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University of Washington, Industrial Design
Senior Year

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OXO Compost Sealer

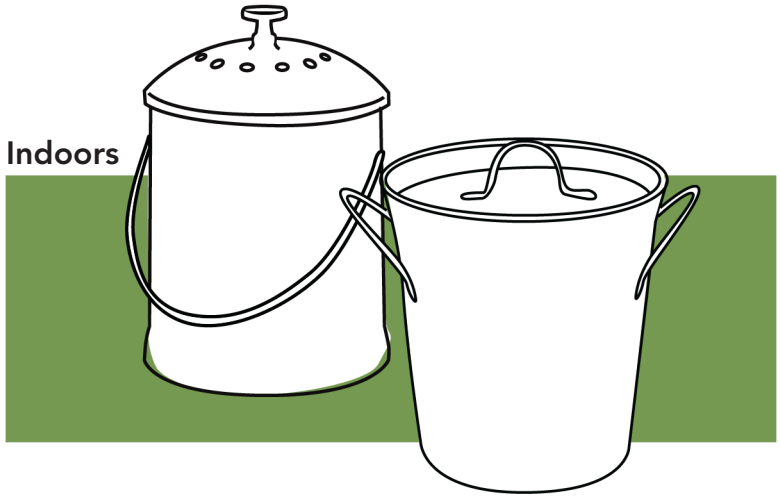
Group Project
5 Weeks

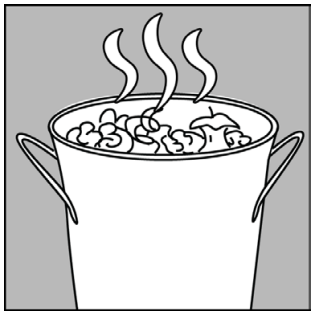
Prompt: Design a product for OXO that makes the disposal of organic waste or compost less of a chore.

Problems with Existing Products

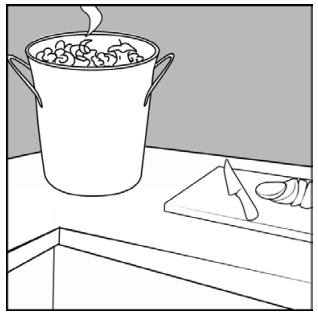
After interviewing users, we narrowed down the common problems facing composters.

Indoors

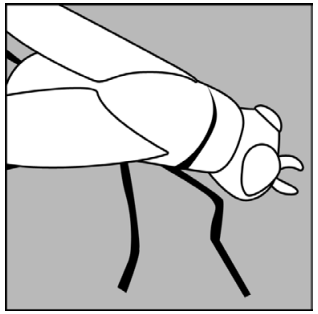




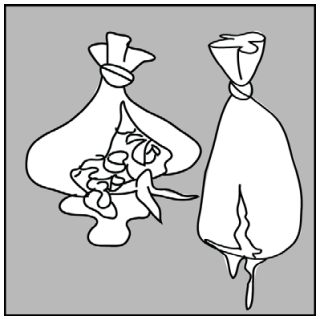
Rotting food is smelly & unsightly.



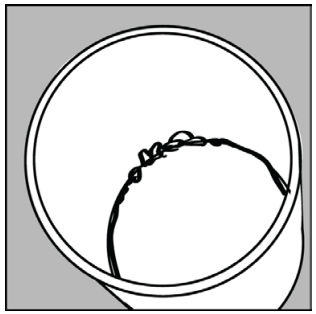
Leaving rotting food in a kitchen is off-putting.



Fruit flies are attracted by the smell.

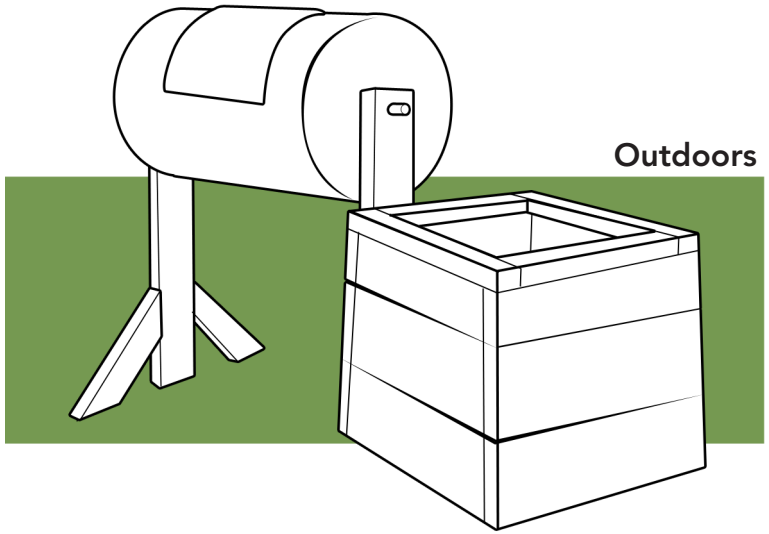


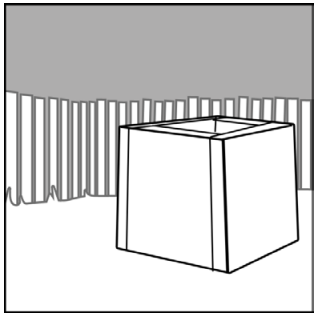
Compostable bags are notorious for being flimsy.



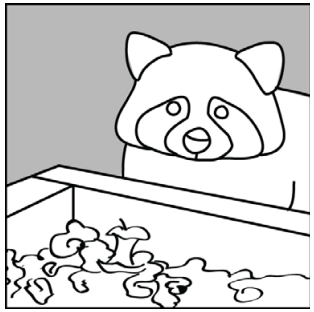
Without bags, filth builds on the bottom of the bin.

Outdoors

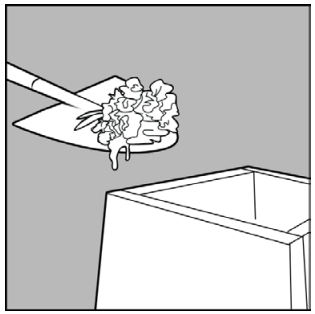




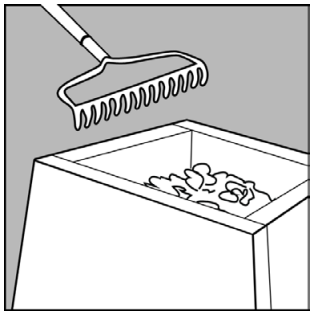
Requires a backyard.



Raccoons are attracted by the smell.

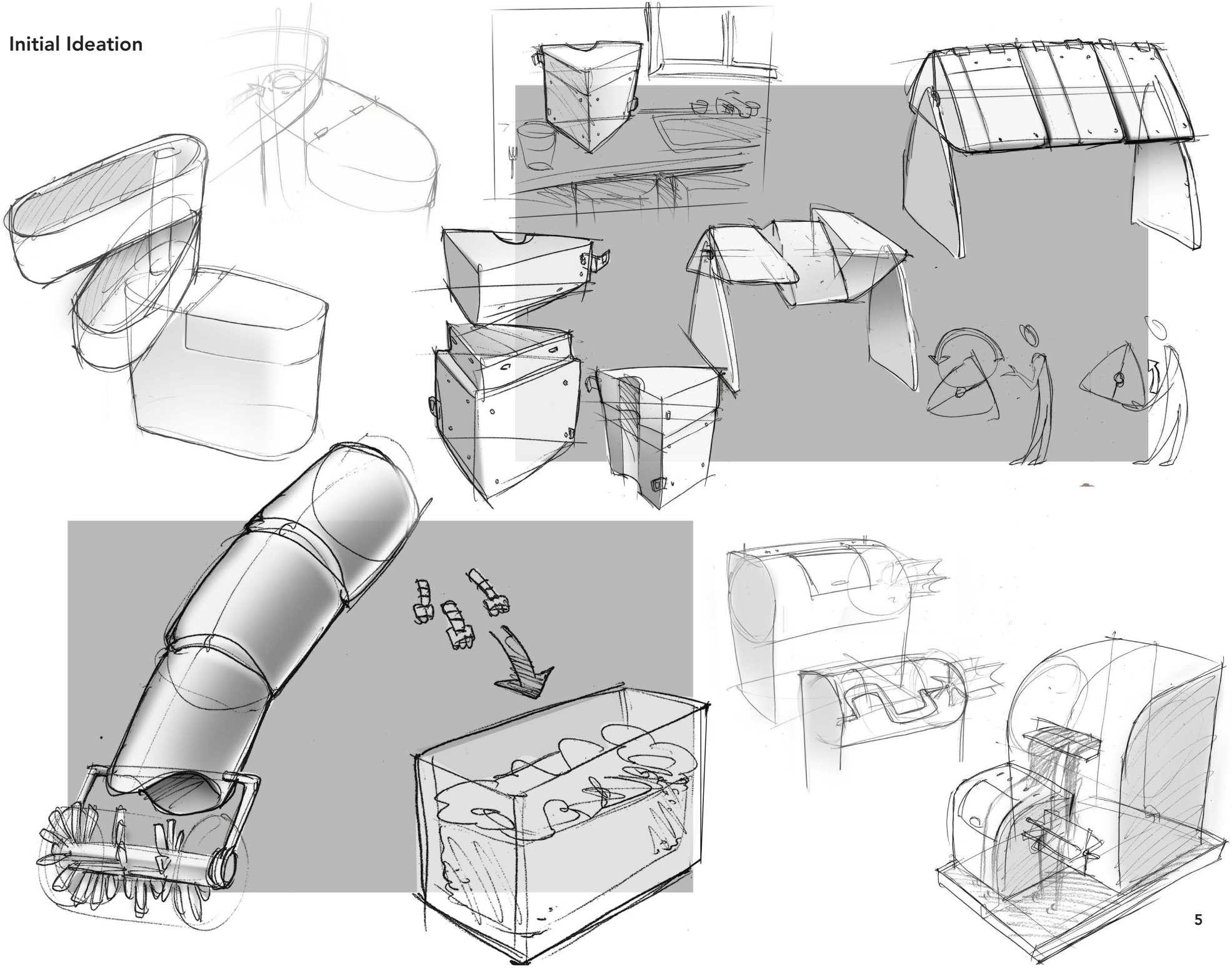


Transporting compost means heavy lifting.



Large compost bins need to be turned, which is physically taxing.

Initial Ideation

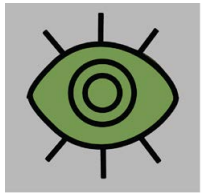


Early Ideation

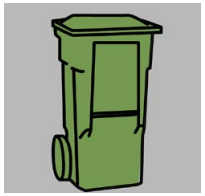
We focused on the problems plaguing **indoor compost bins**.

