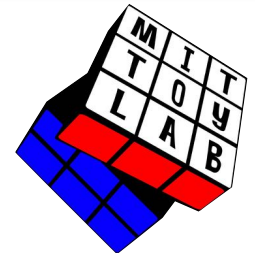
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26	27	28	29	30	31	

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						

May

Su	Mo	Tu	We	Th	Fr	Sa
	1	2	3	4	5	6
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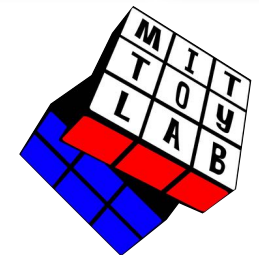


February

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5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28				

March

Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu
			1	2	3	4			
5	6	7	8	9	10	11	2	3	
12	13	14	15	16	17	18	9	10	1
19	20	21	22	23	24	25	16	17	1
26	27	28	29	30	31		23	24	2
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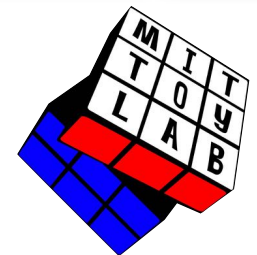


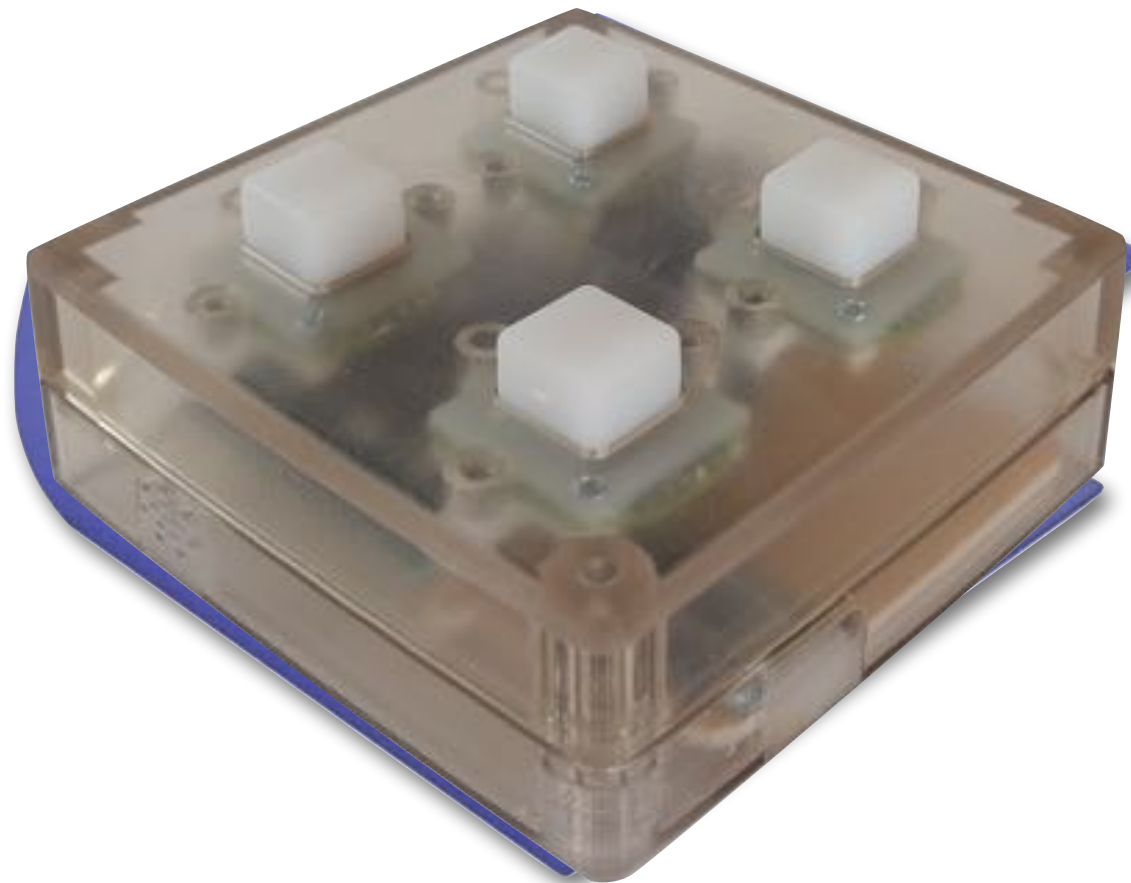
February

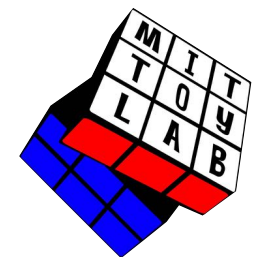
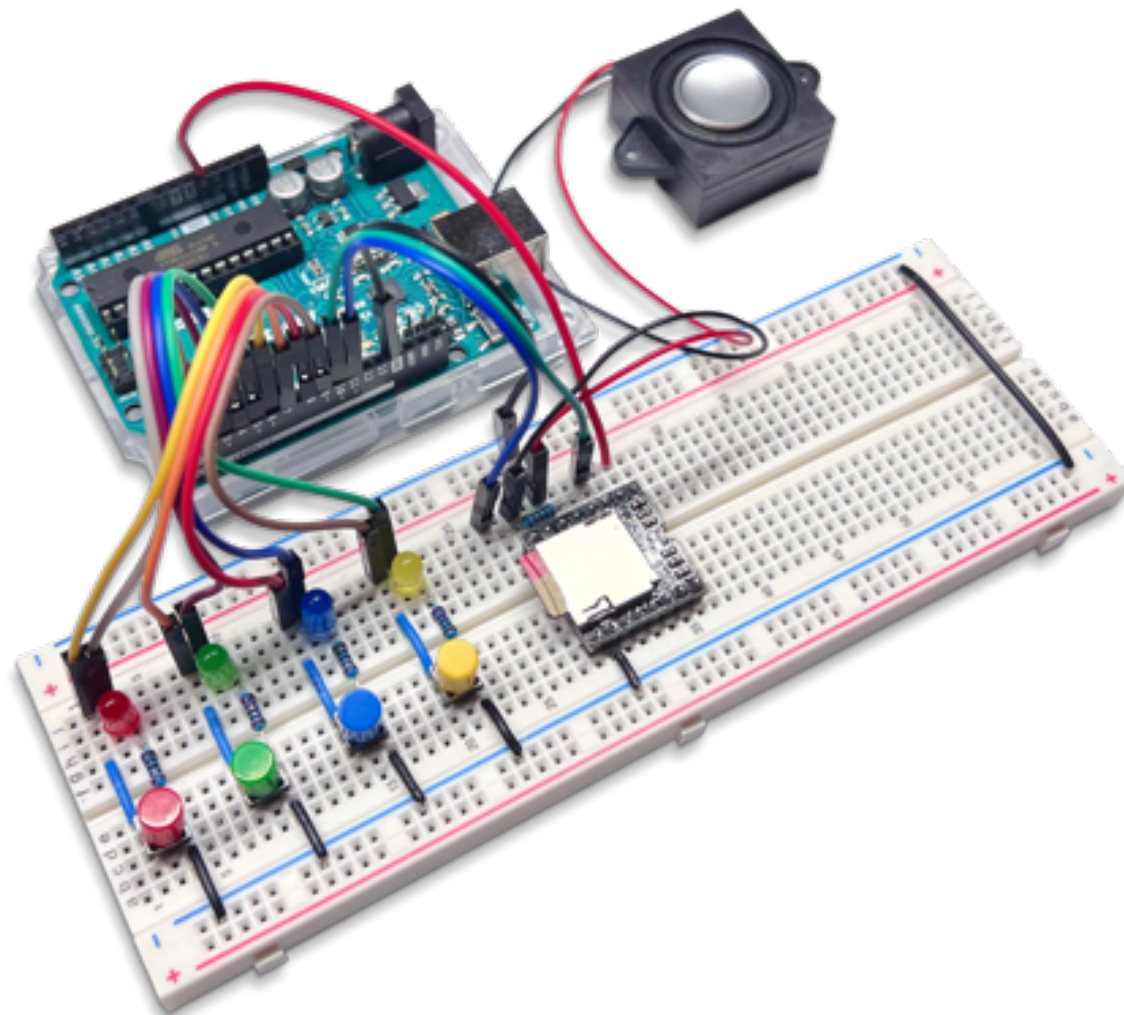
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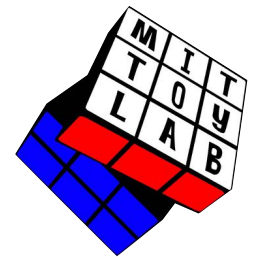
March

