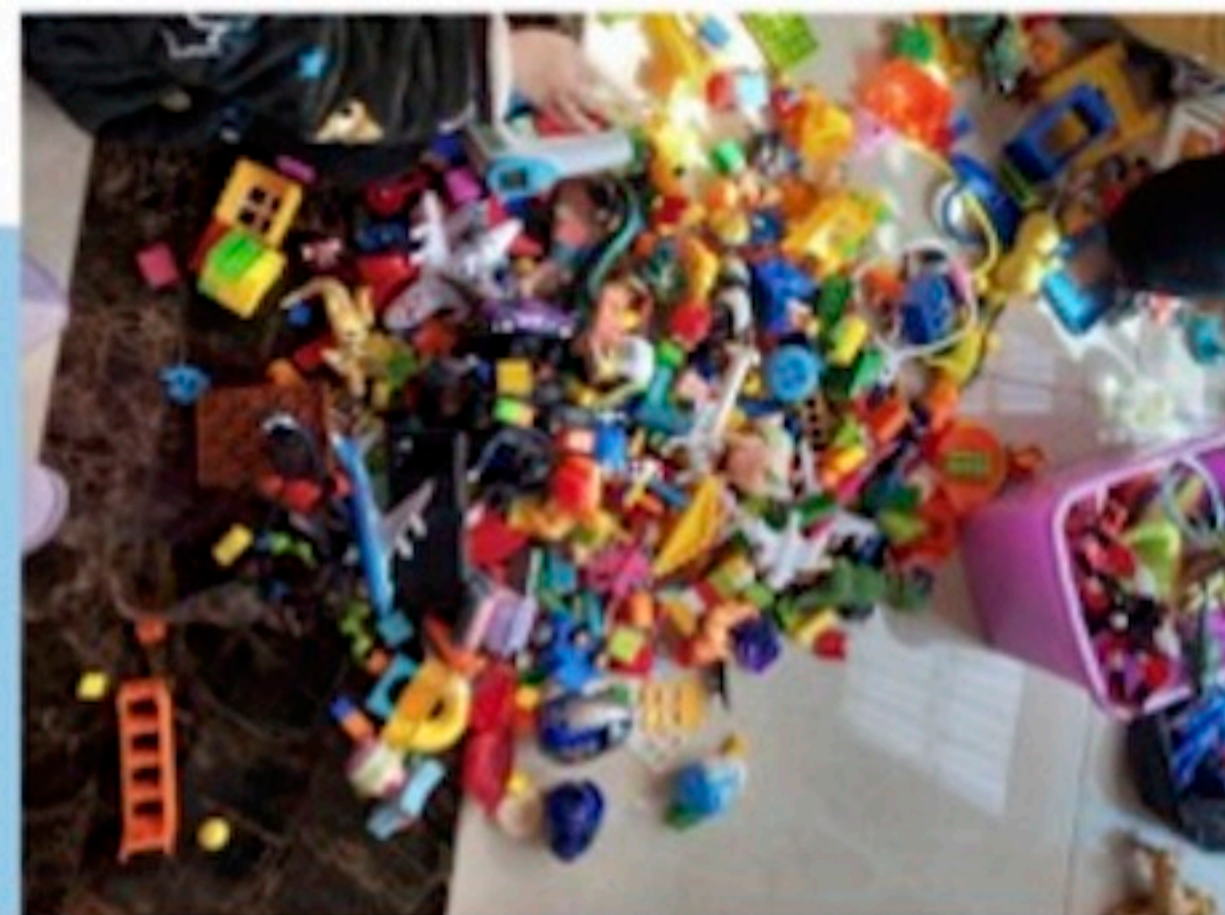


# C o n c e p t

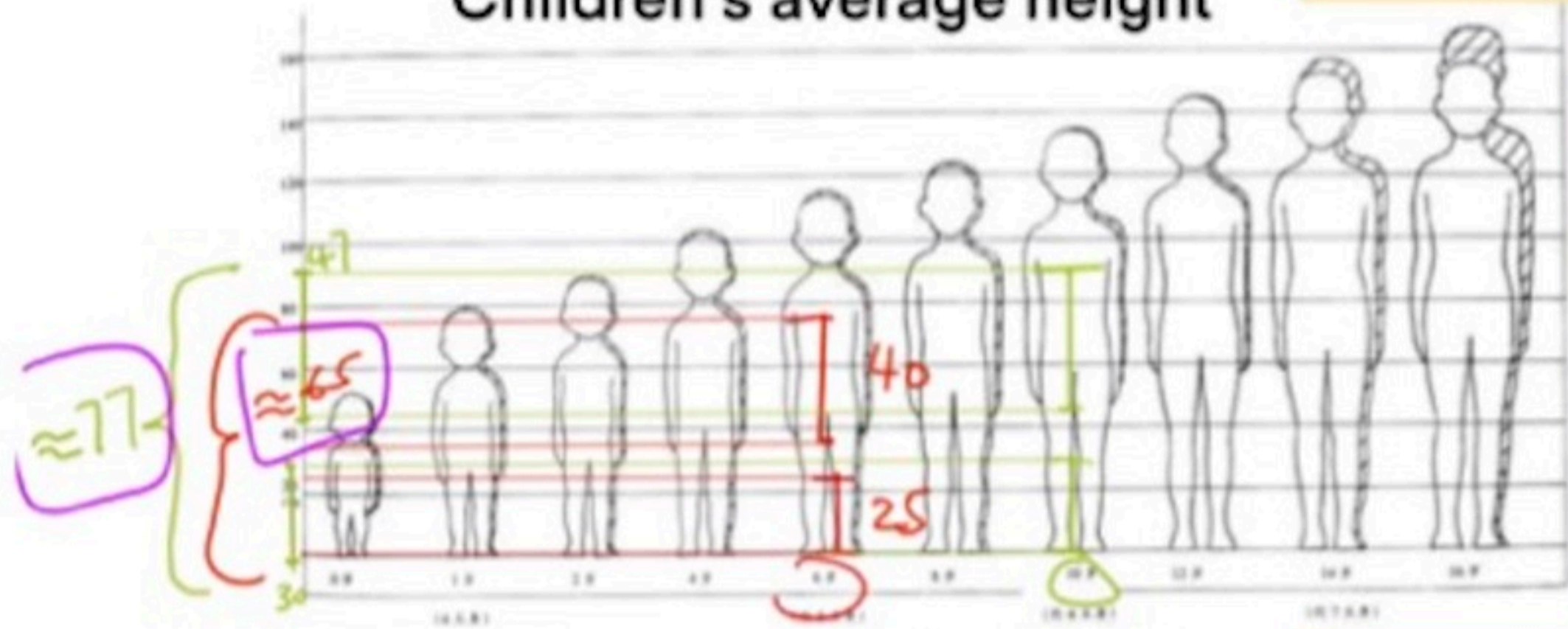


Since I had many toys when I was a child, it became more and more messy under the accumulation. I also lost the fun of playing with toys. I had to clean up and lose some of my toys. Since then, I became very regretful because I lost my childhood memories, so I hope to solve this problem. According to the research, the way most people deal with toys is to display them through the cabinet or throw them away directly. I think the cabinet has some changeable space to a certain extent. I hope that people can keep their toys by increasing the playability and practicability of the cabinet

