



Student brief

Design a product that improves everyday life, to be sold in the Design Museum Shop for around £15.

Design criteria

Be inspired

This year we are inviting you to be inspired by your senses. What can you see, hear, smell, taste and touch around you? What ideas does that inspire?

Improve everyday life

Your product idea can improve everyday life by meeting the needs of a specific audience group or by addressing a social, educational or environmental issue.

Accessible and sustainable design

Consider the environmental and ethical implications of your idea. Who will it be used by and how? Is it accessible? Can it be used by everyone? How will it be made and where will it end up? Look at the **UN's Sustainable Development Goals** for reference.

Target audience

Your product idea can appeal to a wide audience but should directly target the needs of a specific group, such as:

- ▶ Adult design enthusiasts
- ▶ Young people and students
- ▶ Families

The Design Museum Shop

The business setting for your product is the **Design Museum Shop**. Therefore, your product must complement the other items on sale here, such as books, homeware, toys, games and classic designs, see [designmuseumshop.com](https://www.designmuseumshop.com) for more information.

Costing and budget

Your final design can cost around £15 per item. It should cost around £7 per product to make so that you can make a profit on each product sold.

Your budget must demonstrate simple and evidenced costings for materials, packaging and manufacturing, to show how you will create your produce and how it will make a profit. A budget template and guidance are available to help with this.

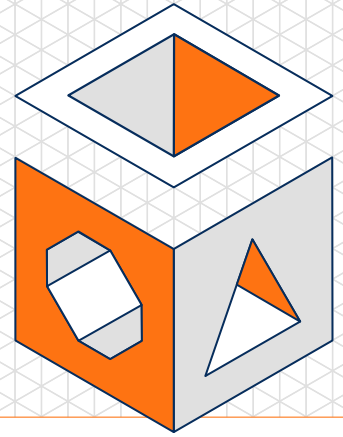
Manufacturing

Show evidence of how your idea could be manufactured in a batch of 200 using materials and technology that are easily accessible to you in your school or in the local area. Bear in mind the environmental impact of the materials and processes you choose to use. There is a sustainable materials sheet to help with this.

Competition criteria

- ▶ You must work in a team of 4–6 students
- ▶ One entry must be selected per school to submit for judging. You submit this entry online. This includes a submission form and three A3 design sheets detailing your design process –
 1. research and initial ideas,
 2. testing and product development
 3. the final idea.
- ▶ **Competition deadline – 23 February 2022**





Guidance

Ideas

Try to generate as many ideas as you can. Remember no idea is a bad idea, and the more ideas you have, the better chance you have of spotting a winner! Visit theideamachine.org if you get stuck for ideas.

Learn from past winners

Avoid high cost manufacturing techniques such as injection moulding: past winning designs have used just one or two simple processes, such as die-cutting, laser cutting or printing, and have been made from one or two flat materials such as cardboard, wood or bamboo (see previous winners on the Design Ventura website).

What we look for in a winning idea:

- ▶ An idea that makes us smile – something that is original and effective in its simplicity
- ▶ A well-designed idea – easy to understand and use, works well and is visually appealing
- ▶ An idea that is useful – addresses a specific need or solves a problem and has been tested with its target audience
- ▶ A real product for a real person – it is clear who will use it, how they will use it
- ▶ A product that is viable – uses simple and readily available materials and manufacturing processes
- ▶ A product that is ethical and sustainable – uses sustainable materials and processes and/or addresses a social, educational or environmental issue
- ▶ Appeals specifically to Design Museum customers rather than general retailers

Next steps

Students: Start by researching your target audience and the Design Museum Shop. remember if you are excited by your ideas, we will be too. We can't wait to see what you come up with! Watch the target audience film in the Research section of the Design Ventura website.

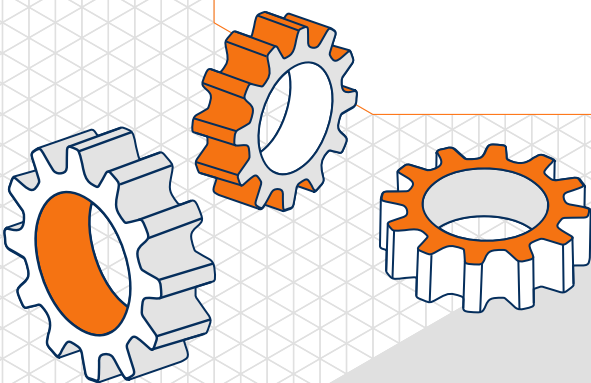
Teachers: Read through your teacher notes booklet and book free events (teacher CPD, webinars and student workshops).

Good luck!

Resources

Make use of the great range of films, print outs and resources available on the Design Ventura website to help you tackle the brief.

Find them at ventura.designmuseum.org



the
DESIGN
MUSEUM

+

BORN TO BE
The Deutsche Bank youth
engagement programme

