The steps of the Engineering Design Process

1. Identify the Need or Problem
2. Research the Need or Problem
3. Develop Possible Solution(s)
4. Select the Best Possible Solution(s)
5. Construct a Prototype
6. Test and Evaluate the Solution(s)
7. Communicate the Solution(s)
8. Redesign
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9. Finalize design
Assistive Artistic Device

Project Introduction

Problem Statement
Design an assistive device for a disabled person to hold a paintbrush, crayon, marker or colored pencil

Design Criteria: The device must:
• Be safe
• Be durable
• Weigh less than 4 ounces
• Cost less than $5 to make
• Attach to a child’s hand or wrist
• Be easy to put on and use
• Hold a small paintbrush or drawing utensil
Create a one-slide presentation that includes:
1. Title, including the device name
2. List of the group member names
3. Brief description of the design task
4. Photo that shows the device being used
5. Labels and arrows to ID parts and materials
6. Total cost of the final device
7. Final teacher rating for the device