### iCAT 2014, Vienna

#### Facilitating Consumer Involvement in Design

Ian Campbell, Yudhi Ariadi and Mark Evans Loughborough Design School Loughborough University, UK





### **Presentation Outline**

- What is Computer Aided Consumer Design?
- CaCODE Software Development
- User Trial
- Results
- Conclusions & next steps



#### What is...

# COMPUTER AIDED CONSUMER DESIGN

...refers to products whose conception and/or specification and/or design and/or manufacture may occur with direct consumer input

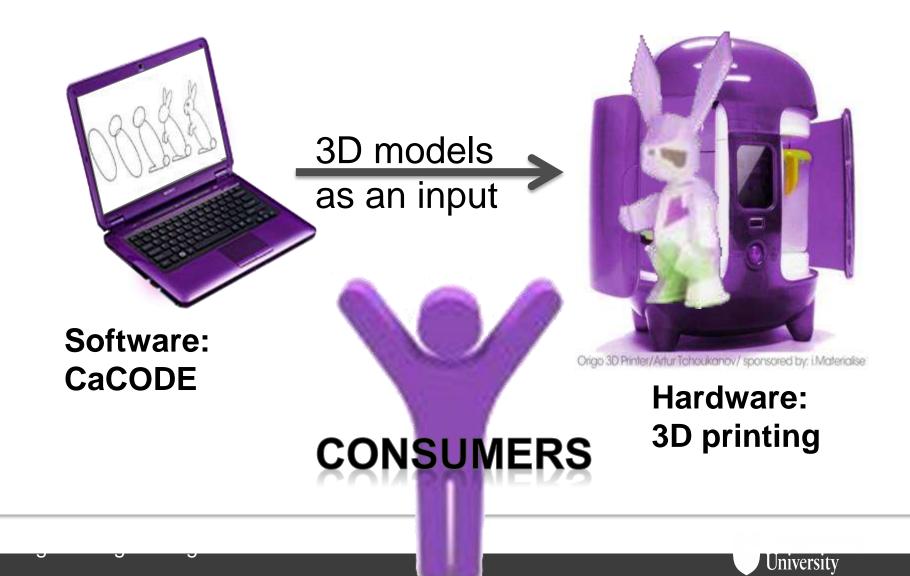
ADDITIVE MANUFACTURING / 3D PRINTING PRODUCTS

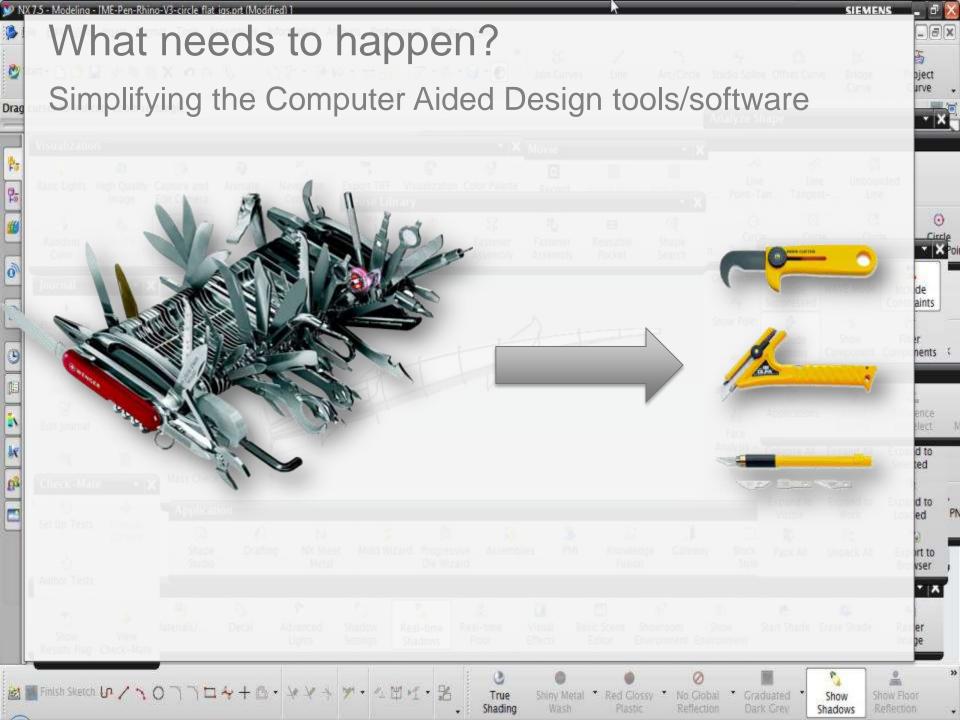
...a process of joining materials, usually layer upon layer, to make objects from 3D model data (ASTM).