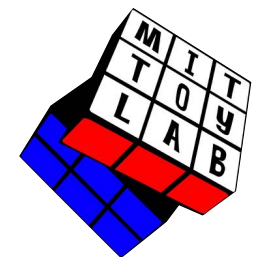
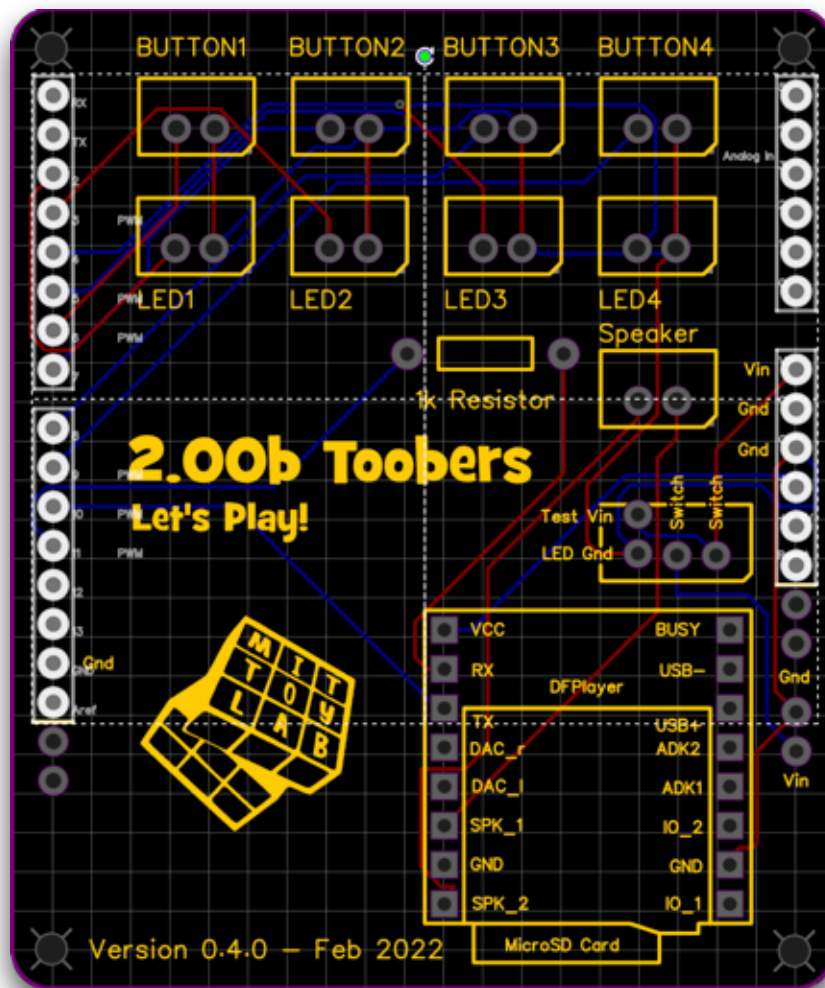
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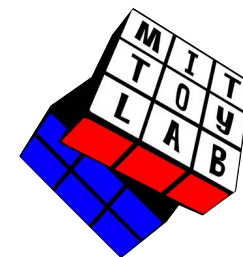
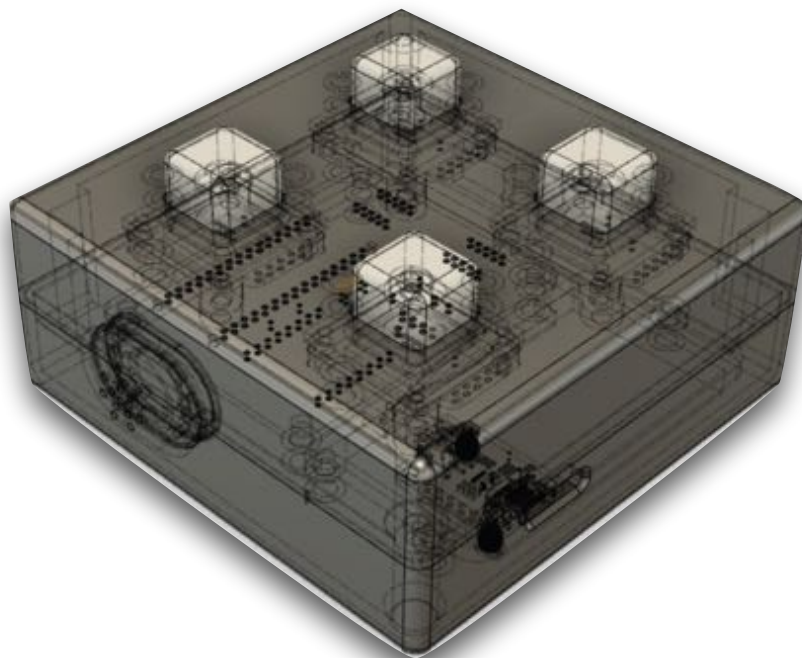


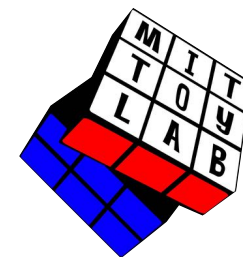


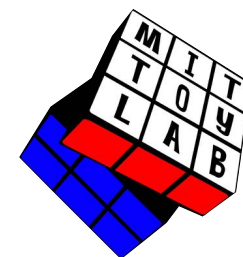
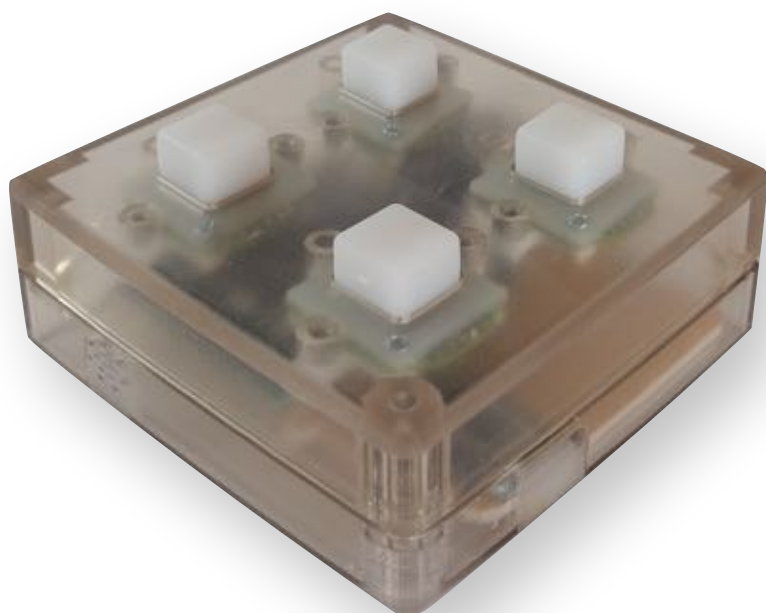






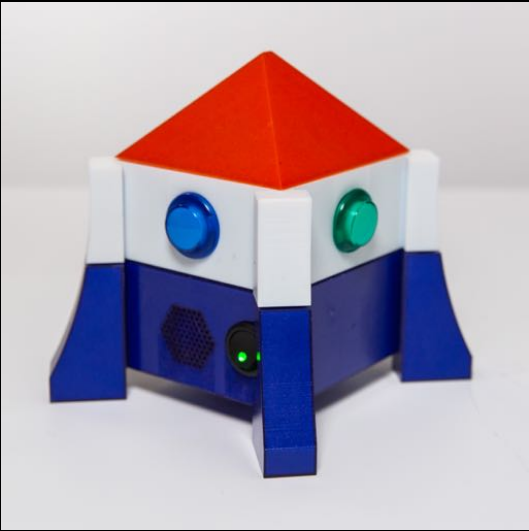
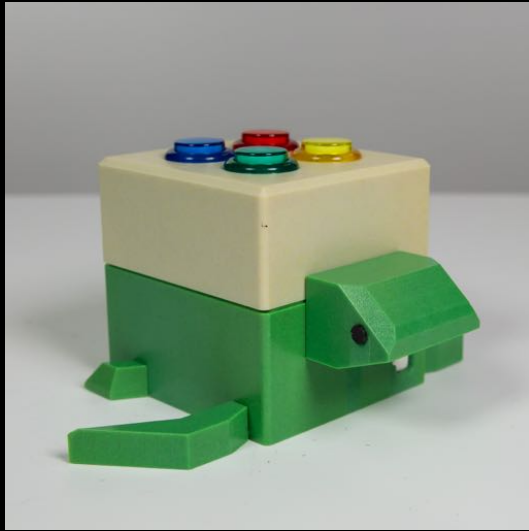










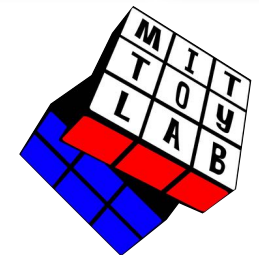


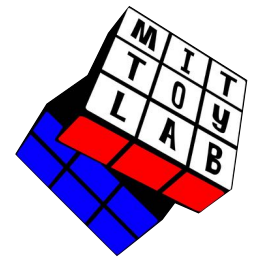
February

Su	Mo	Tu	We	Th	Fr	Sa
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12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28				

