

COOPER HEWITT



Smithsonian Design Museum

WHAT IS DESIGN?

What do you think of when you first hear the word “design”?

WHAT IS DESIGN?

Design is all around us.

Design has a user in mind.

Design is about creative problem solving.

A system or experience can be designed.

Big challenges can have simple design solutions.

DESIGN IS ALL AROUND US.



DESIGN IS CREATIVE PROBLEM SOLVING.



What problem is being solved here?

DESIGN HAS A USER IN MIND.



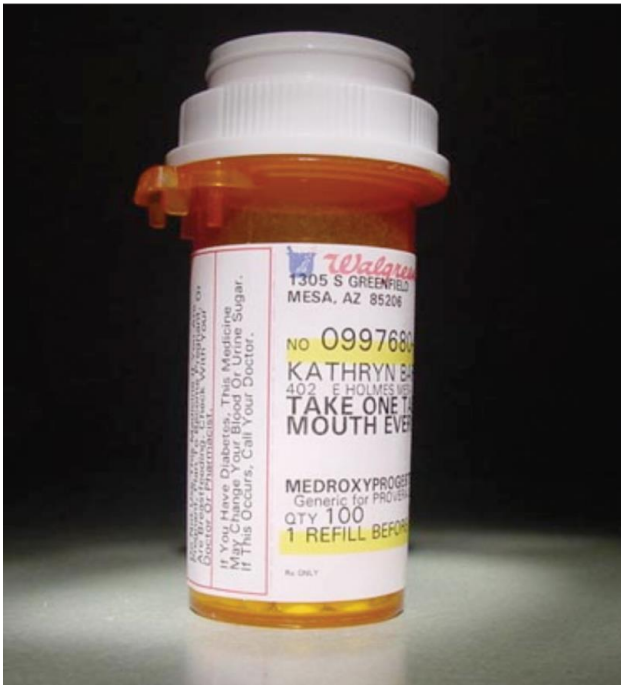
Who is the user for each chair?

A SYSTEM OR EXPERIENCE CAN BE DESIGNED.



International Safety Symbols

BIG CHALLENGES CAN HAVE SIMPLE DESIGN SOLUTIONS.



Most prescription bottles look the same and that can be confusing in a household. By designing the option of colored coded rings each family can clearly identify their own medication.

LET'S EXPLORE CHAIR DESIGN.

WHY DO PEOPLE NEED CHAIRS?

Share out some ideas.

WHY DO PEOPLE NEED CHAIRS?

If people can sit on things that were not originally designed as seating, then what else do you factor into designing a chair?



WHAT DOES A CHAIR NEED TO MAKE IT A CHAIR?

Share out some ideas.

WHAT DOES A CHAIR NEED TO MAKE IT A CHAIR?

Designers consider the following factors:

- Intended user & environment
- Ergonomics, including support
- Size
- Stacking ability
- Folding ability
- Weight
- Durability
- Stain resistance
- Artistic design

HOW SHOULD A CHAIR LOOK?



