

## PRODUCT DESIGN: WEARABLE AND LINKED TECHNOLGY

COURSES: ID 264 – Industrial Design Studio II (4 credits)

PROGRAM: Industrial Design/School of Art + Design

**LOCATION**: second year/spring semester design studio (undergraduate)

**INSTRUCTORS**: Jobe Bobee

**DESCRIPTION**: Design studio for product design program. Products designed vary in focus from term to term and include household products, tabletop and cutlery products, office supplies, building/architectural products, furniture, "smart" sensor-based and adaptive products, transportation, jewelry and timepieces, and more.

**PROJECT:** Students were asked to identify a need for technology-enabled interactive products. Products were to be "wearable" and/or linked to other controlling devices (e.g. smartphone). Projects varied from a sensor and materials-dependent "ice pack" to a modular and customizable bracelet for children containing GPS, tactile toys for self-distraction, watch, and more.

**REQUIREMENTS**: Students must produce a physical prototype of whatever product is being designed and proposed. The process is defined and must be documented as part of the project. This process includes (1) study of precedents and investigation of current products; (2) ideation sketching for alternative proposals; (3) exploration of form and alternatives with digital modeling (SolidWorks); (4) digital visualization (renderings) of proposed products; (5) physical prototype (generally a combination of 3D-printed objects with hand-finishing); (6) package design and product booklet justifying production.

**OBJECTIVES**: (1) Hone research, critical thinking, and presentation skills. (2) Be able to identify the parts, materials, and production methods of a product. (3) Be able to use a comprehensive design process that integrates multiple media from freehand sketching to virtual models to 3D printed prototypes. (4) Increase facility with use of digital media for visualization and study of alternatives (including color options) for product design.