

# POP-IT

**An interactive toy for 1-2 year olds that educates children on colors, shapes and orientation.**

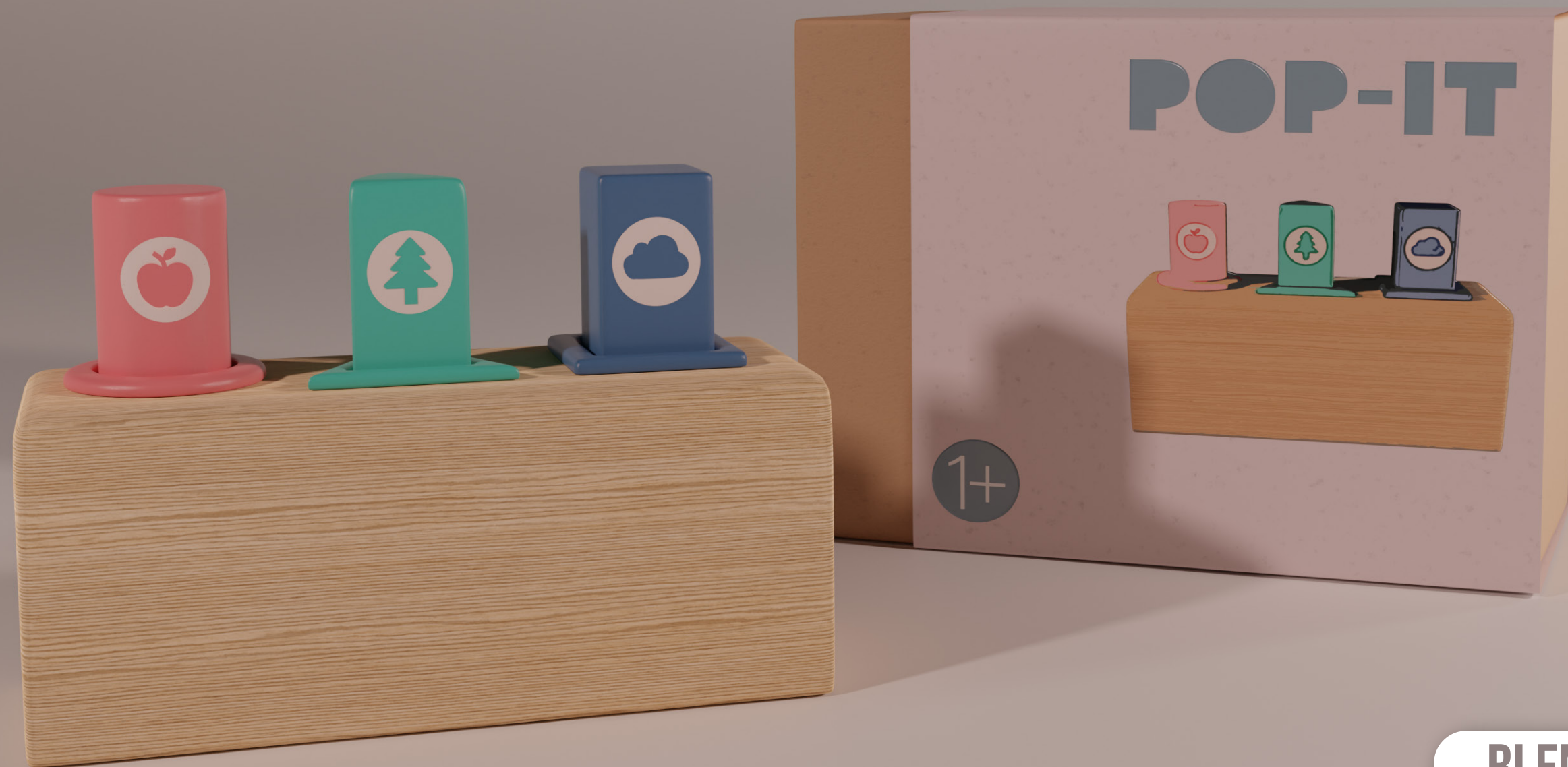


## OBJECTIVE

To design a Montessori style children's toy that is safe and engaging.

## SOLUTION

An elegant shape and color matching toy for children aged 1 year and up. The design uses magnets that attract when the toy is placed in the correct way and repel when not.



BLENDER

PROTOTYPING

USER-TESTING

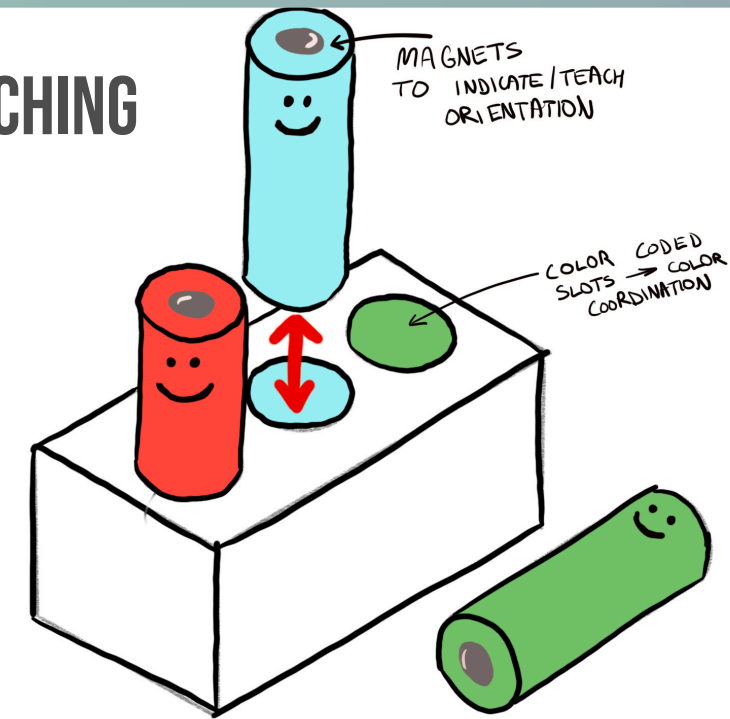
TEAM



## MY ROLE

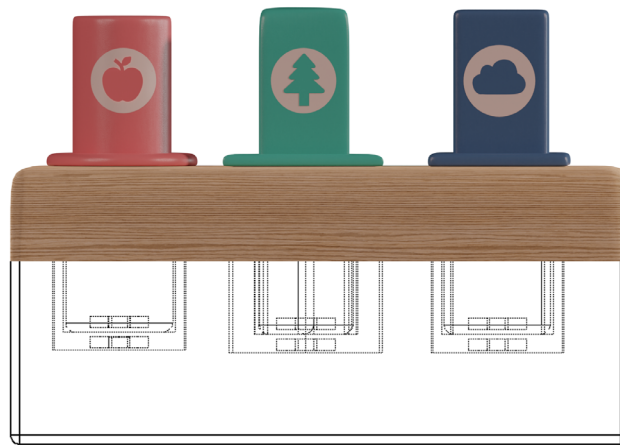
I designed and manufactured the prototype for this project. I determined the materials and manufacturing processes to produce a prototype that would represent the design and feel of the final product for user testing.

## SKETCHING



## DESIGN

A novel design approach utilizes embedded magnets to produce a “pop-out” effect when the toy is placed in upside-down.



## PROTOTYPE

A combination of machined wood and 3D-printed PLA allowed for material and design visualization as well as magnet embedding.

