

### Overview

We often think of design as the creation of plan or object for a specific function. We use a design process to move our thinking from initial ideas to conceptual sketches. From the sketches, we can then create working prototypes that we can test and evaluate. When we use design thinking, we engage in human centred design, focusing our design on how the end user might use our prototype to address a real problem.

*Chindogu* is a fun twist on the typical design process. *Chindogu* is a Japanese word that means unusual tool. The inventor of the term, Kenji Kawakami actually thinks “weird tool” is a better translation! There are three basic rules for *chindogu* objects. They must be “make-able,” although they actually do not serve any real or needed purpose; be open access and cannot be patented; and be humorous, but that is not their entire purpose or function. In other words, they are an actual tool and not a joke or a trick.

### Design Rationale

People are encouraged to make *chindogu* for the sheer pleasure of designing a tangible item. Kenji Kawakami suggests that making *chindogu* helps us to

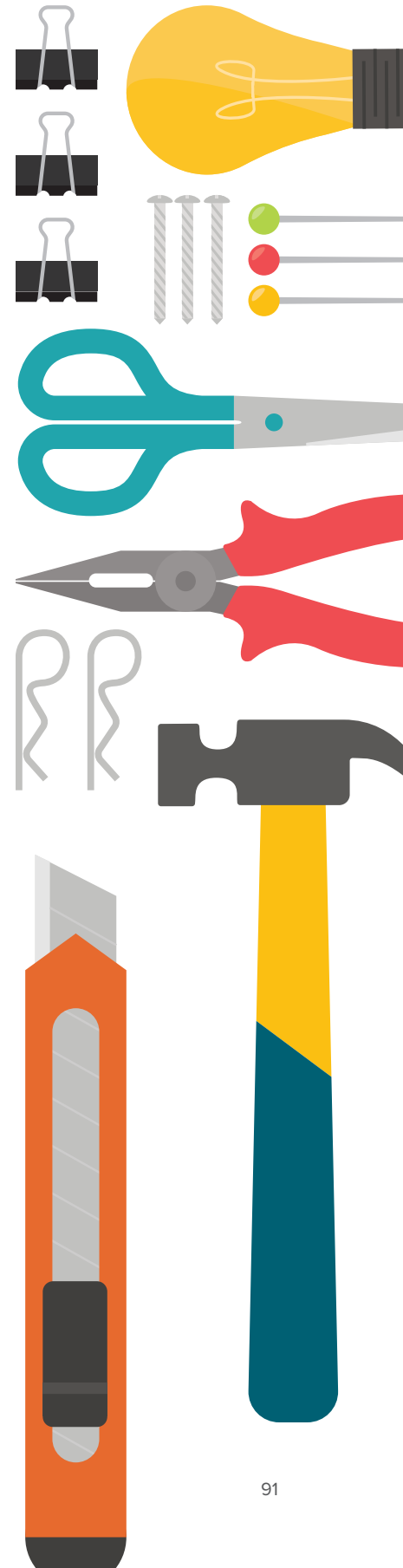
- improve our divergent thinking and creativity
- improve our craft abilities and artist skills
- revel in creativity without the pressure of making something functional or commercial

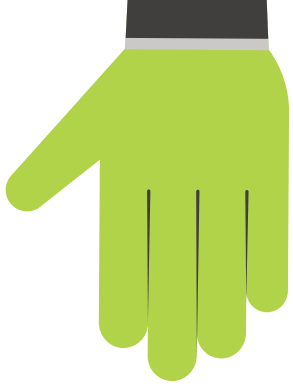
Examples of *chindogu* include

- duster slippers for cats, so they can help out with the housework
- the baby mop, an outfit worn by babies, so that as they crawl around, the floor is cleaned
- the all-day tissue dispenser, which is basically a toilet roll fixed on top of a hat, for hay fever sufferers

You can find more examples on the official *chindogu* site [http://www.chindogu.com/?page\\_id=181](http://www.chindogu.com/?page_id=181) or search *chindogu* and images on the Internet for pictures of existing designs.

One of the best ways to think about *chindogu* is to consider two items that have seemingly absolutely no connection. For example, think about shoes and an umbrella. Anything pop into your mind?





## Problem Scenario

Your team has been selected to design a prototype of a chindogu that is functional (in a chindogu kind of way), well crafted, and will provoke a smile on the face of someone seeing it! Please remember, a prototype is a model that illustrates the functionality of an idea or design. It may be life sized or scaled to a model that fits in your hand. However, a prototype needs to be as real looking as possible, using the materials available.

## Success Determinants

Success will be determined by the degree to which your design solution:

- Addresses the issues suggested in the design challenge
- Uses some of all the consumable items found in the participant group kit provided
- Aligns with your design sketch
- Meets the definition of a chindogu

## Parameters

- Plan how to use something of every consumable item in the participant group kit provided.
- Choose consumable items and materials found in the shared pantry to aid in the enhanced development of your group's prototype.
- Use the tools that have been provided at the shared tool station.

