PROJECTITILE One phrase project description

EXPLORING BIOMIMETIC INTERFACES

July 14 - 26, 2013

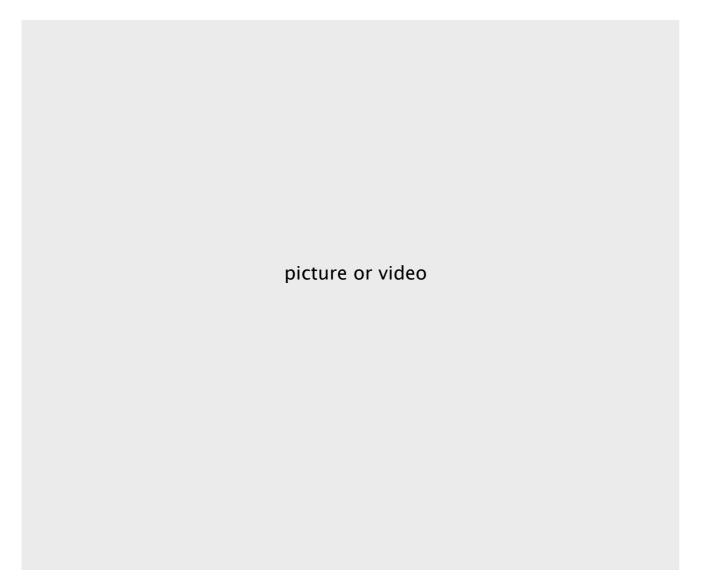
OUR TEAM

Your Names/Pictures

The Driving Idea

Your research starting point / domain Big Vision One Line Concept

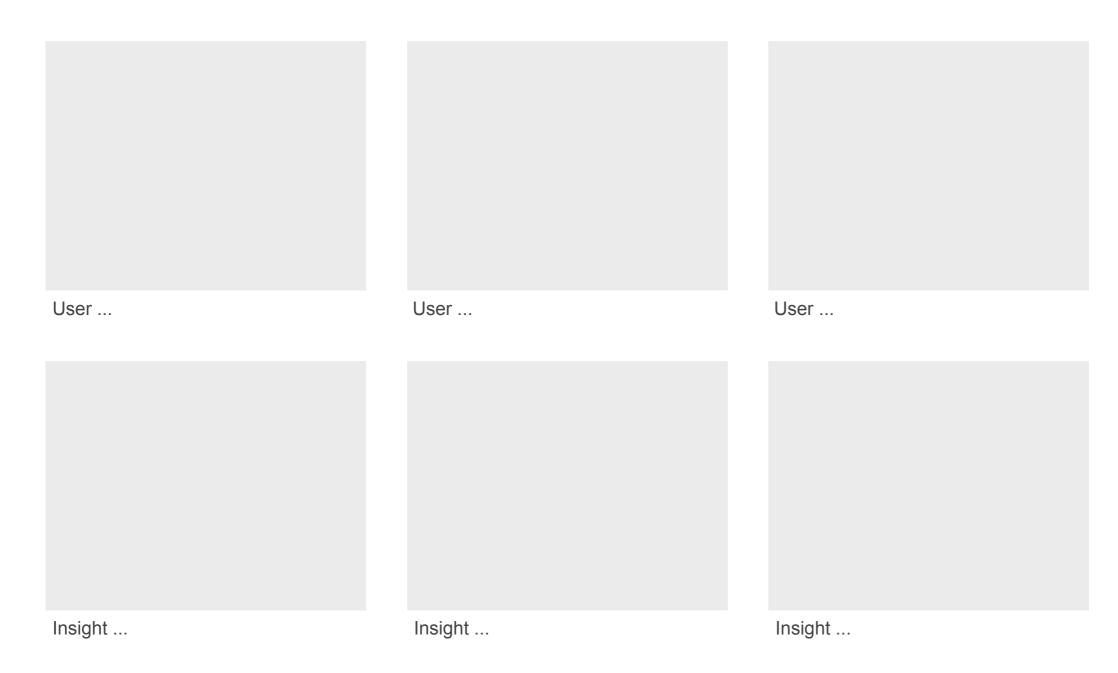
WASTE CASE STUDY



How should you describe the waste case study or research process?

