

# What is the **OEDK?**



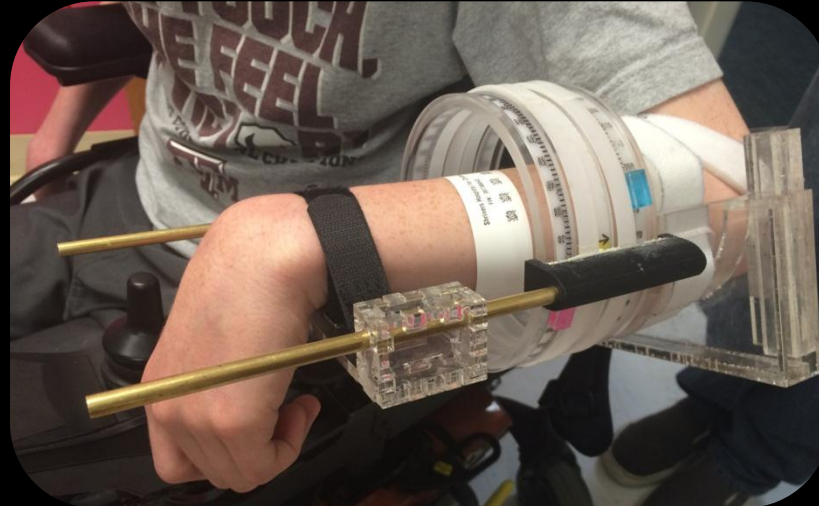
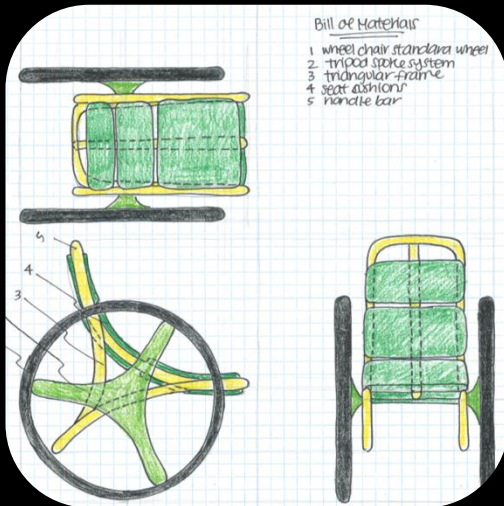
**Oshman Engineering Design Kitchen**



