## P2 Toys for Learning: Public               Due Tuesday, January 20 and Thursday 22

This project involves situation-specific observation and synthesizing observation into design ideas through brainstorming. The specific problem we'll explore is *Toys for Learning* and all the places (start with Public places) and things available.  Visit places and people that address this (or fail to): museums, libraries, play-grounds, schools, stores, senior centers, etc.  Pay attention to the many distinct learners and the places, people and things that engage them.  What works and what does not?  Your challenge is to go out and uncover the journey people take with the things they learn from.  Observe and talk with everyone you can!  What are the practices and goals of the various participants?  How are they different?  How are they similar?  How do they succeed or fail?  Can you find and observe any "extreme participants" who can provide deeper design insight?

Some interesting places in the area:
> Exploratorium, San Francisco, http://www.exploratorium.edu
> California Academy of Sciences, San Francisco, http://www.calacademy.org/
> Children's Discovery Museum, San Jose, http://www.cdm.org
> The Tech, San Jose, www.thetech.org
> Bay Area Discovery Museum, Sausalito, http://baykidsmuseum.org/
> Junior Museum, Palo Alto, http://www.friendsjmz.org/
> Hidden Villa, Los Altos Hills, http://www.hiddenvilla.org/
> Lawrence Hall of Science, Berkeley, http://www.lhs.berkeley.edu/
> Coyote Point Museum, http://www.coyoteptmuseum.org/
> Habitot, Berkeley, http://www.habitot.org/index.htm
> Randall Museum, San Francisco, http://www.randallmuseum.org/

For another kind of inspiration, Gever Tulley <http://www.gevertulley.com/> runs a "Tinkering School" and is working on a book: "50 dangerous things (to let your kids do)".  Here a link to his talk on "5 dangerous things": <http://www.youtube.com/watch?v=C-VacaaN750>

The *skills* we will learn in this project are

**Observation**  We first spent time observing for P1; this time, we're observing the practices of a community *that's not us*, which means that we must work *more critically* and *more actively*. Bring your idea log and a camera! Take pictures, write notes, sketch.

**Ideation**  How to get the most from brainstorming – and get the ideas on paper. Work on getting as much *breadth* as possible.

**Storyboarding**  How to flesh out your ideas by *writing scenarios* and *creating storyboards.*
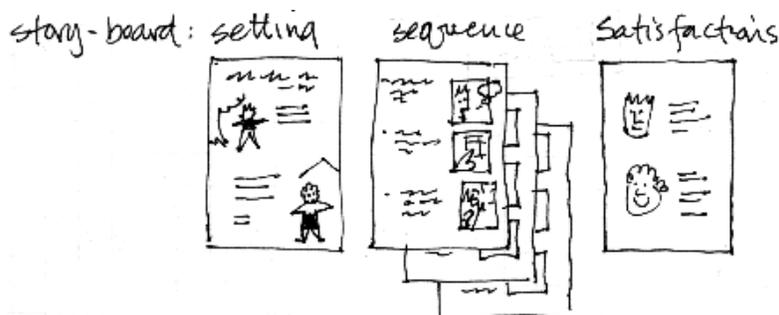
**Bodystorming**    Show how users might interact with your envisioned technology by performing a *skit*. This skit should demonstrate both the *motivation* for your idea and an *interaction scenario*, integrating pictures, costumes, and props.

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The project has the following ***deliverables***:

1.  **Observation reports**
    Bring your observations to class on **Tuesday** 1/20, we will work with Kristian Simsarian from IDEO to brainstorm and "bodystorm" a variety of scenarios, improvising problems and solutions.

2.  **Demonstration skit**
    On **Thursday**, 1/22 each team will present a short (3-5 minutes) skit illustrating what you found while observing and a vision of the use of your new design. Be prepared to say a few words about the process that led you to the design, including other ideas you considered and what you learned.

3.  **Script, and storyboard**
    On **Thursday**, hand in a script and/or storyboard describing the key features of context, users, interaction and hardware.

4.  **Reflection**
    **After the presentation**, in your individual idea log, write/draw a reflection on your own experience working on the project: creative process, team process, design-development process, and what you might do next time.

Grading

- 30% **Observation work** evidenced by documentation
- 30% **Quality** of the design solution: How compellingly does it address an issue that would improve the user experience and contribute to learning?
- 20% **Creativity** of the design solution.
- 20% **Skit:** Independent of the design, *how well* were the observations and design ideas presented?

    *Other criteria, such as breadth of ideation, will be graded as part of the Idea Log.*