Goals:

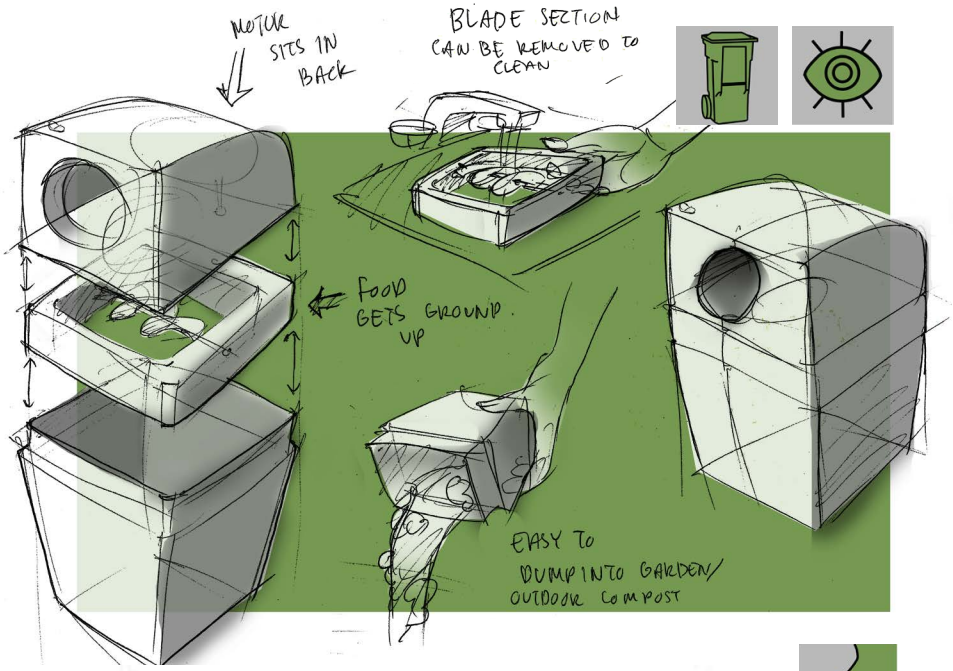
Reduce smell

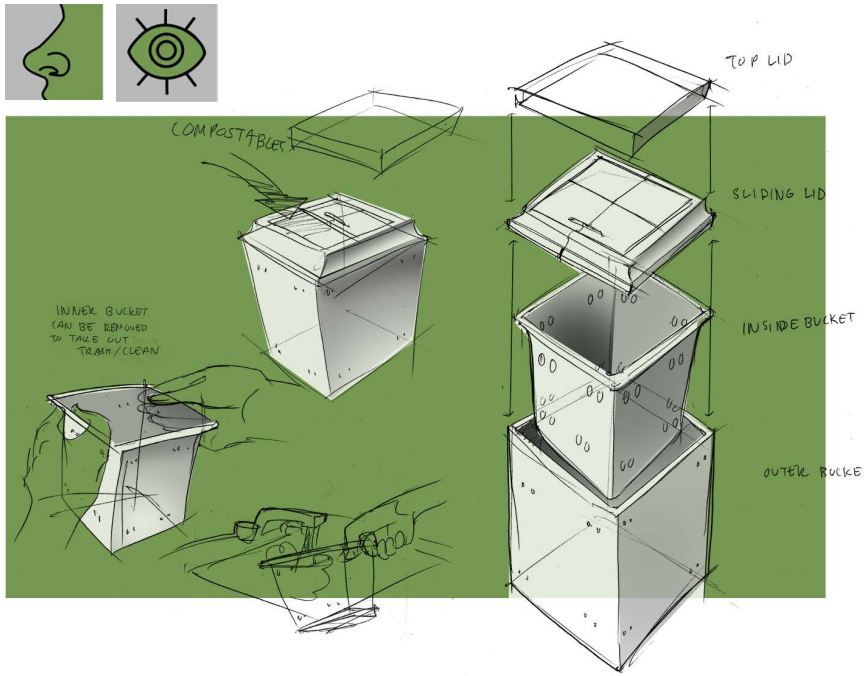


Hide compost from view



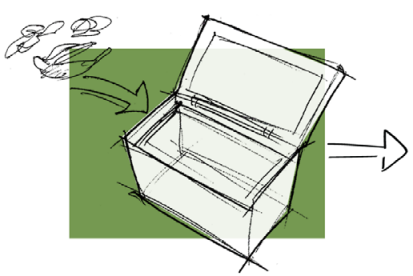
Easy to take out/ empty (in city compost bin)



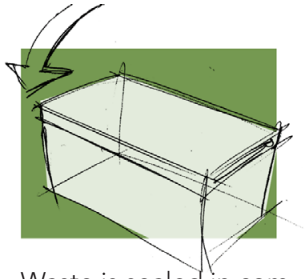


Though our ideas were effective at tackling specific problems, none tackled all of the core issues.

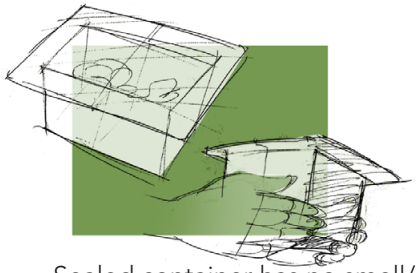
Final Idea: Compost Sealer



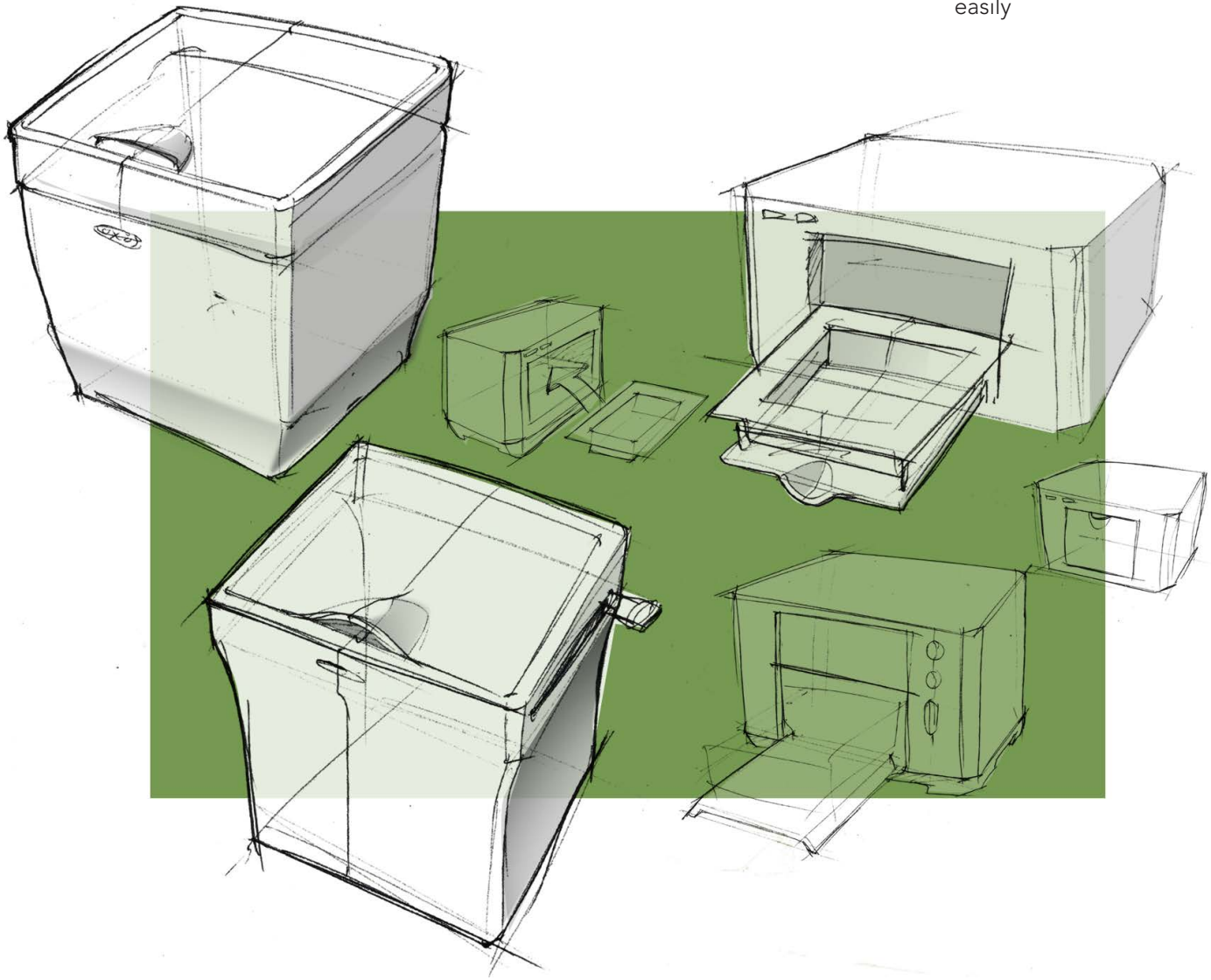
Organic waste gets put in machine



Waste is sealed in compostable container



Sealed container has no smell/ is sturdy enough to be carried easily



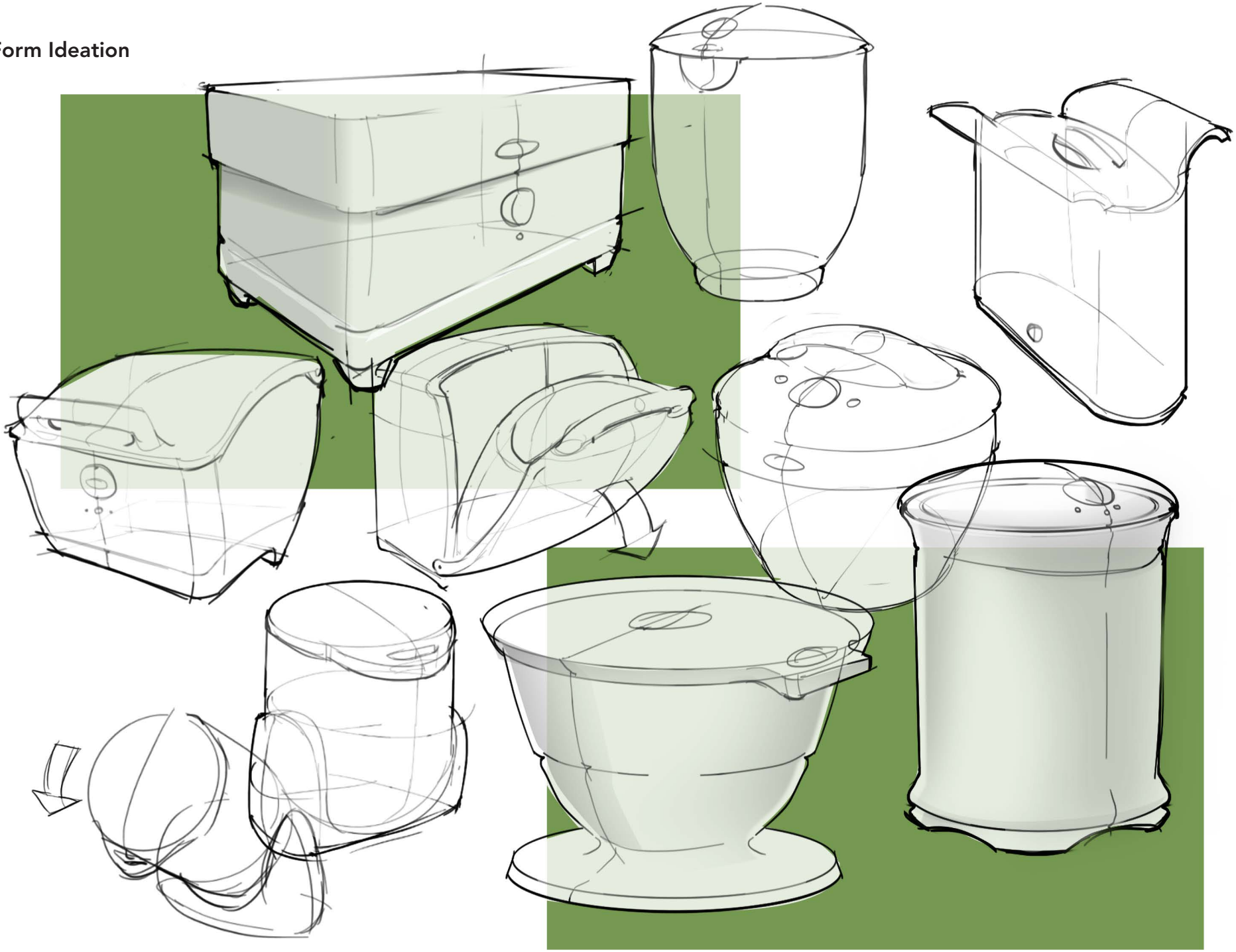
Inspiration

Automatic cup sealer

Compostable containers

Modular containers

Form Ideation



Form Refinement We designed our product to fit into the **"OXO On"** sub-brand of OXO.


