

# DOCUMENTATION - DESIGN

FIRST WEEK

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## GOOD DESIGN & BAD DESIGN

A good design work I want to share with all of you is the Macbook's charger. You know the Macbook's charger is magnetic. At first, I didn't understand the reasons of such a design. Until one time, someone walked over and stumbled by my charger. The charger has fallen but the person has not been tripped. But if it is another charger which is not magnetic, things will be different. The computer will be fallen and people will stumble.

The bad design work I want to share with you is also the Macbook's charger. Most of the charger is so big that will take up a larger space. Also, the line is too long to be stored.

## RESEARCH METHOD

Observation and data collection  
Interviews/surveys/questionnaires  
Quantitative data  
Inspirational website

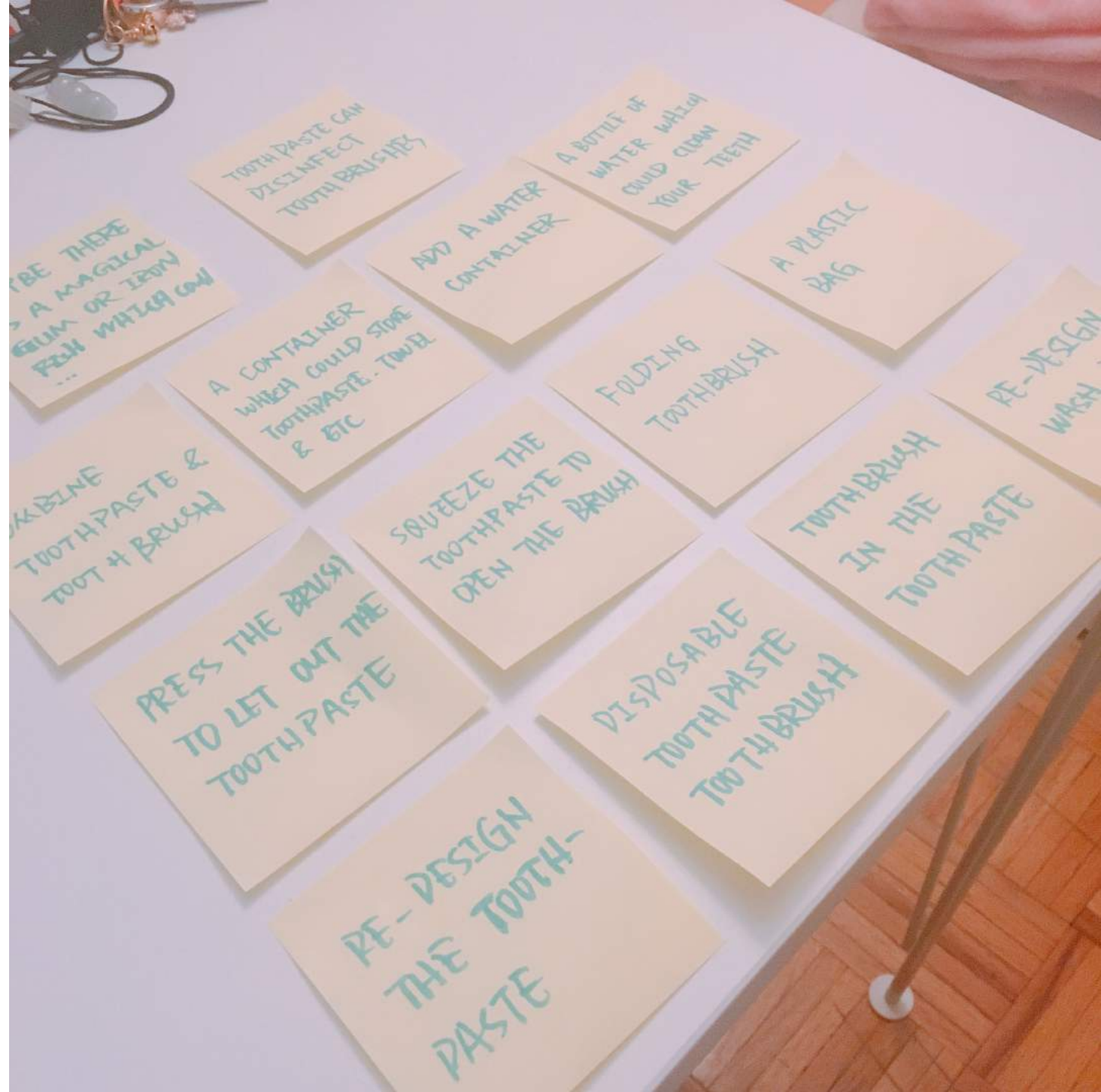
Making iteration  
Secondary research  
Making and iterating

