Refine

Equipment guide & hiking intro website

Deprioritize to focus on other ideas

Trailside weather station

Green Hills Park Ranger Visit

Awesome codesign experience returns us to our minimalist values. Also prompts major redesign to account for vandalism and maintenance concerns. Rangers also make several suggestions for more uses for info station, and urge that it be kept to developed areas (campsites, parking lots, etc)

CAD modeling

Status

Design of basic info station is significantly complete received positive feedback. New physical model built based on this design.

Future directions include design of versions with additional features (emergency communication, kiosk, campsite reservations), and addressing engineering questions.

Feature Addition (or is it Feature Creep?)

Based on user input, we consider adding a satellite phone (to call for help in emergencies), or turning the sign into a full blown information station. It's easy to get carried away with adding features, and for awhile we almost did add too many.

Redesign

More rrobust, moremaintainable

Interview backpackers

Backpackers interviewed on the trail respond positively to new design, suggest other uses

Custom pack kiosk / service

Deprioritize to focus on other ideas

New Model

Start Construction of kiosk model to help explain idea to users & have artifact for involving users in codesign

Discovery: Earlier downselection of ideas would have allowed us to more fully involve users in detailed, deep codesign.

Instead, early involvement of uers and ideas was more about picking ideas and codesigning a bit for their favorites. Helpful, absolutely, but making a bit more progress on fewer ideas might have been better.

Kids' Sippy valve to attach to Camelbacks

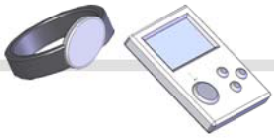
At this point, we felt that it was no longer a design problem but an engineering one. Further work was suspended to focus on other ideas.

Child Locator

Toy Store Visit

What would kids be willing / want to wear?

tech research continues



Status

Variety of technology options with different strengths and weaknesses.

Models of some implementations (how user would carry / wear whatever tech solution is).