Traditional Tuners









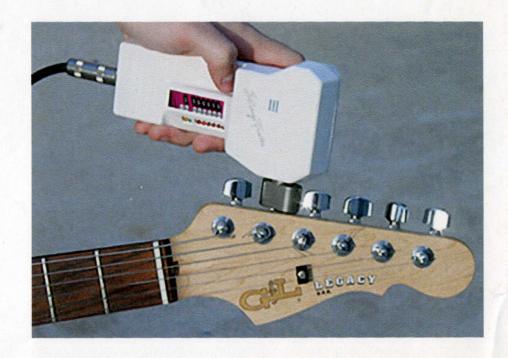
High-tech Tuners











Problems

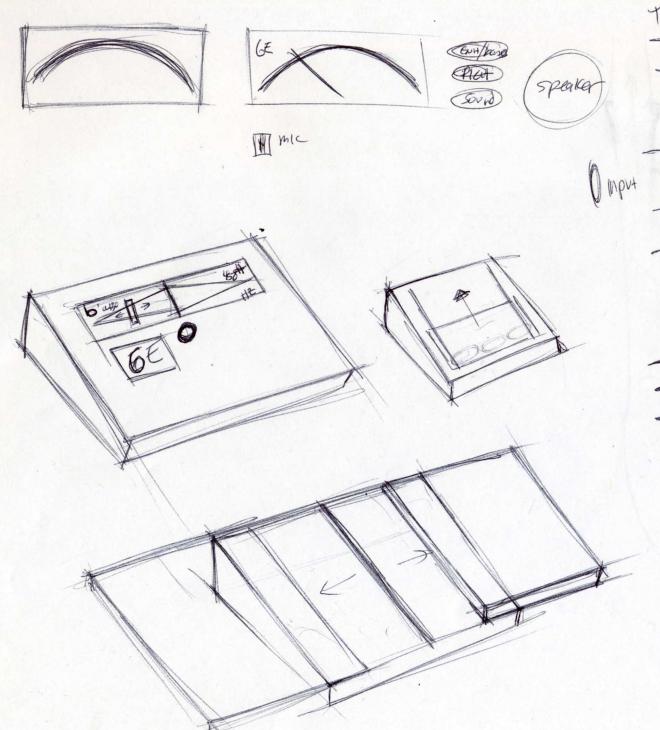
- Not easy to hold
- "uncool shape
- arraid it will turn on accidentally
- closely changeable batteries closely know where to put it mard to open when figure out where
- Escreen warter space
- light for wen hit note does not work
- (Iming takes two hands)
- "Sound" button does not work

Solutions

- more ergonomic
- -St hand bother
- better form = just be its cheap down+= uncool
- hold button
- less prominant/protruding buttons
- covered was for buttons
- more abucous where batteries are located
- easier mechanism
- better Screen information area -less wanted space
- elip mechanism (to hole,)
- Shory background (like headband material)

LOW COST/AMATURE LEVEL

- Atach To Capo? les equiptment?