Sleek form


Brushed steel and black plastic


Ergonomic handle

Embossed logo


Rounded corners

Simple interface

Photoshop renderings

Final Form

How It Works

1. Place compostable insert in sealer.

2. Put organic waste inside.

3. Once insert is full, place compostable lid on insert.

4. Close the sealer.

5. Press OXO button to start sealing process.

6. Remove sealed insert. Now ready for desired compost method.

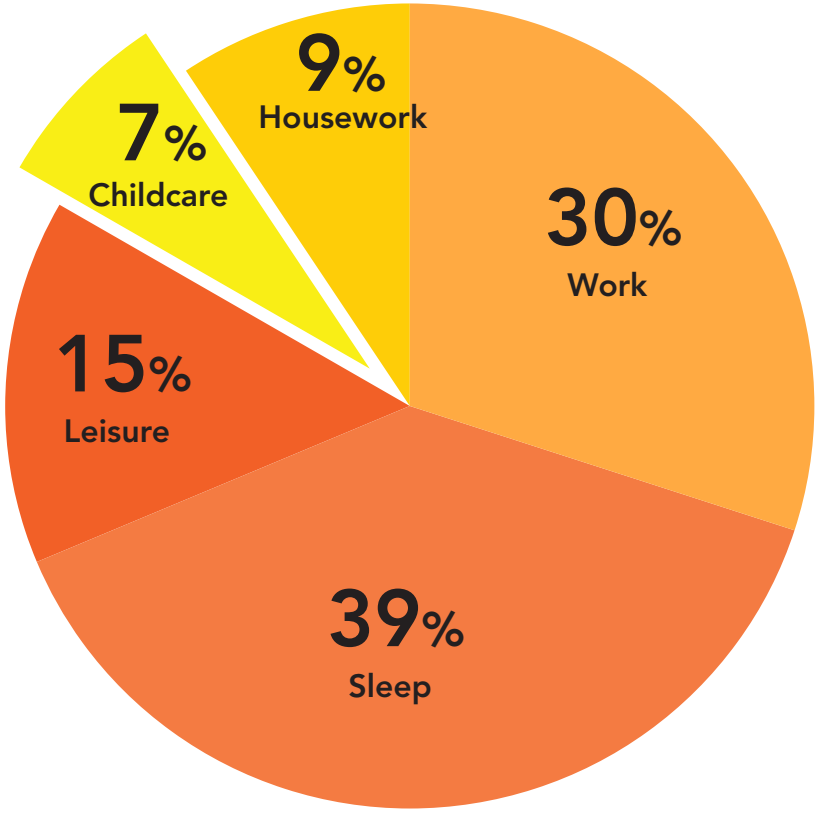
A sticker-like material under the flaps on the lid allows them to stack together, so several units can be carried easily.

Daycare System

Solo Project
5 Weeks

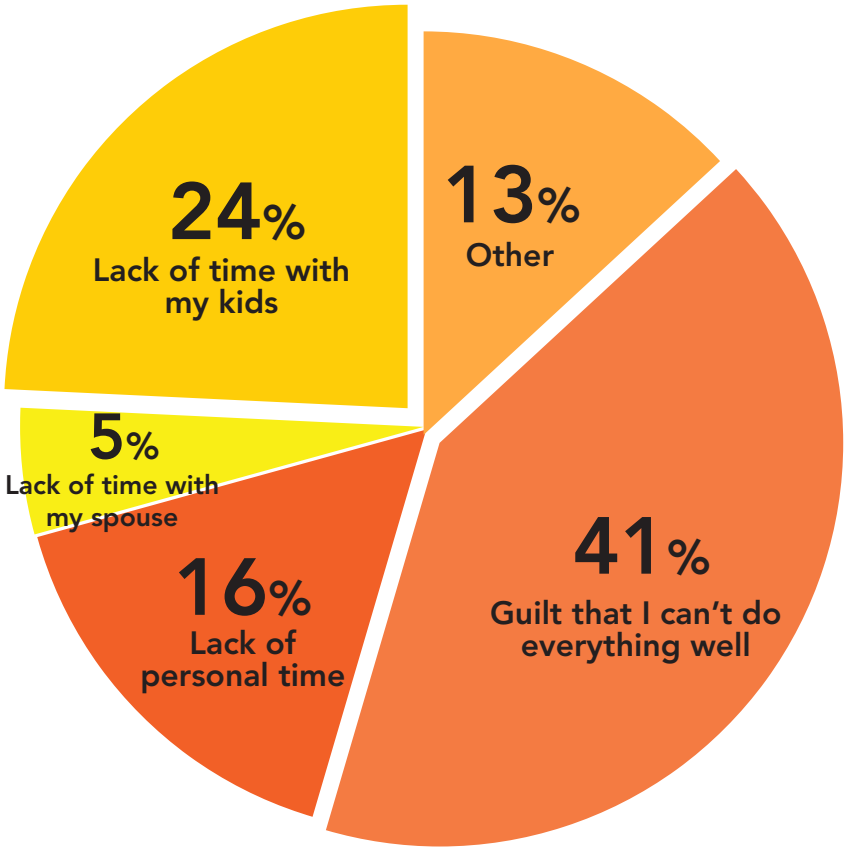
Prompt: Design a wearable system that improves daycare.

How do working parents spend their week?



Source: Pew Research Center American Time Use Survey. 2012.

What's the hardest part of being a working parent?



Source: *Maxed Out: American Moms on the Brink* by Katrina Alcorn. 2013.

"I've heard stories about kids **becoming more attached to the daycare staff** than their own mothers."

"I want to **instill my own values in my daughter.** I don't want to leave that to strangers."

"Whenever I ask him, **'How was your day?'**, he always just shrugs and **says he doesn't remember."**

"I wish I could have **been there all the time**, but that just wasn't an option."

After speaking with parents and daycare professionals, I focused on these goals:

Unobtrusive for the child

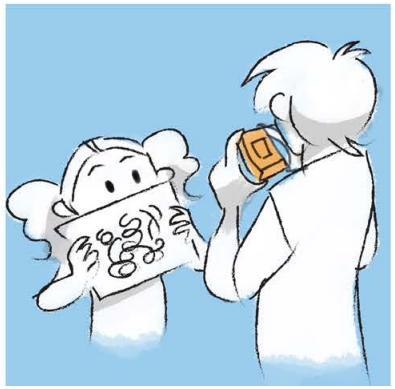
Keep parent updated on child's wellbeing

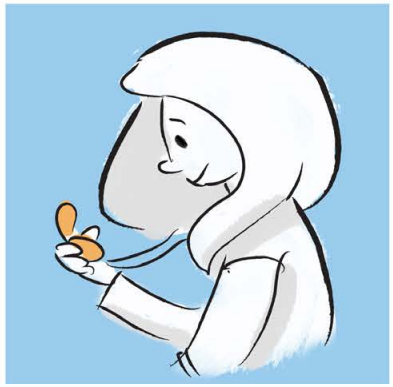
Preserve the child's experience after daycare

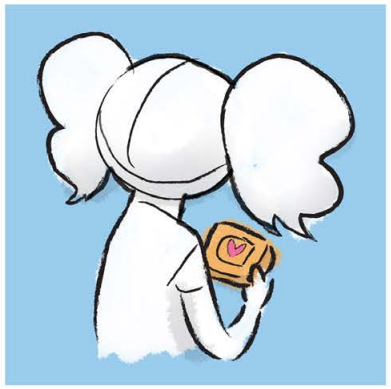
Early Ideas

Wearable for parent

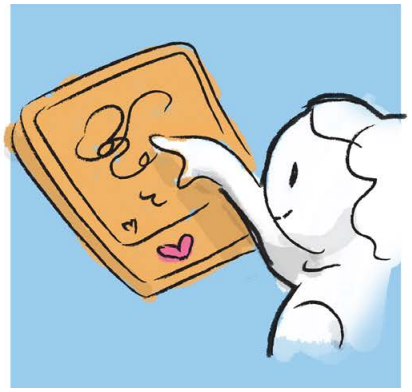
Wearable for child







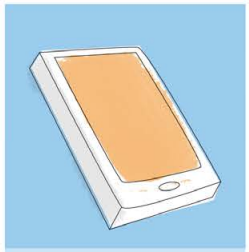
A small camera given to the child interacts with the parent's locket.



Daycare has stations

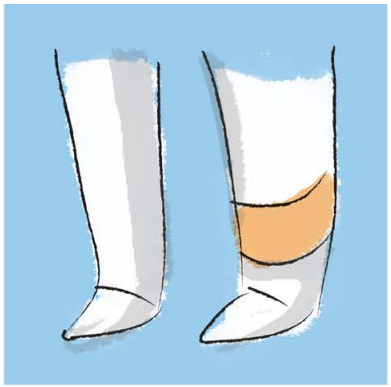
Wearable for child

Interactive devices throughout the daycare sync with the child's wearable.



Parent interacts via app

Wearable for child + toy



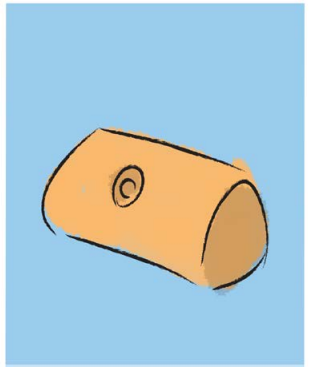
The parent is given the child's vital signs from a wearable.

Final Idea

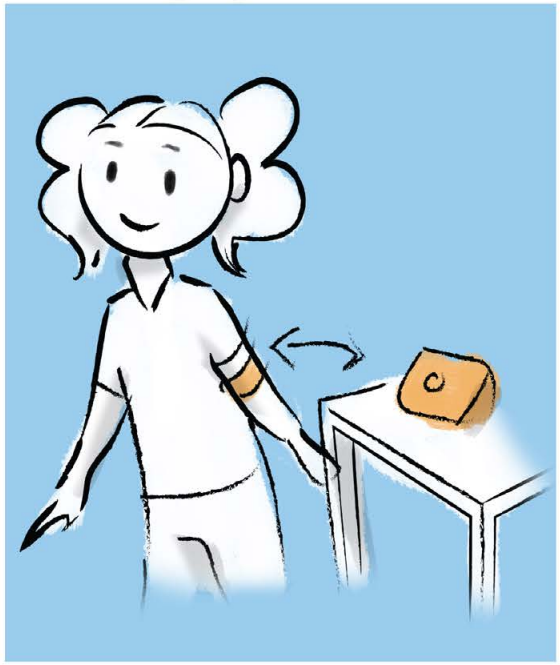
The final idea includes three components:

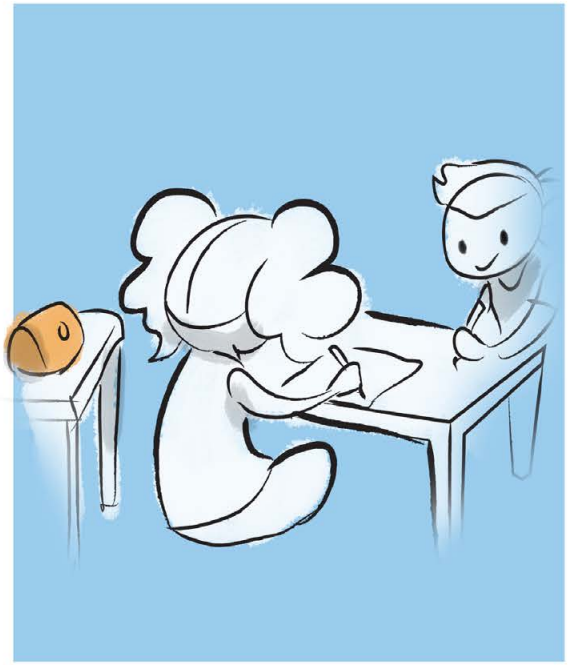
1. Camera
2. Wearable
3. Conduction charging. storage for wearable

