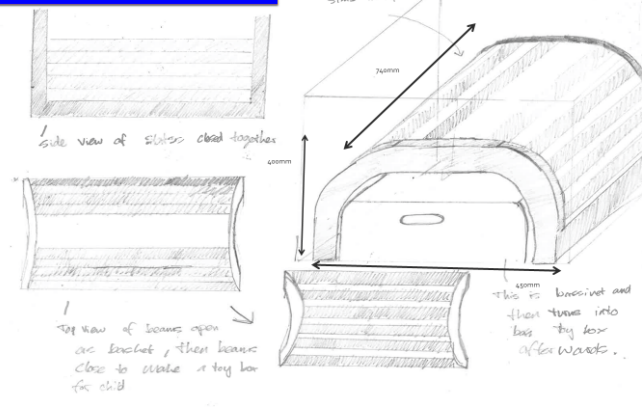


A2 Product Design

DEVELOPED IDEAS

Intro: On this page I have developed a model from my initial ideas, closer to what the target market had about the previous design and what they don't like. It is a bassinet that changes into a toy box, which seems to be around the house.



TESTING AND MODELING

Intro: On this page I have developed a model from my initial ideas, closer to what the target market had about the previous design and what they don't like. It is a bassinet that changes into a toy box, which seems to be around the house.

TARGET MARKET FEEDBACK

As this was the first time for a member of my target audience to see a model of the product in 3D form, it allowed them to make a decision on the product with what they liked and didn't like about the product.

Positive	Negative
<ul style="list-style-type: none"> Liked how they would be able to detach and re-attach to the two sections (bassinet and play tunnel). They liked how the pieces work together to be easy to use and safe to use. 	<ul style="list-style-type: none"> The handles may be too big and the majority of my target market were worried that even though it was too small for the bassinet, that may be a bit too much.



PROBLEM

- When putting the model to test it was noticed, it took too far and sideways, which can result in the model falling on its side. This is a major issue that needs adjustment as it is dangerous for the child inside.
- The handles are too big, which I gathered through feedback from my target market. Feedback which suggested that I make it smaller.
- The way it will be attaching the bendy ply around the curvature of the rocker. As this model allowed me to see that could be hard to bend a single sheet of ply around the way round, and may have to do it in two separate pieces.

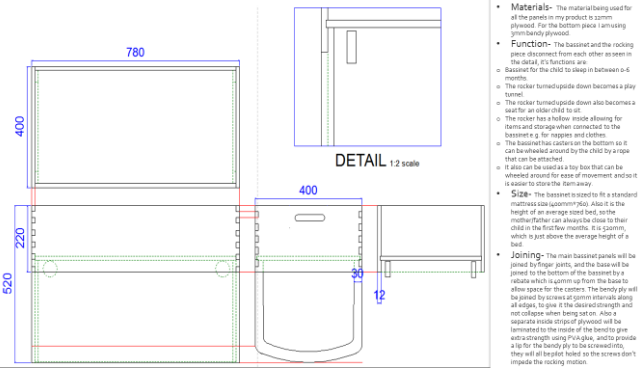
SOLUTION

- As seen in the second photo from the left, the two wheels prevent the rocking and act as a stopper. But as the curvature of the bendy ply will be bent all the way round the bottom these need to be there to stop the bassinet from tipping over. But this was a limitation in the form of reducing the angle of the curve (originally the curve started from the ground which I reduced to a gap of the ground.) This stopped the bassinet from tipping so obviously and completely reduced the chance of the bassinet being rocked over.
- Reducing the dimensions of the handles by half at the moment it is impossible to get all fingers to grip the handles properly. This will allow enough space to get all fingers to grip the handles properly. This will allow enough space to get all fingers to grip the handles properly.
- It allowed me to test out a viable idea, as shown in the middle picture. The two end pieces with the curve will be well suited to the base, as it is a bending piece for the bendy ply. By using this method I can use one piece of bendy plywood and don't have to use more than one.

FINAL DESIGN

Intro: On this page I have my final design, it is a high functional bassinet that changes into a play tunnel, seat, and a toy box that can be used around the house. The bassinet can be used as a play tunnel, seat, and a toy box that can be used around the house.

Summary: This detail shows the joining between the bassinet and the toy box. It shows how the bassinet can be used as a play tunnel, seat, and a toy box that can be used around the house.



PRODUCT WITH INTENDED SITUATIONS AND TARGET MARKET

Intro: In a number of my target market kids offers to let me use their child to test out the final functional bassinet. They also gave me lots of useful feedback about what they thought about the product, and what they thought could be improved after seeing their child using the bassinet. Another feedback.

Summary: This generally the target market likes the product, and they were to get feedback and make modifications to improve it. To enhance the current rocker pieces could be made taller so there is more space for the child to sit through the play tunnel.