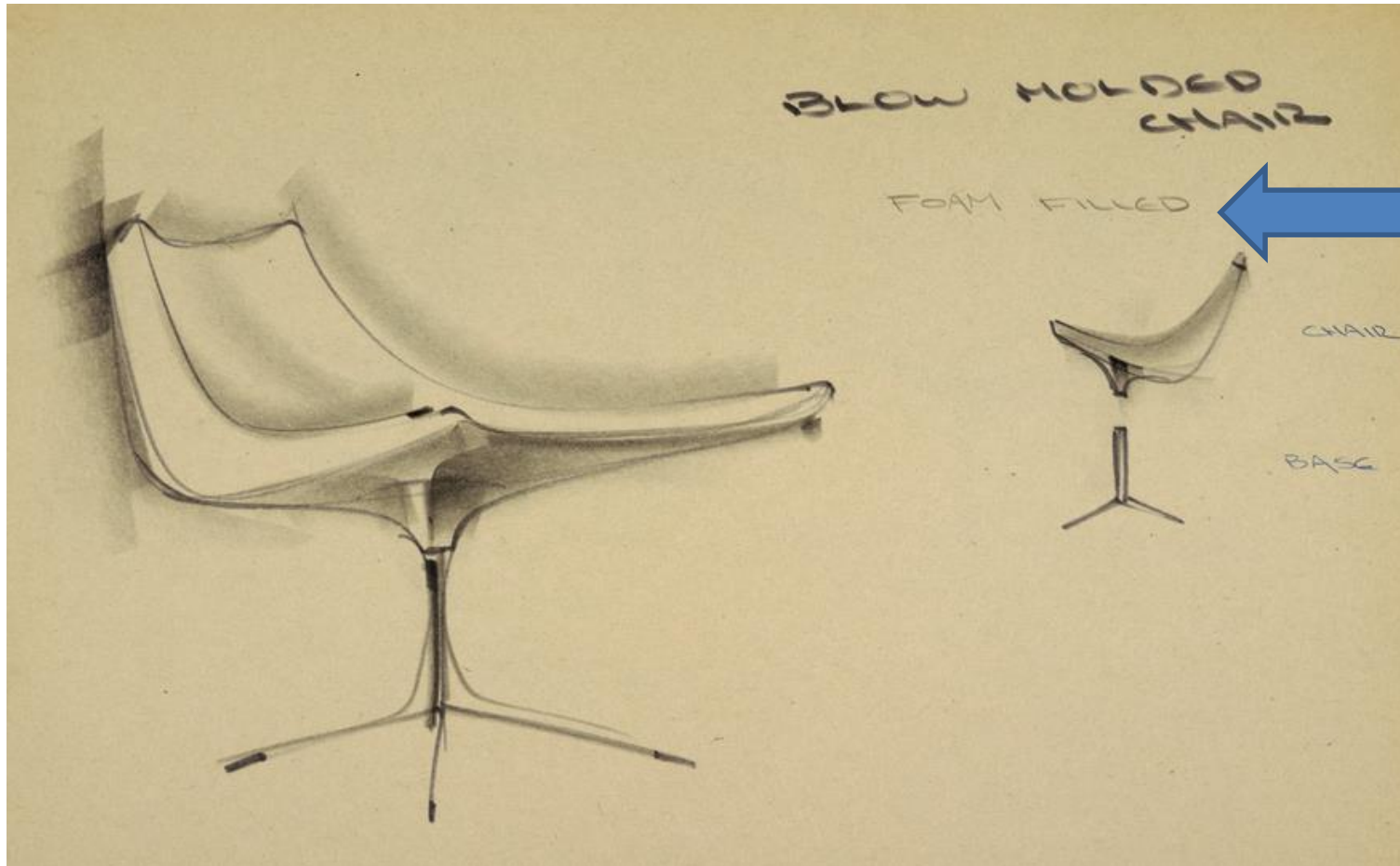
What are some similarities? Differences?

HOW SHOULD A CHAIR LOOK?

When designing a chair, designers sometimes make detailed notes in their sketches because certain features or elements might be difficult to render on paper or digitally. Keep this in mind as you create your chair designs.

