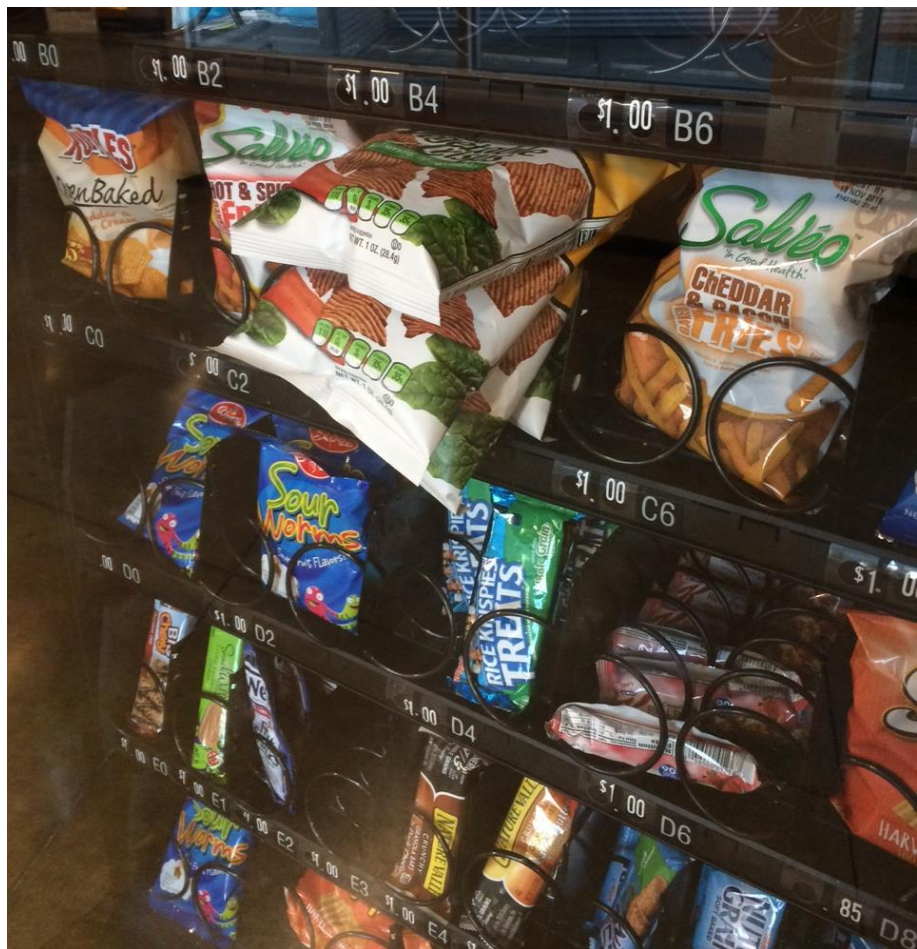


What Is Your Problem?

Design It Better.





What can you change, design speaking, on an everyday item that would improve the performance of that product?

Design It Better.

Directions:

Choose something from your everyday life that could be redesigned to make it perform or function better.

Once you find an object, create a design solution for that problem.

Design solutions can be shown through a model, prototype, or information poster which will be briefly presented in the class.

Do it well. Do it clear. Have fun.