

D

DEFINE THE PROBLEM

- needs
- constrains



R

RESEARCH

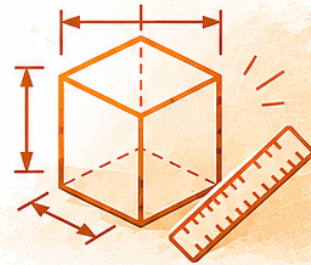
- what's out there now



F

FUNCTION

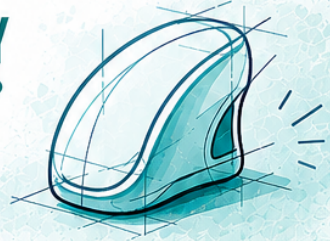
- core tasks
- performance goals
- inputs & outputs



A

APPEARANCE / GEOMETRY

- look & feel
- ergonomics
- materials



R

RISK

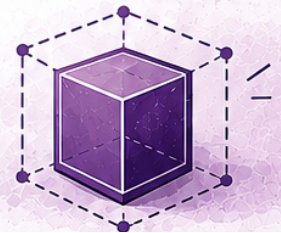
- don't be married to your design; be willing to abandon the prototype at this point
- evaluate the weak points
- failure points
- effort



M

MODEL

- model the solution
- prototype



A CLEAR PROCESS. BETTER SOLUTIONS.

Plan. Build. Improve.



Small World
Workshop

thoughtful products for people who matter