Totter

Product Design II

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Product Design

Introduction:

The Problem given is For Kids To Play As They Grow From 9 to 17 months Years Old. The Problem Hence Identified Is To Design A Toy That Helps The Kids To Development . A product in which the kid himself is engaged to Play and uses one of the cognitive ability.

Statement :

The design problem is to design a Toy for kids to play in the house.

Objectives :

The object is to make innovative toy for the kids in house which has:

1)Which meets the demand of 9 to 17 months old age group.

2) it has to be in wooden and simple mechanism.

3) learning experience and playful.

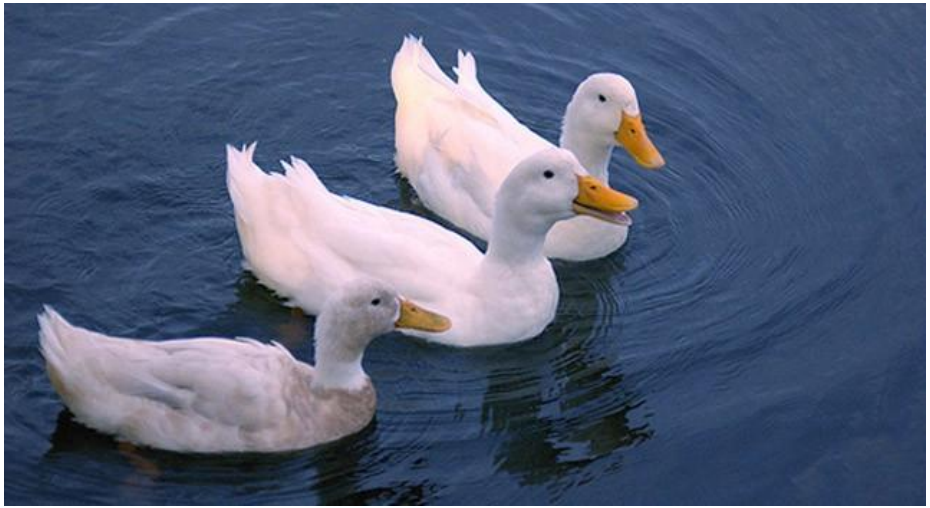
Brief :

The problem is design a wooden toy for a age group of 9 - 17 months old kid which is safe in terms of it material and edge which withstands wear and tear. Kids should operate and approach by themselves. It can create curiosity with movement and visually evokes experience by adopting biomimicking, adopting and learning physical development with constant feedback.

User Study :

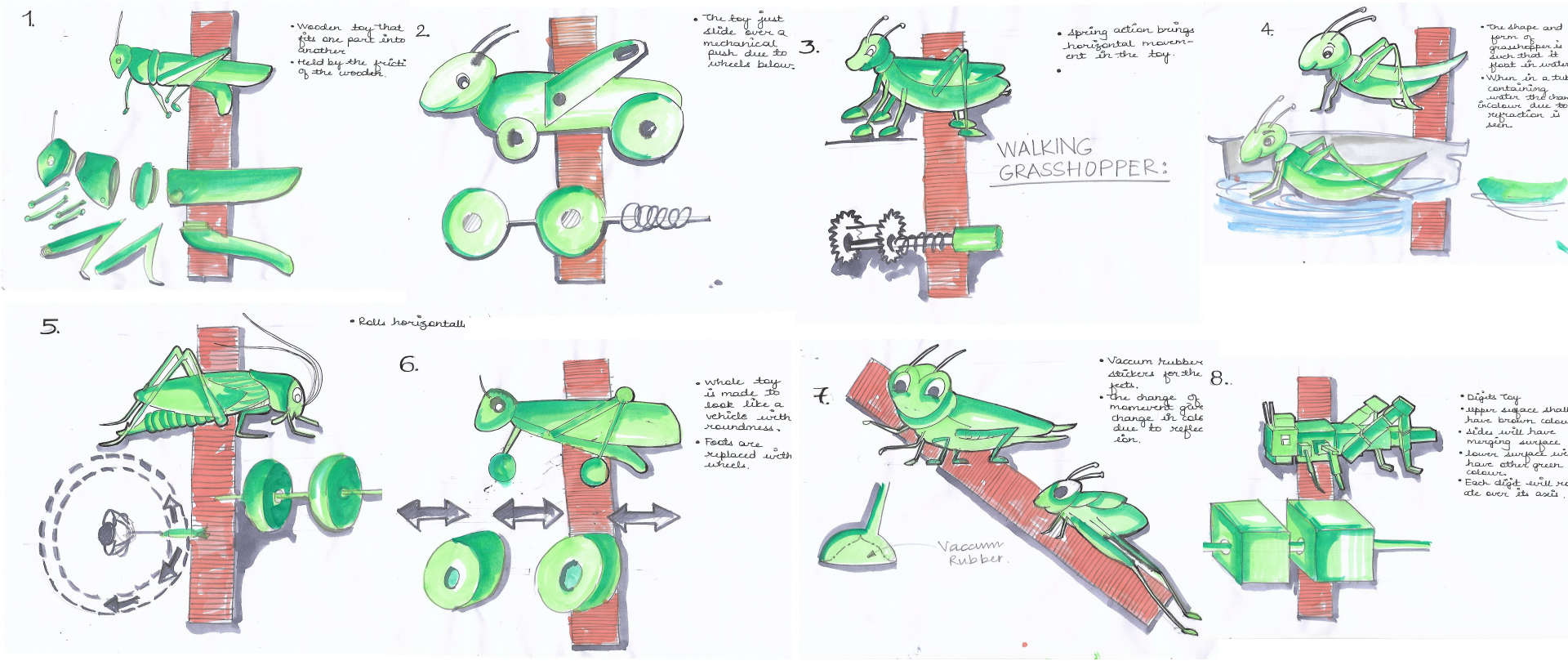
1. Kids approach the toy by seeing other kids playing over it.
2. Usability is as per whether they know to play with the toy or that it seems familiar to them.
3. The first stage is to understand how the toy works. There is curiosity in mind.

