

Museum of Craft and Design

DESIGN CHALLENGE



PROJECT DESCRIPTION

MCD Design Challenges can take many forms and have long been a favorite project at the Museum of Craft and Design—from Maker Faire to MAKE, and now as the flagship project for Mobile MakeArt!

In celebration of [SF Design Week 2020](#), this version of the MCD Design Challenge offers Design Thinking prompts adopted from the framework of [d.school](#), Stanford's Institute of Design. Look for materials found around your house in order to Empathize, Define, Ideate, Prototype, and Test a product that will meet someone's needs!

This project works best with a friend or family member. For younger designers, guardians may use the below instructions to help facilitate the process.

RECOMMENDED AGE/SKILL LEVEL:

Recommended for children ages 4+ with adult supervision for glue gun use and prompt facilitation.

MATERIALS

Try to find at least one object from each category:

- Pom poms or cotton balls
- Something metal: metal washers, hex nuts, paper clips, metal brads, key chains or old keys
- Paper or plastic straw
- Pipe cleaners, wire, or twisty ties
- Toothpicks, sticks/twigs, tongue depressors, or popsicle sticks
- String, yarn, floss, or twine
- Elastic, hair tie, or rubber bands
- Buttons, spools, bottle caps, or corks



Museum of Craft and Design

DESIGN CHALLENGE

- Plastic containers or lids
- Fabric, felt, or tissue paper
- Plastic eggs, plastic lids, clean egg carton
- Tape: duct tape, packing tape, masking tape, or scotch tape

TOOLS

- Scissors
- Hot glue gun and glue sticks if available, other glue if not
- Pencil and paper for list + sketching

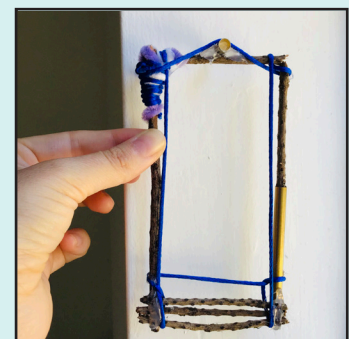
DESIGN THINKING PROCESS

Sample answers are *italicized*.

- First, collect the materials outlined above.
- Empathize: Choose someone in your house who you will design this product for.
 - Ask them to choose one of the following categories:
 - Something wearable (ie: a watch)
 - Something sculptural (ie: a trophy)
 - Something structural (ie: a roller coaster)
 - Something mobile (ie: a wagon)
 - Something entertaining (ie: a kite)
 - *Something functional* (ie: a backpack)
 - Dig deeper:
 - Why did they choose that category? (*They like objects that have a use while also being aesthetically pleasing.*)
- Define: Based off of what you learned in the previous step, think about what kinds of things could fulfill your subject's needs.
 - Brainstorm 3-5 ideas in a list. (*Lamp, picture frame, coffee mug*)
 - Choose which item you think will work best for your subject.



Ideate



Prototype

Museum of Craft and Design

DESIGN CHALLENGE

- Or ask them directly which one they like best!
(Picture frame)
- Ideate: Sketch a diagram of your product and play around with your materials to begin imagining a form.
- Prototype: Use glue or other adhesives to hold your materials together.
- Test: Show your subject the prototype and let them use it. Ask for feedback and consider adding to or editing your current version. Remember—prototypes are non-precious and you might end up with a whole series of versions of the same solution.
- Tag #MCDatHome to share your Design Challenge on social media!



Test

ADDITIONAL RESOURCES

CONNECT SOCIALLY AND LEARN MORE

Facebook & Instagram: @MuseumofCraftandDesign
Twitter: @SF_MCD

Websites

Join MCD educators at SF Design Week for a mini Design Challenge workshop and an inside look at the newly reimagined Mobile MakeArt initiative!

Share your project!
Post and tag #MCDatHome