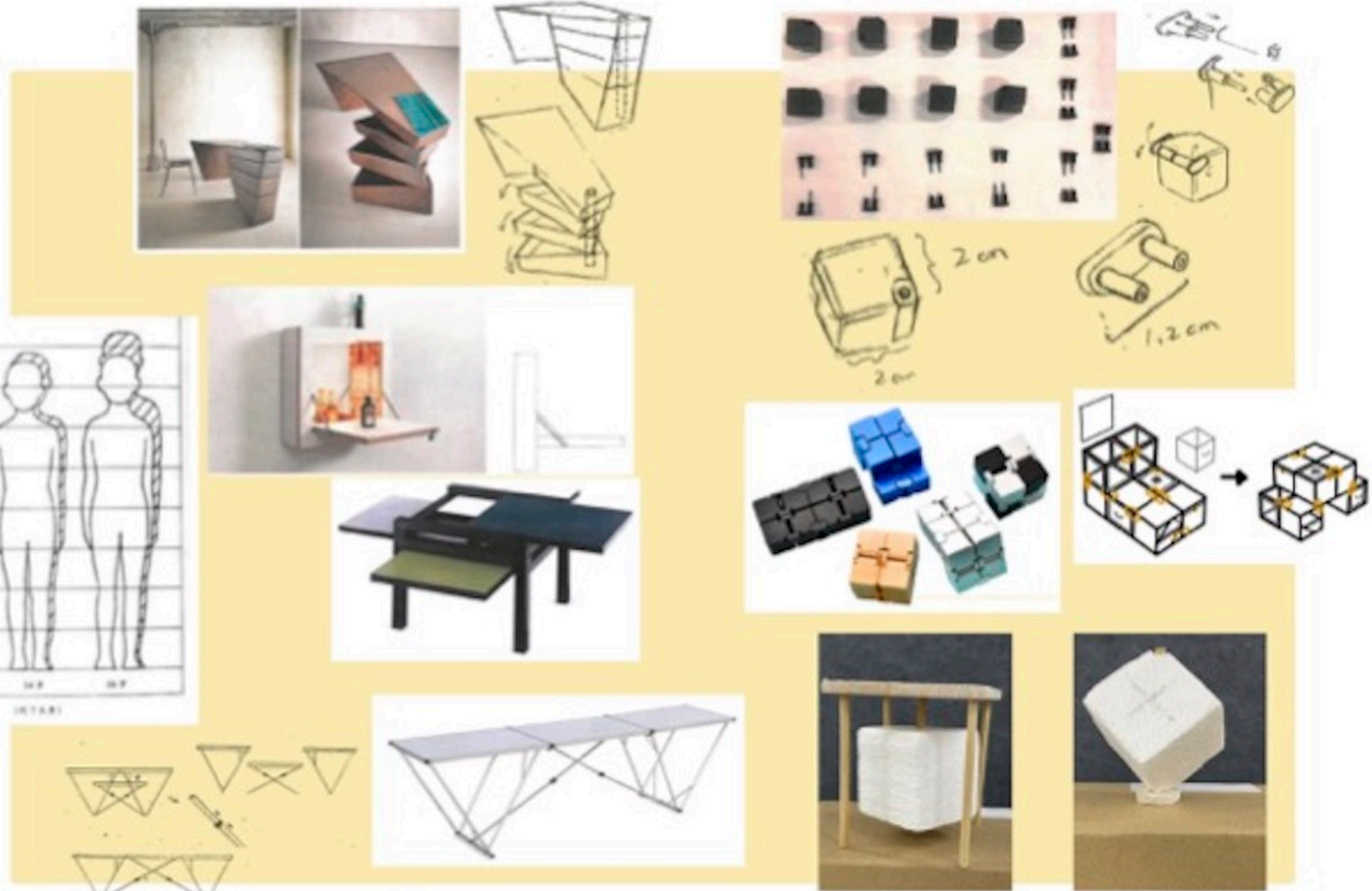
# Research: Product analysis

I tried to combined the cabinet with interesting variable designs, which can attract children's interest through appearance. I tried different possibilities of the appearance design, and finally thought of using the standing cube as the characteristics of the cabinet. The ability to rotate also increases the playability of the cube