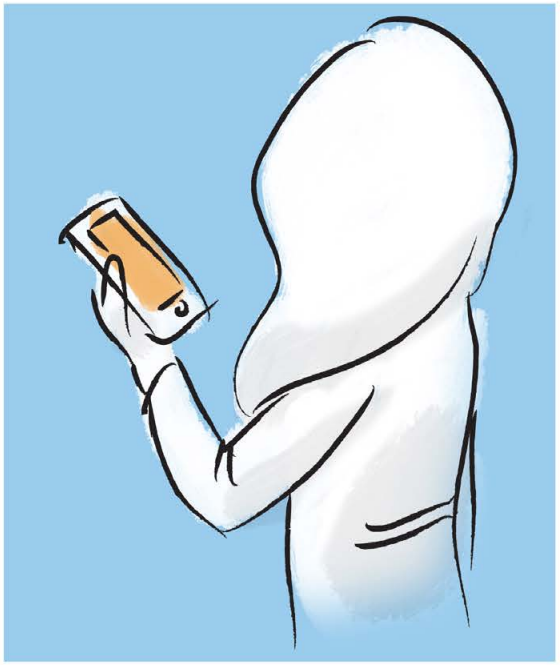
Wearable for child



Devices throughout daycare







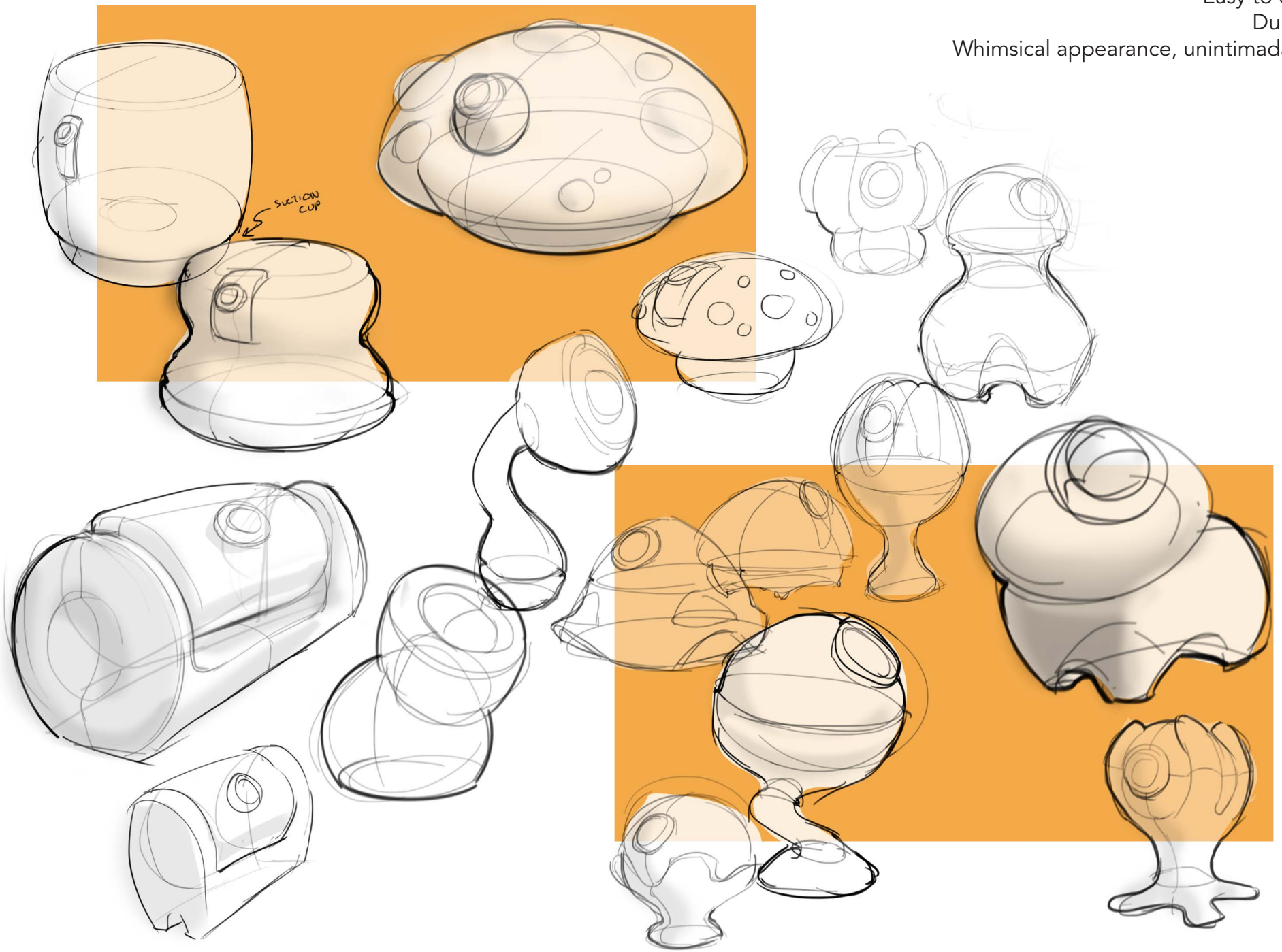
Camera-equipped devices throughout the daycare delineate different areas & activities.

The wearable lets the device know where the child is. The child's location and current activity are sent periodically to the parent, in addition to occasional still photos.

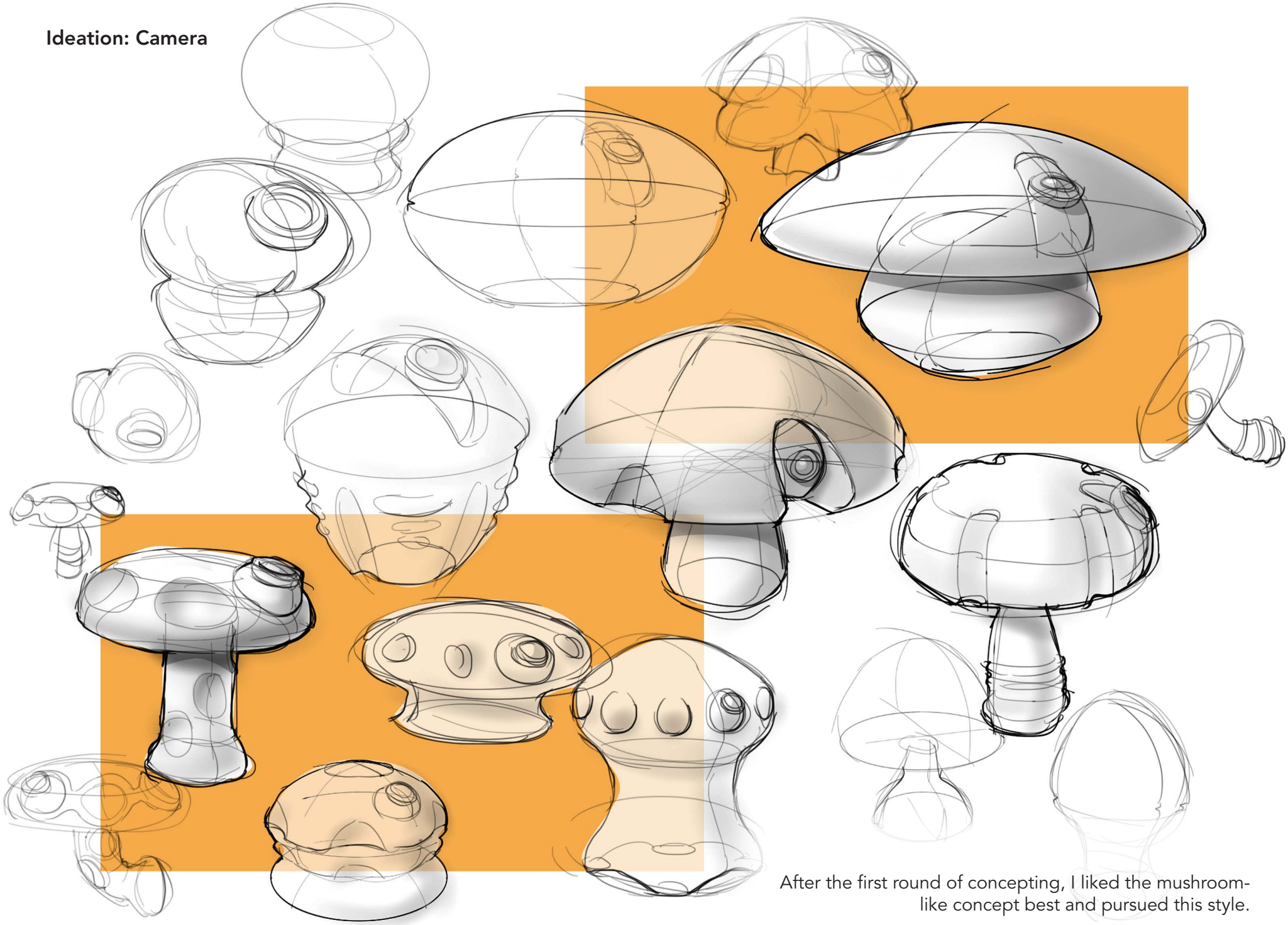
Form Ideation: Camera

Component 1: Camera

Easy to clean
Durable
Whimsical appearance, unintimadating

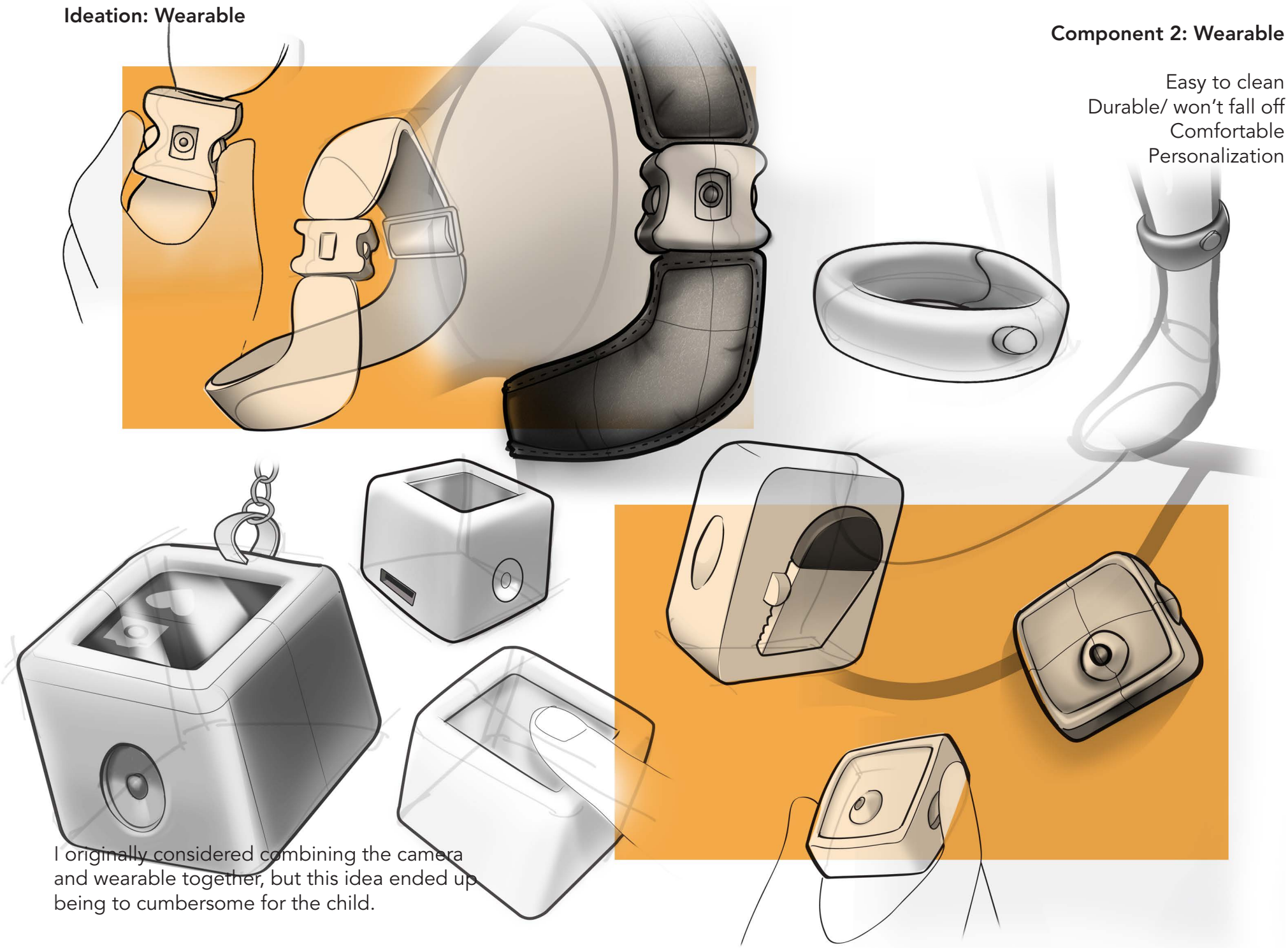


Ideation: Camera



After the first round of concepting, I liked the mushroom-like concept best and pursued this style.