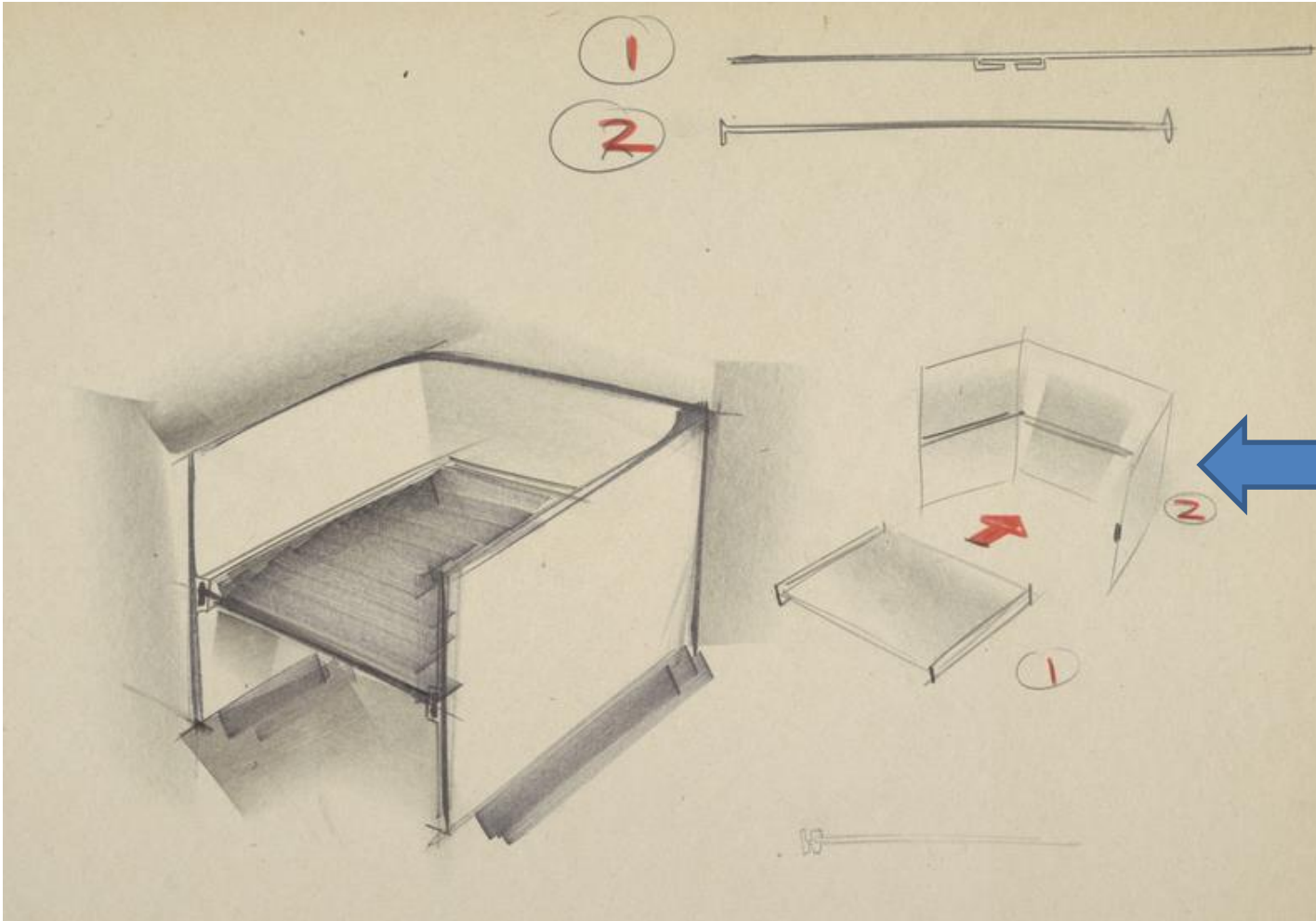
The following are examples from Cooper Hewitt's collection.

HOW SHOULD A CHAIR LOOK?



