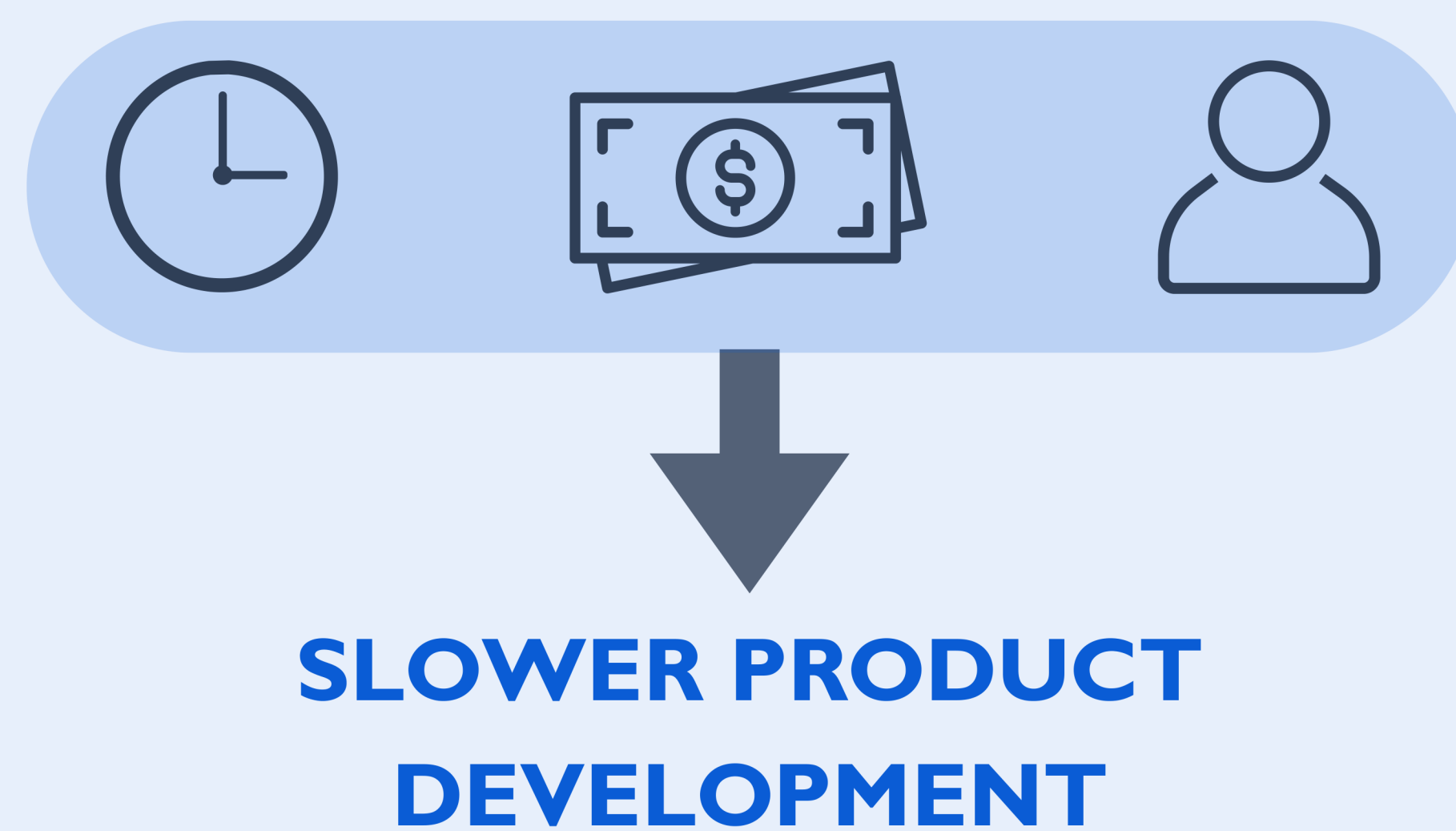




BACKGROUND

User Testing requires interaction between users and high-fidelity prototypes.

