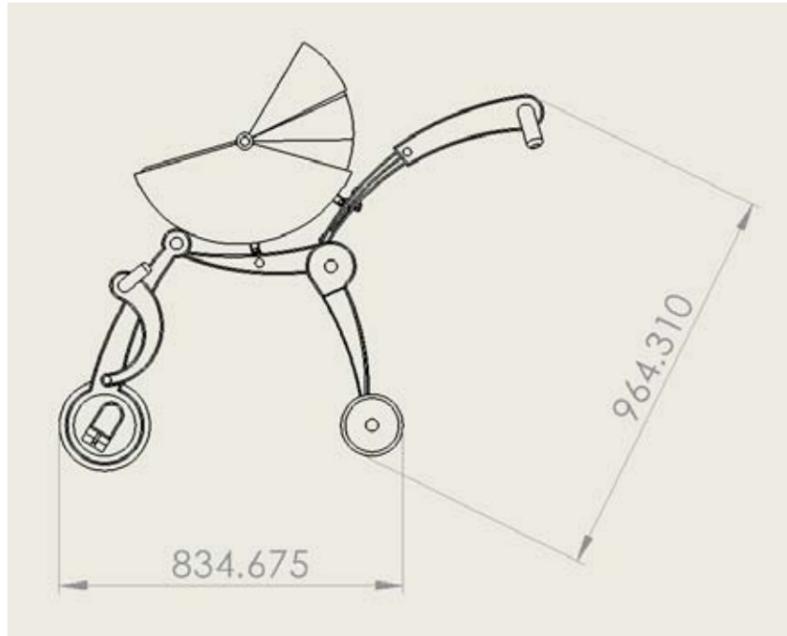
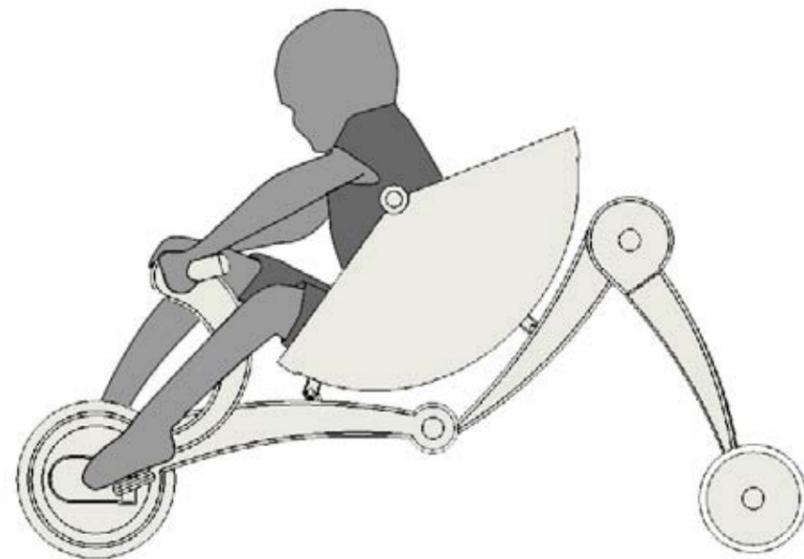


..Further Development..



The product is fully adjustable so height of handlebars can be adjusted to fit, angle of baby basket can be chosen, and angles of arms can be set with push buttons.

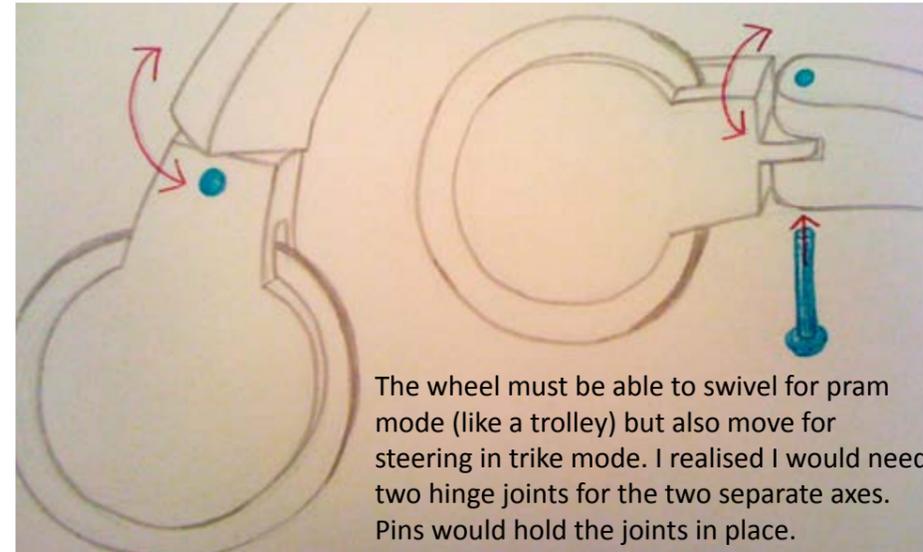
*The adjustability means the product can be set to fit anyone's needs.*