### How could it work?

Computer Aided Consumer Design for Additive Manufacturing





#### Selecting a Development Platform

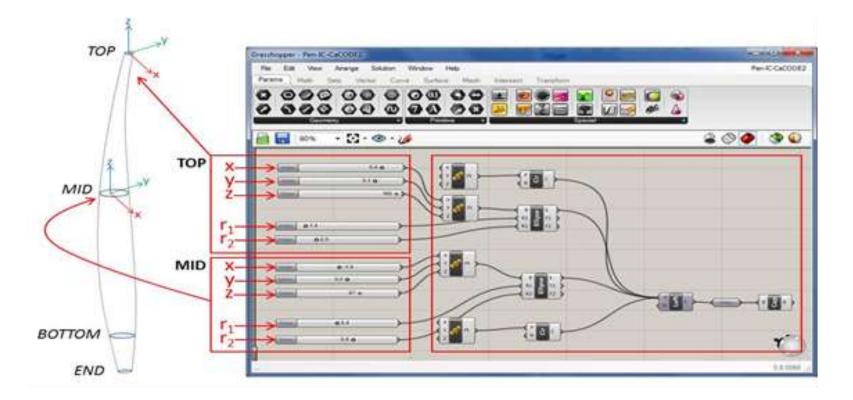
b) Conventional CAD plus user-interface application

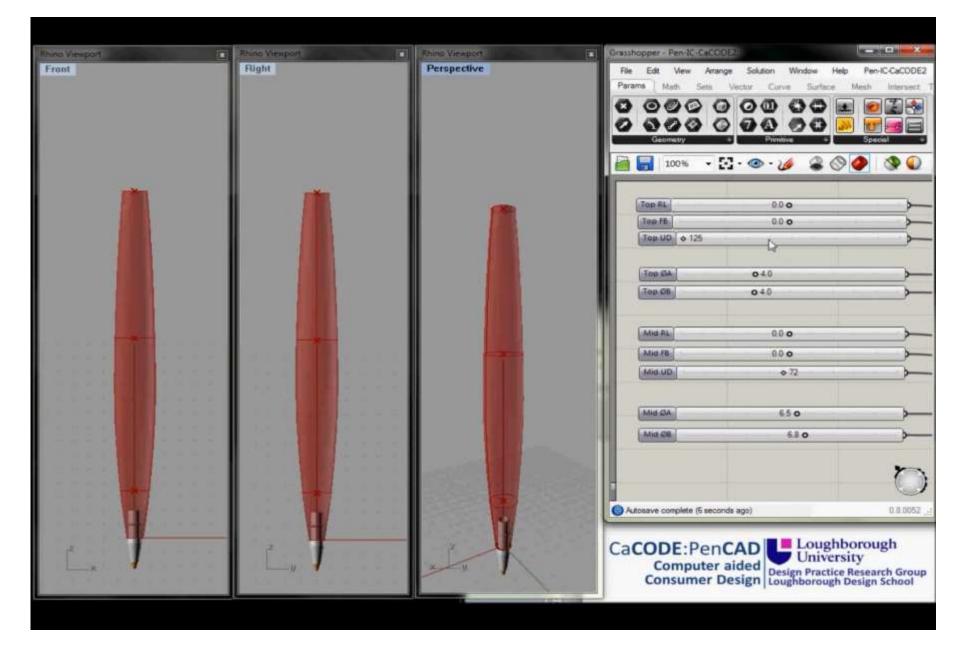
• e.g. Rhino plus Grasshopper



### What did we do?

Developed an easy to use Computer Aided Consumer Design software for pen design, known as CaCODE: Pen Created using Rhino with Grasshopper

