MAS.S66
Problem Set 4
Due 10.08

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. Spend some time thinking through different solutions in your design space. Select 5 of these ideas, taking into account marketability and tehcnological feasibility, and produce a quick sketch of each one. On each drawing, write a short statement as to who the intended user is, and what the task they are accomplishing is. Don't spend more than 10 minutes on each sketch.

2. Select your favorite design and make a single, detailed 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).