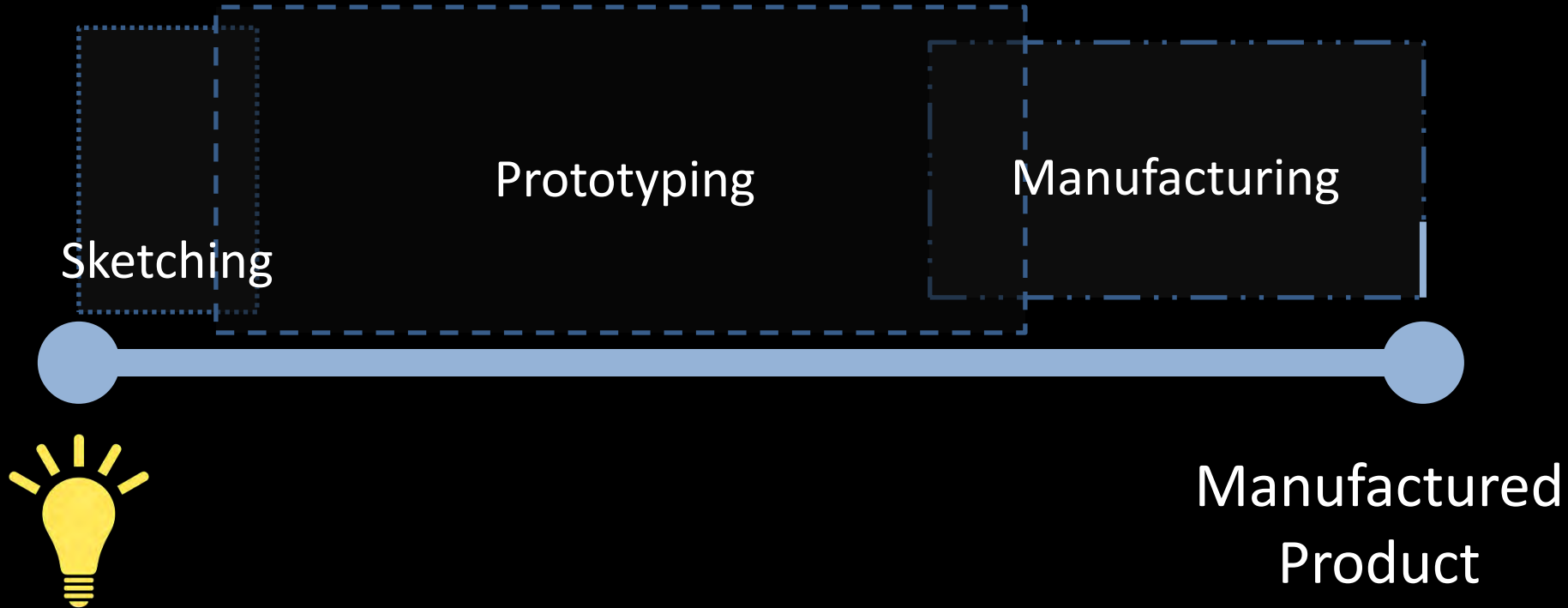




Prototyping is solving problems by creating physical objects.



