



A Jar Ajar har har har...

redesigning a jar lid for kids, by kids

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Basic Interaction Design
A1: Control Redesign
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1. Problem



- Jars can be tricky to open.
- Do I turn left or right?

2. Current Solutions



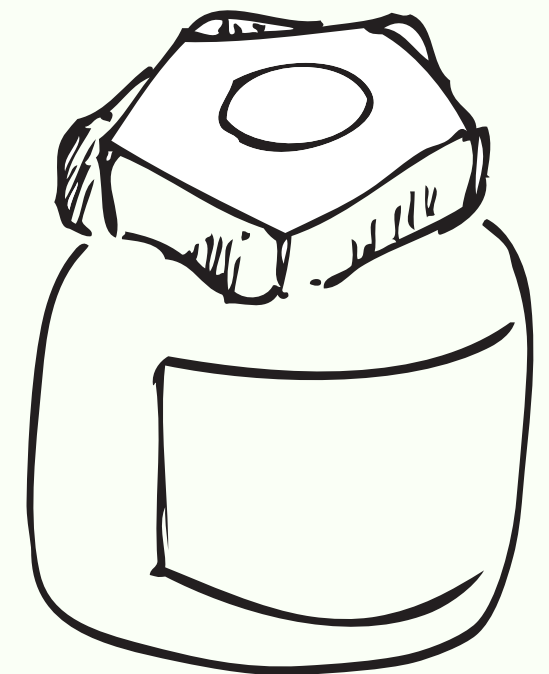
- Not always handy
- Sometimes doesn't work
- Expensive

3. Analogous Solutions



- Rubber affords gripping
- Design allows and restricts actions

4. Redesigned Solution



- Rubberized jar lid
- Yield more leverage for opening vs. closing the jar
- No need for symbology