TEAM 10: THE JOURNEY

Brief

-Feeding strays is a ritual for elderly, providing an emotional connection, daily routine.

-A design solution for elderly people voluntarily feeding stray animals.

Design Requirements

Portability Easy-to-Carry

🔷 Environmental Resistance 🔷 Cleaning Material Choice Animal Food









Revised Proposals





detachable



Further Research

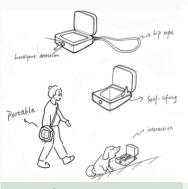
Constant flow of → Field research, → Material/tool → Cultural insights -Items for giving food examples

Interviews

research

-Leaving feeding boxes -Minimum pension in Turkey

Initial Ideas of the Designers



-too high-tech -needs suitable mechanism and water compartment

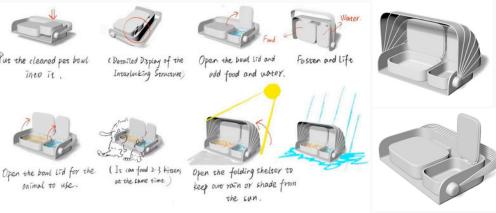


-needs a break -risk of theft -too **bulky**, hard to **move** -how modular bowls lock



-folding awning is good -awning must be locked open -food/water **separation**, **spill** details are crucial





-Improved storyboard and technical drawings upon our feedback. -Clarification on mechanisms needed, after it was provided.





-single shoulder is not ergonomic -needs simple cleaning -visibility of content is a problem -needs a water compartment



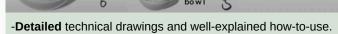
-easy to carry -easy to carry -how food and water not mix -easy to clean -need detailed mechanism -where the handle goes when fully -how food and water not mix



-way over budget

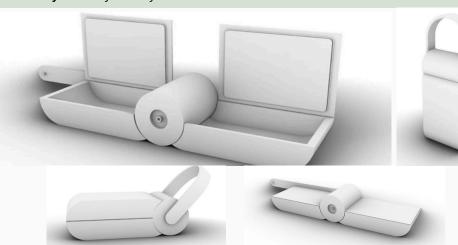
-tray reduces bending -trolley/backpack provides **mobility** -over budget

-use of solar energy is a good idea but no need for cooling -high-tech and over the budget



-Low cost. -Easy to clean.

-Portability and easy-to-carry.



-Portability and easy-to-carry. -Clarification on mechanisms needed.

Reasoning Behind the Choices

Easy-to-carry

Easy-to-clean

Portability

Two compartments, food and water

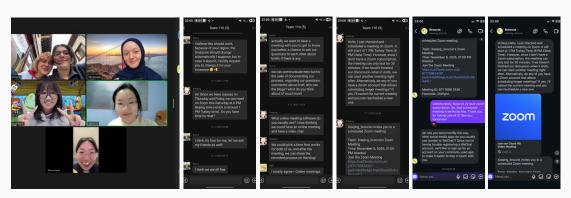
Considering both environment and animals' health

Low cost, stay in the budget

Guidance

- -The designers frequently asked us questions throughout the process. Since the brief we provided contained cultural elements, we guided them with specific examples and relevant contextual information.
- -When they presented their initial design ideas, we identified **several** shortcomings: for example, the material was not specified, some requested features were missing, and the concepts exceeded the budget.
- -We also **supplied essential supplemental data** that had not been detailed in the initial brief, such as the maximum number of cats to be fed and the required volume capacity for the food and water containers.

Communication Between Clients and Designers



We maintained our communication via **WeChat** and sometimes **Instagram**. In the initial phases of the project, we had a video chat on **Zoom**, but it wasn't very productive due to the language barrier. Therefore, in the subsequent process, we mostly used our project blog.