Inspiration



Its movement of quacking and wobbling

Ideas


1.
• Wooden toy that fits one part into another
• Held by the friction of the wooden
2.
• The toy just slide over a mechanical push due to wheels below.
3.
• Spring action brings horizontal movement in the toy.
WALKING GRASSHOPPER:
4.
5.
• Rolls horizontally
6.
• Whole toy is made to look like a vehicle with roundness.
• Feets are replaced with wheels.
7.
• Vaccum rubber stickers for the feets.
• The change of maneuvers gives change in color due to reflection.
Vacuum Rubber
8.

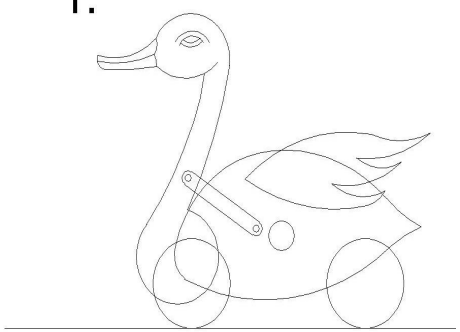
Mechanism

Axial crank

Crank

Form Variation

1.



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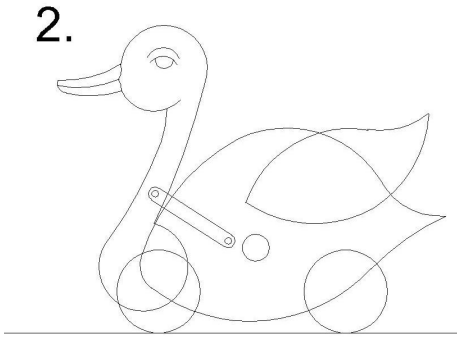

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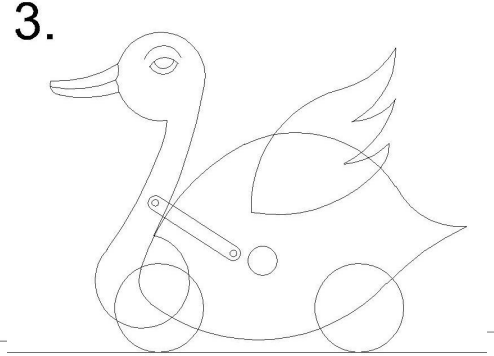

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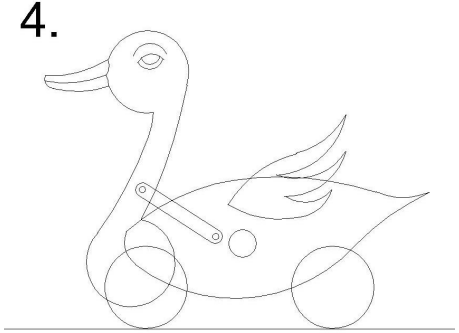
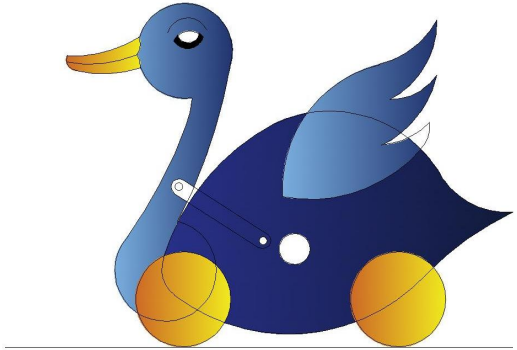
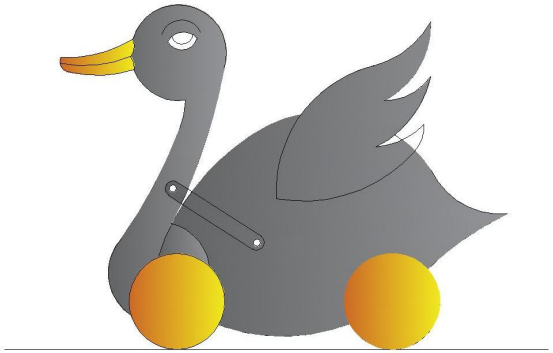
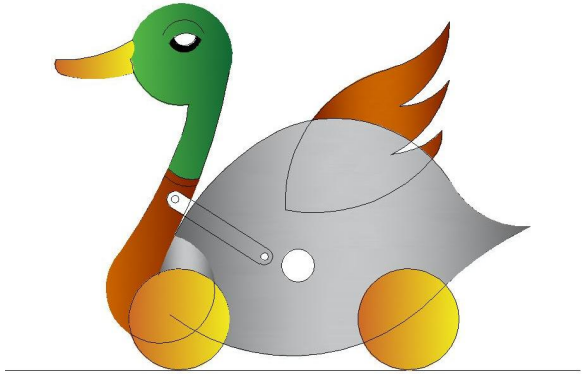


Color Variation







Final Model

Branding