Model Build Plan

Name: Arun Joshi Year: 2015 (2nd Year)

Concept: Concept 30 – Piano Game

Issue/s to be investigated:

• Angle of the pedals

- Size of pedals
- Not enough space between two users
- Position of black pedal

Risk:

- Could be uncomfortable if at incorrect angle
- If too small they may not be able to position foot on the pedal but if they are too large then it will mean extra material and manufacturing costs
- Could cause them to bump into each other
- Cannot push the pedal down in time if it is too far away to reach (especially if the user is sitting down) also will be very hard to develop two pedals on top of each other

Category:

- C
- B
- C
- A

Description of model:

This was a very quick a messy model as all it needed to do was be a visual representation of how at the time the product would look. It is a simple round shape that has 7 'white' and 7 'black' pedals all slightly angled towards the centre where there is a hole in the middle. This model was used to show parents, friends, grandparents etc. the basic concept of the product and to ask for feedback. It also helped to show that there were a few potential flaws such as the position of the 'black' pedals and also the spacing of the pedals.

Materials Required: material type, size and quantity

- 1x A2 card board sheet quality doesn't matter. Old packaging was used.
- Glue Gun

Process of model making:

A two circles with a diameter of 2500mm was cut out with another smaller circle within it with a diameter of 65mm cut out. This formed a doughnut shape. This model was to a rough scale of 1:5. The actual size of the product was only an estimate at this point. One of these circle was then cut into 7 wedge shapes to form the white pedals. 7 smaller black pedals were then cut out and stuck on to these white pedals. To fix these pedals at an angle a small tube was fit around the inner circle of the 2500m circle. The pedals were then glued into place using a hot glue gun.

pecialist support? Ione	
stimated build time: 1-2 hours required by: 1 hour	