Ideation: Wearable

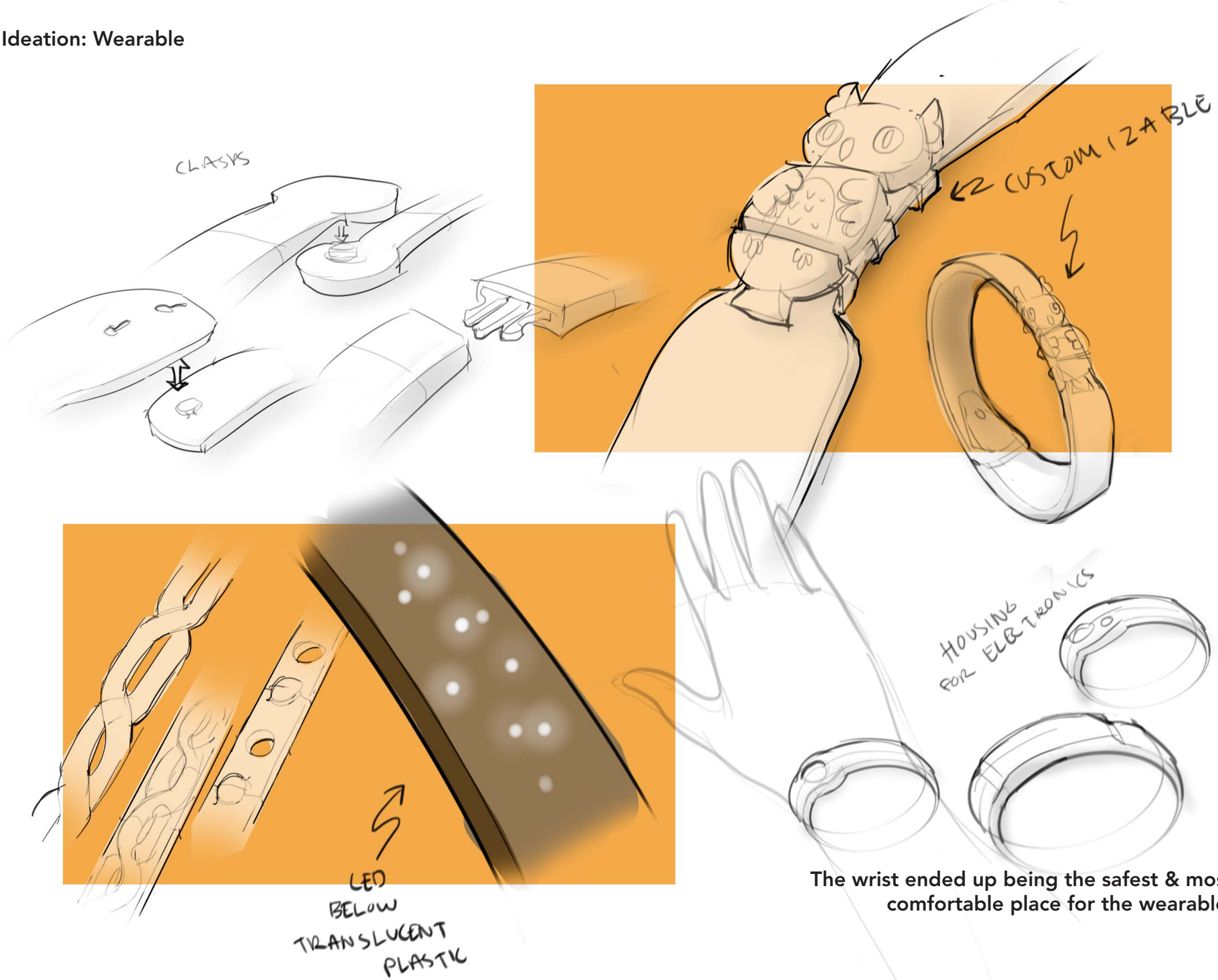


Component 2: Wearable

Easy to clean
Durable/ won't fall off
Comfortable
Personalization

I originally considered combining the camera and wearable together, but this idea ended up being to cumbersome for the child.

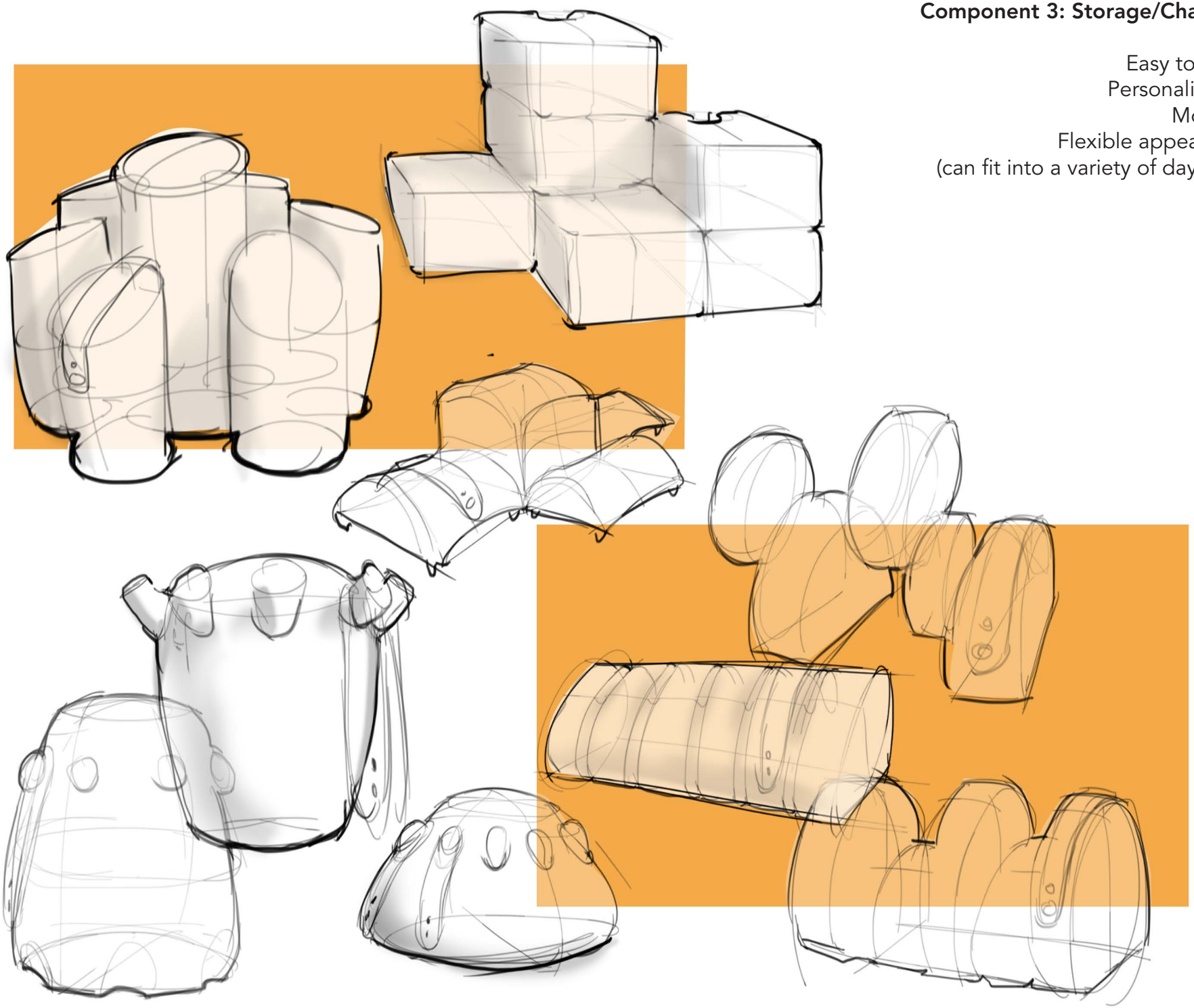
Ideation: Wearable



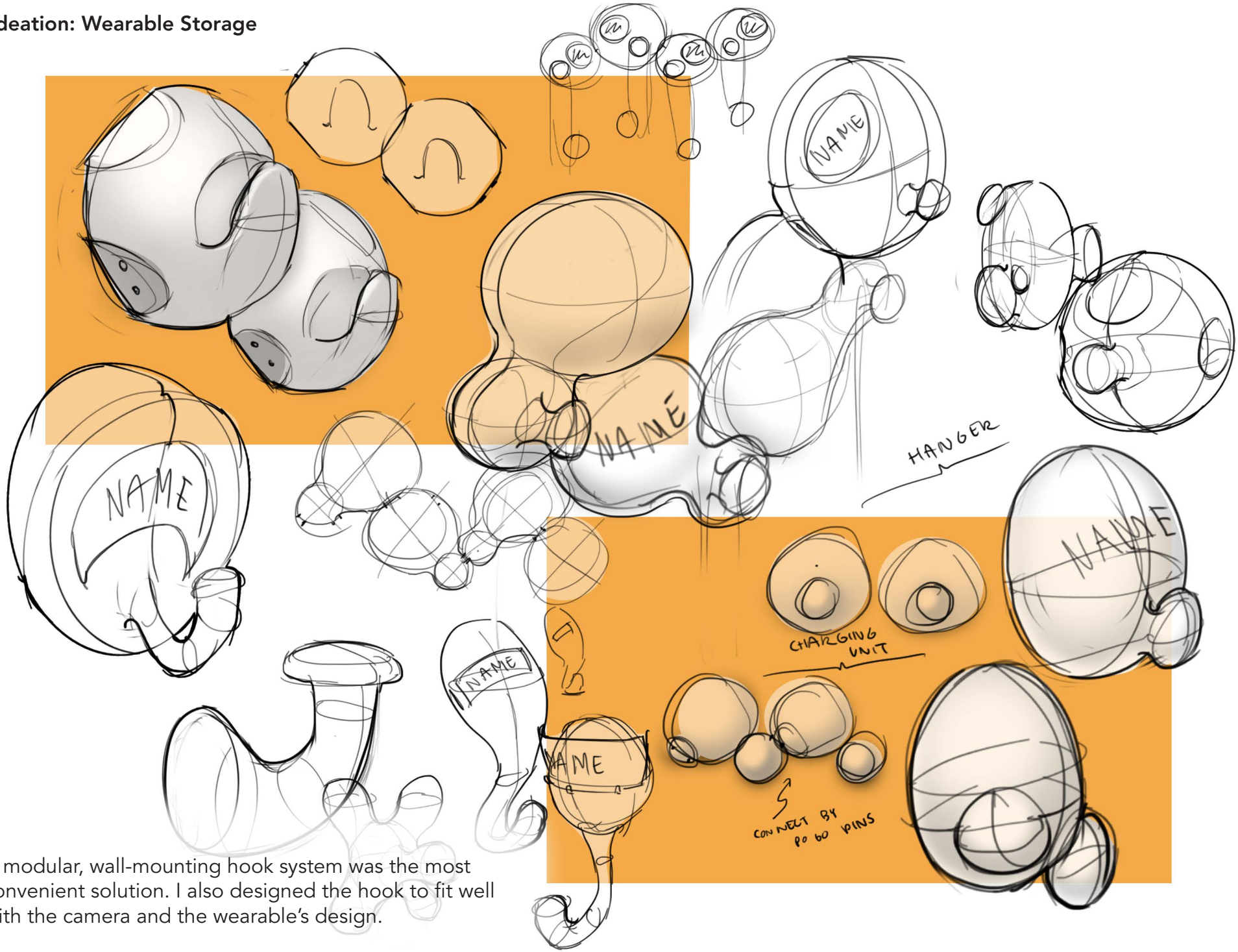
The wrist ended up being the safest & most comfortable place for the wearable.

Component 3: Storage/Charging

Easy to clean
Personalization
Modular
Flexible appearance
(can fit into a variety of daycares)



Ideation: Wearable Storage



A modular, wall-mounting hook system was the most convenient solution. I also designed the hook to fit well with the camera and the wearable's design.

