

DESIGNER: TEAM 1

i Doğa Gizem

BACKGROUND

The Turkish bazaar tradition dates back to ancient times and has become a culture over time, so it has many problems besides market culture. At the same time, since the markets are very crowded and have narrow passages, it is very difficult to carry and store the shopping. Carrying bags turns into a very laborious process.







BRIEF

While the majority of those who go to the market in Turkey want to hurry, they experience accidents caused by the narrow passages of the market and have difficulty in carrying the bags they buy. Existing market cars make this process even more difficult. solution to the problems found







THE PURPOSE

EXPECTATION

To make market shopping both easy and practical and to enable the user to experience this process in the most enjoyable way.People who needs to go bazaer often and having di culty in navigating the market.





- To save shoppers from the difficulty of carrying and to eliminate the lack of space during transportation
- Provide a easy and enjoyable market experience

INITIAL IDEAS



- The first idea was a completely irrelevant suggestion it offered no solution.
- The second idea, the drone proposal, was relevant and suitable for problem solving

Concept design – Sarah

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FINAL PROPSAL

Their final ideas were completely independent of his previous ideas. It was made to be done quickly, they presented the already existing product that we sampled in our brief as if it was a new idea.



OUR FINAL DECISION

Since they only submitted two ideas during the project period and did not update these ideas, we chose the most likely idea of the drone and implemented it as we understood it. We decided not to use the final propositions as they were given after the idea phase was over and it was already an existing idea.

OVERALL FEEDBACK

COMMUNICATION

We try to communicate via e-mail, but we did not get a response. Thus, we continued from the messaging application, but the messages were answered days later and the answers were generally not satisfactory.



TIME MANAGEMENT

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They did not have a satisfactory time management as they did what they were supposed to do a few weeks later.

DEVELOPMENT



All the ideas were independent of each other and they didn't take any of these ideas to the next level even though we asked them to develop.

OVERALL EXPERIENCE



In general, the process passed with our please return messages and we were not satisfied at all as customers, as they did not take any action to improve their ideas.