



Your company has decided to go ahead with your chosen design concept that you presented and received feedback about last week. You have been assigned the task of producing a user instructions manual for that concept for further development. Taking last week's feedback into consideration, and using sketches and written notations, produce a user instructions manual for the purchaser of your product.

Put yourself in the position of the user: What do you need to know and in what order to correctly and safely assemble and use your product? Review your work to see if you have missed any important details and to ensure that you have provided all the information that you need. What current knowledge of this topic do you have and user instructions manuals do you have that you can reinvest for the development of this concept's instruction manual?

1. PREPARE: Use 11 x 17 paper in a landscape format. Consider the order of the steps using notes and thumbnail sketches. Identify key points during product development. Are there any safety &/or security implications to assembling and using your product?

Design the sketches and notes that you will use to create your manual. A suggestion is to use frames for the sketches to ensure clarity, order, and clarity. Complete preplanning before beginning step 2 MANUAL.

2. MANUAL: Use 11 x 17 paper in a landscape format. Create the frames and sketches with reasonable care (ruler not required). Add notations (i.e. instructions) to the sketches. Be sure that the notations are descriptive and complete. Be sure to use time to add in clear notation to the sketches.
3. EVALUATE: After the 1.5-hour time limit, you will compare manuals with someone else in the class. You will take time to review each other's user manuals and make verbal comments and suggestions regarding clarity and comprehension. There may be time to enhance more than one manual in class time.

1. Practice writing clearly and thoughtfully for a target audience.
2. Provide reflection on the communication of your design.
3. Provide reflection on the viability of a design concept and its utility and usability for the user.
4. Receive feedback from others regarding the clarity and comprehension, and completeness of your manual.
4. Provide feedback to others regarding the clarity and comprehension, and completeness of their manuals.

10% of course grade (excluding 3. EVALUATE)