Design Project 1

The goal of our first design project was making a mug that would allow one fingered people to drink coffee normally. Using the various design techniques we had been taught, such as the AHP (Analytical Hierarchy Process) we ended up with a product that looked like this.

The design process consisted of identifying the problem, which was the one fingered-ness of one fingered people. Followed by proposing solutions to the problem, ranging from brass knuckle like handles to a mug with a resized handle that fit around one finger. We settled on the mug with a hole through the middle
because it wouldn’t require much difficulty to use, wouldn’t look too out of place, and would fit easily into a person’s life.

Difficulties were plentiful as well, this was the first time any of us had designed something the proper way and it was rather annoying having to take the steps one by one. On overall it was a fun experience working with the team to solve the problem plaguing the one fingered coffee drinkers and I would do it again if I could.