

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.

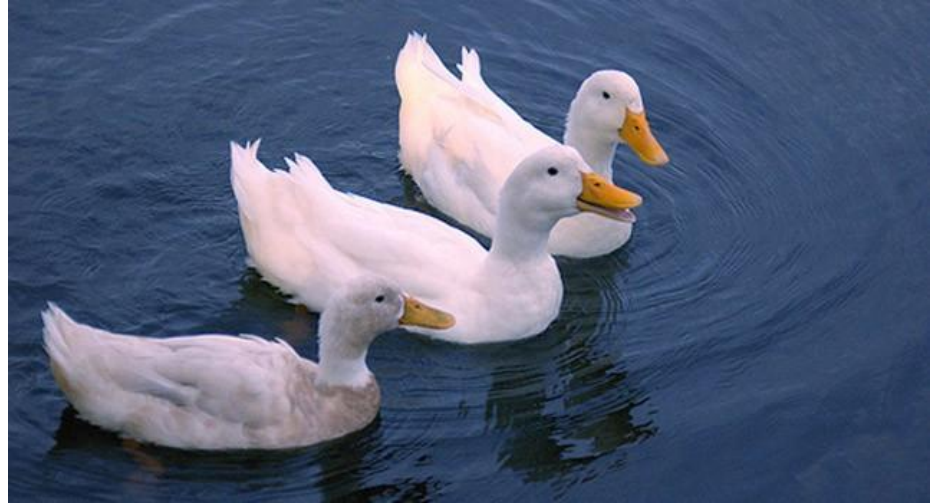
Brief :

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.

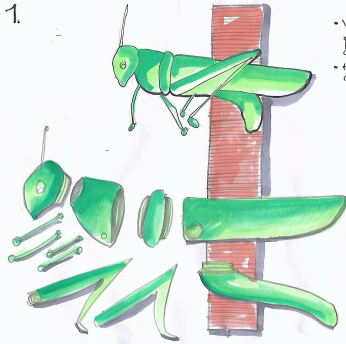
Inspiration



Its movement of quacking and wobbling

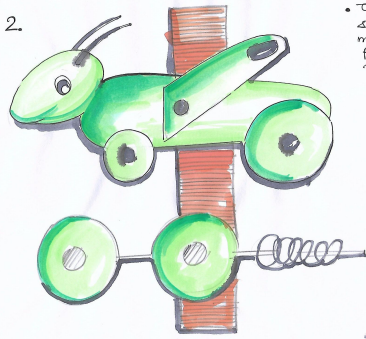
Ideas

1.



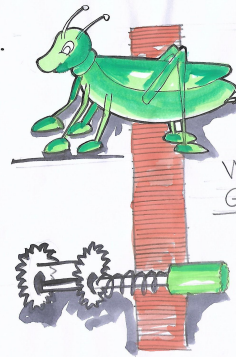
- Wooden toy that fits one part into another
- Held by the friction of the wood.

2.



- The toy just slide over a mechanical push due to wheels below.

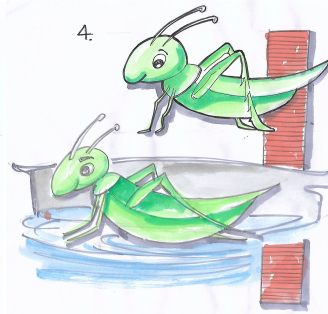
3.



- Spring action brings horizontal movement in the toy.

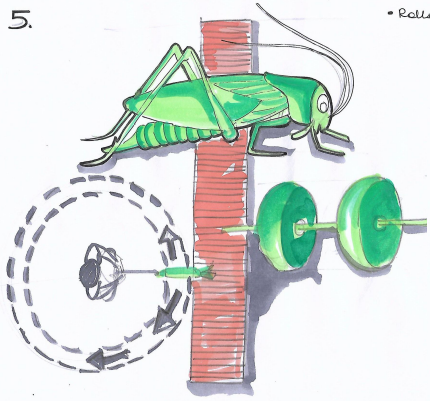
WALKING GRASSHOPPER:

4.



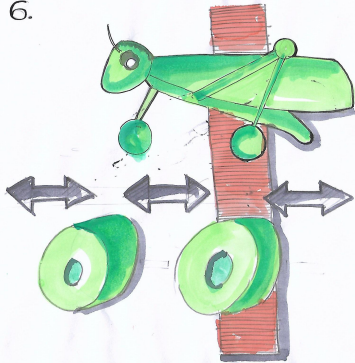
- The shape and form of grasshopper is such that it float in water.
- When in a tub containing water the change in refraction is seen.

5.



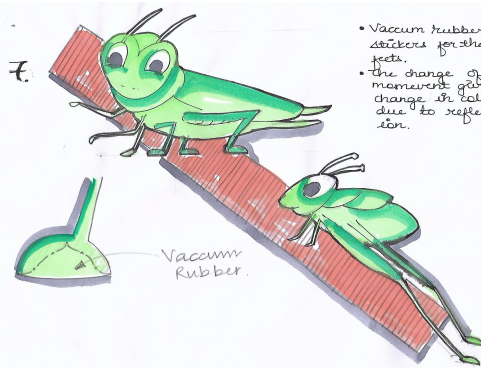
- Rolls horizontally

6.