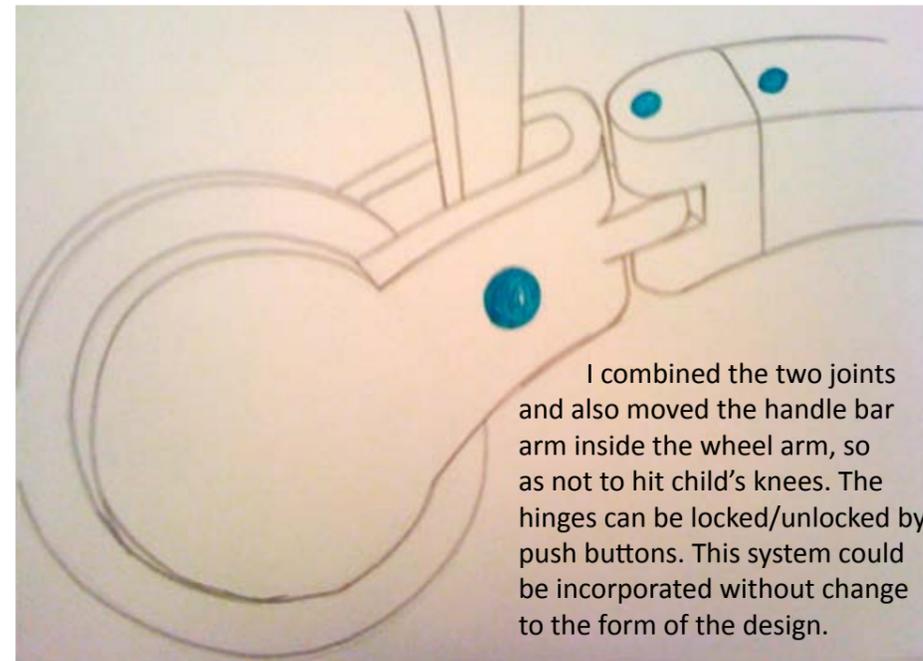
Showing the product in tricycle mode with a child using it illustrates the interaction and body positions.

*If I had done this sooner I may have been able to pick up and resolve issues such as steering.*

..Steering..



The wheel must be able to swivel for pram mode (like a trolley) but also move for steering in trike mode. I realised I would need two hinge joints for the two separate axes. Pins would hold the joints in place.



I combined the two joints and also moved the handle bar arm inside the wheel arm, so as not to hit child's knees. The hinges can be locked/unlocked by push buttons. This system could be incorporated without change to the form of the design.

..Additions..

Additions should be made in order to make the 'babygrow' a viable product. A bar should clip from one side of the seat to the other, to keep the child from risk of falling out. For safety, belts and clips should be attached to the padded insert. A carry bag like the 'Prampack' can be used to transport the travel system for flights etc. The hook can be used to hold baby changing bag.



..Project Reflection..

Overall I was happy with the end result of my project. I am glad I altered my brief near the beginning as I enjoyed getting fully involved with the practical functionalities of a product with a great deal of user interaction. I realised it was a complex product to take on but found it responded to the brief very well and if I was going to continue with it I wanted it to combine the maximum useful combination of products as best I could. I focussed on making the product grow with the child and although this posed problems in parts, I am glad I kept the different products related as I think it makes it a more viable product with a very broad market. I enjoyed the practical development in the workshop and found it aided me a lot in the design process. Getting hands on approach picked out key design considerations in my design, such as folding and hinging. Once I realised how important the folding mechanism was, I may have focussed on this too much. I wanted to keep materials minimal and used as few arms as possible in the frame. While focussing on this I neglected to think of the steering until very late on, and could not fully incorporate it into the CAD model. The CAD model took up a lot of time and may have hindered me developing the mechanisms in more depth. I had to keep the design fairly conceptual, but realise there will be a lot of safety limitations with this sort of product, and with more time I would have been able to combat these. If this had been a longer project, I could have fully developed the product to it's full potential, and I may do this in my own time. I believe it has a lot of scope and room for detailed development.