Final Design

How It Works

1. Children wear wrist bands.

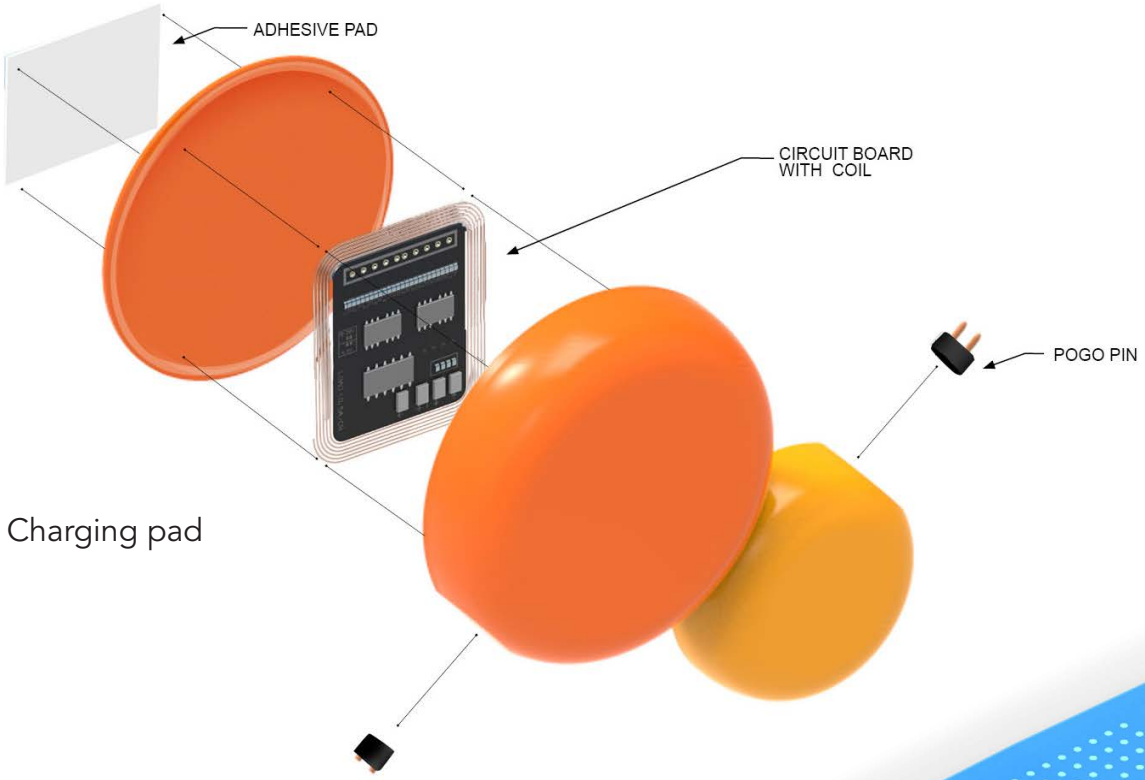
2. Cameras are set up, designating special areas of the daycare.

3. Activity updates are sent to the parents phone (including type of activity, duration, etc.).
Depending on the activity, a still photo can be sent as well.

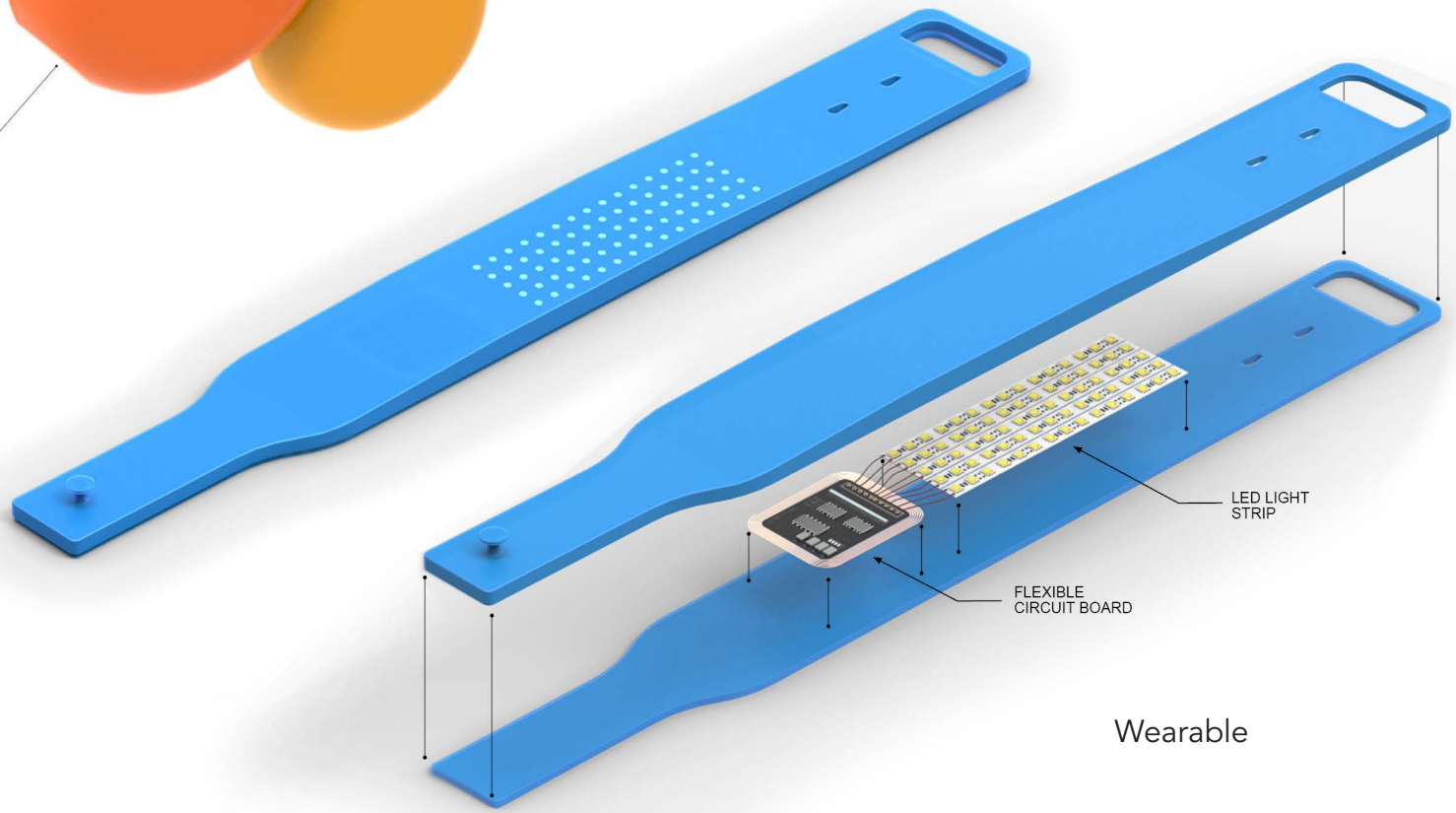
4. Band lights up as new activity begins. This is to give a sense of investment/ personalization.

5. Bands are stored in personalized areas.

How It Works



Charging pad

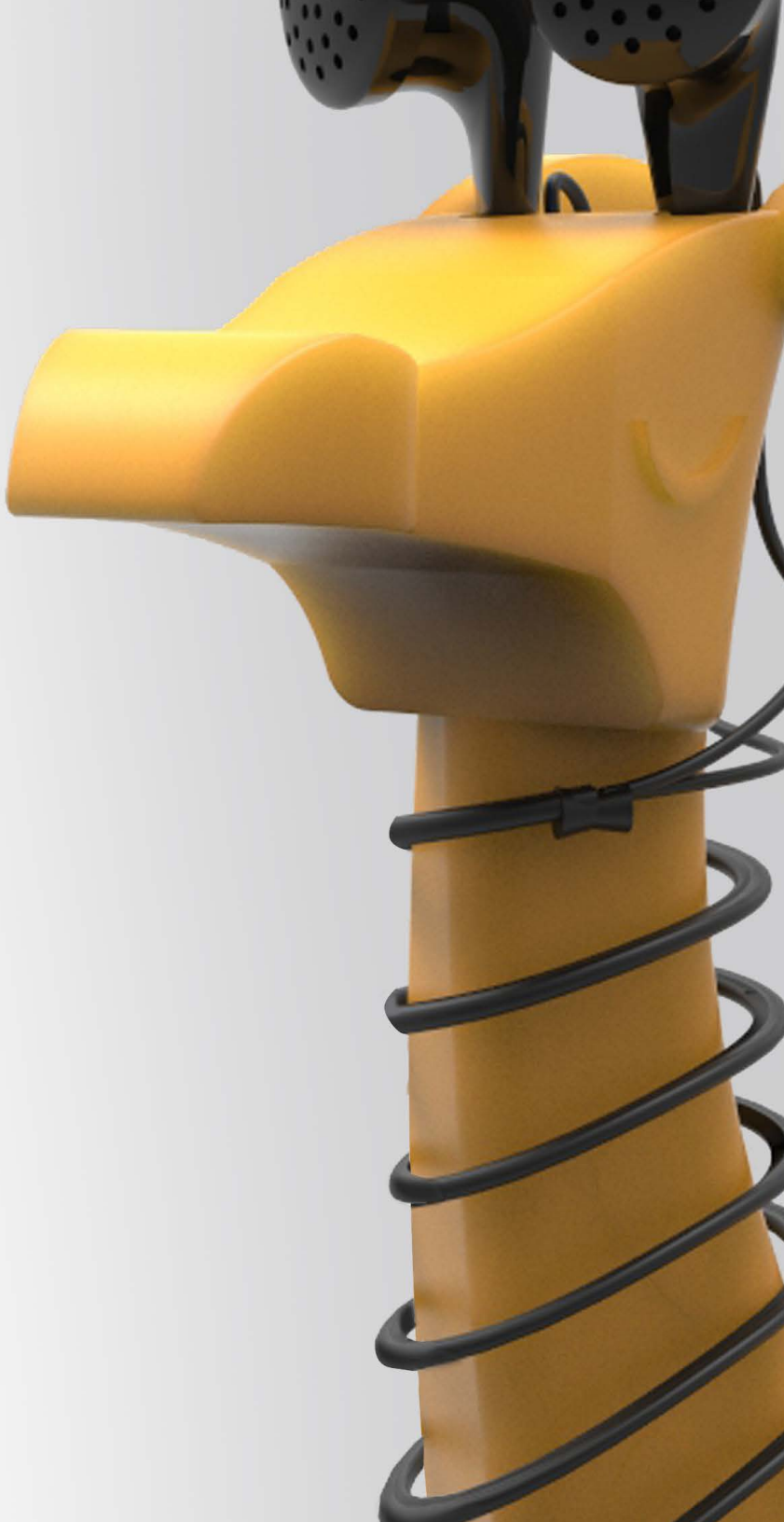


Wearable

Giraffe Cord Holder

Solo Project
1 Week

Prompt: Design an item to manage ear-bud cords that is attractive when in use and when not.



