

DESIGN VENTURA CELEBRATION EVENT 2020





A step-by-step guide to entering Design Ventura 2021-22

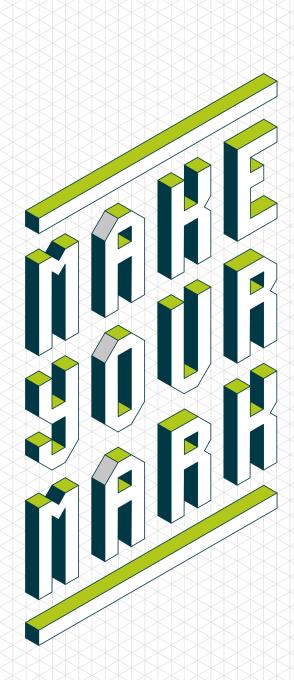
Open for submissions from January 2022

Final Deadline: 23 February 2021

Overview

To enter the Ventura competition you should:

- 1. Select ONE team to represent your school
- Log in and complete online competition entry form
- 3. Attach 3 x A3 'visualisation sheets' to the online form
- Look out for the shortlist announcement on 5
 Mach 2022



Reasons to enter

Design Ventura 2021-22

- Certificates for **all** students that complete the project
- A chance to see your students' work exhibited at the Design Museum
- An experience day at the Design Museum with goody bags and prizes for all shortlisted teams
- A chance to win the teacher of the year award
- Winning student team will work with designers to develop and manufacture their product for sale in the Design Museum Shop
- We are really looking forward to seeing your idea!



SELECT A TEAM

Select one team's idea to represent your school



- Hold an in school pitching event where every team presents their idea to a panel of judges.
- Invite your head teacher, local businesspeople, guest designers or other colleagues to help judge.
- Refer to the <u>Judging Criteria</u> to choose the winning idea
- Take photos or film the pitches and share them on the Ventura website or via <u>Twitter</u> or <u>Instagram</u>

EVALUATIONS

To complete your submission, you must fill in the following:

- The <u>Teacher Evaluation Survey</u>
- All students that participated in the project need to complete the <u>Student Evaluation</u> <u>Survey</u> (not just selected team)



COMPLETE THE ONLINE FORM



- Log in to the Ventura website here: https://ventura.designmuseum.org/
- Work with the team to complete the <u>online competition entry form</u>
 (Submissions open from January, final deadline 23 February 2021).
 You can save your entry as a draft or submit it.
- You will find it helpful to complete <u>a practice form</u> on paper before starting the online form.
- Ventura Tip: See past entries on the previous years page: https://ventura.designmuseum.org/about/previous-years/
- See the Pitching your Idea section of the Project Guide for practice forms: https://ventura.designmuseum.org/project-guide/pitching-your-idea/

ONLINE FORM

Tips



Please note: You need to be **logged in** to complete the form. You can find the online form here:

https://ventura.designmuseum.org/account/submit-entry/

Forgotten Password? you can reset it here:

https://ventura.designmuseum.org/login/reset-password/

The next slides show screen grabs of the online form...

ABOUT

PROJECT RESOURCES

NEWS

INDUSTRY INSIGHT

CONTACT

LOG OUT

MY ACCOUNT

WELCOME

SUBMIT A BLOG

SUBMIT YOUR ENTRY



Congratulations for reaching this point in the Design Ventura competition. Now it's time to send your School's entry for us to review. Once we have confirmed receipt of your entry it will be reviewed by the shortlisting panel and the top ten ideas will be announced. Use the judging criteria to select ONE team from your school to compete in the Design Ventura Competition.

For a complete entry we need to receive:

- · completed online form
- 3 A3 design sheets as a pdf (see guidance for what to include)
- · optional budget template
- · completed teacher evaluation
- · completed student evaluation for all participating students (not just the winning team)

Please note, once you have submitted your entry you are not able to change it so please check it carefully.

