



EQUIPMENT DESIGN

The project was part of the EPS (European Project Semester) program, and is carried out in the Polytechnic University of Valencia. The project title is 'Innovation in leisure and amusement in products and services'. The project aim was to aid the toy company GIGO, a subsidiary of the company Genius Toys, a company based in Taiwan.



The task was to develop a new range of toys for their three new product lines; vehicles, machines, and hydro-pneumatics, by means of redesigning and creating new models, ensuring the team abide by their vision and mission.

The steps we follow to develop this project were :

1° testing phase : familiarise with the existing Gigo products

2° creative phase: creating new toys with the old component or redesigning new components for it

3° evaluation phase:: decide which prototypes would be used as the final prototype, those we thought with potential and are to be of value to Gigo

4° selection phase: this entailed the team assessing all prototypes they had produced, looking at the initial criteria of educational and fun potential



The team then looked at the final models, and noted the further improvements that had been made the original prototypes, and explaining how the model fitted into its specific package, the role it played, etc.

The educational information of the final products was documented, along with the themes/role plays the children could possibly use to enhance the fun and playability of the models.