March

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	31	



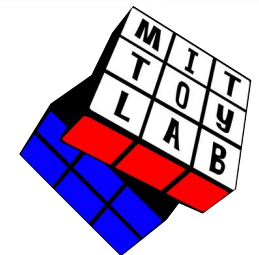


February

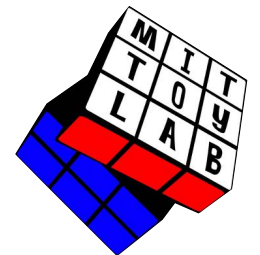
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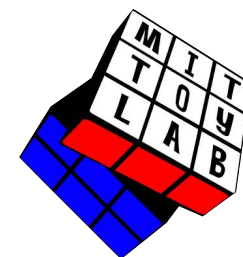
March

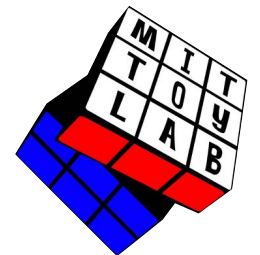
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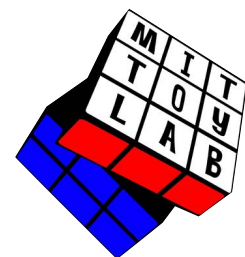


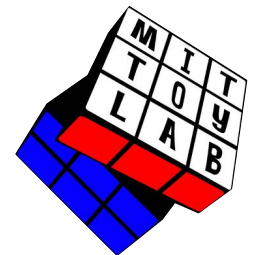


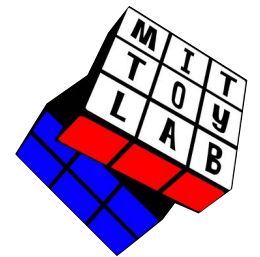










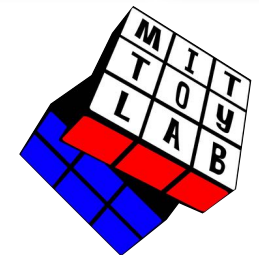


February

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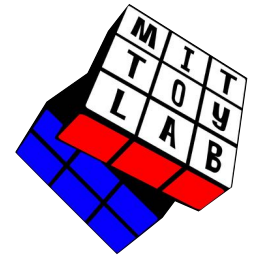
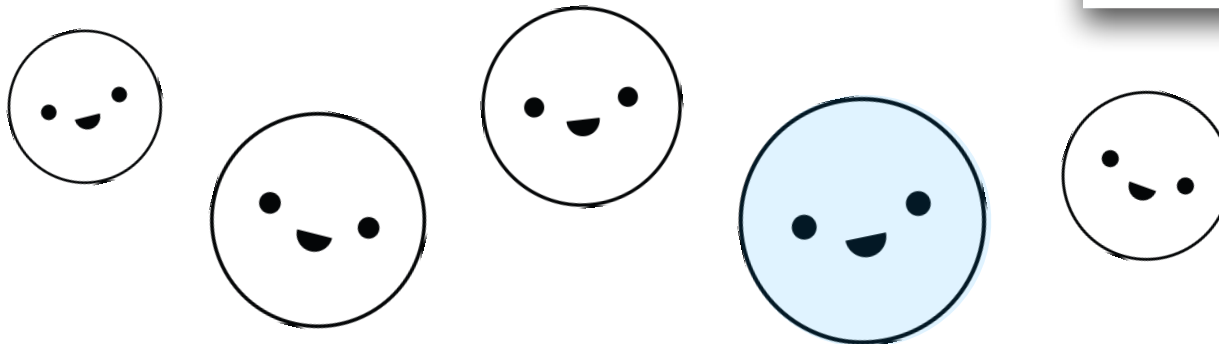
March

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12	13	14	15	16	17	18	9	10	1
19	20	21	22	23	24	25	16	17	1
26	27	28	29	30	31		23	24	2
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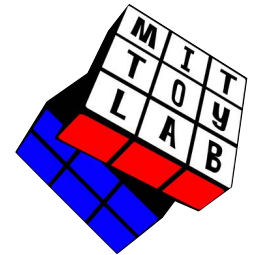
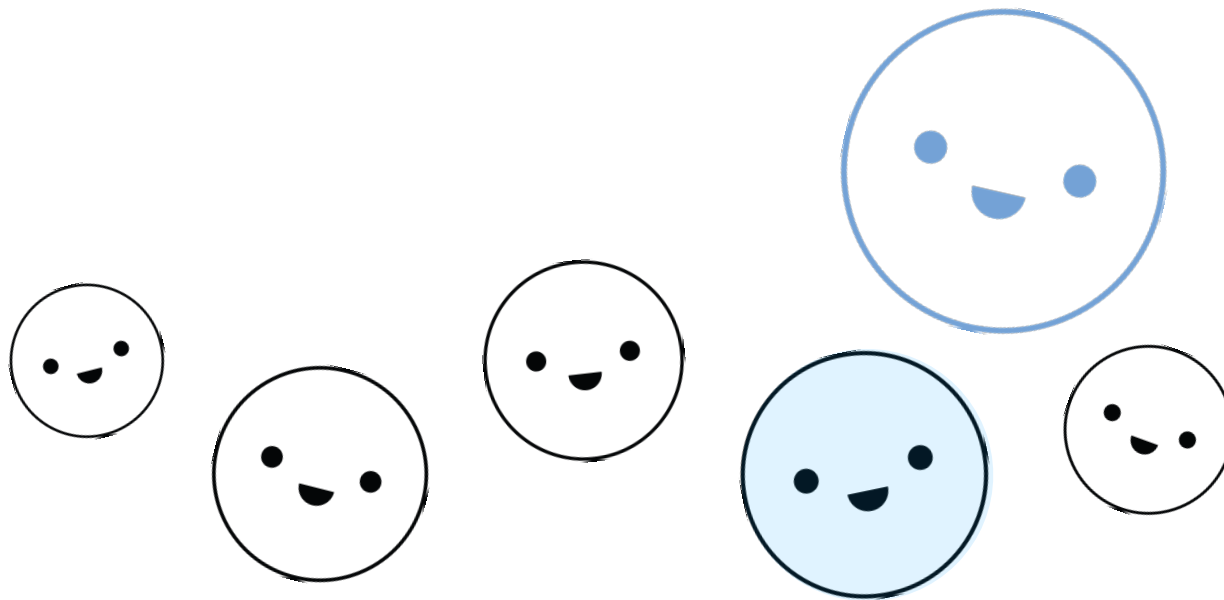


2.00b, teams

February						
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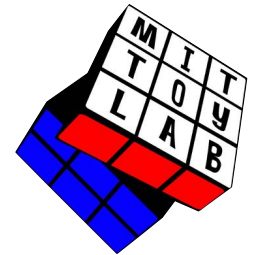
2.00b, teams



2.00b, teams



slack





TUESDAY

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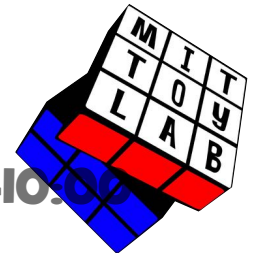
17 _____
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9:00-noon

2:00-5:00

7:00-10:00





Lab preferences




Toy Product Design 2.00b

Hello, and welcome to 2.00b!

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Mon, Feb 6: It's 2.00b!

Fri, Feb 20: ABCs of sketching (2:30PM in Rm 10-250)

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Labs

Week of Feb 6

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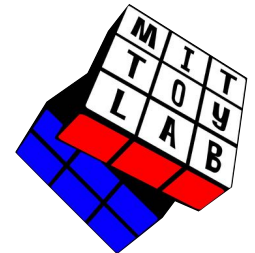
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Things to-do

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Things to-do

by Wed, 2/8,
11:59PM

Upload your [personal association map](#).