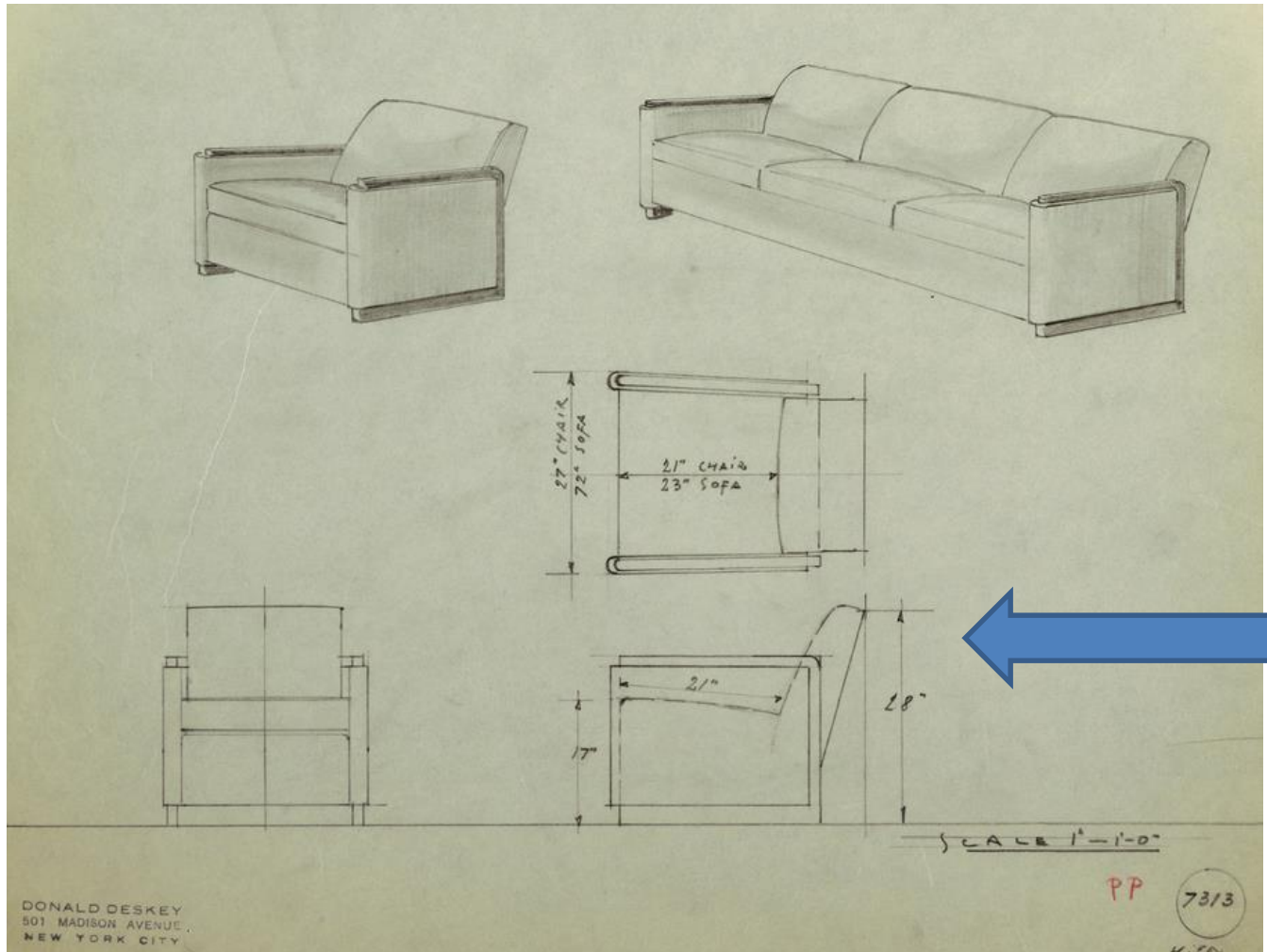
Note detail on the chair's materials.

HOW SHOULD A CHAIR LOOK?



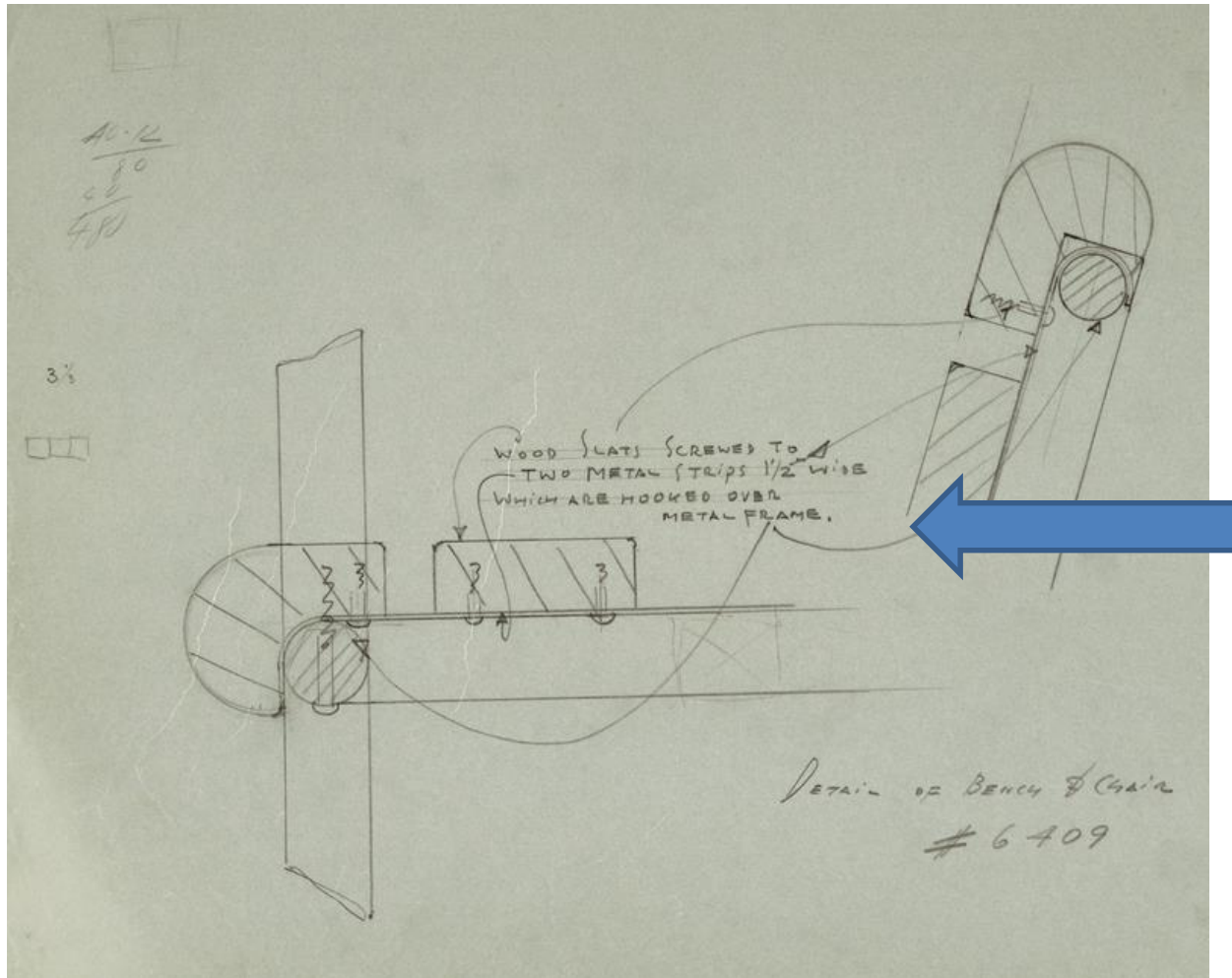
Note detail on the chair's assembly.

