BACKGROUND

User Testing requires interaction between users and high-fidelity prototypes. How can we understand the SENSATION and PERCEPTION of Mechanical Experiences of Oral Healthcare Devices?

OUR PROCESS

I. EXPLORATORY RESEARCH:
We conducted user diary study, spoke to JHU and Philips experts, and mapped out regions of interests related to the mouth.

II. IDEATION:
We ideated solutions to problem components and “Frankenstein-ed” sketches together to rank them based on design requirements.

III. PROTOTYPING:
We built prototype iterations, incorporating regular feedback from our direct users—allowing easy adaptation to evolving user needs.

OUR SOLUTION

Our solution is designed with an “A-B-C” Framework, where A represents mechanical experience, B represents sensation, and C represents perception. We determine the functions that take us from A to B to C.

COLLABORATION

[Image showing collaboration]