**Project Brief: Mobile Phone Accessory**

**It’s all about the tools and the process!**

“Design thinking” linked to the development of a customized mobile phone accessory starts by formulating and answering some key questions:

* Where will the mobile phone accessory be used?
* What type of activities will people be engaged in while using the mobile phone accessory?
* How much time in a day would a person be using the mobile phone accessory?
* Will this accessory accommodate multiple types and brands of earbuds?
* Will this accessory be sold as an after-market product or comes as part of the original packaging?
* Where will the mobile phone accessory be stored when not in use?
* What are the potential problems related to damage to the mobile phone accessory?
* What materials should be used to make the mobile phone accessory?
* What is your budget for the entire project?
* What is your schedule for completion?
* What inspires you most about this project?

**Process**:

For the mobile phone accessory project the first task is to develop basic skills in using Autodesk® 123D Design® software to develop concepts as part of the Design Thinking ideation stage. After completing the sample mobile phone accessory students are encouraged to develop their own designs and apply their knowledge of the software to generate multiple concepts for alternative designs. The bottom line is this: If students can expand and enhance their ability to combine the innovation capabilities of the software and the power of the design thinking process, then the goals of this curriculum have been achieved.

**Design considerations used in the example project are as follows**:

* Purpose: To design a mobile phone accessory
* Target audience: Multiple
* Size limitations: to accommodate standards size earbuds.
* Materials to be used: plastic
* Scheduling requirements: 1 to 5 hours to complete the sample project