

**1. MAKE a list of everyday objects you want to improve! 2-5 minutes**

Any object can be improved aesthetically, ergonomically, or technologically, with attention to form and function.  
Brainstorm with your teammate(s).

**2. IDENTIFY one object from your list AND CREATE a bulleted “BUG” list. 5-8 minutes**

Selected Object:

What “bugs” you about this object that could be improved?

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**3. IDENTIFY a target audience that would want the improved object. 3-5 minutes**

Who would want this improved object? Why? Make notes to yourself to help you design the improved object. Imagine and Create scenarios where the improved object would be useful.

**4. DEVELOP a list of potential solutions to the “BUG” list. 5-8 minutes**

List potential solutions to fix the “bugs” you identified.

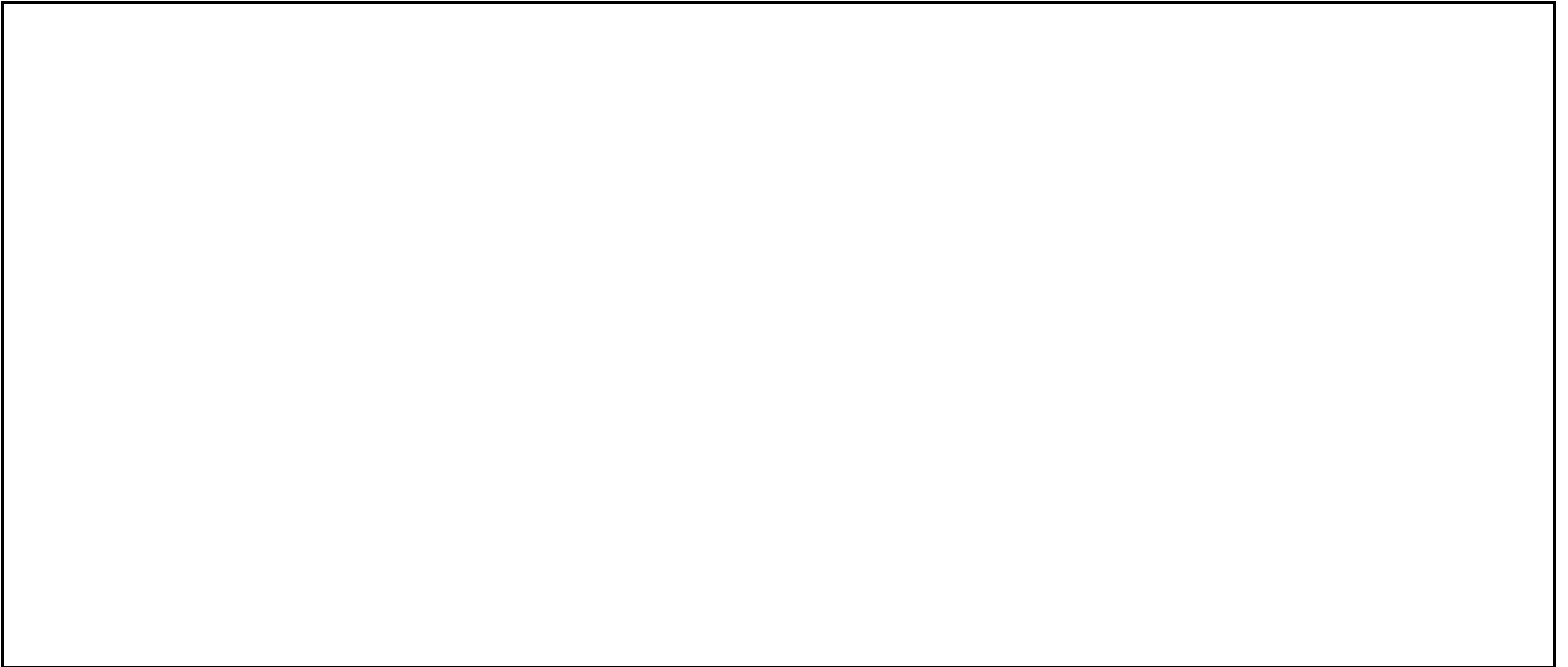
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**5. IDEATE! Sketch at least three different ways to enhance your object and eliminate one or more “bugs” you identified. 6 minutes**

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**6. ITERATE!** Sketch out your big idea to improve the object. Note details as needed. 10-15 minutes



**7. Use Autodesk Fusion 360** to design your idea(s) to further improve the selected everyday object. Incorporate finishes and materials into the design so you can seek feedback from your target audience.