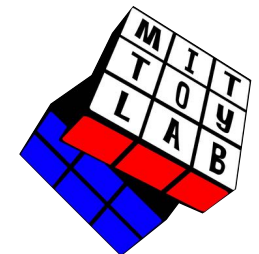
by Wed, 2/8,
11:59PM

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by Fri, 2/10,
11:59PM

[Lab section preferences form](#) due

web.mit.edu/2.00b





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Lectures

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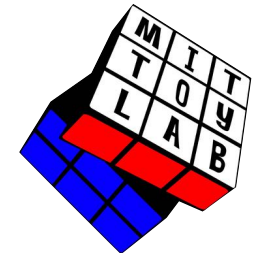
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11:59PM

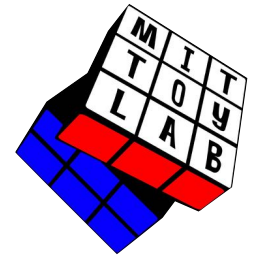
Lab section preferences form due

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Lab preferences





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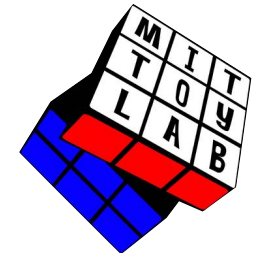
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February

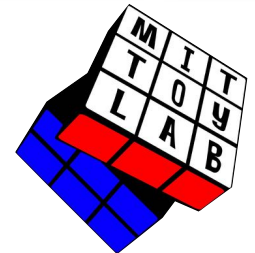
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8:00 PM

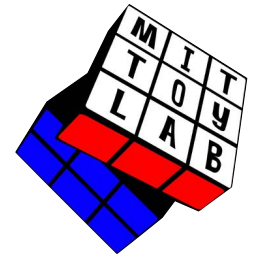
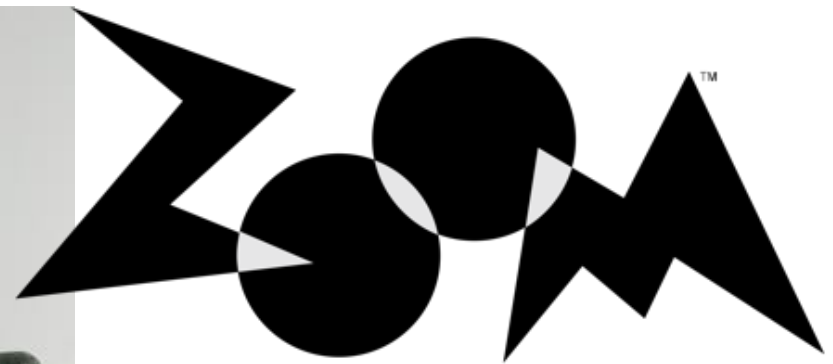
March

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Meet and greet!





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Hello, and welcome to 2.00b!

Lectures

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by Wed, 2/8,
11:59PM

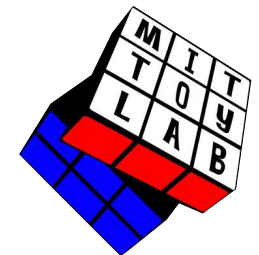
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by Wed, 2/8,
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by Fri, 2/10,
11:59PM

Lab section preferences form due

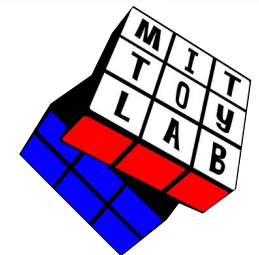


February

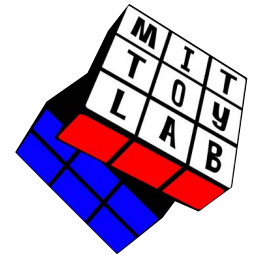
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March

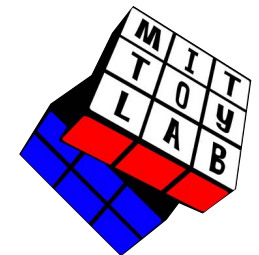
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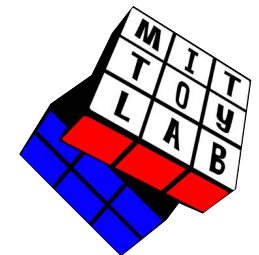
Meet and greet!



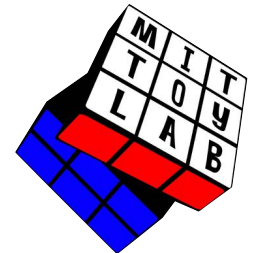
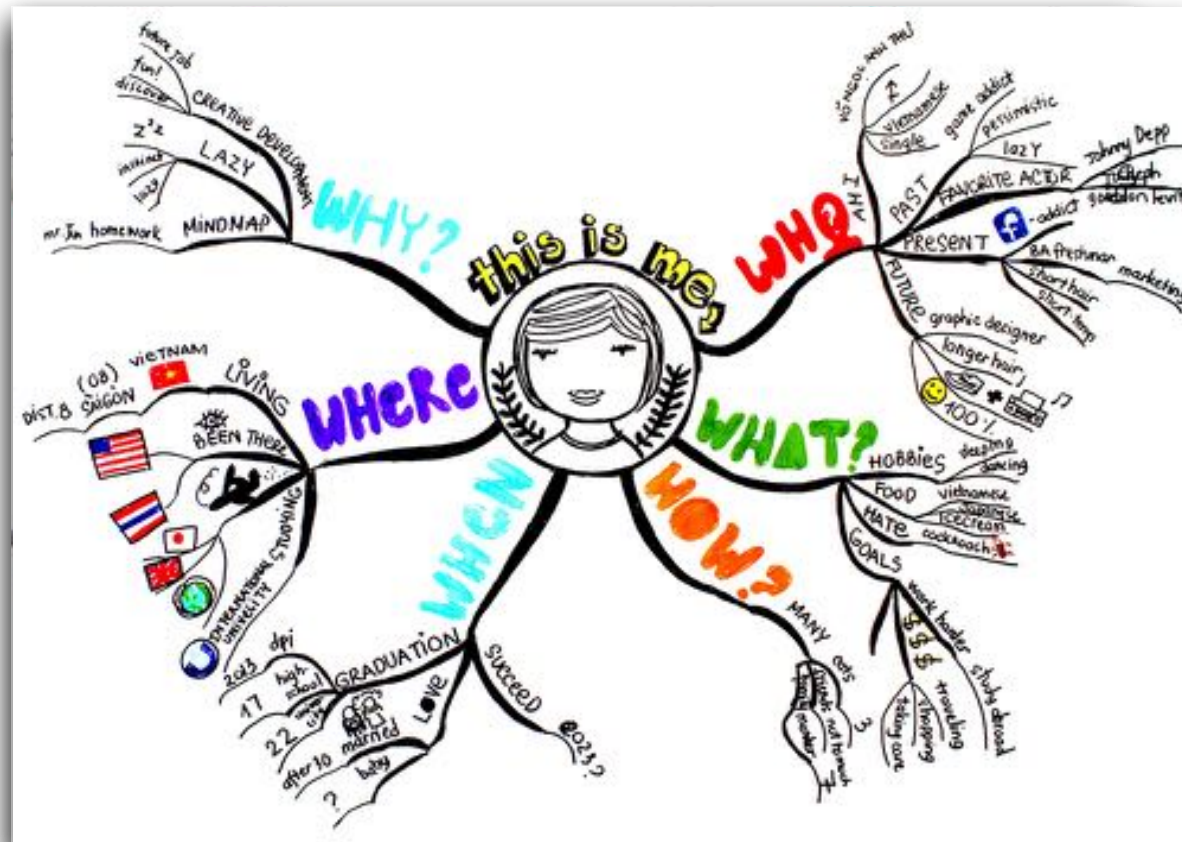
Association map



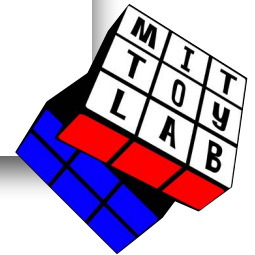
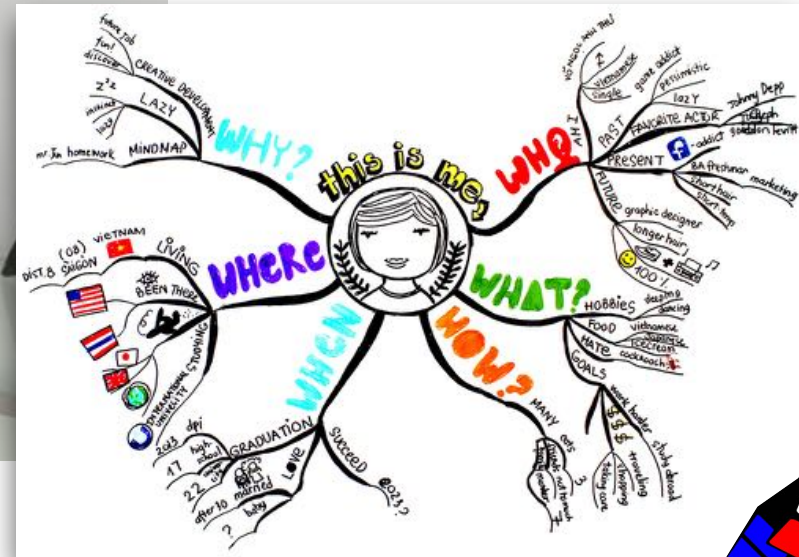
Association map



