The Design Process
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1. Define the Problem
2. Explore Existing Technology
3. Define Targets & Constraints
4. Brainstorm
5. Prototype
6. Evaluate
7. Wash, Rinse, Repeat Steps 4-6
“The best way to get a good idea is to get a lot of ideas”
-Linus Pauling
IDEO Brainstorming Rules

1. Be Visual
2. Defer Judgment
3. Encourage Wild Ideas
4. Build on the Ideas of Others
5. Go for Quantity
6. One Conversation at a Time
7. Stay Focused on the Topic
Mock-Ups and Prototypes

Mock-Ups

“man behind the curtain”
test spatial, structural concepts
generally non-functional
fast construction

Prototypes

successively peel back the curtain
test functionality, etc.
Think in FORWARD time

Keep a design log or journal

Question all assumptions

Start early

Get feedback
Brainstorming Exercise

Groups of 3

Goal:
Find as many ways to use 2 electric motors to create a planar mobile robot base.

Deliverables:
Rough sketches and/or descriptions

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