

Project

Taxonomies

Name

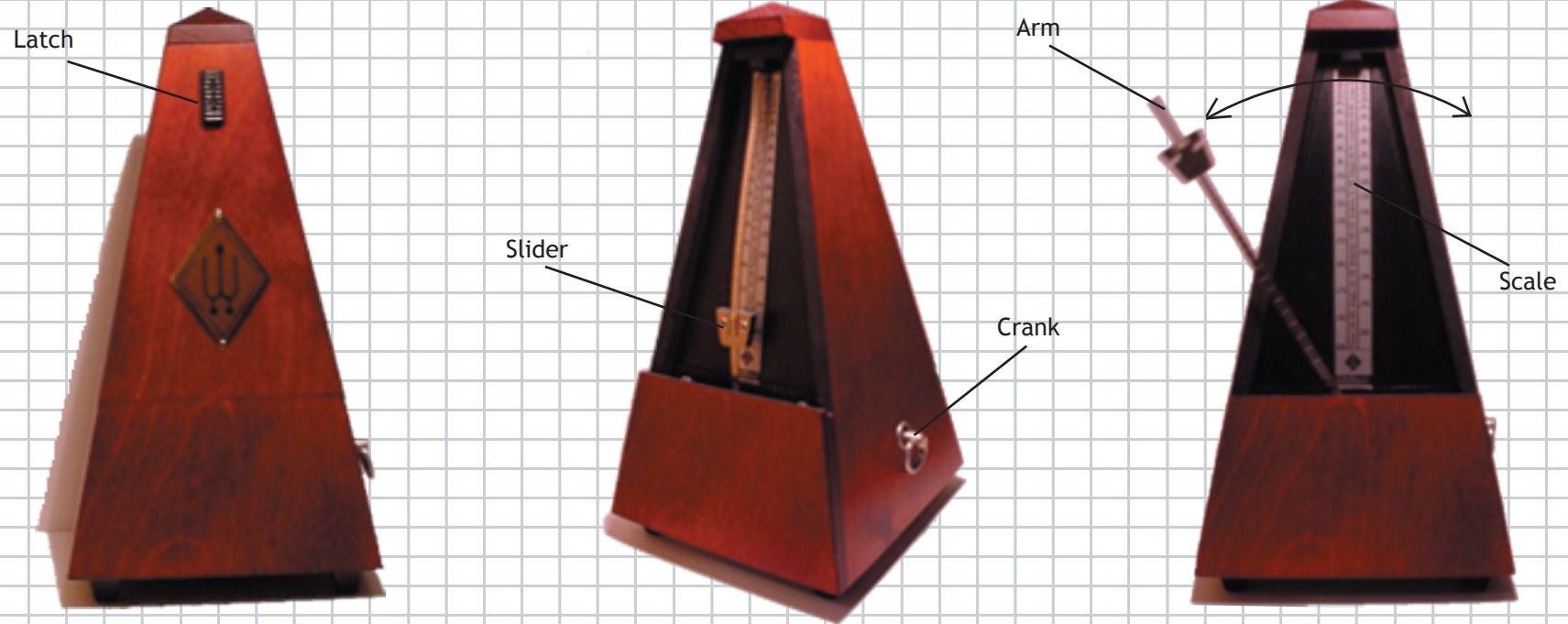
Dan Saffer

Date

9/4/2003

Product Name

Metronome



User Actions

Sliding latch to open front

Removing arm from its held position

Adjusting slider up arm to desired height

Set arm in motion

Winding

Product Function

Keeps time for musicians by sounding a loud click for every beat.

The beats per second are adjustable, based on a standard scale.

Product Response

Clicks as the user moves the slider to a conventional beat.

Clicks when wound.

Arm swings from side to side and click sounds on every beat when set in motion.

Why Interesting?

Provides a visual and audible cue for each beat.

Functions hidden inside until needed for use.

