

To Document Key Elements

Executive Summary –

For my project I wanted to make a chair, and this is what I done. I designed the chair around people's emotions and posture/body language in which the product will move.

I designed around the properties of materials as I wanted the chair design to flex and hold its strength and I knew this would be my expected final outcome.

After making so many decisions. I have designed for the chair to be made out of European oak with a canvas and rope upholstery fitment and continuous wire thread for support, As well as metal rod braces intervene in the design for further positioning support for the chair to support itself. All of which to seem unnoticeable that way if a user were to sit on it, they won't be able to see the very little use of support and design and may have a chance of sitting on it. The purpose of this product is to see if a continuous flow design can support itself whilst supporting the user sitting on it and observing their inner reaction to the stability of the final chair design.

Research –

From my research I find that my product plays on both parts of emotions as I have strived to create a product that prompt appropriate emotion in order to create a positive experience for the user whether considering the relation between form and the user of the product they are using or the behaviour that can arise from them. The emotion of a product can prompt, strongly influence the users perception of it.

Emotion plays a central role in the human ability to understand and learn about the world positive experiences kindle our curiosity and negative ones, which protects us from repeating a mistake in a concern of fear. Humans form emotional connections with object on three levels visceral, behavioural and reflective. Which the designer should address the cognitive ability at each level, to provide a positive experience as well as a negative whether this is pleasure, trust or fear, anxiety. Depending on the context.

Visceral emotion design appeals to our first reaction when we encounter a product, e.g. mobile phone with the aesthetics that are perceived qualities from simple look and feel to the proper engagement of our senses. Here we examine our inner gut reaction which tells us about an item. As they are easy to pick up and learn from at a younger age.

Behavioural emotional design refers to the usability of the product, our assessment of how well it performs the desired functions. How easily we can learn how to use it. By this stage, we will have formed a more justified opinion of the item. Whereas, reflective emotional design is concerned with our ability to project the product's impact on our lives after we have used it—e.g., how it makes us feel when not holding it, or what values we find ourselves attaching to the product in retrospect. Here is where designers will want to maximize the users' desire to own that item and to make a lot of use from it. Again I think this product is a contradiction in its own self as to prove will it work or not to hold a user whilst the product architecture of all the proof of the challenge to see if the product defines what was first set out initially.

Detailed Description Of Final Design

The Fascination between the boundaries and form, of the product. Which plays on a user / emotion, solely designed around relaxation. A chair for the office / business environment, to attract the user towards it to sit on it and get a feel for the product. In the way of its functions and supporting them, whilst moulding to the body like a hug. Whilst allowing the structure to flex and tension and move continuously.

Critical Evaluation - Final Design

As listed below are stages in the making of the project steps in which planned, that I was to go by of the detailed design, had to change. First of all when carrying out the project I wanted to design a chair in which flows from one continuous piece of material Whilst trying to achieve this I started milestones along the way in order for me to accomplish my project tasks

Here are the following prototypes of the design model choices that I had done;

1. The Cardboard Model – Size / stance of product
2. Back Rest MDF – Right Curved back for seat
3. 2D Side Profile – To Get Creating the Moulds
4. Plywood Cutting Techniques – To try out to see whether they work / Styling
5. Chipboard model – A model people can sit on to get the sizes right also the positioning
6. Curvature piece former – To create a re-defines model former mould
7. To get on with the testable model – To weight test to see how long it lasts
8. Testable Model Components Fixtures – To continue with the final model without any messes or wrong doings.
9. Upholstery
10. Final Model

In relation to these actions there were further choices and changes made which will follow through an action plan. (Please Refer to)

For the final product that I had intended on making here is the development stages in which I had encountered. The final design I stated for the design to be made out of one continuous piece of material. However when thinking about it this would be near impossible without the product snapping or completely breaking. Although still to follow on from a three legged chair, one at the back and two front which would overlap and come together in the final model for a fixed structure. Which resulted in being a bit temperamental sue to the amount of stress put on the two pieces in which to attach them together which I have found out when making the assembly for the top of the chair to be held with two bolt fixings. Then metal rod positioning bars along with metal wire to tension the two side profiles together and to prevent them from coming apart. Again solely down to the aesthetics of how it would look but yet again to work with the tensioned design. Followed with a nicely finished upholstery interlaced with rope to attach to the chair structure once completed to be sat on and tried out.



I have looked canvas samples to include; mesh, netting, in which woven together in the focus of the aesthetic in the way of feel and grip to once when seated as my chair will (the play of the material stretching and adjusting to the down weight being applied) looking at materials which are non- wearing, flame retardant, washable, recyclable, strengthened.

For the upholstery, to go for a stuffing made footprint with a back board to allow shaping of the fabric when during the making of it and yet for the user to easily remove the inside to be washed and an attached zip to therefore be removed.



Of the chair design itself, I found it wasn't hard to make it was just my thinking and time spent, in order to achieve what I had to do that was a little lose in the process of, again due to the complex shaping of the chair design I found it difficult to design in CAD, I had the idea in my head that it was the excitement to make I was looking forward to completing.



Therefore, moving onto a model which I wanted to make, to try out before the final piece. I was using hardwood ply although not appropriate material due to it snapping. While making the pieces again that I realised the board was not big enough in length for the design of the chair architecture. Although this I still found allowed me to understand;

back leg position, redefining the shape,

Back leg attachment

Back Plate to help aid the design without stressing the model.

The way in which it would be assembled



So as you can see through these planned actions for the final product had aided me forward with upcoming decisions which was to become my design of a workable, useable representation and further to help the design along with further discussion with peers. As for the design this model I wanted it to stand out and well-constructed with the final construction I have decided.

As for the manufacturing process I was going to steam bend the material which involves a process of strips of wood to be steamed in a box. Which makes the wood easily pliable and easy to use. it is a steadily process of creating mould to a shaped design to be applied around and can be DIY Supplied although there are capabilities due to size Although I think would of took too much time on the lengths focusing on the boxes compare to the design however beneficial for the wood to follow the direction of the grain.

With the processes that I carried out I found myself creating a lot of problems in which wasn't needed, for instance;

Creating the formers,

Splits in Pieces formed,

Quick thrown together work models,



Expected outcome / In realisation

Fitness For purpose

I have looked in ways around this for the chair to be made out of sustainable resources, recyclable, washable, easily attached to the chair and off the chair in ways of a customer understanding and also to a high quality piece for the range of market I am looking into bespoke one off designed products in a low batch quantity of 5 to manufacture. Resulting in the product to reflect good quality for the price which should reflect the great satisfaction.

Functionality / Ergonomics

I have designed a chair not just for the upright of sitting but yet most to consider the spacing within the design to allow the users to be able to sit on it with ease, and the environment it suits, that moulds to the body to become uplifted, relaxed to focus on the proportions of the stance in which the design sets itself.

User interaction / Emotion

The questionable motion of fear as soon as a user is in doubt in doing something whether for the fun or simple not at all. Which moulds around a user like hugging but yet the user gets a feel for the chair and reaction as when they go to sit on it, they may fear that it may not support them, and this is just what I want for a user to feel. e.g.;

Passengers on a plane,

Parachuting,

Free-Falling - Having to Look Down



Market Awareness

Getting away from all work stress and to take a few minutes from their practise, to try out the simplified design form. to do nothing but just to sit down on nice furniture where they can sit and relax out from technology.

Staring at the screen,

Standing to long,

Mobile communication

My product is appropriate for it intended audience / environment because I have design a chair which has a flowing state in which situated in an open space chilled area or social / communication my product was intended to be suited for a break business environment for a user to come and chill / recharge themselves in ways of an formal or informal way to meet with work mates. I have priced my product at £400 as this is what I believe is suitable for the piece of bespoke furniture

Sustainability;

Through my project I have tried addressing these issues of saving material only what is needed and not wanted and yet follows through the design of a continuous piece of material and yet of a simplified form.