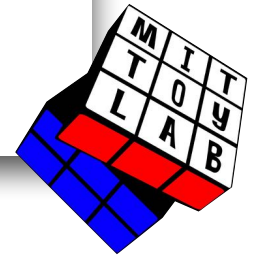
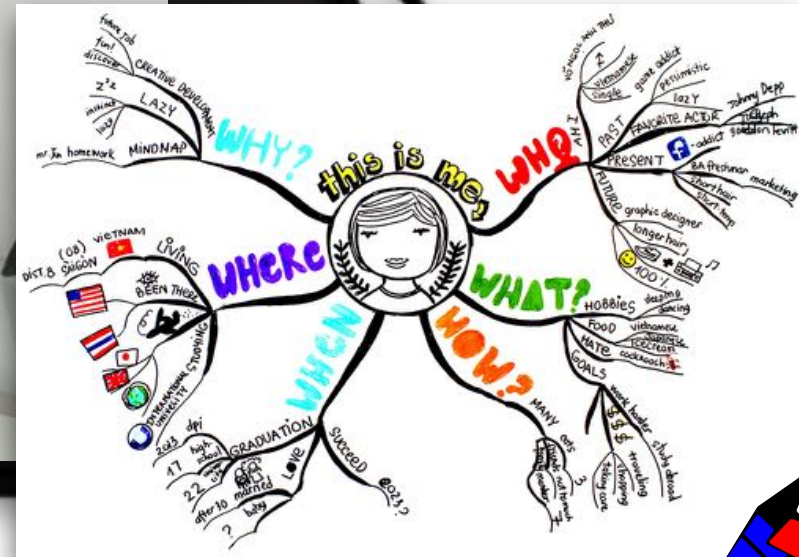
Association map

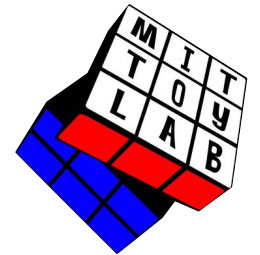


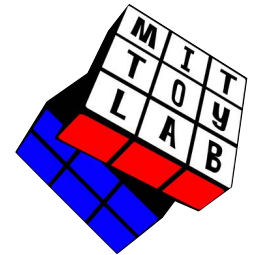
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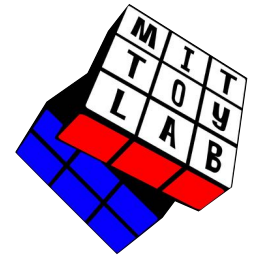


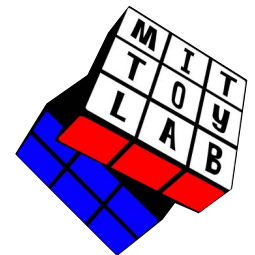
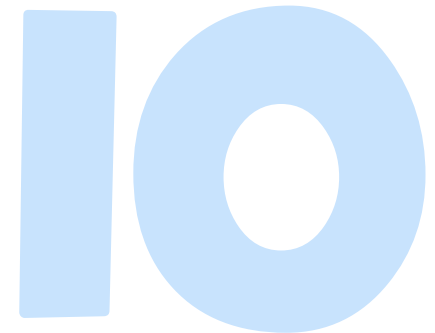
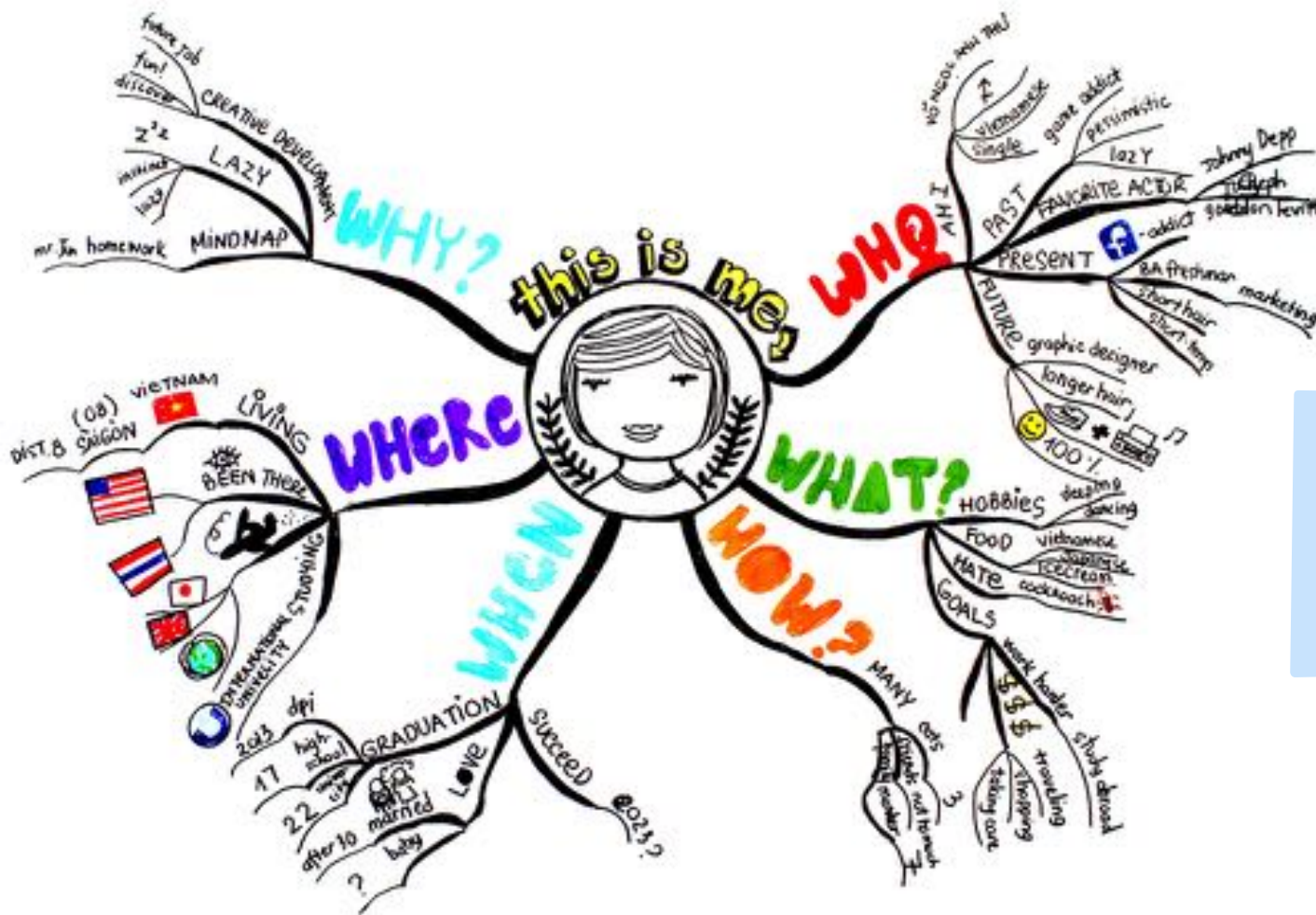
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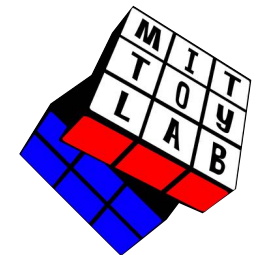
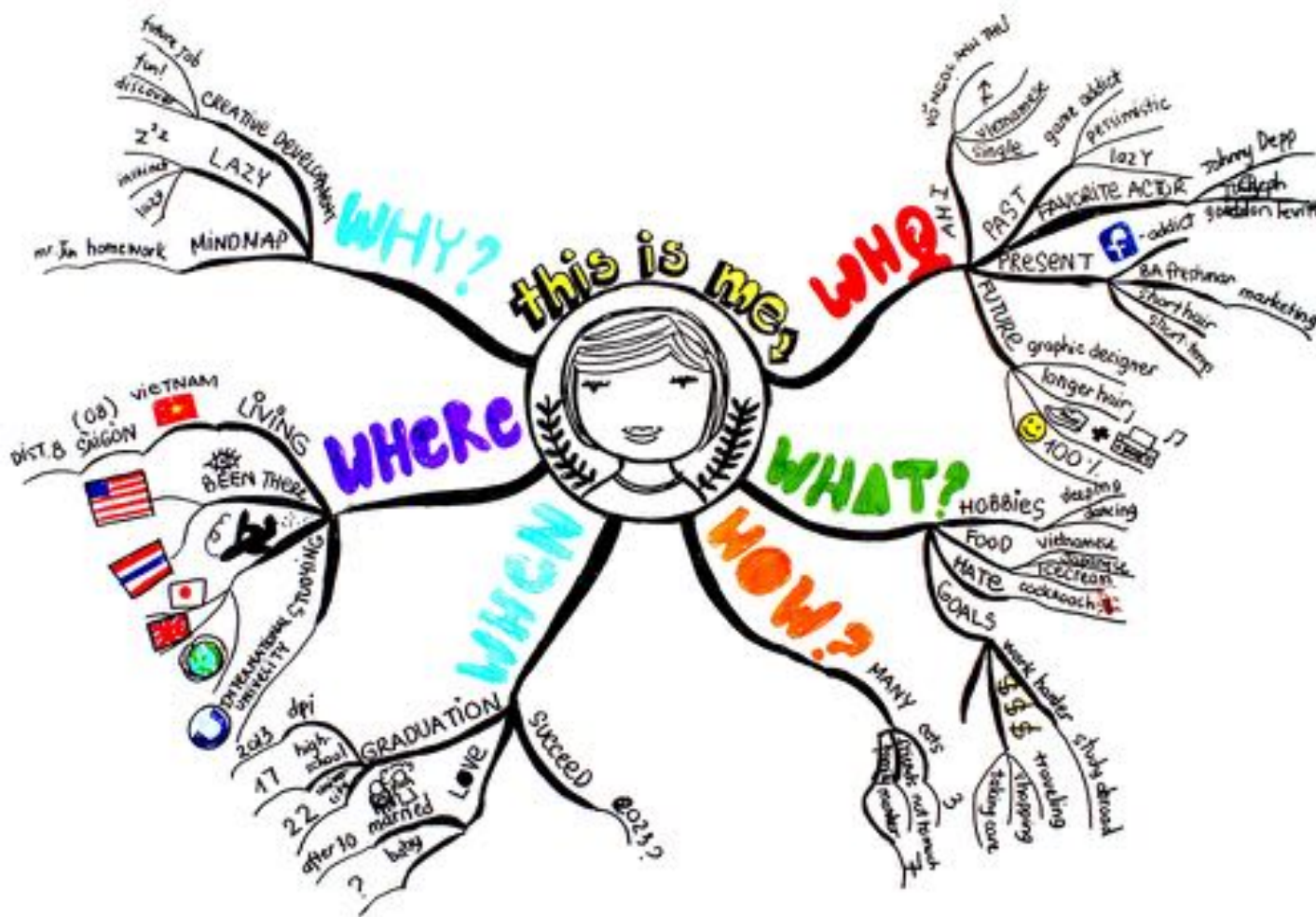
















