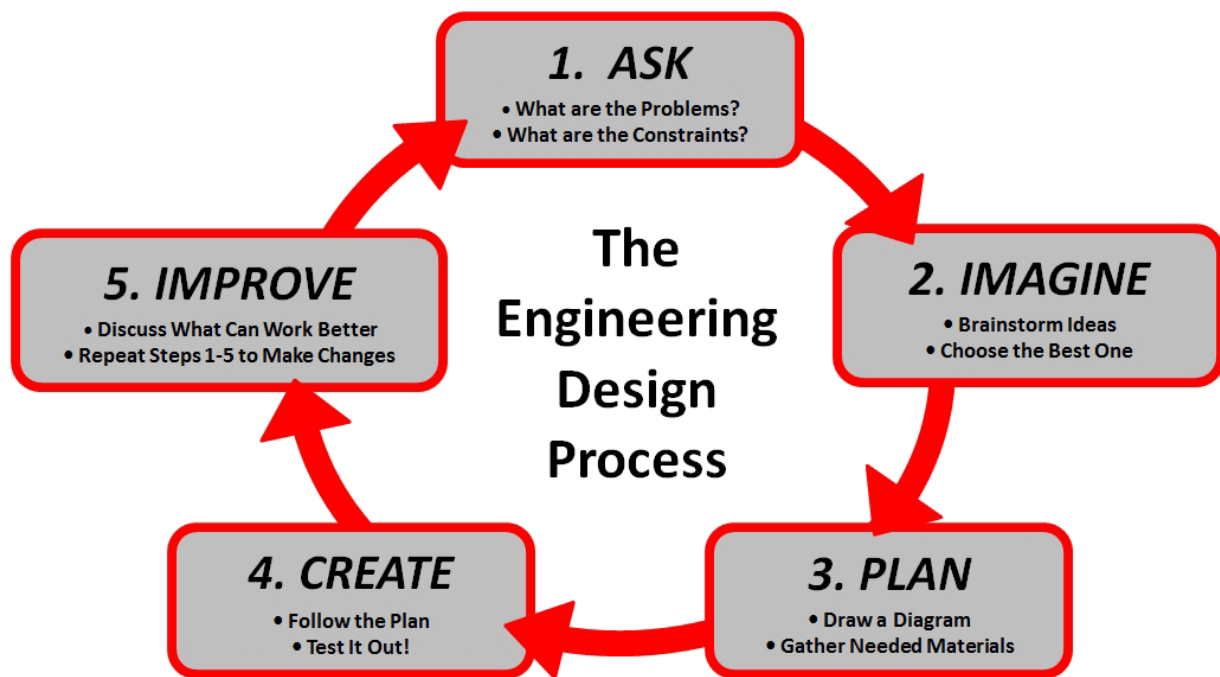


Your Name: _____

Toy or Game Invention Approval Sheet

The Design Process

1. Brainstorm-In your journal list at LEAST 5 ideas. (Use your research to aid you in this)
2. Show your research.
3. Sketch! At least 5 thumbnail sketches please.
4. Get Approved



Problem: You need to develop a toy or game to please your target market.

Constraints: Time, Money, Materials, Demand, Tools, Resources,, Copyright???

Imagine/Brainstorm

Brainstorm- List at LEAST 5 ideas.

What are your ideas for a Toy or Game?

- 1.
- 2.
- 3.
- 4.
- 5.

Concept Generation/Research

Is there something out there already, that is like your ideas? **(Do a search on Google)** If so, how would you innovate that toy/game to make it different?

What is the name of your proposed toy or game? & Why?

Is it targeted towards girls, boys, or both?

What is your target age-group for this toy/game?

How does this show innovation?

Ask/Research/Develop

Gather research using a Focus Group or Survey.

Once completed, show us your focus group or survey data and research.(link it out and summarize)

How did your survey or focus group aid in your design ideas?

Explain each process in complete sentences:

Plan/Sketch

Pick your TOP 1-2 ideas off your brainstorm list.

Describe them in detail below.

1.

2.

Sketch at least 5 thumbnail sketches for each of the two ideas (five different angles of each idea - front, back, left, right, top, bottom)

Place your thumbnail sketches for your **top** design and include the link in the space below:

Functional Thinking/Planning

Create a Calendar with a list of work dates, and goals for each day or week. Think broad here, don't get too specific. (You are just trying to map out your time, it doesn't have to be exact)

Week of 9/10:

Week of 9/17:

Week of 9/24:

Week of 10/1:

Week of 10/8:

Week of 10/15:

Week of 10/22:

Week of 10/29:

Week of 11/5:

Week of 11/12:

November 17th is Chicago Toy & Game Fair!

Approved by:

Date:

Comments: