

EVALUATING YOUR PRODUCT

V.Ryan © 2000 - 2010

On behalf of The World Association of Technology Teachers

W.A.T.T.



World Association of Technology Teachers

This exercise can be printed and used by teachers and students. It is recommended that you view the website (www.technologystudent.com) before attempting the design sheet .

THESE MATERIALS CAN BE PRINTED AND USED BY TEACHERS AND STUDENTS.
THEY MUST NOT BE EDITED IN ANY WAY OR PLACED ON ANY OTHER MEDIA INCLUDING WEB SITES AND INTRANETS.
NOT FOR COMMERCIAL USE.
THIS WORK IS PROTECTED BY COPYRIGHT LAW.
IT IS ILLEGAL TO DISPLAY THIS WORK ON ANY WEBSITE/MEDIA STORAGE OTHER THAN www.technologystudent.com

EVALUATION

GOOD POINTS

I like the overall design of my project. It is a suitable game for a young child as it helps in the development of hand/eye coordination. The game and its container are safe as the edges are not sharp and there are no small pieces that could be swallowed.

The joints are accurate and hold the sides together permanently. The wood is pine and this is quite cheap to buy and yet strong and able to withstand everyday knocks.

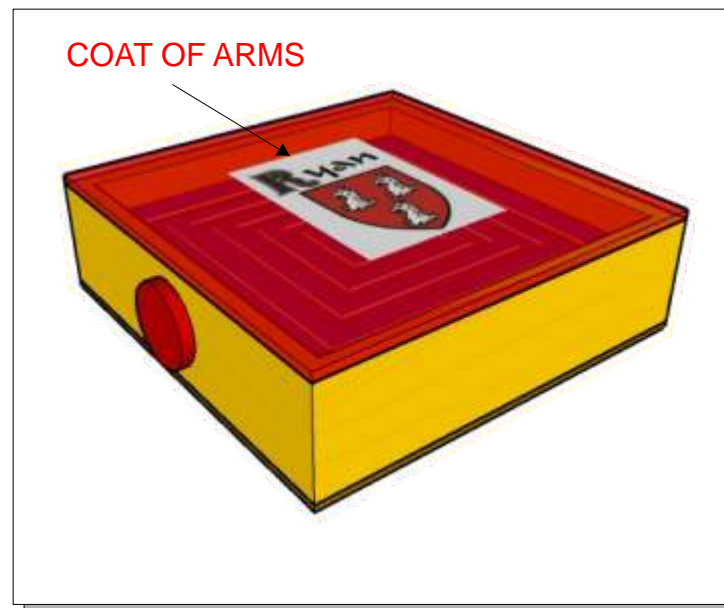
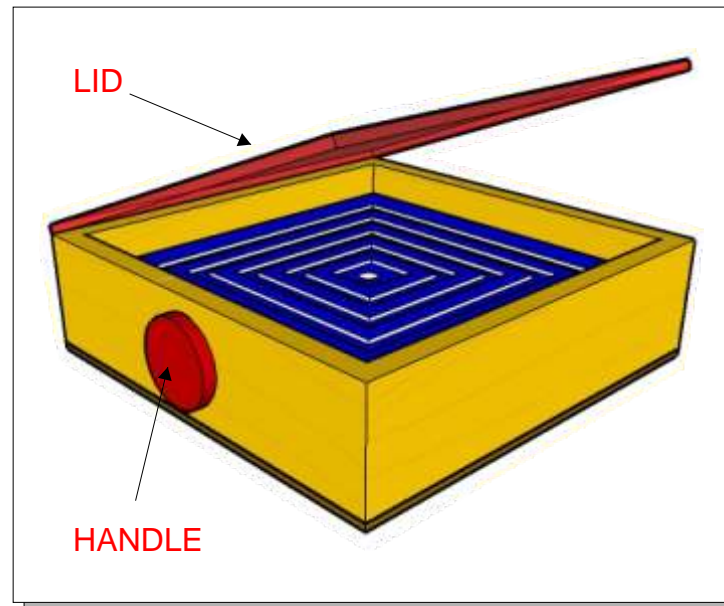
I like the colour scheme as it reflects the results of my questionnaire. The perspex lid is red as this was found to be the favourite of children aged 5 to 9 years of age.

The lid closes quite smoothly and the butterfly hinges work well. The translucent lid allows the internal maze to be seen and the pattern looks quite interesting.

I like the position of the coat of arms. This has been machined on a CNC machine.

Overall the game works well. The maze is complex but with effort it can be beaten.

PRODUCT PHOTOGRAPHS



IMPROVEMENTS

Although I like my maze game it could be improved and be even better:

A selection of woods could be available so that parents could choose the type they like best. A wood such as mahogany would increase the price but I think parents would be prepared to pay a higher price for a quality product.

A selection of handle shapes would allow the user to choose the shape they like best. The game could be supplied with a variety of shapes making the game more interesting to look at and play.

Customers could select lids from a range of colours including translucent and transparent perspex.

The coat of arms could be chosen by the customer to reflect the family name. This would personalise the product and lift the price of sale.

In future the maze game could be based on a rectangular, circular or even triangular shape.