things on front

- screen
tells you # or to
how much
- tells you wrongen key

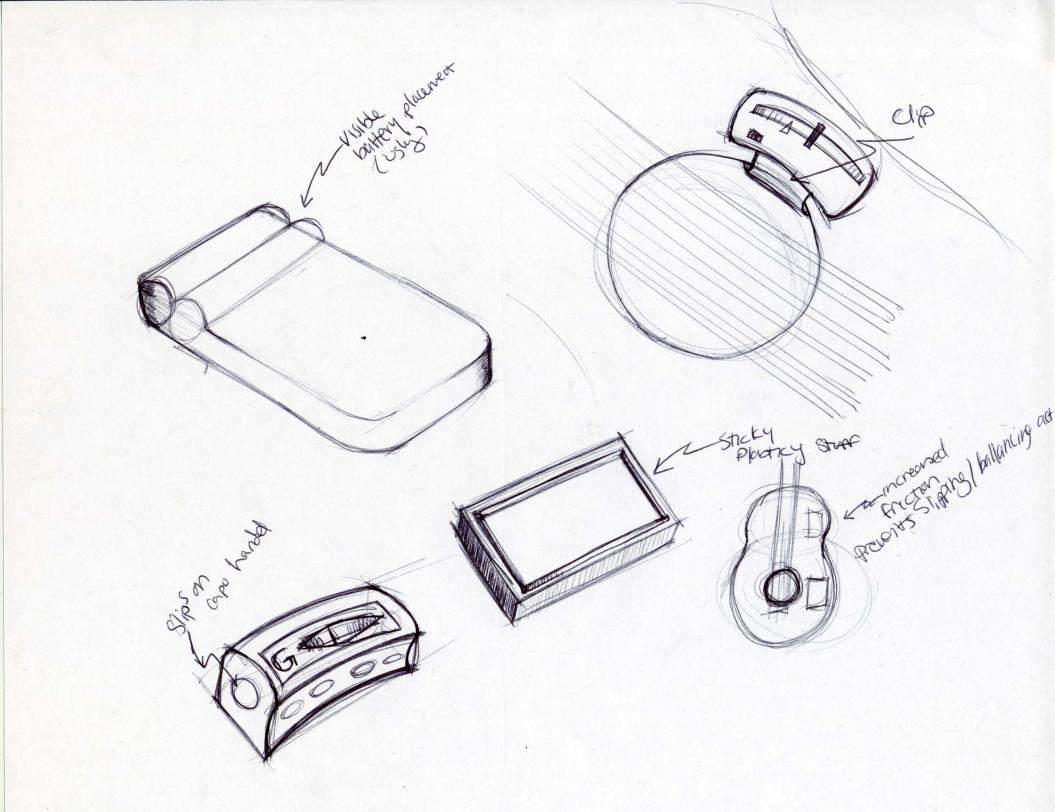
- on/ox

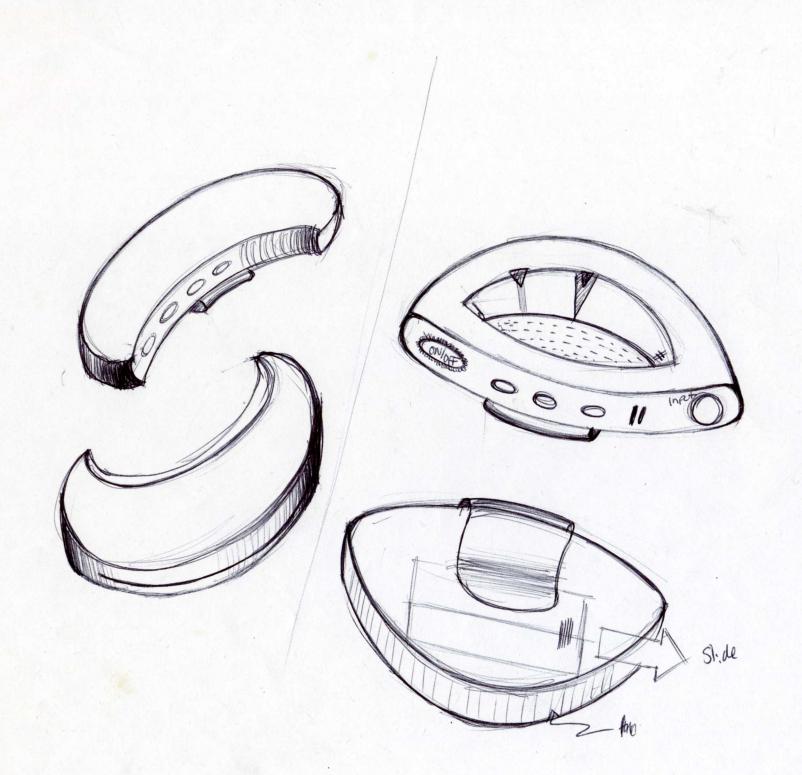
- buttona-Guten/bond Plast simd

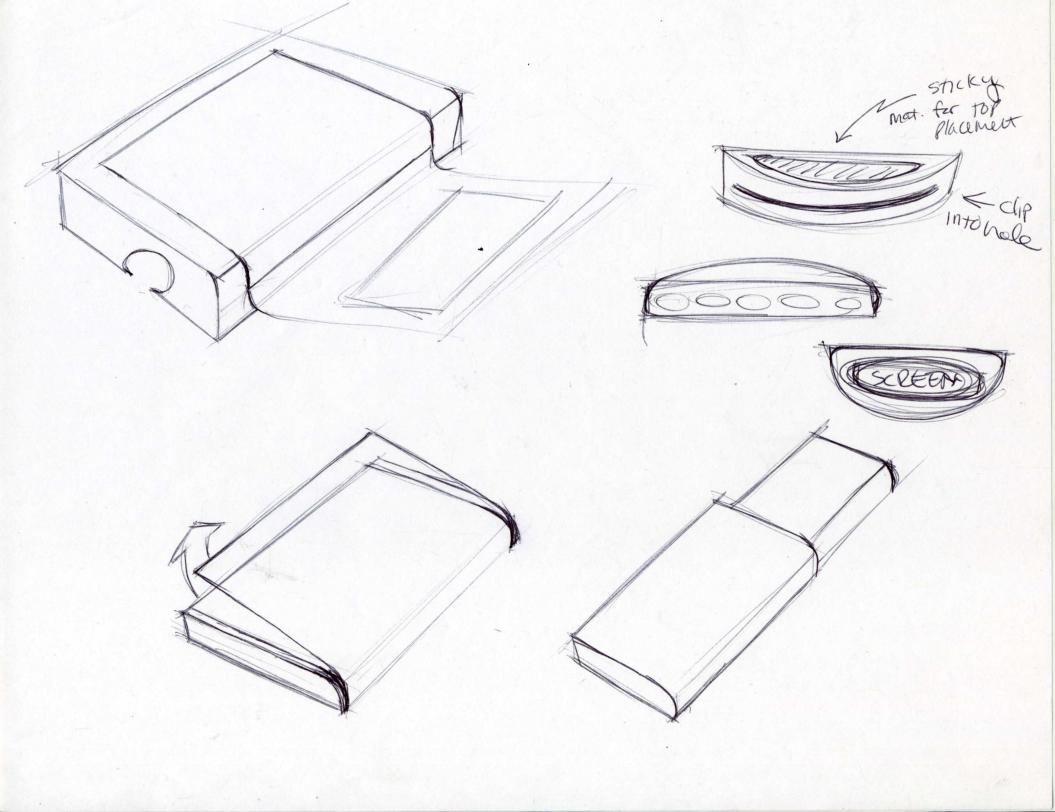
- speeder

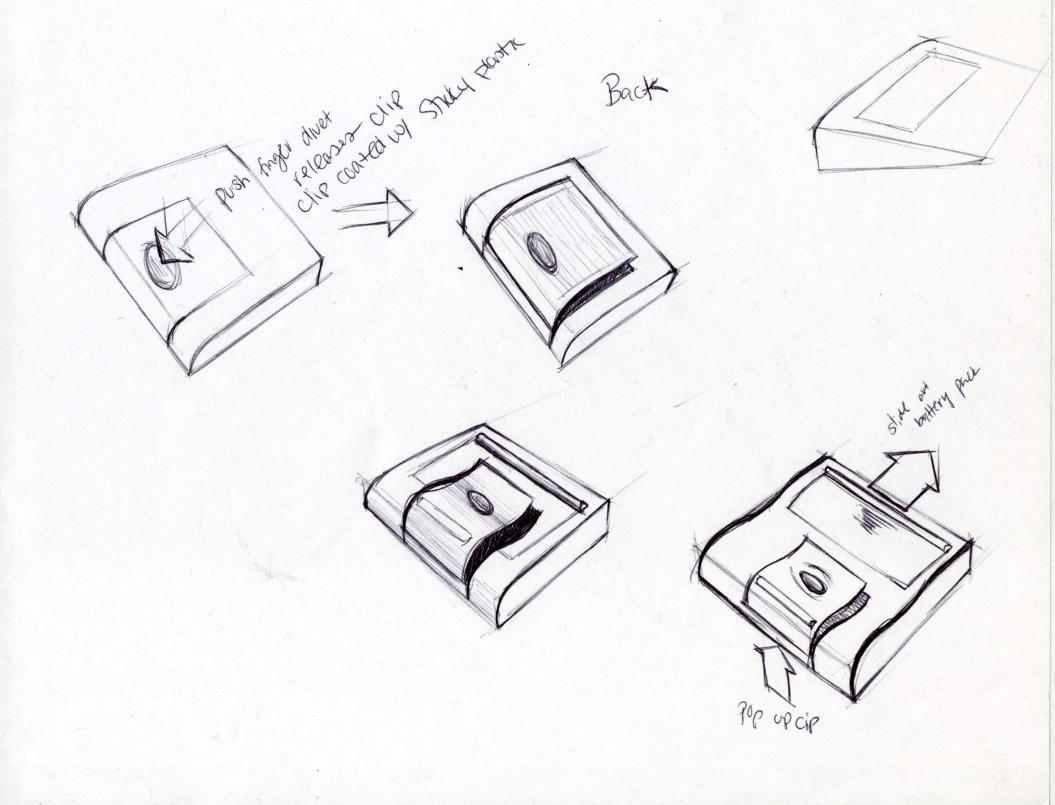
- MIC