HOW SHOULD A CHAIR LOOK?



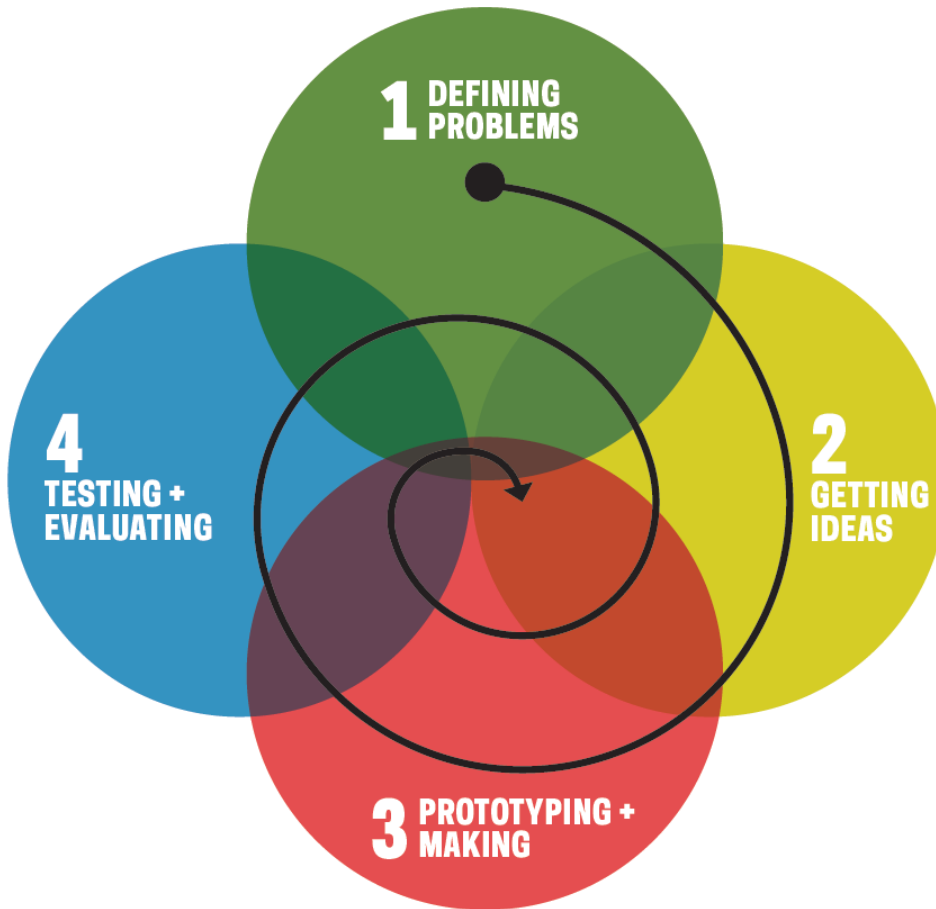
Note detail on the chair's dimensions.

