

ES192 Resit Coursework

Client Design Project

Introduction

For this coursework resit you will be required to undertake a design task addressing a particular challenge that a *client* faces. You will be required to identify a 'client' and outline what you believe their problem to be. You will be required to ask your client questions you feel might be pertinent in order to gather the required information so you can put forward a robust design proposal.

What will I need to submit?

Your design proposal should take the form of report document with the information presented in something similar to the following structure:

1. Problem articulation/understanding the problem

Introduce your client and their problem, think in terms of functions, objectives, constraints, context and stakeholders (Lecture 2)

2. Research

research what others have done and anything else relevant to the problem such as technical theory and relevant calculations (Lecture 3 & 4)

3. Concepts (approximately 5)

show the different ways in which the problem could be solved. Think about not only the operation on a component level but also the user experience (Lecture 4)

4. Concept selection using appropriate assessment methodology

use some form of structured decision making (Supplementary Material - Concept Selection)

5. Pictures of simple prototype you made

make a simple prototype of your candidate design using readily available materials (i.e cardboard) to test the functionality of your design. (Lecture 9)

6. Evaluation and redesign

evaluate your prototype and redesign as necessary (Lecture 3)

7. Final design

show and explain your final design with well-presented and rendered images (Term 2 Portfolio and Sprint Projects)

You will note that the above structure resembles the stages in design loop we saw throughout the whole of the ES192 module (reproduced in figure 1) and maps onto the lectures and activities undertaken during the course. **The project report should be a maximum of 10 sides of A4 or 5 sides of A3**

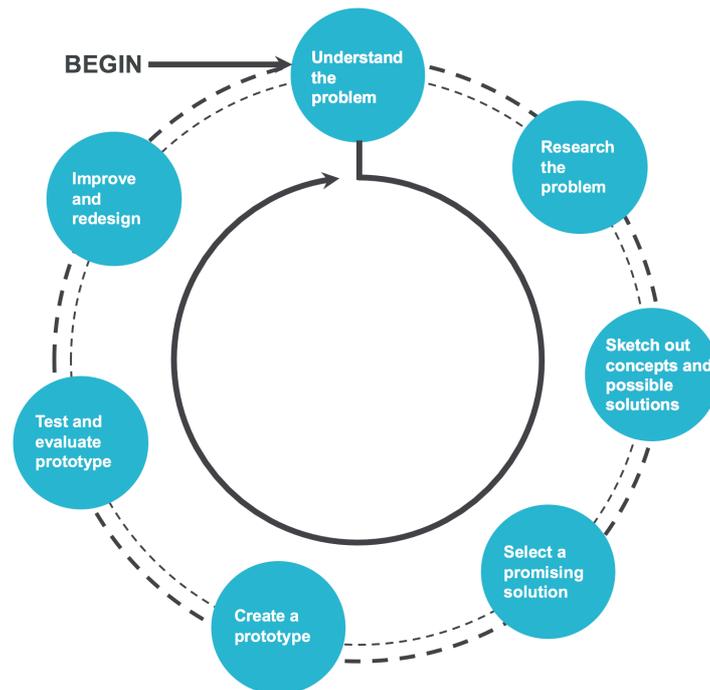


Figure 1. An example design loop

How do I find a client?

Your client could be anyone. They could be a friend, family member or work placement colleague. If you are having trouble identifying a client you can send an email to Dr Leigh (s.j.leigh@warwick.ac.uk) with the email subject line of 'ES192 Client' who will potentially be able to provide a brief from a client. Being able to work with a client and 'look' at the world through the 'eyes' of a designer is an important skill set you will need to develop through your time at Warwick, hence getting to practice this design thinking now is a fantastic opportunity. You will seek to understand the user/client, challenge your assumptions and redefine problems in an attempt to identify alternative strategies and solutions that might not be instantly apparent with your initial level of understanding of their problem. *Remember to consider design empathy and inclusive design practices.*

Can you give me some examples of potential projects?

Ideas for projects could be something as simple as a product to help someone with a daily chore, or a gadget to assist a user in completing a task that they find difficult to accomplish. It could be the redesign of an object for something you are doing during a summer work placement. You could even use a brief from some work we undertook right at the start of ES192 (you will remember all the way back to the first few weeks when we identified products that could be redesigned and posted them to the Moodle forum page). If you are still having problems identifying a project please send an email to Dr Leigh (s.j.leigh@warwick.ac.uk).