

“Companion Device”

BID Spring 2011

Your assignment is to design and build a device, using foam core and other assorted materials, that acts as a “companion” to your target user group (pet, child, or plant) and addresses an identified area of need. Each team will be responsible for one completed and “fully functional” rapid-prototype. Prototypes will then be presented to the rest of the class as a narrative performance.

*Your companion device **must:***

- Use one full sheet of foam core, in its entirety.
- Express its function in a contextually appropriate way
- Be designed to be easily transported (i.e., incorporate wheels, handles, grips, etc.)
- Be thoughtfully constructed and attentive to detail

In addition to foam core, you may also use:

- 9 inches of ribbon
- 8 googly eyes
- 7 poofy pom-poms
- 6 pipe cleaners
- 5 feathers
- 4 sheets of colored construction paper
- 3 pieces of felt
- 2 wooden dowels
- 1 fake plastic plant

You may also use unlimited quantities of:

- Cardboard
- Tape, glue, staples, etc.
- Yarn
- Rubber bands
- Drawing materials
- Computer printouts
- Other found objects

Finally, there will be three design phases:

1. Design planning (about 20 minutes)

This phase is for scenario planning, device envisioning, and material gathering only. No materials may be “cut into” or assembled during this time.

2. Rapid Prototyping (30 minutes)

This phase is for construction, testing, and iteration of your concept. Don’t overly fixate on your first idea. Instead, use the full length of time to evolve your concept and develop a systemic solution and refined scenario of use.

3. Presentation (3 minutes per team)

Thoughtful presentations will be rewarded with enthusiastic applause. Team spirit is highly encouraged. Product failures and “bad guys” will be booed and jeered.

