

MAS.S62  
Problem Set 2  
Due 9.24

This problem set is intended to give practice in drawing, modeling, and help you refine your product concept. Please bring your deliverables to class on the due date.

1. Make a single design drawing that effectively communicates what your product might look like, what it does, and how it might be used. This will most likely entail a number of callouts explaining with text what a certain knob does, or what sounds it might produce. But, try to be as visual as possible, and keep the text as concise as possible.
2. Build a mockup of your product, which is of the same size/shape as you would like the final product to be. Sketch a user interface on the mockup, using actual hardware where possible (knobs, jacks, etc).
3. Conduct a small user study with some friends or colleagues, using your mockup. Ask them to do certain tasks related to your product, and watch how they accomplish those tasks. Talk with them about their experience, and ask for feedback. Be careful not to lead the users with your questions or actions.
4. Write up a list of things you learned from the user study, and proposed changes to improve the design.