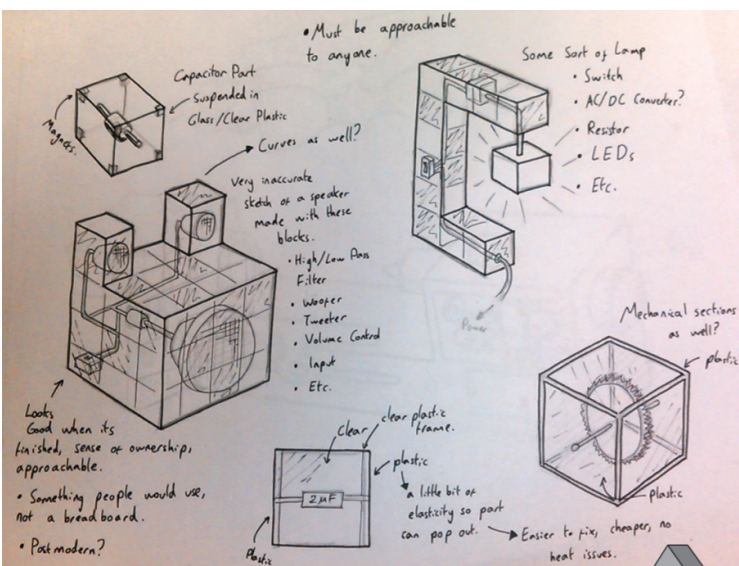
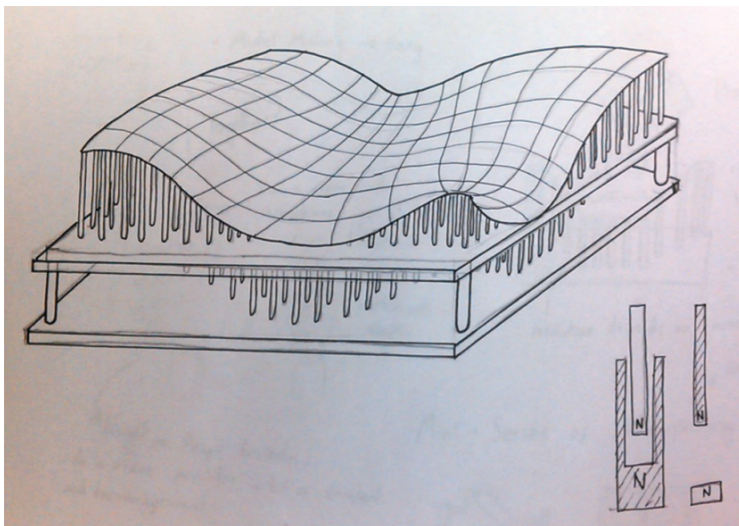
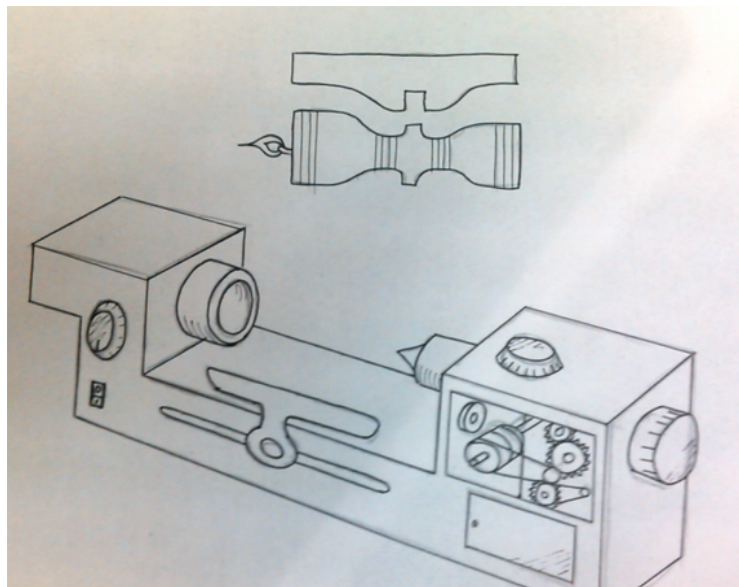


# Selection Criteria



(From the Brief)

Criteria	Ingenious	Easy to Understand	Inspiring	Social Benefit	Feasible	Safe	Rewarding	Practical	
Weighting Factor	4	3	4	2	5	4	3	3	
<b>Portable Tools</b>	3	3	5	3	4	2	5	5	
(w/ weighting)	12	9	20	6	20	8	15	15	105
<b>Electronic Cubes</b>	4	4	4	2	5	3	4	4	
(w/ weighting)	16	12	16	4	25	12	12	12	109
<b>3D Graph</b>	5	3	2	2	2	4	2	3	
(w/ weighting)	20	9	8	4	10	16	6	9	82

- Ingenious: Is it surprising? Is it frugal?
- Easy to Understand: Will the target audience grasp it?
- Inspiring: Does it develop a love for the 3D?
- Social Benefit: Could it change society for the better?
- Feasible: Is it likely to work?
- Safe: Could it cause the user harm?
- Rewarding: Does it provide a sense of ownership?
- Practical: Does it encourage learning by 'doing'?

The results show that both the Portable Tools and Electronic cubes have significant potential as products. However, due to the research listed before, we decided to go with the Electronic Cubes:

- The portable tools would produce dust
- If wax was used, it would melt and couldn't be painted
- The cubes are simple, very feasible and safe
- The general consensus in the presentation feedback was that the cubes were the strongest idea.