Project

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Name

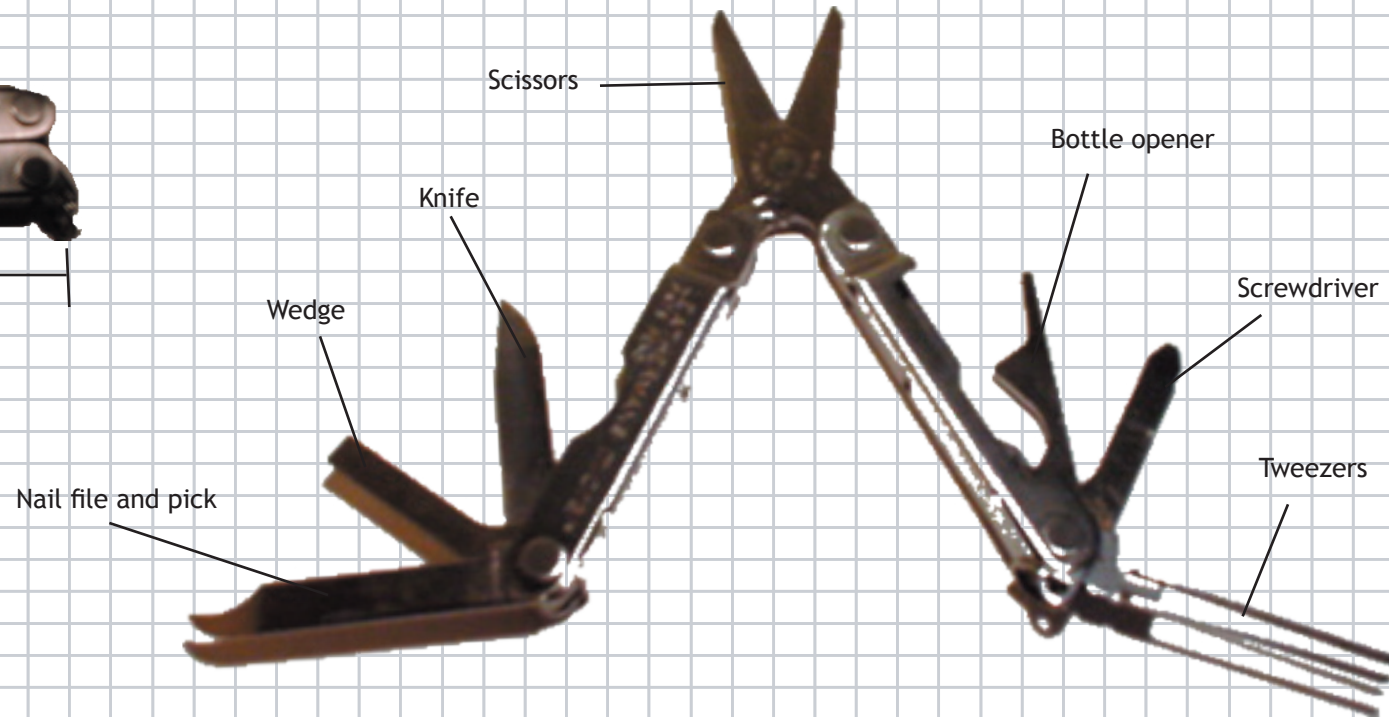
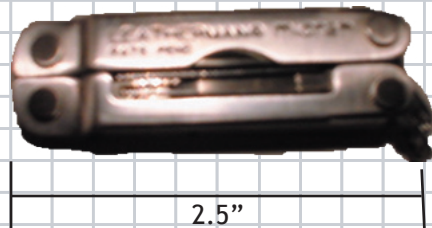
Dan Saffer

Date

9/4/2003

Product Name

Leatherman Micra™



User Actions

**Unfolding**

**Squeezing handle to use scissors**

**Prying out smaller tools from case**

**Using knife, tweezers, etc.**

Product Function

**Provides a set of tools for minor jobs such as screwing, cutting, and opening.**

Product Response

**Clicks as it unfolds and snaps into open position**

**Scissors click when used**

Why Interesting?

**A decent amount of tools in a very small space**

**All tools neatly hidden until needed for use**

Project

**Taxonomies**

Name

**Dan Saffer**

Date

**9/4/2003**

Product Name

**Cigar Cutter**



Handle

Blade



User Actions

**Raising handle to open cigar hole**

**Inserting cigar**

**Lowering handle to slice tip off cigar**

Product Function

**Cuts the end off cigars**

Product Response

**As handle is raised, hole reveals itself**

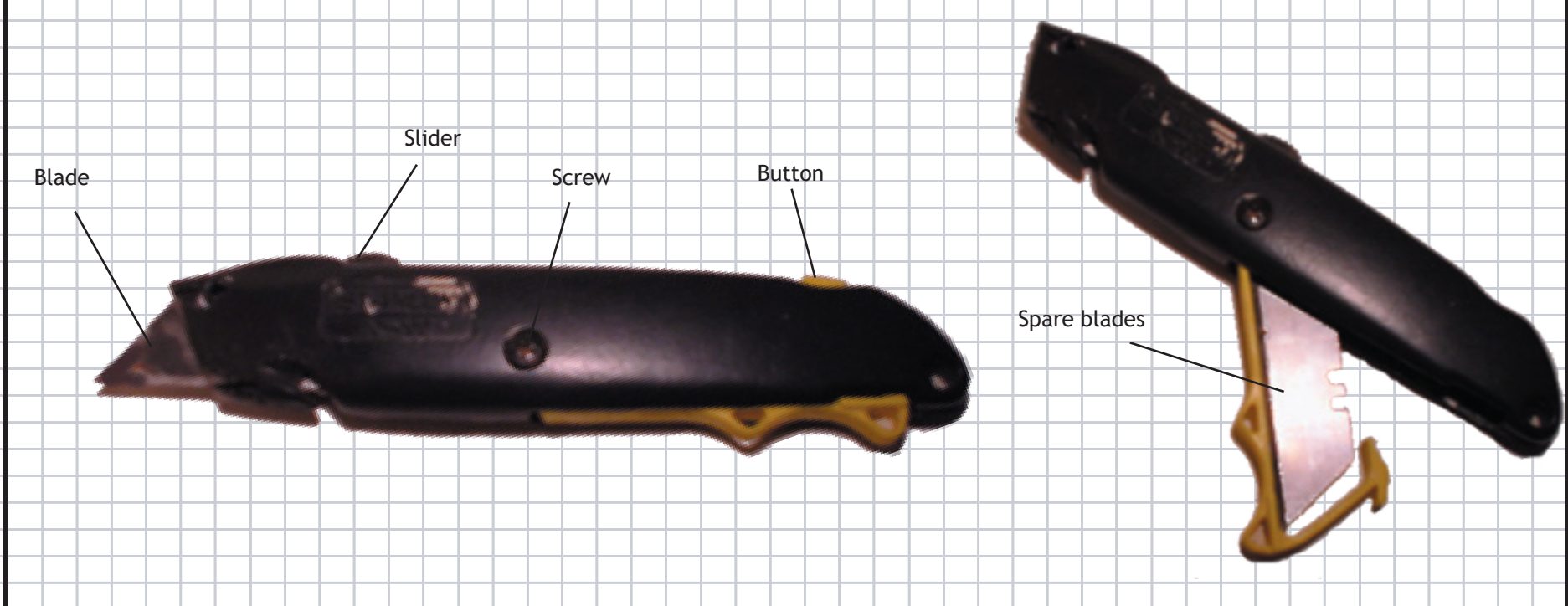
**Click as cigar is cut**

Why Interesting?