About you

ame of your sohool*		
ubmitting teacher name*	Year group [★] More than one option can be selected Year 9 Year 10 Year 11	
eam members* Please check the spelling of each team member's n	name. A minimum of 4 names and a maximum of 6 names can be entered.	⊕



About your idea

roduct name*					
our idea*					
Summarise in 100	words or fewer. What doe	es it do? Remember to	answer the original	brief.	
rget Audience*					
Who is your exact	target audience? How will	I they find out about y	our product?		
ustainable design*					
How will you avoid	making a negative impac	t on the environment	?		
lanufacturing*					
fanufacturing* What will your pro-	luct be made of? How will	I vou manufacture it?			



Costing and budget

What is the cost price of one product?*	How many products do you plan to make and sell?*			
What will the retail price of one product be?*	What is the total profit that you will make from sales?*			
£	£			
Which charity would you donate the proceeds to? Why?*				
Upload your files*				
We are looking for:	Drop files here or			
	Select files			
> 3x A3 sheets (pref as a single PDF)				
> Optional budget template				
> Optional additional info on marketing materials				
Additional links				
	⊕			
SAVE DRAFT OF YOUR ENTRY	SUBMIT YOUR	ENTRY		





FILES



Ideal file formats:

jpeg or PDF

Max file size:

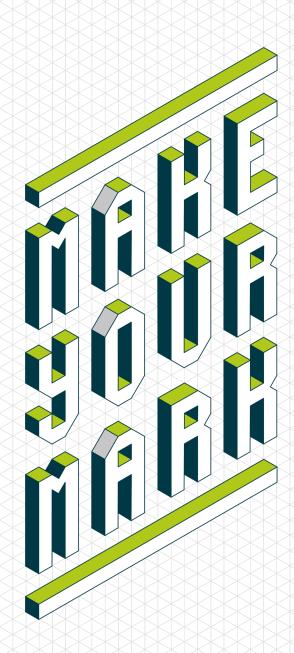
3MB

Please include your school name in each file name e.g:

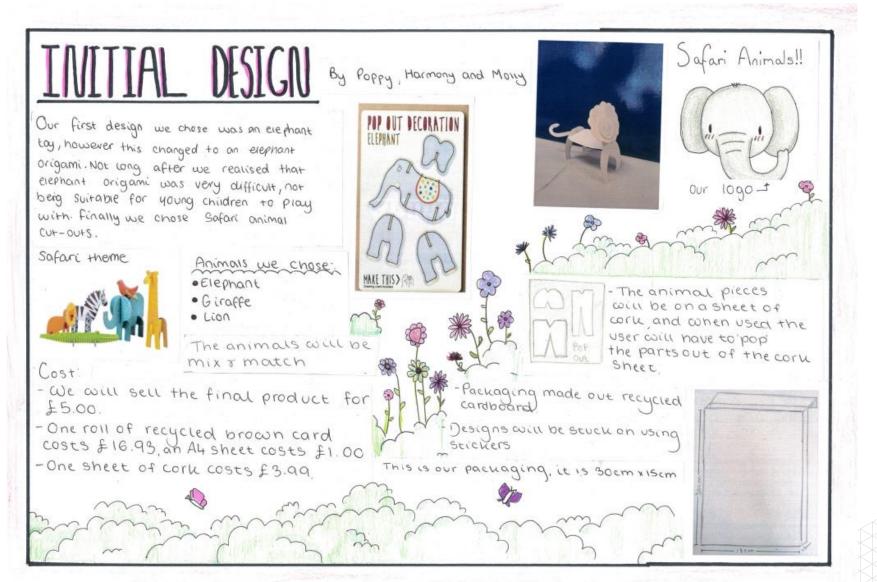
Ventura Academy design sheets.pdf

Examples A3 Sheets

- The following pages show a selection of A3 sheets received in previous years that made it into the top ten shortlist.
- They show a variety of approaches from hand drawn, to computer generated, including photography, source material, links to websites etc.
- There is no right or wrong way to do it, but make sure the idea is clearly communicated and visually striking.