HOW SHOULD A CHAIR LOOK?



Note detail on the chair's construction.

COOPER HEWITT'S DESIGN PROCESS



Now that you've been introduced to chair design, let's walk through the design process. We'll follow one example through all four steps.

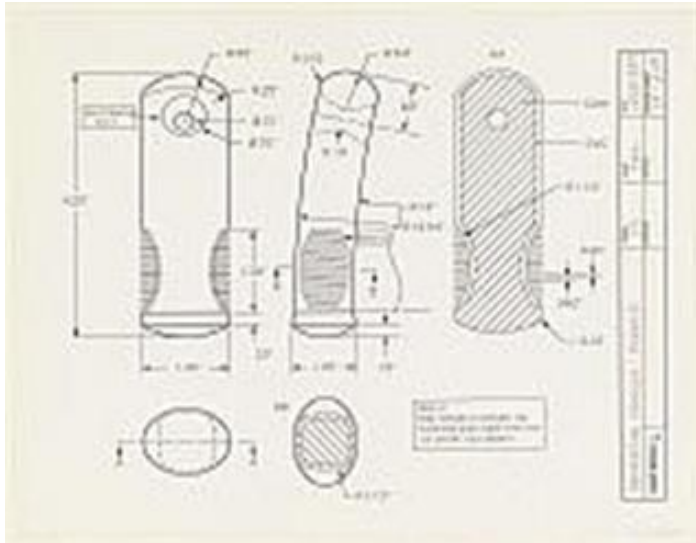
DEFINING PROBLEMS



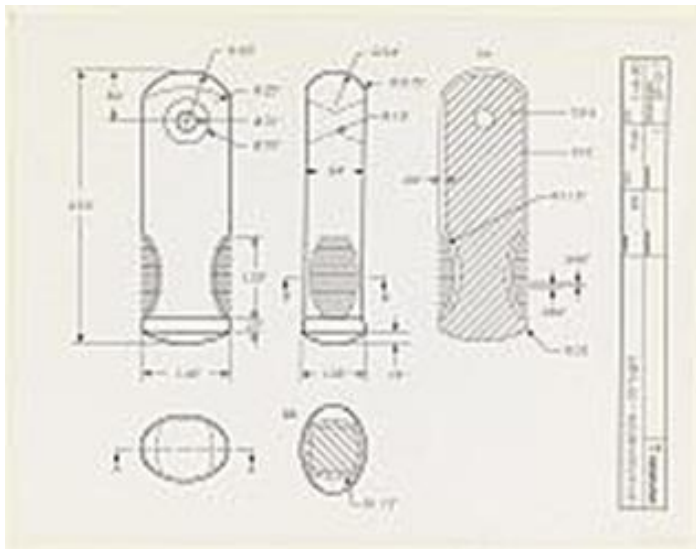
Designers often begin defining the problem by considering their user and asking "how might we?" questions.

Designers may also start to gather and analyze information through interviewing, observing and documenting.

GETTING IDEAS



Once a problem has been defined, designers generate possible solutions.



There are many ways to get ideas and brainstorm, including making lists, creating mash-ups, and looking at similar design solutions.

PROTOTYPING + MANUFACTURING



Prototypes allow designers to bring their ideas to life, share their designs with others, and see what works.

Prototypes do not have to be miniature models of something, they can also be sketches, skits demonstrating the user experience, diagrams, lesson plans, etc.

TESTING + EVALUATING



Designers test products with users and interview them about what works and what doesn't. They should be able to clearly explain the design challenge that inspired them and describe their design solution.

After gathering feedback, they work on improving their prototype.

FINAL SOLUTION



LET'S DESIGN!

*Be sure to review the contest guidelines as you work on your chair design.