Upload your map!




Toy Product Design 2.00b

Hello, and welcome to 2.00b!

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Lectures

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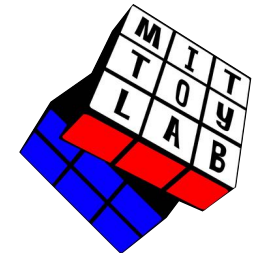
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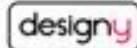
Things to-do

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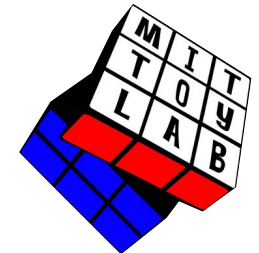
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by Fri, 2/10,
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[Lab section preferences form](#) due



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2.00b, my portfolio



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designy

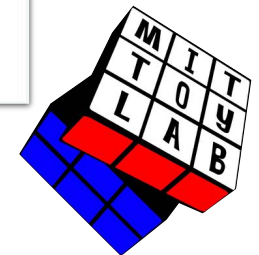
Staff Portal

2.00b Toy Product Design

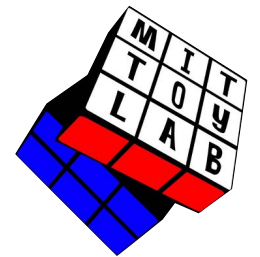
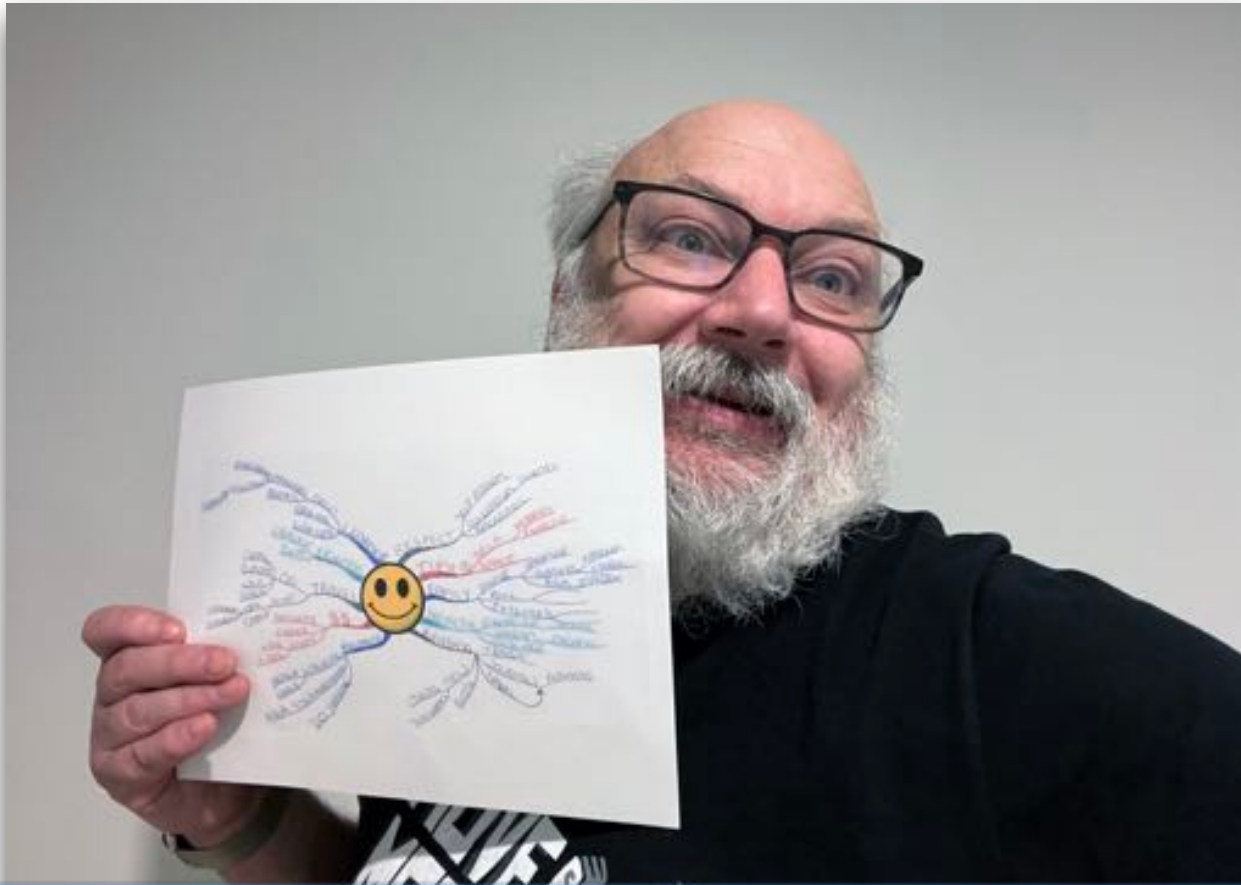
My 2.00b Portfolio



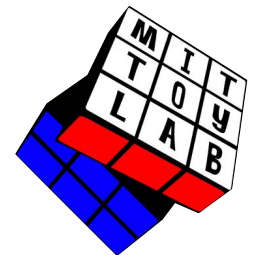
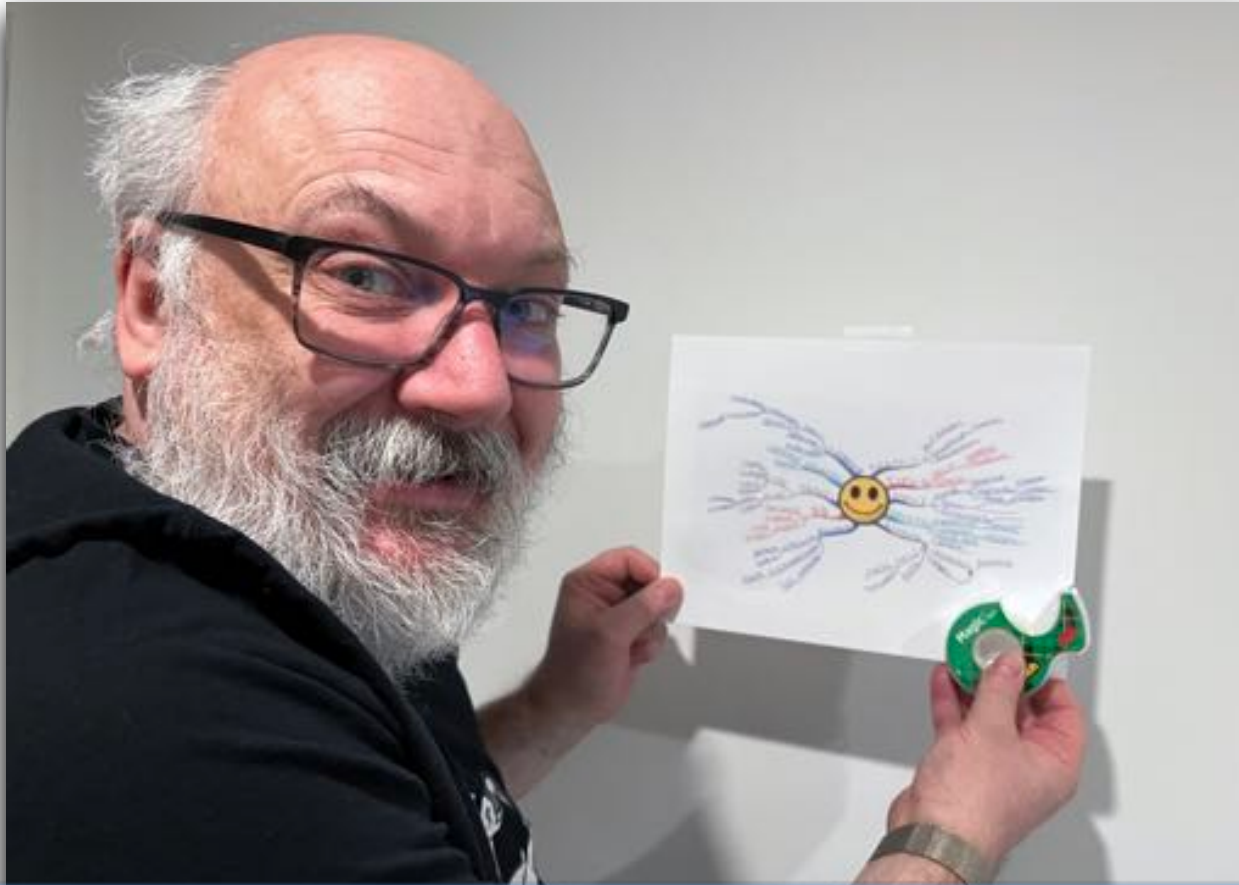




