

During the online session on Thursday, May 30th Dr. Brown focused the first half of the class on the design process by highlighting both the Dartmouth Method of Design and the NASA design. The second half of the class we conducted a verbal design notebook in order for us to understand the what and why of a notebook.

When I think big picture when it comes to the design process, as Dr. Brown mentioned, all designs start with a problem, follows a process in order to come to a "human-made" solution. I love the idea of human-made. The design process has eliminated the potential for all outcomes to be same and the notebook provides the documentation of their journey to reach a solution. As teachers we emphasize the journey and not the end solution and the design process and notebook provide the opportunity to reflect on the process, regardless of the solution.

As I began my own Comparative Analysis, I used a process by Project Lead the Way, which in a way is similar to the Dartmouth 13 step process. What is similar is the trade-off matrix. Within Project lead the way, after each step a justification, or decision matrix is used and depending on the results, the designer would cycle back to previous steps. When analyzing this design process, as a teacher, I believe it would slow down the students that typically rush to the design/create stage.

As the class started the brainstorm session, I could help but think of the term, "think tank." Everyone is providing ideas, and at this point, no idea is considered a bad idea. If I were present in class, I would have suggested toothbrushes, or razors as items I have to much of. I enjoyed the brainstorming my peers provided as well. Ultimately, our class narrowed the item down to shopping bags. The only criteria I would also suggest to evaluate would be the thickness of the bag. Being a shopper, there is definitely a difference between Shoprite, Target, Walmart or Giant bag. The class also provided so many solutions, some I NEVER would have

thought of. To piggyback off a classmate's idea, I would suggest using the weaving method or melting down to create water resistant patio furniture. I think as we collect feedback, evaluate the pros/cons, create prototypes, test our products that a trade-off matrix, or decision making matrix would be beneficial at this point as well. Besides just recording our results, I believe there are a lot of predictive analysis that would need to be considered when creating outerwear with these plastic bags.

Overall, from the class I am aware of the different design processes, and the expectations of the upcoming assignments.