2020: County Upper School





2020: County Upper School

Page 2



By Poppy, Harmony & Molly

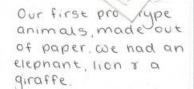
This is the Packaging, for reference we made it 3 times aller as our moral



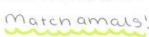
Now that we have decided to create our animals, we will have 3 bodies, (elephant, Lion, giraffe) which will have the legs already attached. Sadly you will not be able to take them off and mix and match with other animals. We did this to ensure that the animals will be as well built as possible.

The heads will all be detatchable including the elephant ears and lion mane we also made the tails detatchable to maximise the fun.

We decided on the name, Safari



Original animals





Animals mixed & matched







2020: County Upper School





2020: Trinity School

Page 1

DESIGN VENTURA 2022–23

Our research

Problem we looked at

We found that lots of people forget to water plants and plants will die if not given water they need. People sometimes forget to do this because they are busy or they do not realize when their plants need watering. We found that this is a common problem for lots of people usually for indoor plants mainly and we wanted to look at ways we could remind people to water plants as they are important and we must look after them.

We took a picture below to show the problem that we found, This was one plant that didn't have enough water but we also found lots of other plants that had died or very dry as well and in our homes. We wanted to create a design that helps people to remember to water plants for people who are busy and might forget to.

We had to research and think about materials to use for the product that were good for soaking up water as the paint had to change colour. We also wanted to use a material that is good for the environment as plastics can be very damaging. We thought about cork and we found out that this material soaks up water well and is made from trees and can be regrown if used. Cork is also a long lasting material and is also easy to cut and use to make our product.

We bought some cork from Tilgear and this comes in a large roll that has enough to make lots of the leaf, you could probably make hundreds. It comes the size of a piece that is 600mm x 900 mm. This was more material that we needed, but we could make lots from it. This costed £ 7. 50 to buy. This would mean that the product could be made for a very cheap price and could make lots from the material bought for £ 7. 50. The cork we bought is also good for laser cutting and could use the laser cutter to make it quicker to cut each of the leaf shapes. We did it by hand that you can see on our next page but if we were making more laser cutter would be a good way to make more of the leaves more quickly.

We also bought some Hydrochromic paint which we had not used before so had to find out how this works and what it does. We found out it is a smart material so it can change colour. We thought that this would work well for our product. We bought a small tub of the paint from Mindsets for £ 9 .95 and this had 50ml of paint. We could make lots of the leaves from this small paint pot as we only used a little bit for the few we made. This means that the product could be made for a low cost if we were to make lots of them to sell in the Design Museum Shop. We think the product could sell for around £ 5.00 and this would mean there could be some profit.







2020: Trinity School

Page 2

DESIGN VENTURA 2022–23

Designing



Our first idea

We first had an idea to make a plant pot that could light up to show you when your plant needed water. The pot and dish underneath would tell you when it needs water and would light up and flash so you know when you should give it some more water. This idea was difficult to do and we didn't know how we would do the electronics in it to make it work and we didn't know if it would be safe with water and might be dangerous to the plant owner. So we then looked at a paint called hydrochromic which changes colour. We also thought that the pot idea would also cost a lot of money to make and it would be more than £ 10. 00 to sell in the Design Museum's shop.

Testing out an improved idea

To make it smaller and cost less we tried the idea out with a cork shape leaf with Hydrochromic paint on it. We tested the design by putting it under water or watering a plant and seeing if it changed and see if it works well or not by testing it we know how well it works. We used a leaf made from cork. We were going to use plastic but its not very good for the environment. It can also not soak up the water to make it change colour to green and show you when it needs water. Because the water is brown and dirty from the plant it can sometimes make the paint that is white go a brown colour and we ould need to make this better. But it still works well and shows you when it needs water.











The leaf is made out of a cork material so it can soak up the water easily and so it can absorb in the leaf as it has a white paint on it to change colour when in contact with water. The size of the leaf is a little more than a pinkie long and not thick and is wide as a adults thumb.