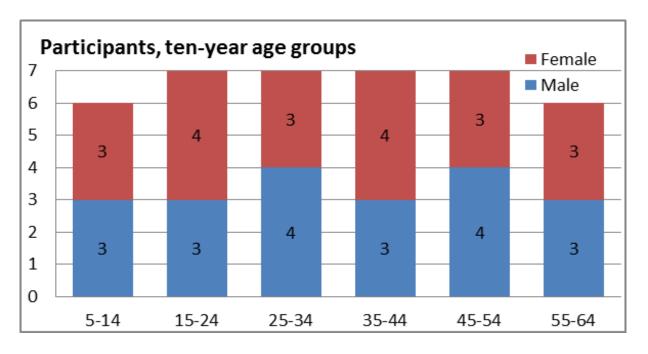






#### User Trial - participants

- 40 participants all were non-CAD users
- Equal split between genders
- Wide age range pre-teens to over sixties
- Diverse backgrounds researchers to homemakers





User Trial - procedure

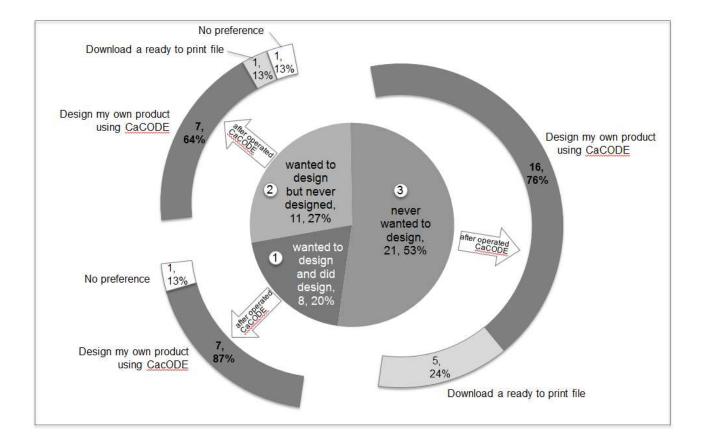
 Participants were first asked about their desire to design their own product

Group 1 - 8 participants (20%) had at some time wanted to design a consumer product and then actually went on to design one

- Group 2 11 participants (27%) had at some time wanted to design a consumer product but had never actually done so
- Group 3 21 participants (53%) had never wanted to design a consumer product
- Then asked to design their own pen using CaCODE
- Two versions used slider bars, on-screen click and drag
- Questionnaire used to obtain feedback

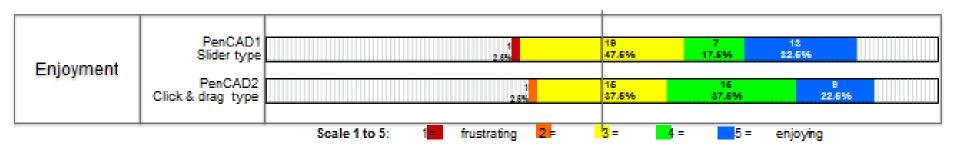


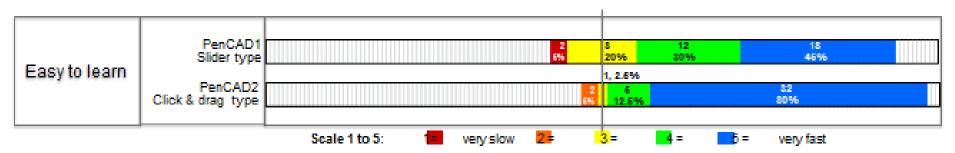
Questionnaire procedure: Step 1	Step 2	Step 3	
Participants were asked their intention in "design a consumer product", <b>BEFORE</b> operated the CACODE	Introduced CaCODE and asked participants to design	Participants were asked their intention in "design a consumer product", <b>AFTER</b> operated the CACODE	/