## BRAINSTORMING

structure your ideas into specific categories that they fall underneath.

sort out places you should be looking to further research.

a focused direction for you to dive deep into yourself and your focused interest



## DESIGN STATEMENT

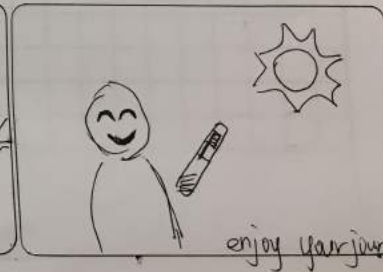
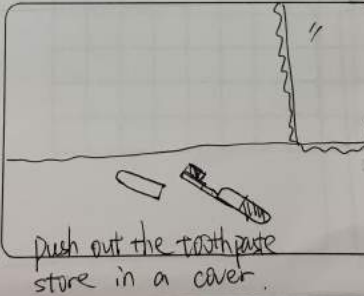
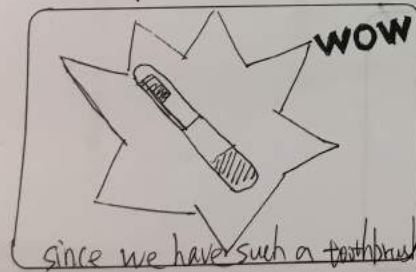
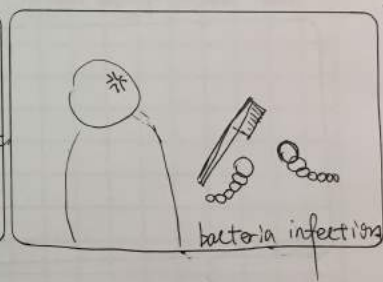
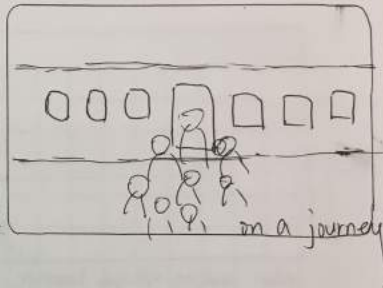
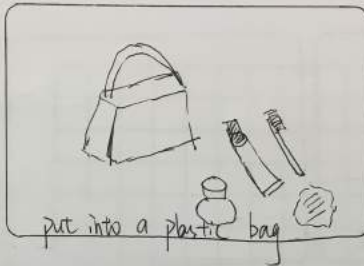
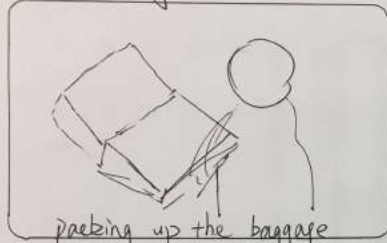
I am exploring software design works for elderly, because I want to find out how to remind them the important thing in order to help them follow the everyday schedule.

I will be approaching this project from the lens of elderly, their daily schedules and their physical weakness.

We are studying how do elderly use electronic products, what is the most important thing in their daily life and what are their real needs?

Because we want to find out what is the most effective way to remain them the most important things, in order to understand how could we help them keep up with their daily schedule and enjoy their everyday life.

# Story Board



## STORY BOARD

Character  
Plot  
Simplicity

Scene  
Authenticity  
Emotion

# PRESENTATION SKILLS

Position  
Body movement  
Gesture  
Tone  
Key point  
Focus