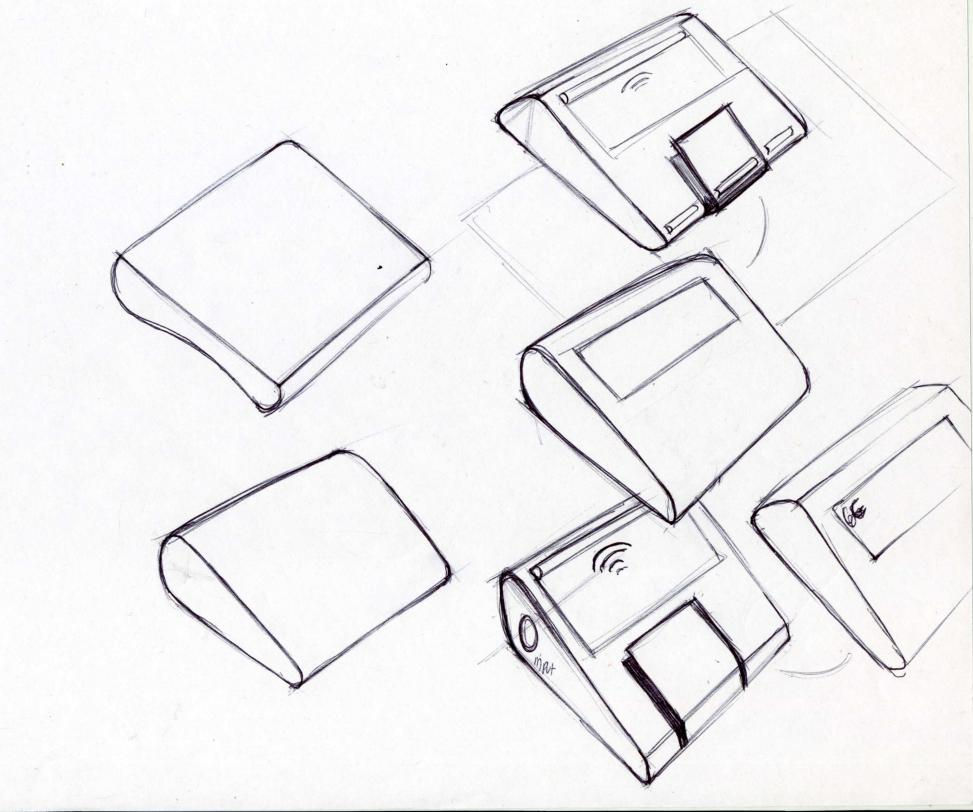
- Inpot

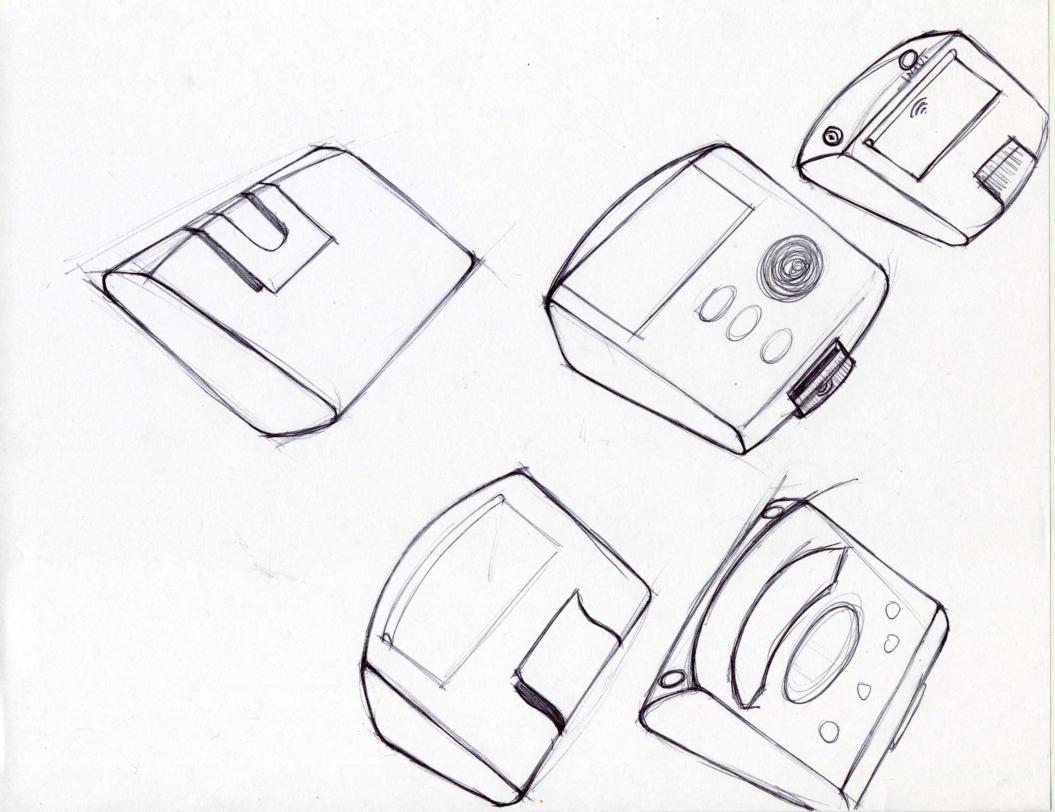


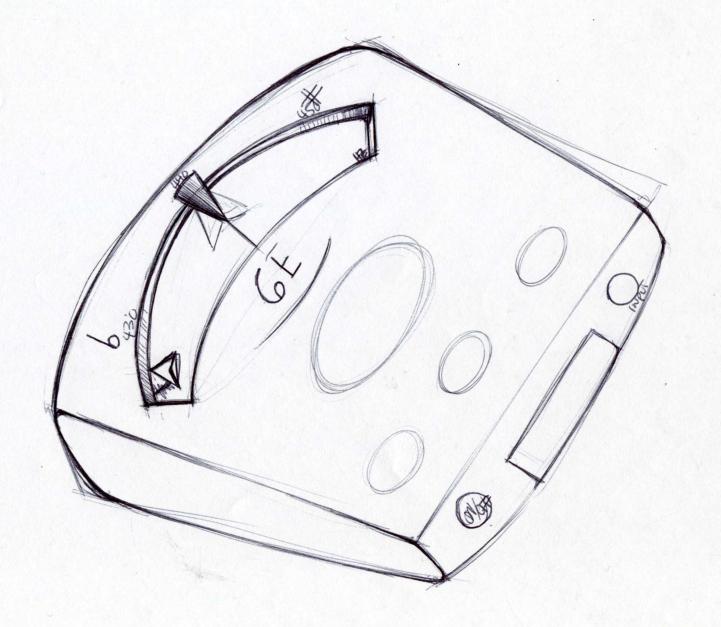


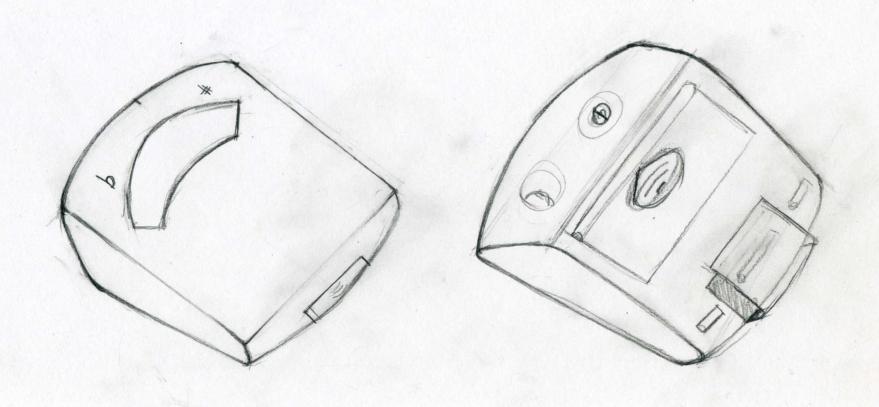








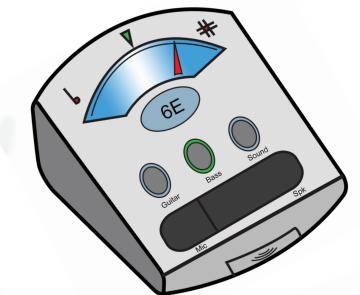




Korg Guitar Tuner

Rhoni Rakos 2009

Redesign



Back



Old Design





Major Problems:

-Screen

Back

Wastes space Needle and text is hard to read

-Batteries are difficult to change

No indication of where they are located Physically difficult to open once located

-Hard to balance on guitar while tuning
Slips off or towards strings

Design Changes:

- -Screen shapes makes better use of space
 All text is easily visable and legible
 Colors have consistant meaning and confirm expectations
 Shape angles tuner towards user for ease of use
- -Battery casing is visible and with clear indication of how to slide it open

Front

-Slipage off guitar is prevented

Sticky plastic and "pop-out" clip that can attach to sound hole of guitar