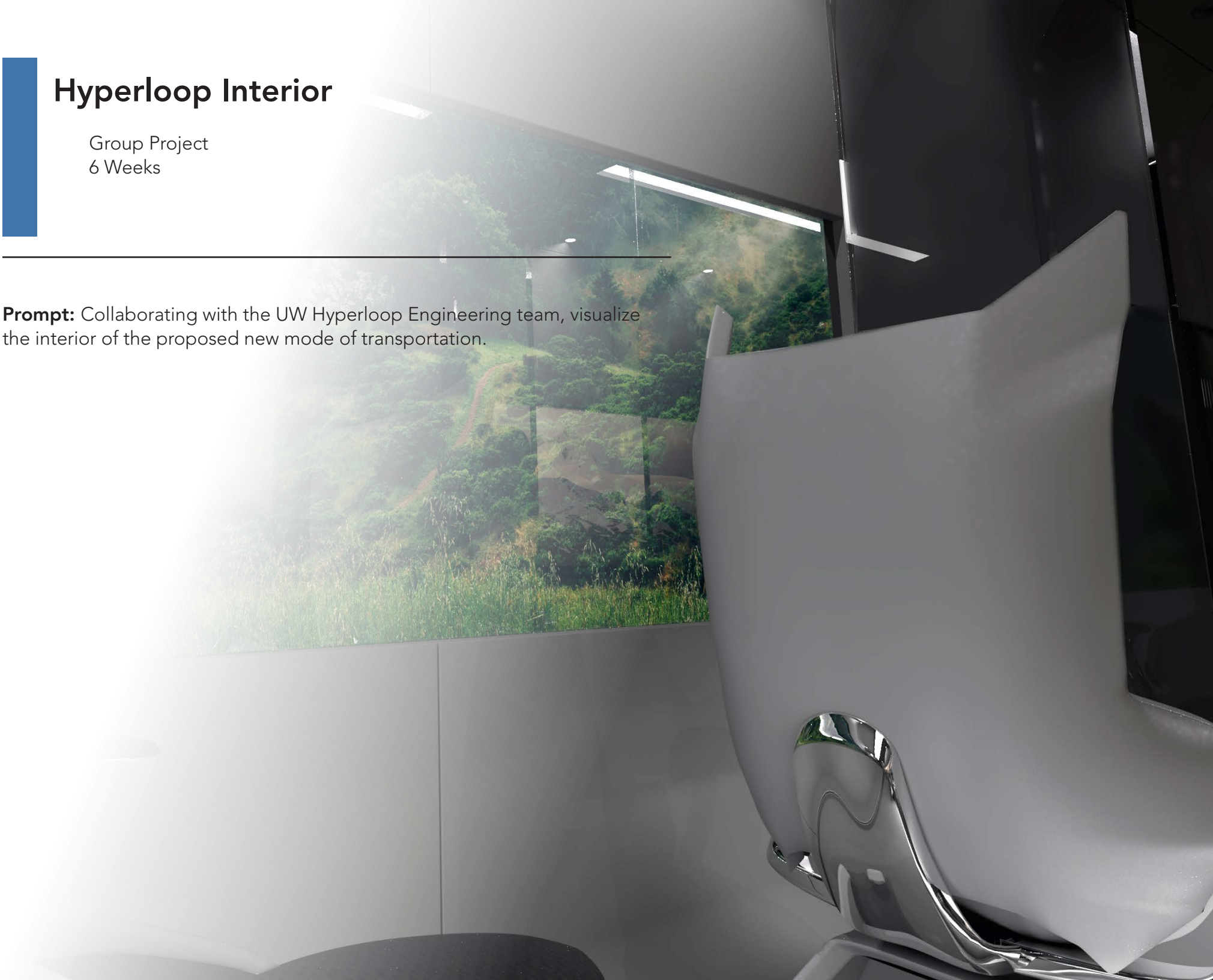
Ideation

Final Design Ear-buds rest in two holes on the top of the giraffe's head, and the cord is strung around the body.

Hyperloop Interior

Group Project
6 Weeks

Prompt: Collaborating with the UW Hyperloop Engineering team, visualize the interior of the proposed new mode of transportation.

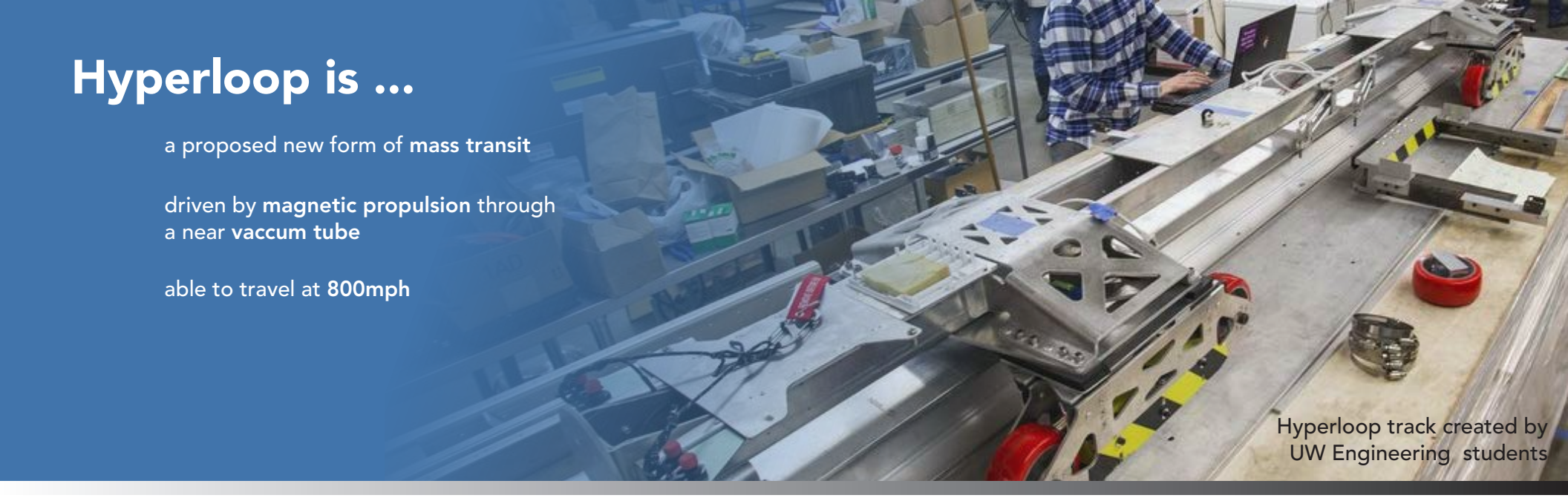


Hyperloop is ...

a proposed new form of **mass transit**

driven by **magnetic propulsion** through a near **vaccum tube**

able to travel at **800mph**



Hyperloop track created by UW Engineering students

Our Goals

Our design team, composed of 5 students from three design majors, joined the engineering students on the UW Hyperloop Team in fall of 2016 to **design the interior of the pod.**

After speaking with the engineering team and interviewing frequent commuters, we decided on the following goals:

Luxury

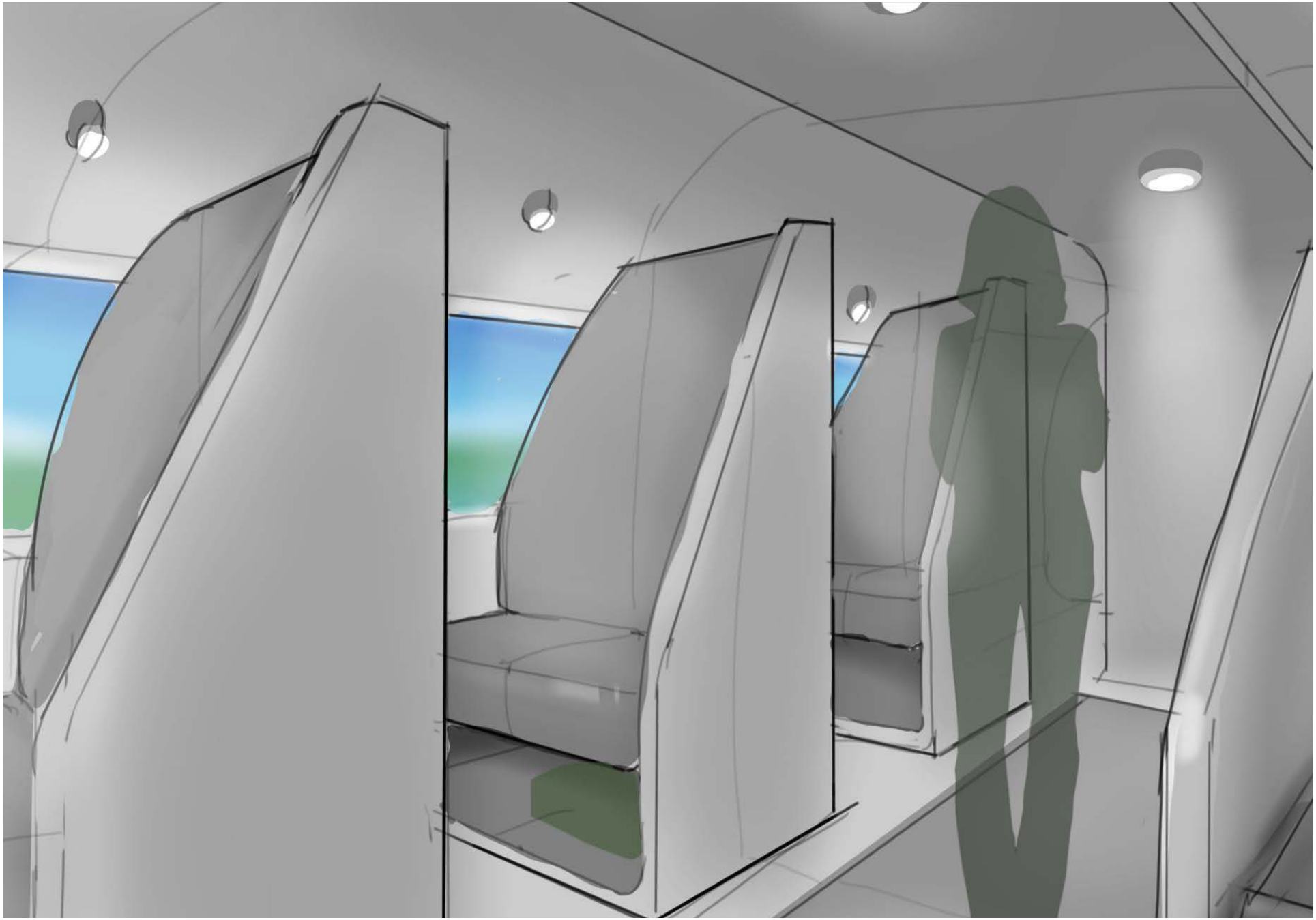
Create a space for leisure and comfort.

Innovation

Utilize new technology to improve traveler experience

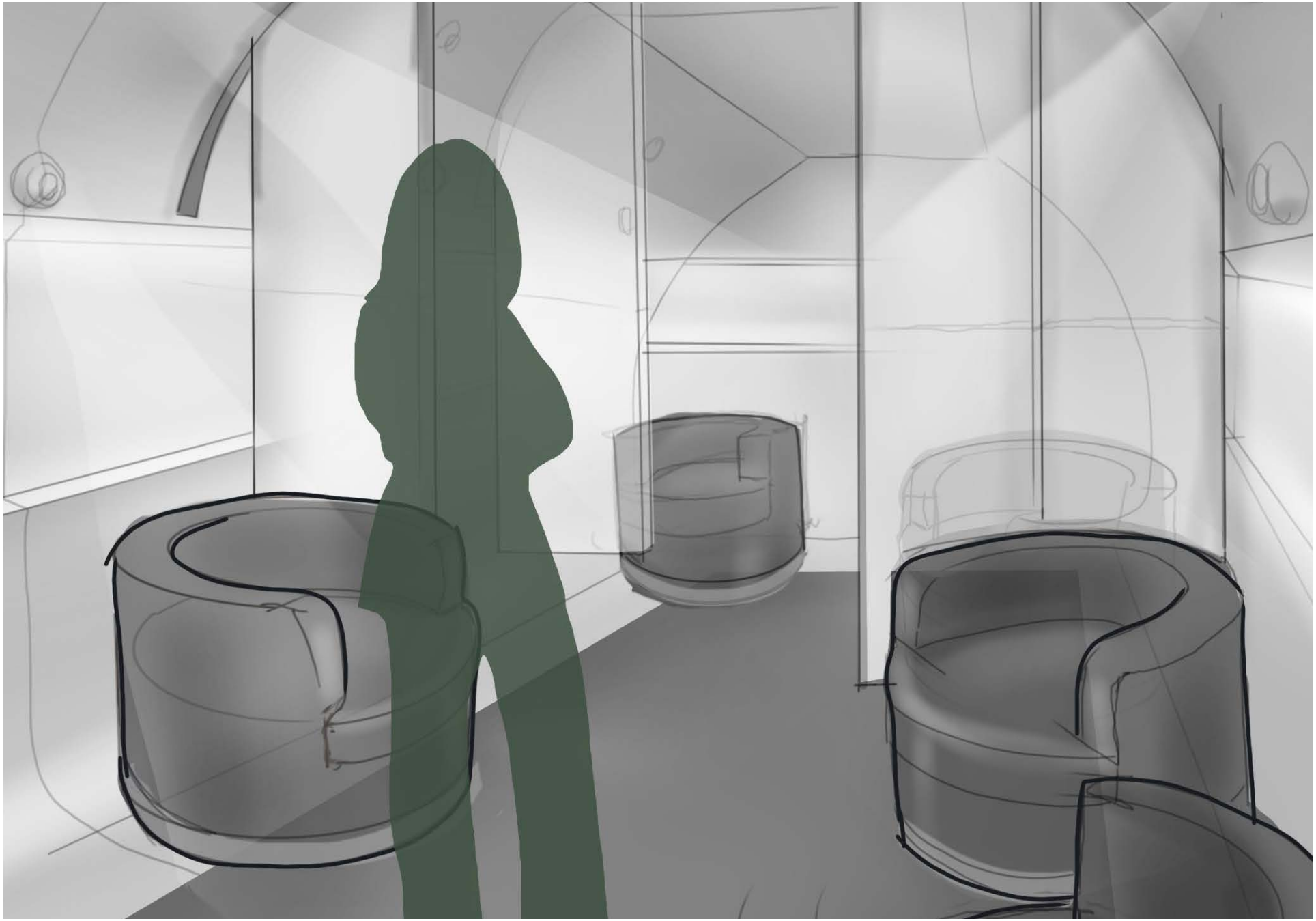
Connection

Facilitate socialization and emphasize each destination.