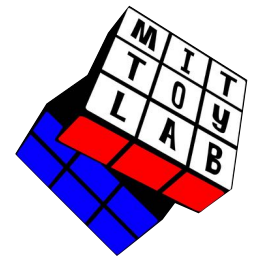
Photography tips



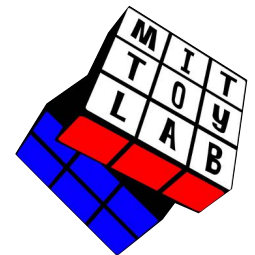
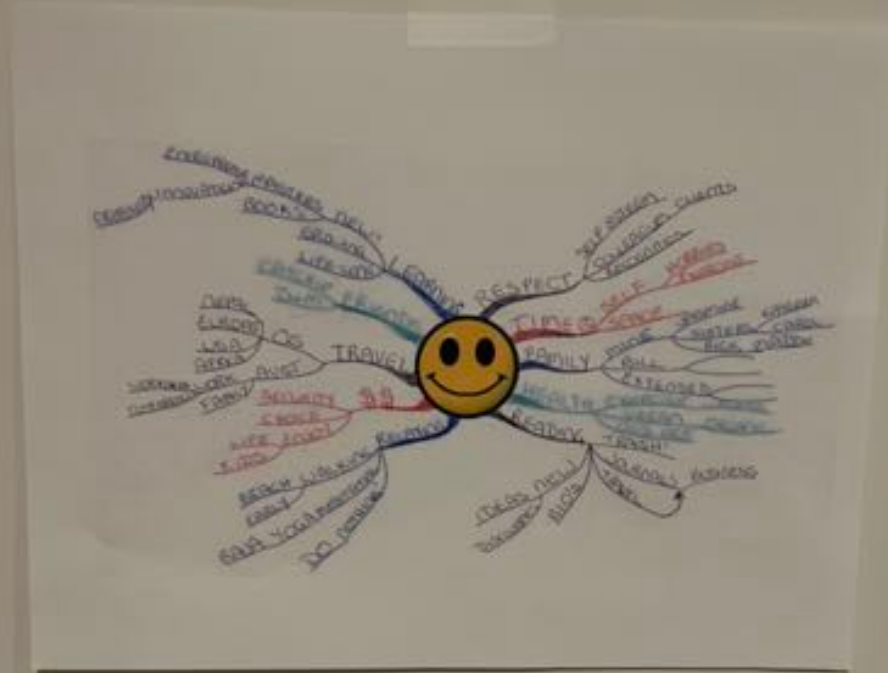
Photography tips



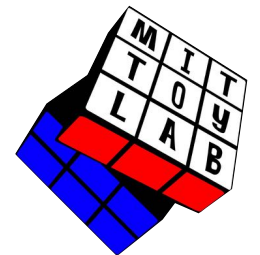
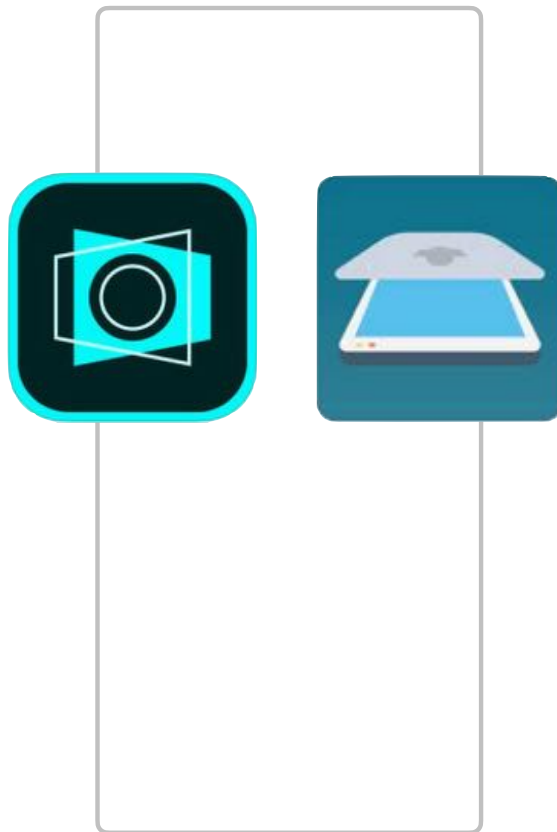
Photography tips



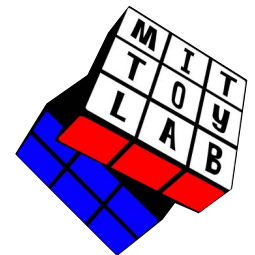
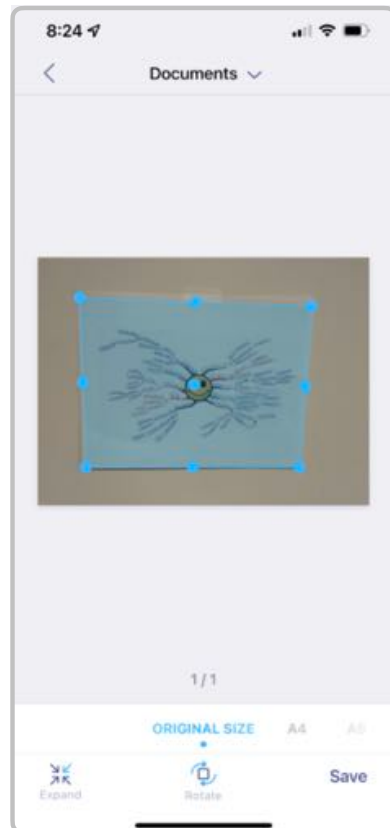
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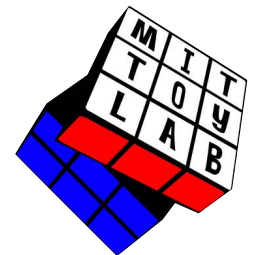
Scanner apps



