Design Project I

For this project, I and three others created a mug that could be used by a person that only had one finger. By using an Analytical Hierarchy Process, as well as Concept Generation, we ranked our different ideas, ultimately deciding which would be the best way to produce our product. With the help of charts and teamwork, we developed our idea.

![](image)

This was the ultimate design for the coffee mug that we decided to create. It had a large handle to fit any size hand, as well as padding in the handle to make it more comfortable.