This paint works when water touches the leaf it turns green we chose this paint so we can tell when it needs water or not and it is perfect for our design idea the paint is white but when in contact with water turns green so using this paint we could tell how much water a plant needs or not. We tested this out with a plant at home and it worked well





The cork was sprayed with some spray paint to make it green and look like a leaf colour. The cork was easy to cut and spray green.



Next then we drew out each of the leaf shapes onto the cork material. We put these on to fit as many as we could on the material to save money and not waste any.







We left one side of the leaf plain cork and one side was sprayed green and we added a layer of Hydrochromic paint to the green side of the leaf by painting it on. This was quick and was easy to do.

2020: Trinity School

Page 3



Final idea

Who it's for

The target market is for anyone who struggles to keep their plant alive or help it survive and measures the amount of water it needs or not so it helps the plant owner of the plant by telling the amount of water in the plant or consumed. The leaf could be for kids adults the elderly and more. We decided to focus it mainly on families and adult design enthusiasts who might want to buy this product in the Design Museum Shop. We think that the product is different and not like what already exists because it is environmentally friendly with the cork material and is a useful product that solves a problem we found lots of people have. It also looks good and is very simple to use. Why this product

This product helps with people who struggle to keep their plant plants alive and can tell when it needs water or not if it's white it needs water. If its green then its moist and if its white then it needs to be watered and you can see this clearly so you know when to water it. It's made out of cork to absorb water and will slowly turn the Hydrochromic paint white to green. It can sometimes take a while to absorb water in the cork depending on how much water you give the plant but it will eventually turn green. When the water then starts to dry up in the plant then the leaf will turn white again and show you that you need to give the plant more water and this will help to remind you to water your plants and not forget. The leaf would fit in lots of different sized indoor plants easily and cork is long lasting to make the product be used over and over again in different plants.





The images here show our final design with the magic leaf in the packaging and also being tested with a plant. You can see how the product would be displayed in the packaging which tells the customer information and is not very wasteful. The images also show it white with a dry plant and then green after it has changed when the plant has enough water.





Our packaging design is simple and tells you how the Magic Leaf works and this makes it easy for the customer. It has instructions on the back of how to use it and it has images which help to show you. We added some leaves along the bottom to show with pictures how the leaf works and changes colour when the hydrochormic paint gets wet and turns the leaf green. The packaging is made from card and this can be recycled and is also natural material from wood so can also biodegrade.



2020: Heckmondwike Grammar School





2020: Heckmondwike Grammar School





2020: Heckmondwike Grammar School

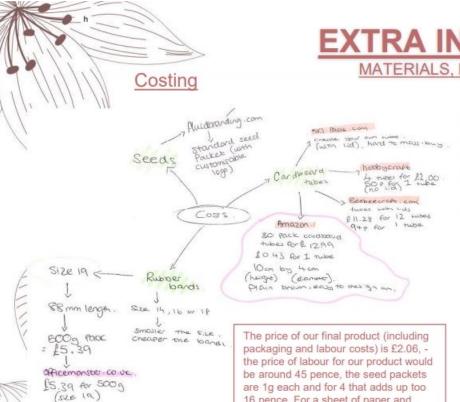
Page 3

around 450 rubber bands

for the cannon).

would cost less than a fenny for two bands (what we need





16 pence. For a sheet of paper and

rubber band it is only 0.02 pence. A

£0.43 and finally a cardboard box to

hold our packaging is around £1

cardboard tube with the correct sizing is

EXTRA INFORMATION

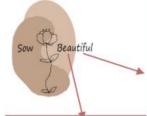
MATERIALS, LOGO AND COSTING

Materials Used

The materials we are going to use are:

- Seeds Cardboard
- Paper
- Rubber bands

Logo



We wanted the theme of our product to have earthy colours as our product is recyclable, so it is good for the planet and it is also about planting seeds which helps produce oxygen making the planet a

We decide our logo should be beige and cream and then the box should be brown. These are all very natural colours. We also added a black outline of a flower as our product is about planting sees which will eventually turn into flowers.

