

# DDBC1 — Design Project 1

## 'SoothPet' Reflection

Arthur Geel, 0907552

07.01.2015

We started off by receiving a lecture from experts about the setting we would be doing our project in. The target audience would be the teachers of a primary school. The design brief was:

*Design a tool that supports primary school teachers in 'orchestrating' their class (e.g. time management, promoting collaboration, giving compliments or warnings, etc.)*

We started our project with a pressure cooker. This is a process in which you get to experience a full design process in a very short time, in this instance it was four days. We had to make a plan on how we would make a concept that fits the design brief. We created the GLOB; a global lighting system that radiates blue light which boosts the student's ability to concentrate. It also had a series of buttons on the top of the thing that could be used to ask the teacher a question.

After the small pressure cooker we received feedback on our concept from experts, where the main consensus was that the product had too many functions, yet none were a significant new design. We scrapped the idea of the GLOB, and started over again. In the next few weeks we started moving towards a product that would help the students calm down by giving them attention.

We initially wanted to make this product a wearable item, we were thinking of bracelets or belts, but after we got feedback on this idea from the experts we were shown the negatives of a product like that, so we decided to make it a portable pet instead.

This portable pet was shaped like the body of an animal, and had the size of a small cat. We called this pet the SoothPet, as its main purpose was to bring soothing attention to the students, yet the interaction between our product and the user had to remain playful and interesting, like a real pet.

We made some prototypes to help further our design process, and we used an early prototype for the user testing. We let children aged 5 to 10 interact with it, and we made them fill out a survey after. The results were positive, everybody loved their new toy and they unanimously said they felt calmer after they had used the SoothPet.

We presented the SoothPet for a crowd of experts and interested people during the Final Demo Days. We had a stand with early prototypes and the latest version, along with the materials used in the testing. We explained our concept to those interested, and were given tips and feedback on how to improve it even further.