

MANUAL

Your company has decided to go ahead with your chosen design concept that you presented and received feedback about last week. You will now produce a user instructions manual for that concept for further consideration. Taking last week's feedback into consideration, and using sketches and written notations, produce a user instructions manual for the purchaser of your product.

Put yourself in the position of the user: What do you need to know and in what order to correctly and safely assemble and use your product? Review your work to see if you have missed any important details and to ensure that you have provided enough information for the user to assemble and use the product. What current knowledge of this topic do you have that you can reinvest for the development of this concept's instruction manual?

1. PREPARE: Use 11 x 17 paper in a landscape format. Consider the order of the steps using notes and thumbnail sketches. How will it be used? Are there any specific details that the user should be made aware of at specific points during product use? Are there any safety &/or security implications to assembling and using your product?

Design the sketches and notes that will be used to create the manual. A suggestion is to use frames for the sketches and notes to ensure clarity, order, and clarity. Complete preplanning before beginning step 2 MANUAL.

2. MANUAL: Use 11 x 17 paper in a landscape format. Copy the frames and sketches with reasonable care (ruler not required). Add notations (i.e. instructions) to the sketches. Make the notations descriptive and complete. Be sure to include any safety or security implications.
3. EVALUATE: After the 1.5-hour time limit, you will compare manuals with someone else in the class. You will take time to review each other's user manuals and make verbal comments and suggestions regarding clarity and comprehension. There may be time to enhance more than one of your manuals.

1. Practice writing clearly and thoughtfully for a target audience.
2. Provide reflection on the communication of technical information.
3. Provide reflection on the viability of a design concept and its utility and usability for the user.
4. Receive feedback from others regarding the clarity, comprehension, and completeness of your manual.
4. Provide feedback to others regarding the clarity, comprehension, and completeness of their manuals, and answer any questions or problems.

10% of course grade (excluding 3. EVALUATE)