

..Brief..

Choose a product that consumes significant resources to produce and distribute and use design to reduce or eliminate its negative impact.

Either design the product differently, or design a way for people to do without it.

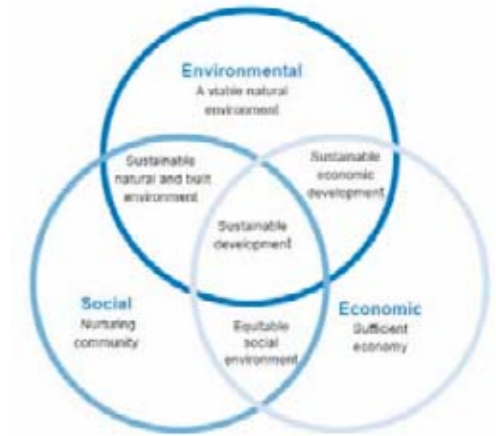
Identify a problem or opportunity where design can remove an existing stress on the environment and the people involved.



Replace it with a product solution that efficiently utilises the resources involved in production, use and end-of-life.



The proposed design should meet the needs of the defined users, or community, while reducing the environmental impact and being economically responsible.



..Brainstorming..

Generating responses to the brief as a class allowed us to identify a broad area of opportunity. We were then able to come up with a range of items we wanted to 'disappear'.



..Initial Ideas and Development..

My initial ideas included a solar powered smoke detector with emergency lighting, a system to eliminate tickets in car parks, and a system to store receipts on a credit card, reducing paper waste. I developed the smoke detector and found I could use the solar power to also power other applications, such as a carbon monoxide detector and radio.

From the first batch of ideas we came up with as a class, I found there were very few which I wanted to take forward. Most had little design stretch and were very literal.

I developed my solar panelled smoke detector as I found it had more scope than the receipt storing credit card or ticketless car park. Although paper waste is a huge issue and one I wanted to target, the solutions were often systems without a lot of product innovation. Having designed a system in the last project, I felt I wanted to develop a product with scope for development. I wanted a challenge in designing how the product works and the mechanisms behind it.

