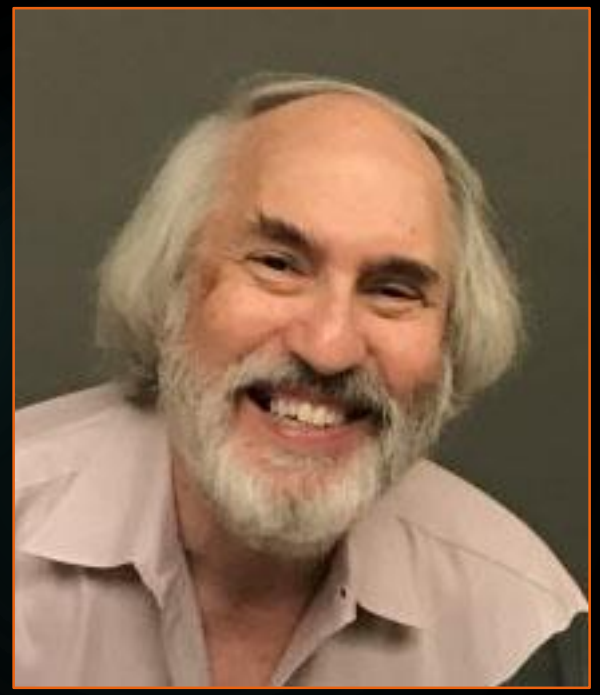
February 18, 2021

Aesthetics Matter & Empathy and Problem Definition

ENGR110/210
Perspectives in Assistive Technology



David L. Jaffe, MS

Instructor

15

Years

Questions?

Please notify me of your comments, suggestions, and concerns so I can explain / address / correct them.

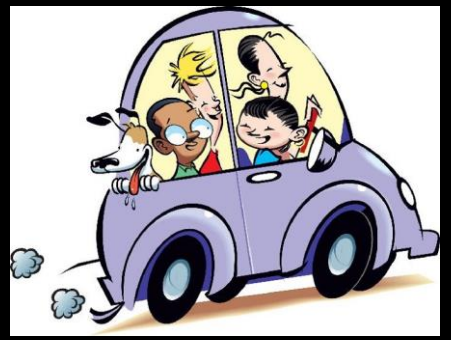
Anonymous Comments

- Send an email through Kat
- Respond in the Anonymous Evaluation Form

Upcoming class sessions

- Tue, Feb 23rd
  Improving Home Environments for Older Adults
  Matteo Zallio, M.Arch, PhD
- Thu, Feb 25th
  Assistive Technology Faire
  Eight vendors confirmed
- Tue, Mar 2nd
  Normalcy Fallacy: Reimagining Mobility for Scientific & Innovation
  Kat M. Steele, PhD, MS

  Designing Exoskeletons and Prosthetics that Enhance Human Performance
  Steven H. Collins, PhD



Students working on projects
Mid-term Report Update

- Due tomorrow by 5pm
- Mid-term report - 10 pages maximum - of narrative submitted collectively by all students working on the same project
- Suggested format different for fabrication vs non-fabrication projects
- Include sketches and photos
- Goal: short, concise, well-written, and highly readable report with few grammatical and spelling errors.
- Report Writing Tips document sent by email & Chat

Students working on projects

Project Activities

- Continue to work with project suggestor or pursue research on reports
- Fabricate, test, analyze, redesign, refine prototypes
- Submit progress reports, schedule meetings with Kat or me

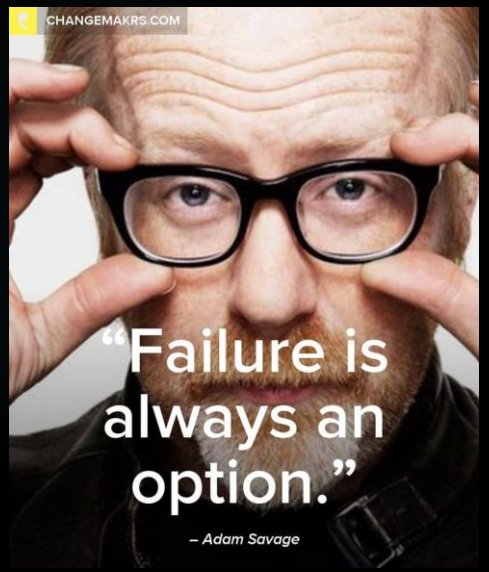
10 Commandments of Making

Adam Savage took a few minutes on Sunday, May 18th at the 2014 Maker Faire Bay Area to share what he feels are the 10 Commandments of Making. Braving the somewhat precarious elevated stage of the crowd favorite Life-Sized Mousetrap, Adam addressed the audience with bits of wisdom and jewels of experience. It was obvious from the laughter that many of these insights and observations struck close to home.

Adam Savage's 10 Commandments of Making - 10:03

10 Commandments of Making

Here is the short version of the commandments according to Adam:



1. Make something
2. Make something useful
3. Start right now
4. Find a project
5. Ask for help, advice, and feedback
6. Share
7. Recognize that discouragement and failure is part of the project
8. Measure carefully
9. Make things for other people
10. Use more cooling fluid!

Tuesday, February 23rd

Improving Home Environments for Older Adults

Matteo Zallio, M.Arch, PhD

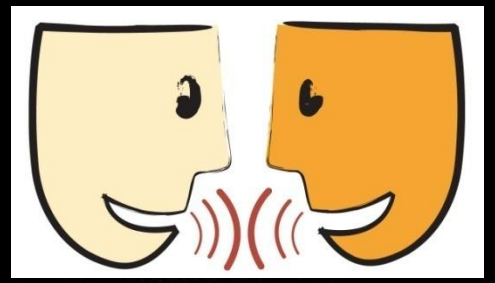
Today

Aesthetics Matter & Empathy and Problem Definition

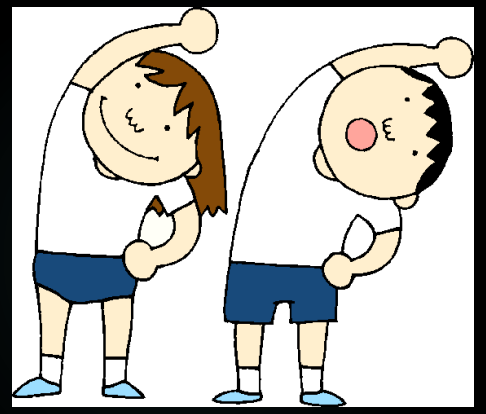
Jules Sherman

Jules Sherman Design

Break Activities



- Breakout rooms
- Stand up and stretch
- Take a bio-break
- Text message
- Web-surf
- Respond to email
- Talk with classmates
- Reflect on what was presented in class



Short Break