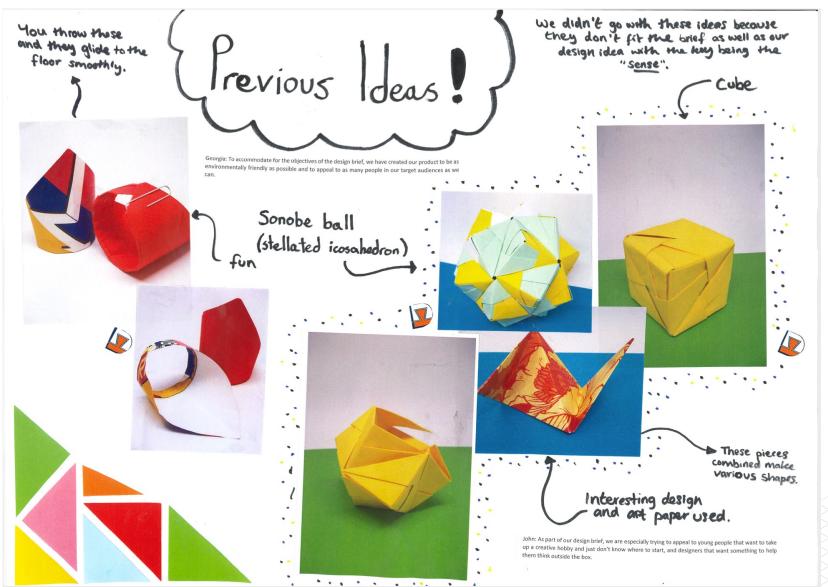


2021: Ferndown Upper School





2021: Ferndown Upper School





2021: Ferndown Upper School







Top TipsWhat Makes A Winner?

Top Tips

What are the Judges looking for?

- Judges look for original, well-designed, aesthetically appealing ideas which meets the brief criteria
- Manufacturing should be feasible for small batch production (around 200 products – this usually rules out commercial injection molding and electronic products)
- The product should appeal specifically to Design Museum Shop customers.
- The product and its materials should show an awareness sustainability.





Past Winners 2010-2021

2010-2021







2010

Dove bunting Haberdashers' Aske's Hatcham College Carboard bunting you can personalise Materials: Card, paper and ribbon

2011

Badoiiing
Walworth Academy
A travel version of the game tiddlywinks
Materials: Polypropylene sheet, travel card

wallet and card

2010-2021





2012Pics PinsTrinityMix and match London landmark badgesMaterials: Pin badges and card

2013
Squeezeys
Weald of Kent Grammar School
London themed tube squeezers
Materials: Acrylic, card and magnet

2010-2021





2014

Card Cogs
Burnage Academy for Boys
Acrylic discs that allow you to
construct structures out of playing cards
Materials: acrylic and card

2015

Dazzle Racer Finchley Catholic High School Wind up racers that you personalise with stickers

Materials: Wood, elastic band

and stickers

2010-2021







2016

Hook20

Harrogate Grammar School A hook for holding a water bottle outside of your bag to avoid spillages

Materials: Polypropylene sheet

2017

Petal Pot A plant pot that grows with the plant

Weatherhead High School

Materials: Gumtec (recycled chewing gum)

Read their story

2010-2021





2018

Active Snap Simon Balle All-Through School A version of the game snap that gets players active

Materials: Card Read their story

2019

Creative [Un]blocks
Twynham School
Dice that help combat creative block

Materials: Wooden blocks and cardboard

packaging

Read their story

2010-2021





2020

Sow Beautiful
Heckmondwike Grammar School
A seed cannon to create a source of pollen
for bees and help combat bee decline.

Materials: Card, biodegradable balloon, wildflower seeds
Read their story

2021-22

Eco Seed

Cambourne Village College

A doughnut shaped grid which floats on water keeping seeds moist and provoking them to germinate

Materials: PLA and Card

Read their story



Getting in touch

Email

ventura@designmuseum.org Stay up to date

Twitter <u>@DesignVentura</u>
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