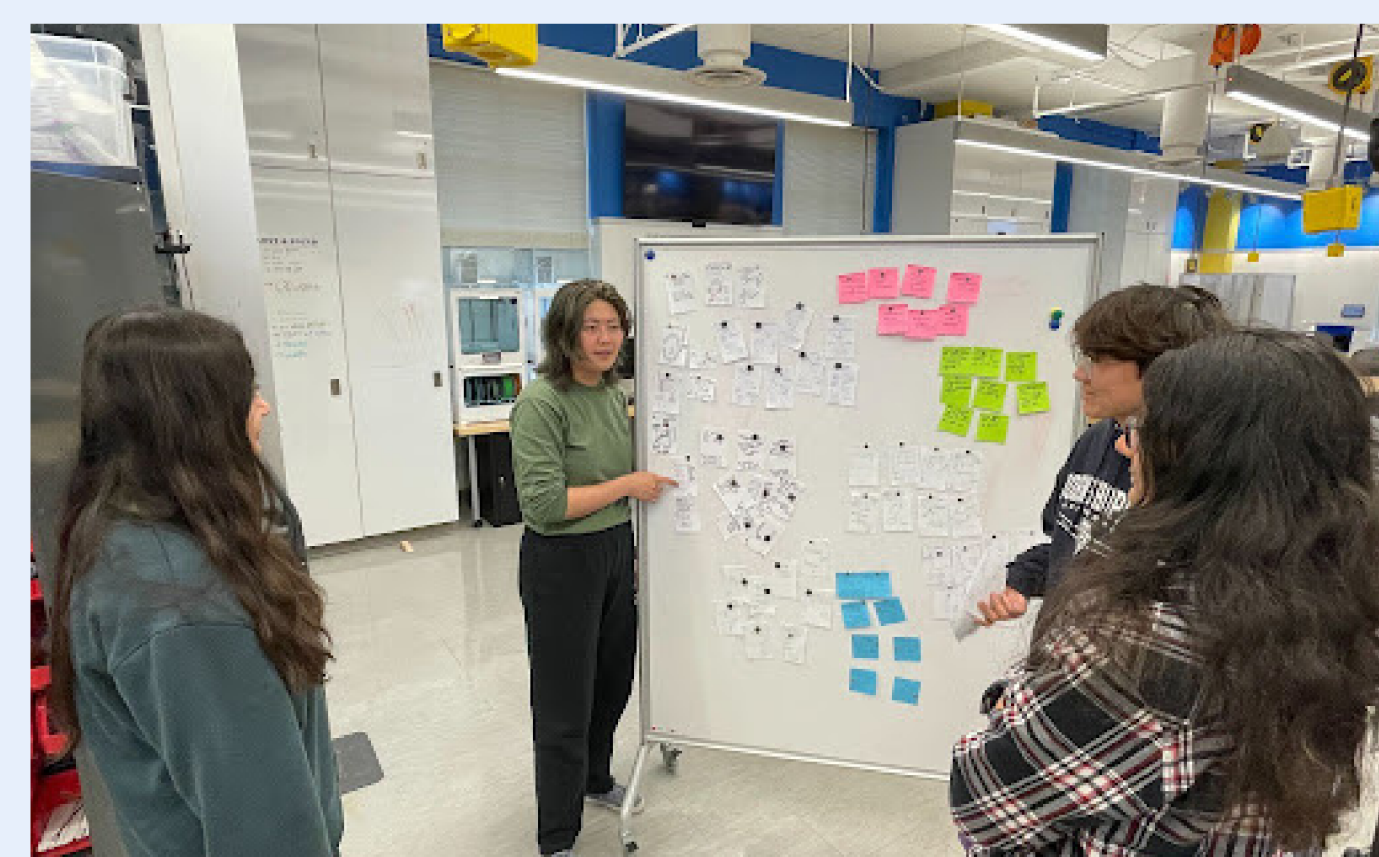


How can we understand the **SENSATION** and **PERCEPTION** of Mechanical Experiences of Oral Healthcare Devices?

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:

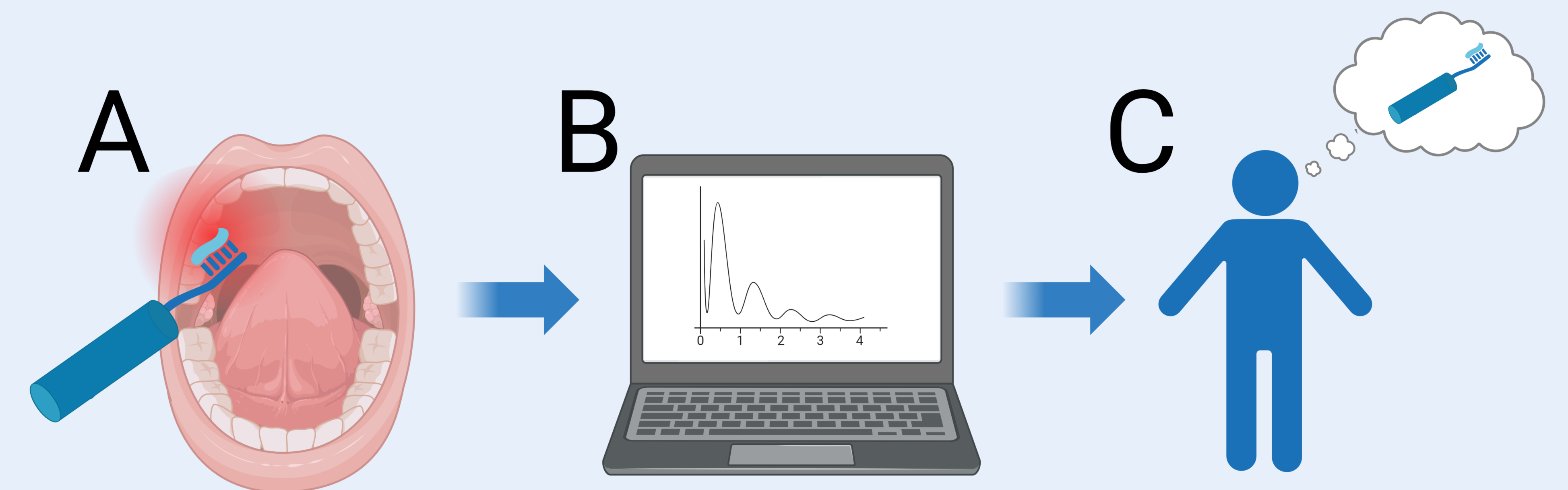
We ideated solutions to problem components and “Frankenstein-ed” sketches together to rank them based on design requirements.



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