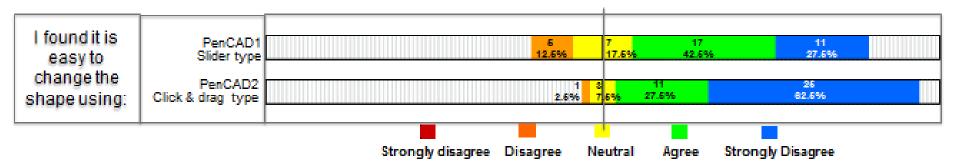




#### Consumers' interaction with CaCODE

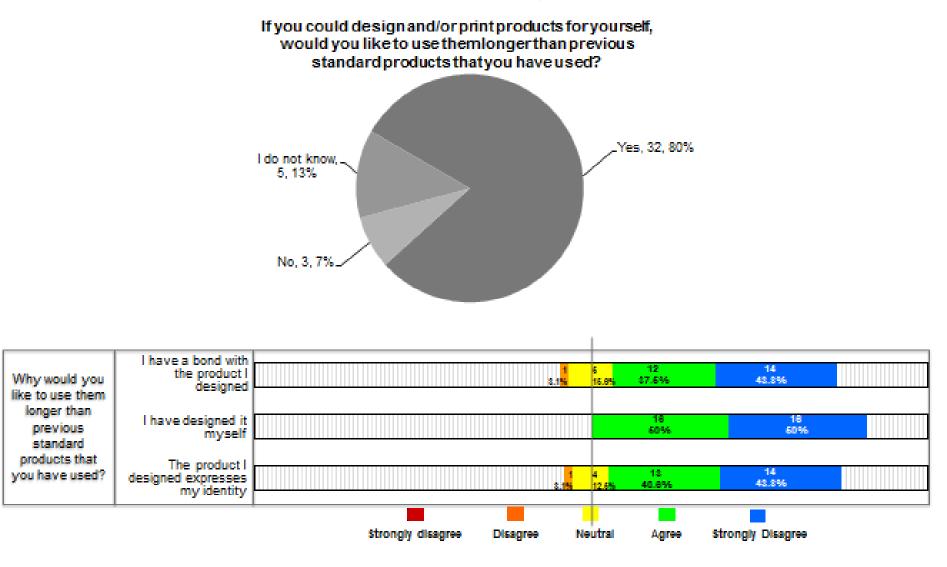








#### **CaCODE** and sustainability





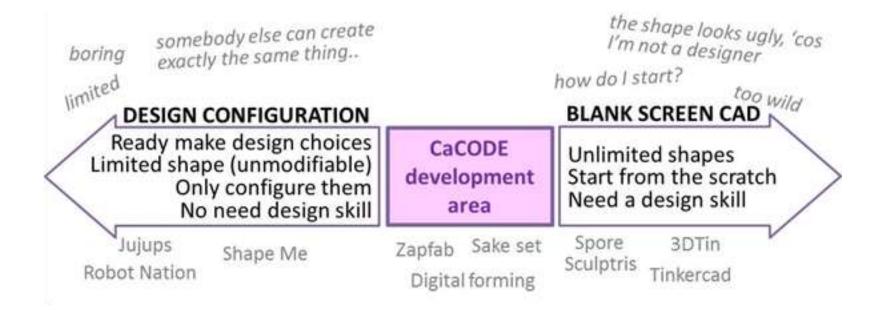
### Conclusions

- Many consumers suffer from "blank screen syndrome"
- An "unfinished design" must be presented to them
- A user-friendly CaCODE system has been developed
- Click and drag interface was preferred by most
- Consumer design could make a useful contribution towards sustainability
- Product function and safety must be protected



