D'source Project

Open Design School

MoE's Innovation Cell

Prototyping Part 3:
Human Factors / Ergonomics
Systems Mapping
Hi-fidelity prototyping
3D Modelling & Printing

Design Thinking & Innovation Project

Section: P13, Week 13

Design Thinking & Innovation (DT&I)

Section: P13

Week 13

Design Thinking & Innovation (DT&I)

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IDC School of Design, IIT Bombay

DT&I Project

P12 Module P12:

Human Factors / Ergonomics

Systems Mapping

Hi-fidelity prototyping

3D Modelling & Printing

Project:

Content

THINK!
DESIGN

P13.1

DT&I Project:

Human Factors / Ergonomics
Systems Mapping
Hi-fidelity prototyping
3D Modelling & Printing

Why is ‘Prototyping’ Part 3 Important?

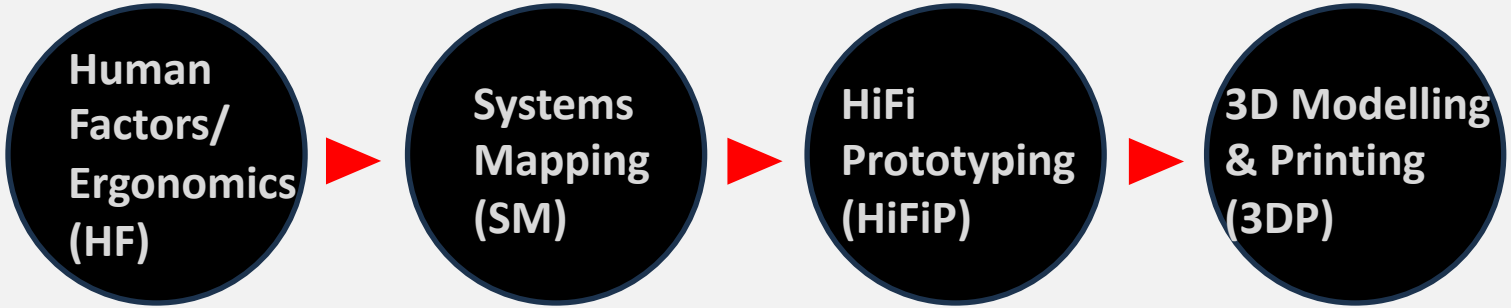
Hard Prototyping part 3 takes you to the final version of the idea or concept. And, helps one to visualize, make it tangible, test, get feedback and change/iterate.

Prototyping Part 3 involves Hard Prototyping, the next version of ideas and concepts. At this point of time, we have discussed the merits of using Human Factors (Ergonomics) to make sure the design aligns with the capabilities and limitations of the user. Systems mapping gives you an worldview of the solution interconnecting with the parts of the system. Hard prototyping makes the solution come alive with all its details.

Soft > **Medium** > **Hard**

Prototype part 3:

(HF > SM >HiFiP> 3DP)



DT&I Project – Part 3 Steps:

1. Note down the Final Concept chosen

2. Apply Human Factors to the concept
- Physical, Cognitive and Social

3. Make Systems Level Mapping of your final concept to get an overview

4. Make use of High Fidelity Prototyping with finer details, textures and refinements

5. Make use of 3D Modelling and Digital Printing techniques

6. Get feedback from users

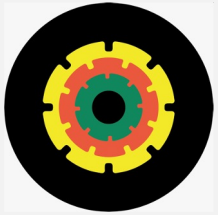
Thanks for Listening

DT&I Project
Section: P13
Week 13

DT&I Course – Week 13:

DT&I Process
(20%)

> Human Factors / Ergonomics
> Systems Mapping
> Hi-fidelity prototyping
> 3D Modelling & Printing



DT&I Tools
(20%)

> Human Factors / Ergonomics
> Systems Mapping
> Hi-fidelity prototyping
> 3D Modelling & Printing

DT&I Project
(50%)

> Apply > Human Factors / Ergonomics
> Systems Mapping
> Hi-fidelity prototyping
> 3D Modelling & Printing

DT&I Cast Study
(10%)

> Case Study Project:
Design Of Bamboo Sliver Furniture

THINK!
DESIGN

Supporting Organizations:

D’source

D’source Project

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Credits:

Presented by:

Prof. Ravi Poovaiah

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Credits:

Camera & Editing:
Santosh Sonawane

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Credits:

Think Design Animation:
Rajiv Sarkar

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Credits:

Graphic Icons:
Shweta Pathare

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Credits:

End Title Music:
C P Narayan

Credits:

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