Personal Design Manifesto

The outcome of the design reflect the initial thinking of my design although there were many changes made to adhere to the problems I faced. For instance getting the dimensions correct. My product is designed around a user mis – judgement of choice to sit on the chair or not although I would say my manifesto is about how design plays an important roles of designing around a user behaviour and emotion needing to realise where we are doing things wrong. Issues which have a great impact on the world and designers are always designing things to be designed better and so my chair design has been designed around observations of the way in which people sit to yet the flow of the material and the way it will hold itself and the user. Designed for the product to be maintained well through the production of the material used and safely sourced.

The outcome of the product through behavioural emotion whilst monitoring and observation techniques solely down to the user in which my product is based around as well as my manifesto of the impacts and causes, we are doing to the world/ environment we live in. Us Consumers need to change and become more aware in the way we do things to stop doing what we all know is bad and therefore making other users aware. How our own moods/emotions can affect us and other around us which lead to us not caring.

Not just down to the way we choose bad decisions or do things we know nothing about e.g. monitoring shared data, but to the trends we may follow, like and even try to persuade because without the user there is no way of how we can monitor / watch the way users do thing. and to some many may think that it is a bit weird but though observing that were being watched for our safety, crimes, precaution a lot of data can be obtained and making sure we are doing our bit for the world and community that we should feel good about and so my manifesto links because it focuses down right on solely the user in ways of sizing considered in the design as well as the posture in which a user may feel suitable in the product and again down to the styling in which drew the eyes of people to be drawn to it.

Another point of which my product relates to my manifesto is that my product is designed to be looked after and taken care off with certain items being removed to be easily re-freshed and again user in which need to appreciate of which what they already have as one day there will be a day which we will be in trouble of lost or scarce resources in the world running out of things for instance or even out of our hand to control;

Electric cars,

Plastic Pollution,

Planting a Tree,

Too much Co2 in the atmosphere,

Mobile Phones as they are something which has a lot of use but yet its more to it with the curiosity or which draw the user in the mobile of which to be unaware of certain aspects going on around in the world.



That we can't do nothing about or very little, the final outcome of the design does reflect the initial thinking of my design although there were indefinite amount of developed ideas made to adhere to the problems I faced.

Although my product I refer to as designed around the user mis-judgement of option/choice of whether they want to try it out or not, I would say it does ply an important part of designing around (Focused) on behaviour and emotion of emotional design

What is emotion design,

Emotional design strives to create products that elicit appropriate emotions, in order to create a positive experience for the user. To do so, designers consider the connections that can form between users and the objects they use, and the emotions that can arise from them. The emotions a product elicits can strongly influence users' perceptions of it.

Emotions play a central role in the human ability to understand and learn about the world. Positive experiences kindle our curiosity, and negative ones protect us from repeating mistakes. Humans form emotional connections with objects on three levels: the visceral, behavioural, and reflective levels. A designer should address the human cognitive ability at each level—to elicit appropriate emotions to provide a positive experience. A positive experience may include positive emotions (e.g., pleasure, trust) or negative ones (e.g., fear, anxiety), depending on the context

Yet needing to realise where we are also doing things wrong of issues which we are needless to see the realise impact on our world and so I look at my product as an appreciation of an overall challenge that I had set out as proven. Because although designers are always designing to design things better to have a full impact on a scenario which could be life changing or simple affix one thing

I focus on my chair through observing in the way of a person sit to yet the flow of the material and the way it holds itself and the user is visibly interested. To be designed around the product being maintained all through the initial stage at the production of the material or where it is sourced and whether it is a well-known sourced supplier whilst I go on to discuss through the change in which all of us will need to adapt to or will eventually for example

Normal car to hybrids,

iPhone to android,

Mac To windows,

We have all had to struggle along the way and this is what my project proved about a challenge which seemed to be impossible at first. But yet being too simple to being to just there of what is needed to prove something and find out the required answers that I am looking for a chair to support the user and itself whilst having a little it of kinetic motion counteracting the user placement as well as the products architecture working.

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