## Where does Computer Aided Consumer Design fit in?

Between "configurators" and "easy-CAD"





## Recent work done by Hesam Yavari on Mass Customisation (MC) Toolkits





#### Body







#### Keyboard





#### Keys





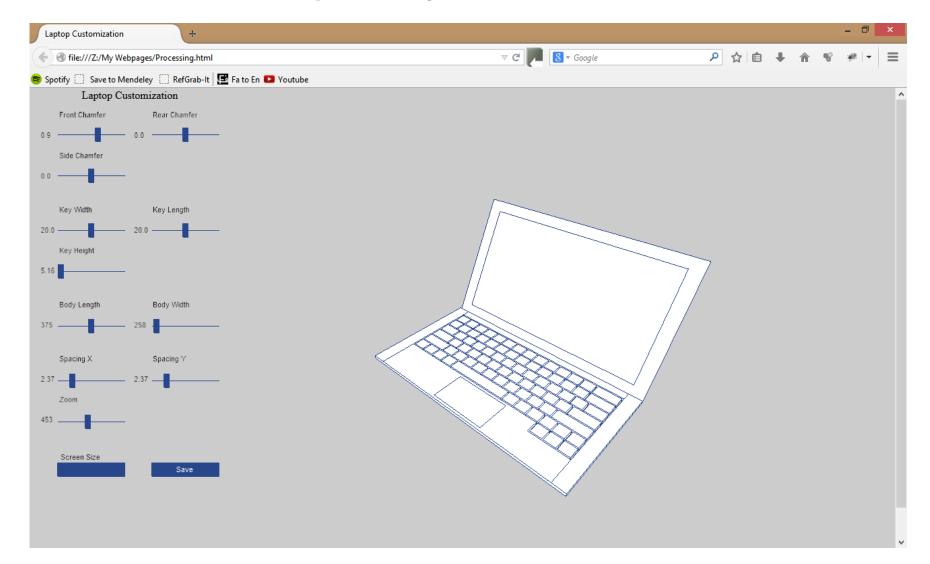








#### Web-based capability

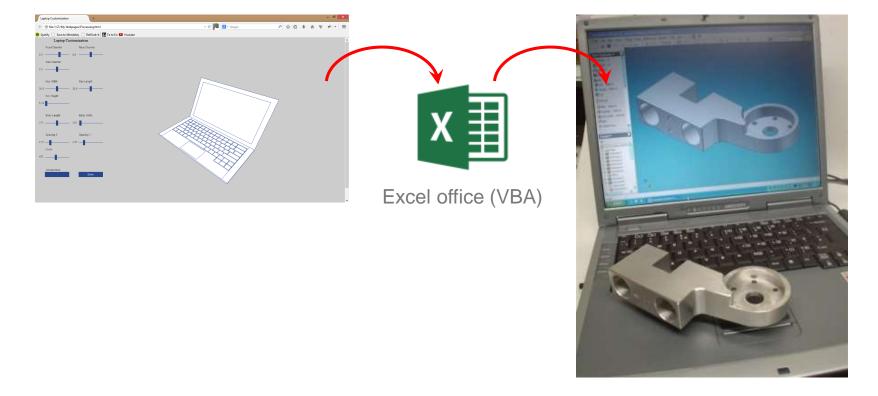




## Communication capability (for 3D printing of the result)

Customer's side (Website)

Producer's side (CAD)



University

#### **Future Research Questions**

- What capabilities should a MC Toolkit should?
- How can functionality and safety be protected?
- How can MC Toolkits be used to increase the value of products through personalisation?
- What impact will consumer-led design changes have upon brand protection?

### Thank you for your attention r.i.campbell@Lboro.ac.uk