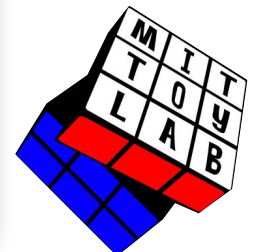
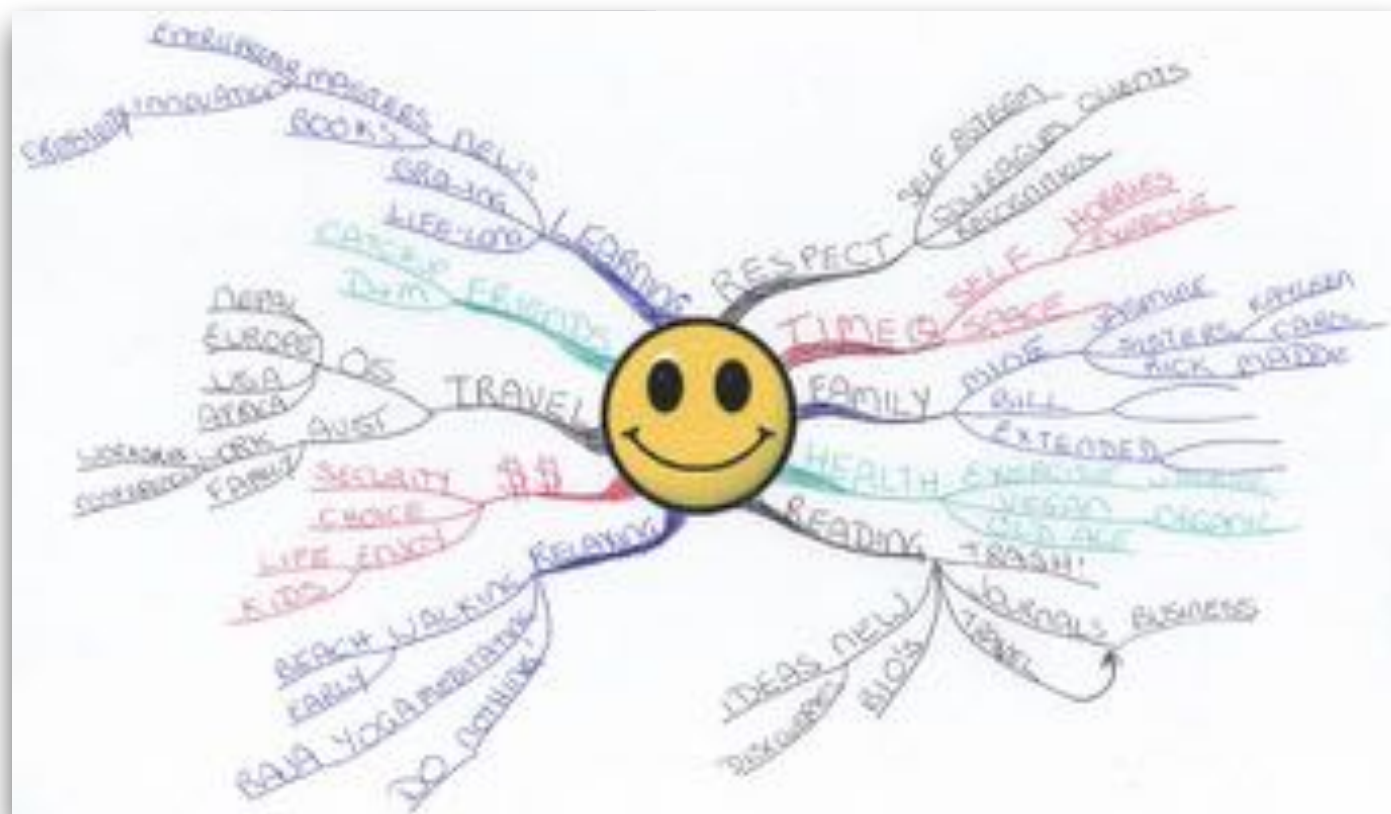
Crop your image



Color-correct

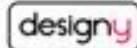


Nice!





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Accessibility

Toy Product Design

Hello, and welcome to 2.00b!

Lectures

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Things to-do

by Wed, 2/8,
11:59PM

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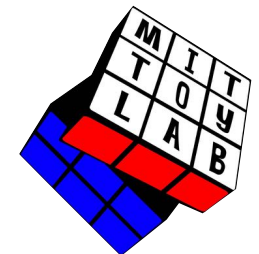
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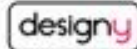
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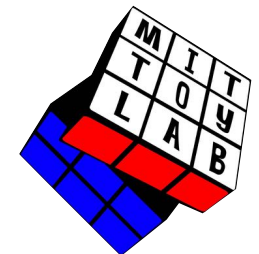
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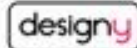


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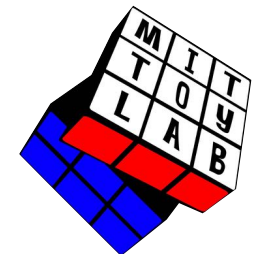
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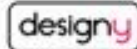
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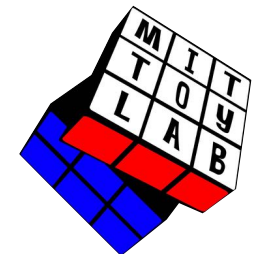
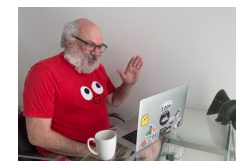
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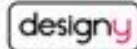
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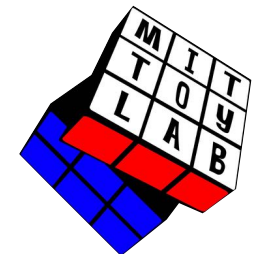
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Course	Section	Material
		5.00 min
		5.00-5.00
		1.00-10.00



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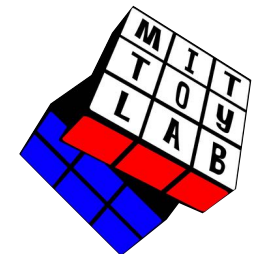
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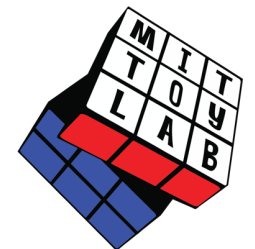
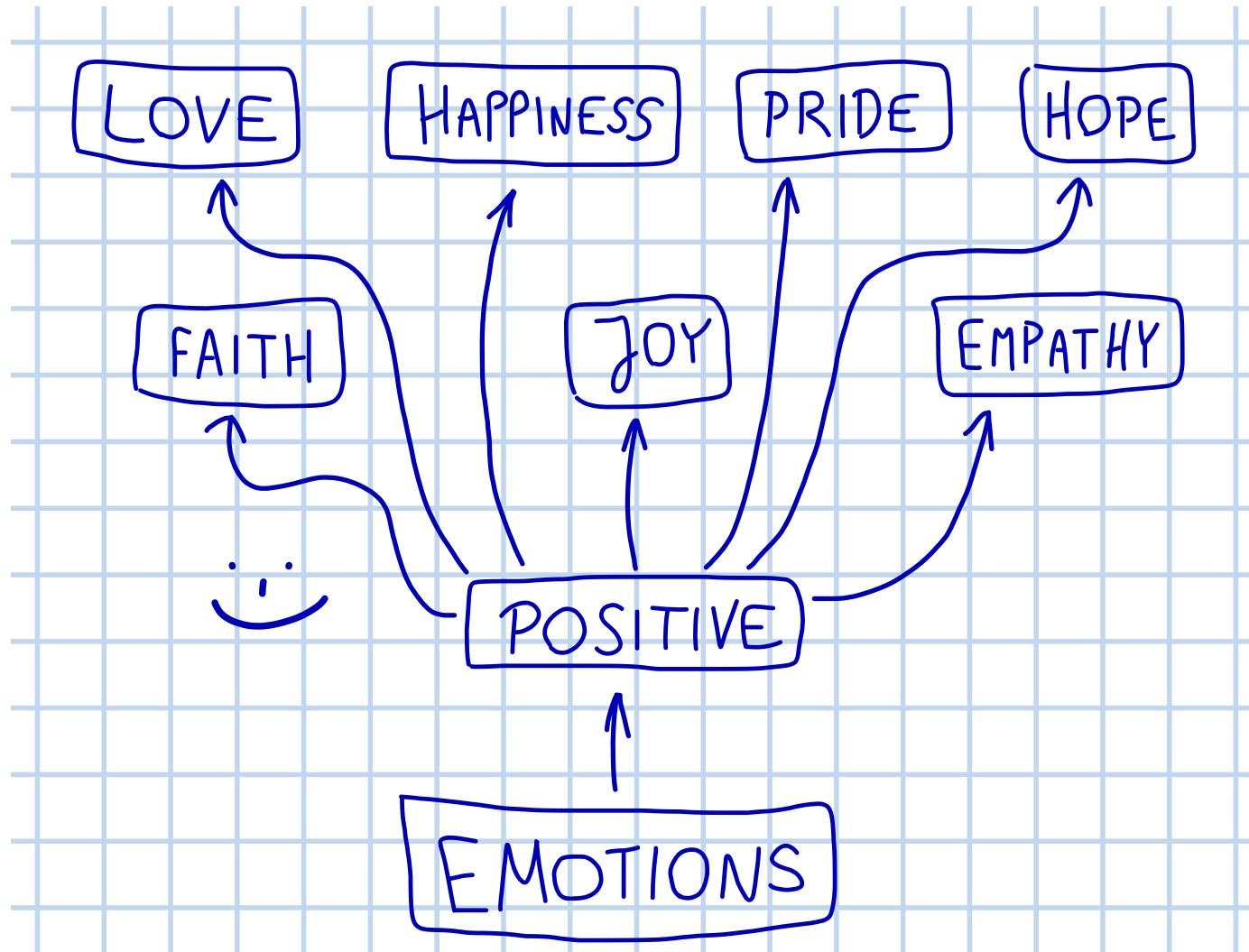
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Adults can play too (or should).

Julie Lythcott-Haims
Contemporary American Educator