**Specialty tool: only good for one very specific thing**

Project	<b>Taxonomies</b>	Name	<b>Dan Saffer</b>	Date	<b>9/4/2003</b>
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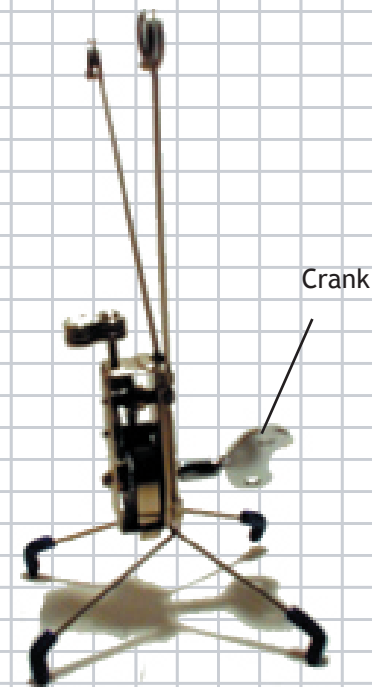
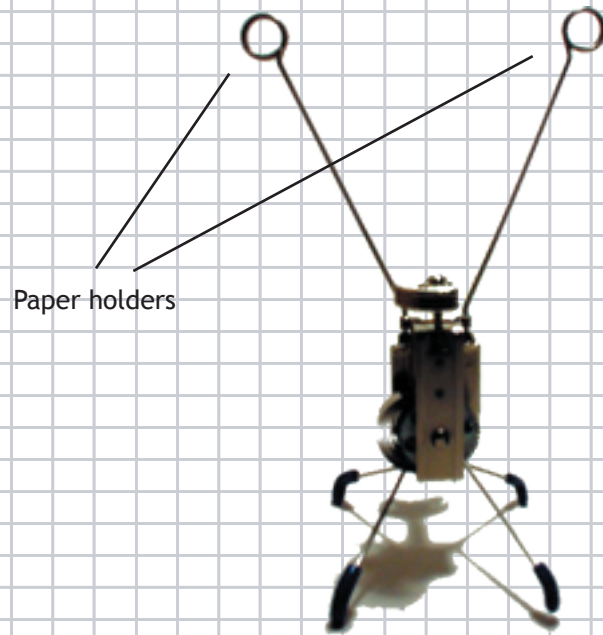
Product Name	<b>Drywall Cutter</b>
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User Actions	Product Function	Product Response	Why Interesting?
<p><b>Using slider reveals or retracts blade</b></p> <p><b>Pushing button reveals spare blades</b></p> <p><b>Unscrew product shell to change blades</b></p>	<p><b>Used in construction to cut sheets of drywall (plasterboard)</b></p>	<p><b>Grinding and sliding noise as blade is revealed or retracted</b></p> <p><b>Click when spare blade compartment is opened or closed</b></p>	<p><b>Very well shaped for the hand—meant to be held a long time</b></p> <p><b>Blade size can be varied by using the slider</b></p> <p><b>It contains its own spare parts, hidden inside it.</b></p>

Project	<b>Taxonomies</b>	Name	<b>Dan Saffer</b>	Date	<b>9/4/2003</b>
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Product Name	<b>Cranky</b>
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<p>User Actions</p> <p><b>Wind up toy</b></p> <p><b>Put paper into holders</b></p>	<p>Product Function</p> <p><b>It is both a toy and a device to hold paper in its "hands"</b></p> <p><b>When wound up, hops around on the surface it is on in a very agitated manner</b></p>	<p>Product Response</p> <p><b>Clicks as it is being wound up</b></p> <p><b>When user stops winding and releases product, it begins to jump around for about 30 seconds</b></p>	<p>Why Interesting?</p> <p><b>It's whimsical</b></p> <p><b>It's innards are exposed, so that one can see how it works</b></p> <p><b>The hands are designed so that they will only hold paper. Anything heavier would tip the product over</b></p>
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