- whole toy is made to look like a vehicle with roundness.
- Feet are replaced with wheels.

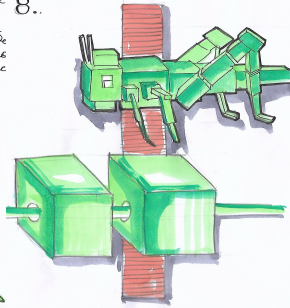
7.



- Vacuum rubber stickers for the feet.
- The change of movement gets change in rate due to refraction etc.

Vacuum Rubber.

8.



- Diggs toy
- Upper surface shall have broken colour.
- Side will have merging surface.
- Lower surface will have other green colour.
- Each digit will rotate over its axis.

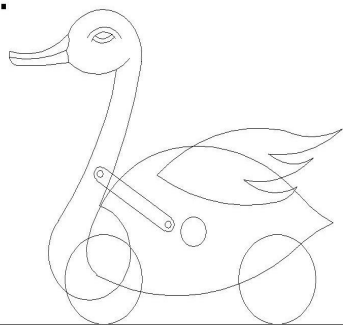
Mechanism

Axial crank

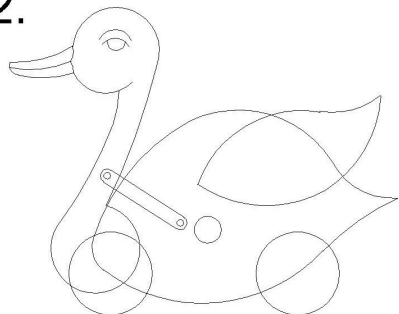
Crank

Form Variation

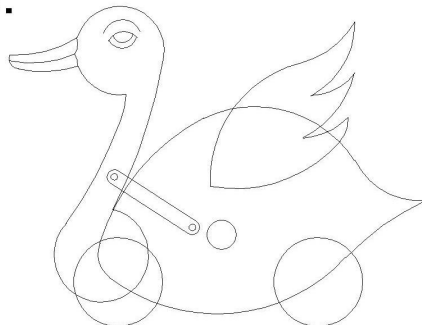
1.



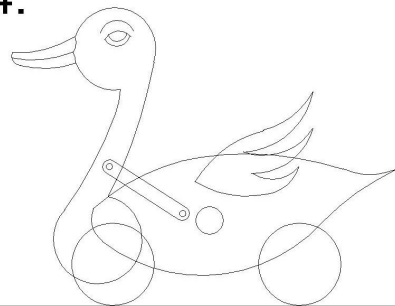
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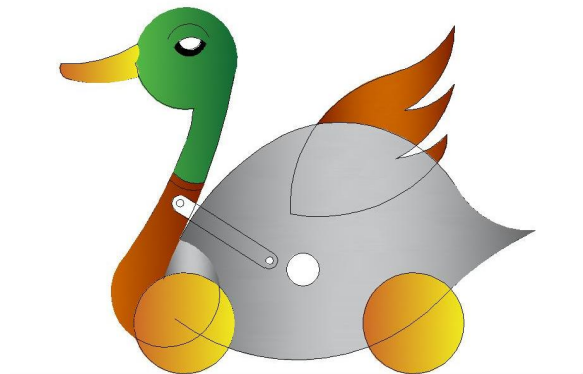
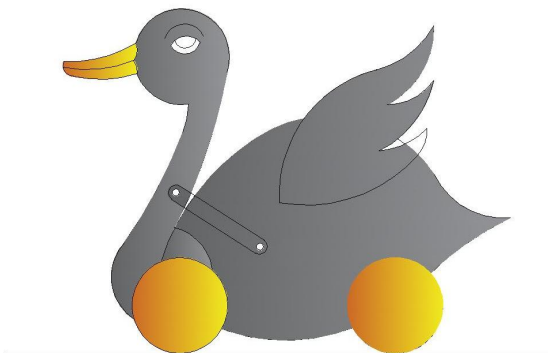
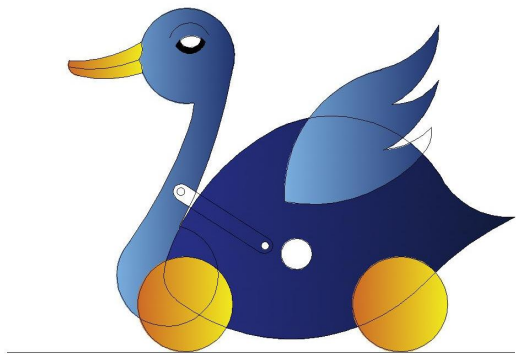
3.



4.



Color Variation



Final Model



Branding

Totter

The word "Totter" is rendered in a playful, rounded, orange font with a black outline. Each letter is anthropomorphized with small black dots for eyes. The 'T' has a single dot on its top right. The 'o' has two dots, one on the left and one on the right. The first 't' has three dots: one at the top, one on the right, and one at the bottom right. The second 't' has three dots: one at the top, one on the right, and one at the bottom right. The 'e' has two dots: one on the right and one at the bottom right. The final 'r' has two dots: one at the top and one on the right.