

Physical kiosk design process

1. Competitive Product Investigations

We begin this process by collecting information about kiosk products in the market sold to museums and other public places. We conduct analysis of the form, function, color, and materials. If you think the form of the product is important, we also have to compare the forms of these products and then summarize and trend of their design, as well as, analyze the process of manufacturing the design.

> [Examples of competitive product research](#)

2. Product Ergonomics and Human Factors Analysis

Product ergonomics analysis for this project is focused on accessibility which is different from the web accessibility. This stage of development focus on the people who we are designing for, we ask question like: Who we are design for? What are their needs and desires? What is their age, sex, language, the level of education, culture, and body feature?

> [Examples of ergonomics research](#)

3. Product Requirement Documentation

This document should be written up in partner ship with the museum you are working with. It is a means of clarifying what is going to be designed, for whom, costs and changes to the work environment.

4. Preliminary Cost Analysis

At this stage our team investigates the cost of production.

> [Examples of printing cost analysis](#)

> [Examples of kiosk cost analysis](#)

5. Concept generation

Through this process we would, brainstorm and mind map options, it is the ideation stage of design. Usually the design team generates sketches and 2D or 3D digital models, perhaps even mock-ups

> [Examples of idea sketches](#)

> [Examples of models](#)

> [Examples of draft rendering](#)

6. Development and Engineering and Product Implementation

It is at this stage that the invite the expertise of the museum engineers to build the models that have outlined the specifications as determined by the designs.