# Prototypes, like great ideas, evolve over time.



**Low**

**Medium**

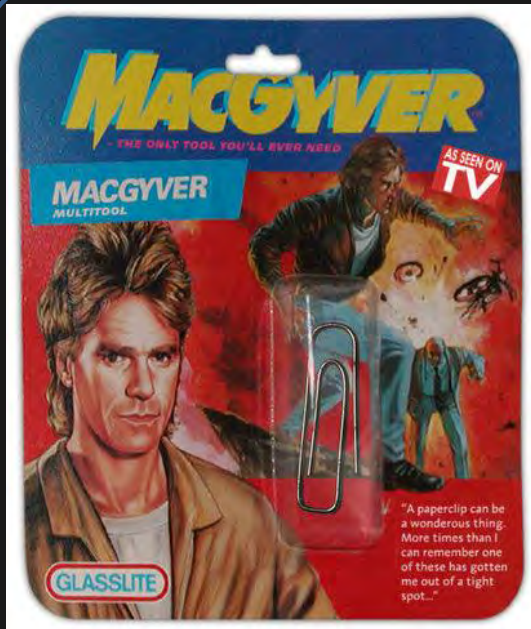
**High**

**FIDELITY**



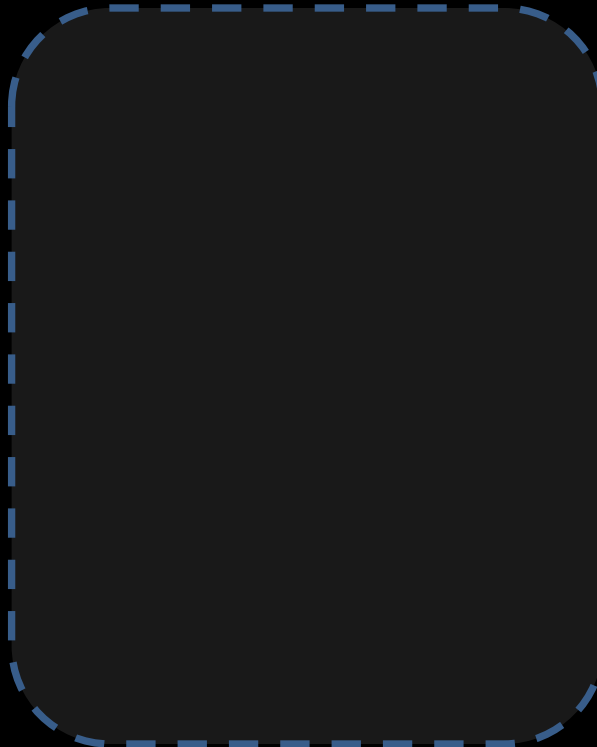


Low



@charlesonflickr

Medium



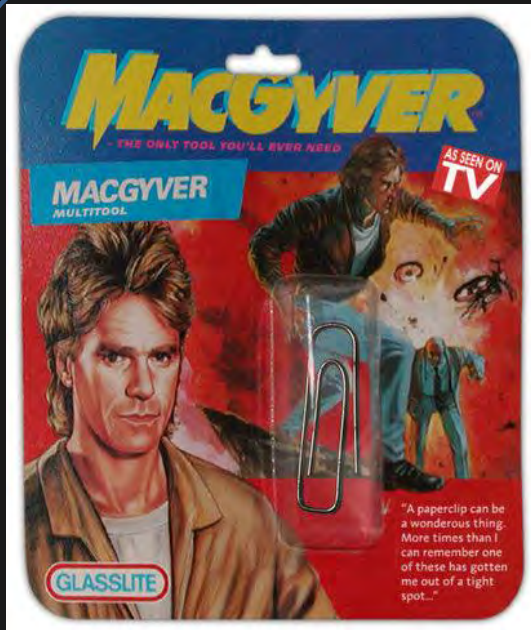
High



@Fetx2002

FIDELITY

Low



@charlesonflickr

Medium

Etsy

High



@Fetx2002

FIDELITY



Low



Medium



High



FIDELITY

## Low

Scissors  
Tape  
Glue  
Hand tools



## Medium

Laser cutters  
3D printers  
Hand tools  
Power tools  
Drill press



## High

3 or 4 Axis CNC Mills  
Lathes  
Sheet metal benders  
Plasma cutters  
Injection molding

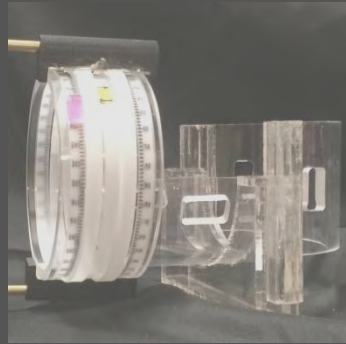


**FIDELITY**

Excelling in Medium and High Fidelity Prototyping is heavily dependent upon *access to materials* and *specialized training*

## Medium

Laser cutters  
3D printers  
Hand tools  
Power tools  
Drill press



## High

3 or 4 Axis CNC Mills  
Lathes  
Sheet metal benders  
Plasma cutters  
Injection molding



**FIDELITY**





## Low

Scissors  
Tape  
Glue  
Hand tools



Excelling in Low Fidelity Prototyping is heavily dependent upon *practical ingenuity* and *creative solutions*

**FIDELITY**









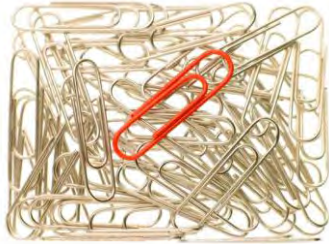


Everyone can use practical ingenuity  
and creativity to solve problems.  
It is in us all.

Raw materials empower  
prototyping.



What are some Raw Materials?



# LOW FIDELITY PROTOTYPING WORKSHOP

- Complete the challenges at each table  
(in groups or alone)
- You might not get to do everything (this is ok)
- Have fun



# Prototyping Maxims

- Prototype quickly
- Prototype to learn
- Always start with rough, or, low fidelity prototype
- “Freely dive into prototyping”
  - When it makes sense
  - When you can’t say it in words
  - When there are several options to evaluate
- “If a picture is worth 10,000 words, a prototype is worth 10,000 pictures” – David Kelly of IDEO