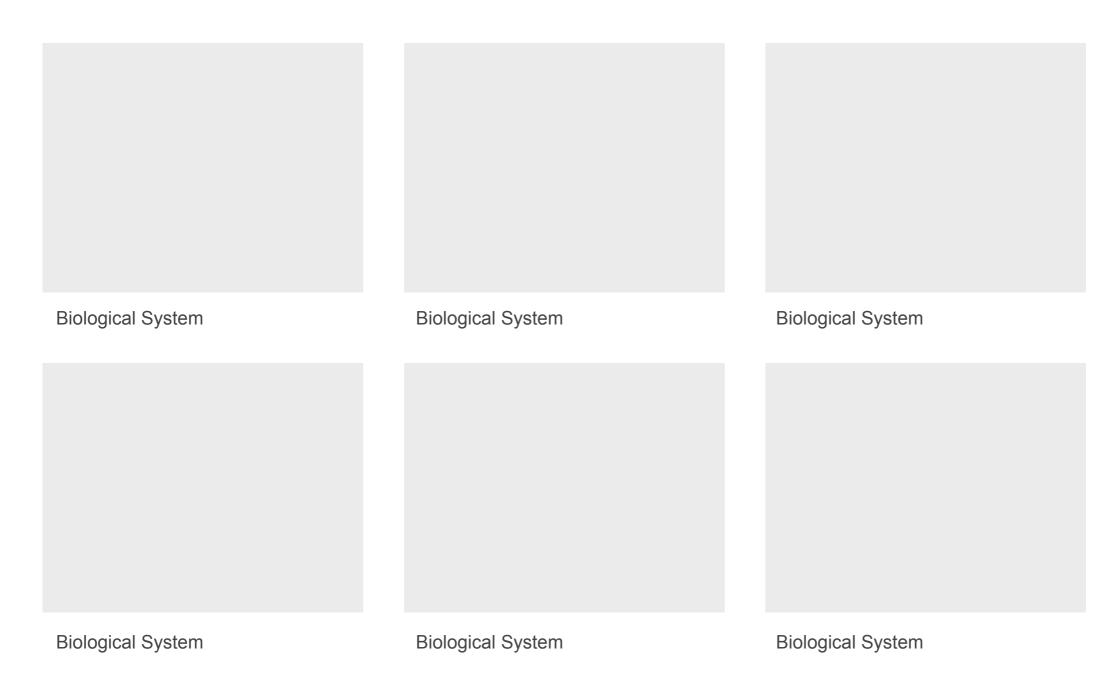
USER RESEARCH

Please insert pictures and brief description of the different users you discussed, interviewed, observed, and engaged with. Use as many slides as you need



BIOLOGICAL INSPIRATIONS

Please insert pictures and brief description of the biological organisms, systems and feedback loops from which you are deriving cues. Use as many slides as you need

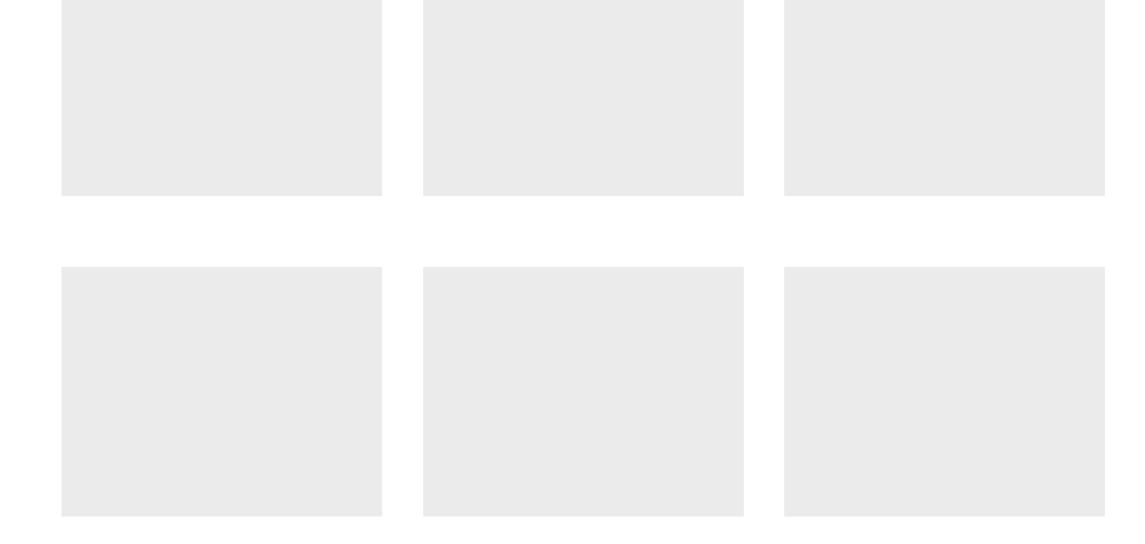


OPPORTUNITY AREA FOR DESIGN POV STATEMENT

The User: Insert a picture that corresponds to your learnings. Needs: Based on this Insight:

SOME IDEAS FROM THE BRAINSTORMING

Please insert some of the ideas from the brainstorming, not the ones that you will continue working on



CONCEPT 1 Give the concept a catchy title

ELEVATOR PITCH Describe the concept in one punchy line

VALUE PROPOSITION What is the value you want to deliver to people?

CONCEPT 2 Give the concept a catchy title

ELEVATOR PITCH
Describe the concept in one punchy line

VALUE PROPOSITION
What is the value you want to deliver to people?

CONCEPT 3 Give the concept a catchy title

ELEVATOR PITCH

Describe the concept in one punchy line

VALUE PROPOSITION

What is the value you want to deliver to people?

THE PLAN

How are you going to build this interface?

Consider form, sensors, output, hardware and software

Week-long timeline

Insert a tech diagram that describes your system

QUESTIONS?