

SP.718 Developing World Prosthetics

Spring 2010

Assignment 2

Problem: What makes a design good or bad?

Consider the objects and products you encounter every day while at MIT – all of these were designed. When looking at a design, it's important to be critical, but in a constructive manner. It's also important to recognize that there are very few instances where a design is 100% great or 100% terrible; there are typically good parts of a poor design, and vice versa.

Take a picture of two very different objects or products, one that you believe is a relatively bad design, and one that is a relatively good design. Discuss the pros and cons of each design, and why you have come to your overall “good” or “bad” conclusion. Also discuss what trade-offs and constraints the designers likely faced in developing these products, and how these challenges were managed.

Finally, for the “bad” design, explain how you would improve it, providing a sketch to represent your idea, as well as accompanying text.

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