Because the Hyperloop pod travels through a steel tube, w**indows are not a possibility**. In this version, we added d**igital wall displays that simulate the view** from a window.

In this version, **the chairs swivel** to allow travels to choose privacy or to interact with a larger group. LED screens hung in strips create a **collage of images** of the hyperloop's destination.



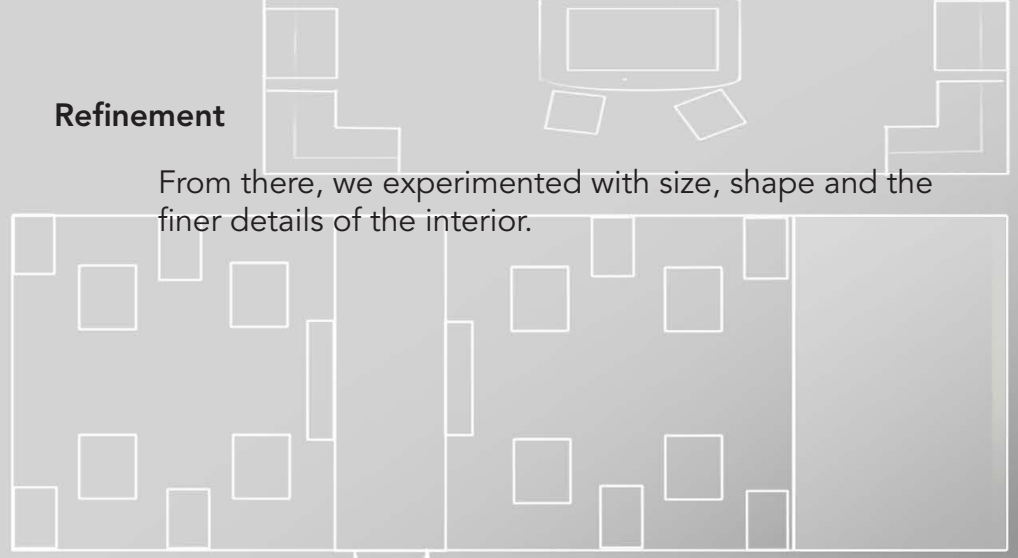
In an effort to accommodate each rider's needs, the chairs in this version can move easily around the space, and partitions create further privacy.

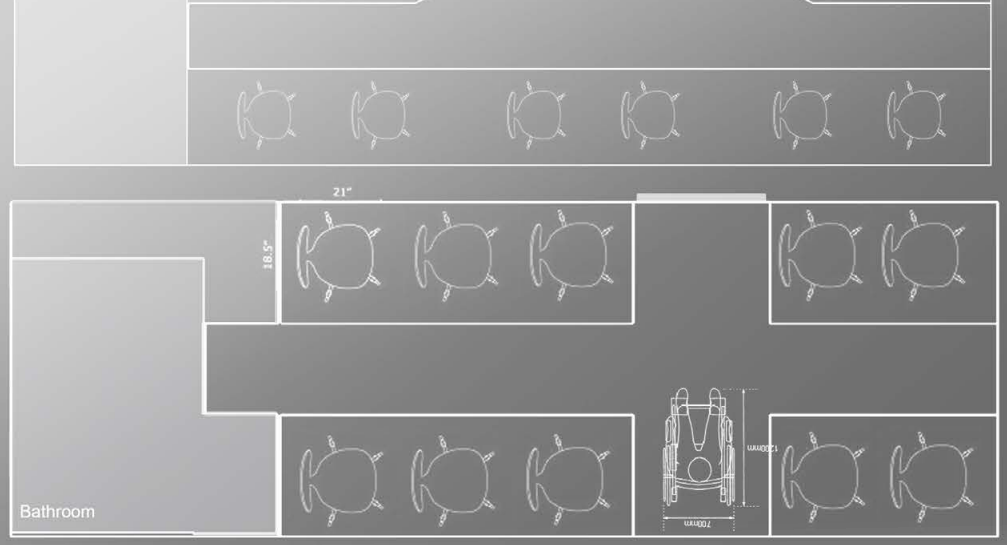
Final Idea

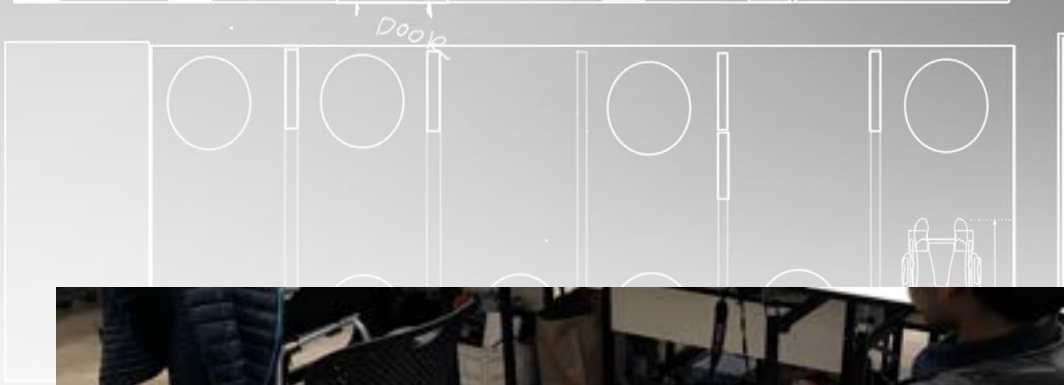
We combined the best aspects of our ideas, creating a comfortable space with window-like interactive displays to make the trip more lively and personal.

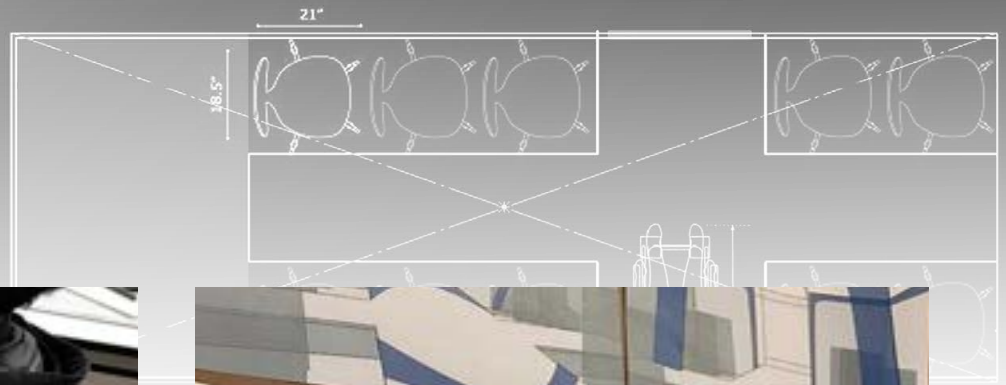
Refinement

From there, we experimented with size, shape and the finer details of the interior.



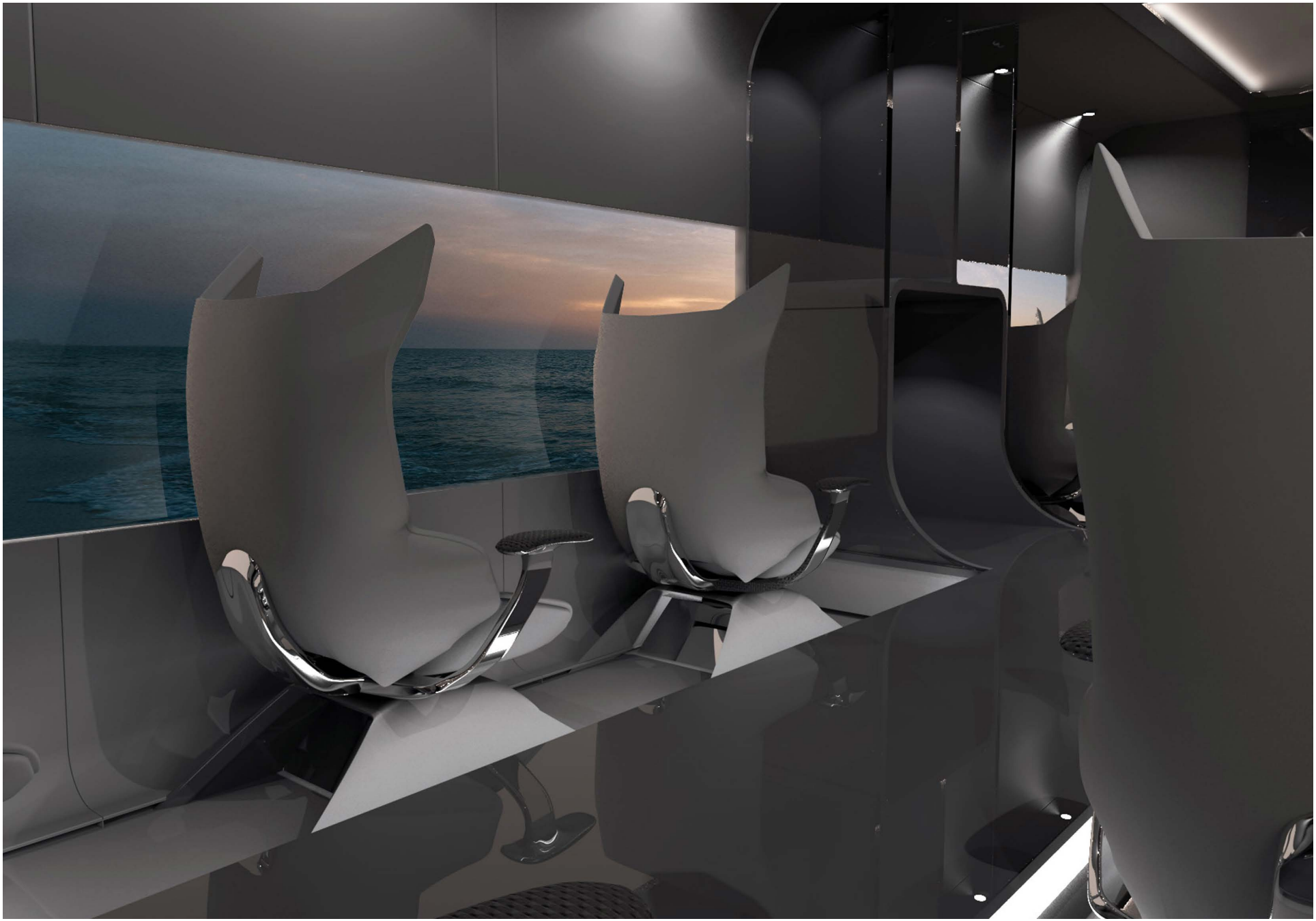






Final Design

Final Design



Connection & Flexibility

The swiveling chairs make the space flexible to accommodate various groups of riders. Riders can have a meeting, enjoy a casual conversation with friends, or create a private space to relax.

Innovative & Enjoyable

The digital window displays simulate the landscape outside, giving travelers a picturesque view to enjoy. Interacting with the display lets users see travel time, weather, and information about their destination.

Convenient & Comfortable

Storage by the entrance of the pod as well as under the seat provides safe and easy places to safely house luggage. The chairs are designed for comfort and luxury.

THANK YOU!

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