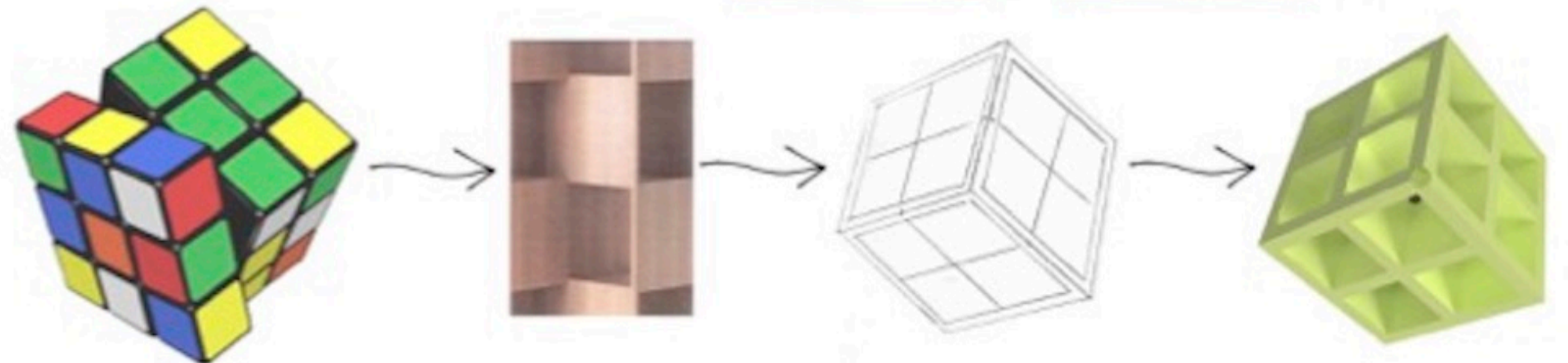
## Children's average height

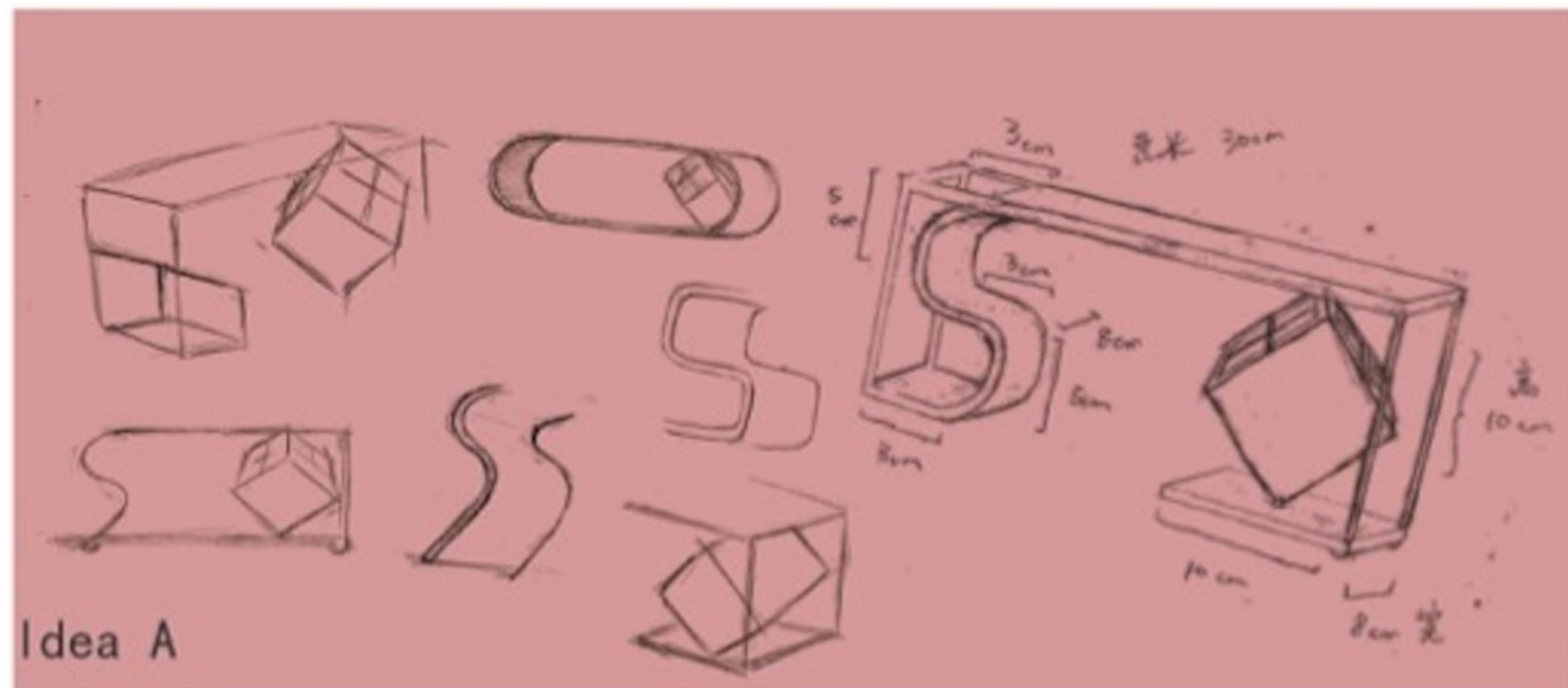


I measured the average leg length and body length of the children who play toys (age 6-10), and roughly got their sitting height as the standard of table height

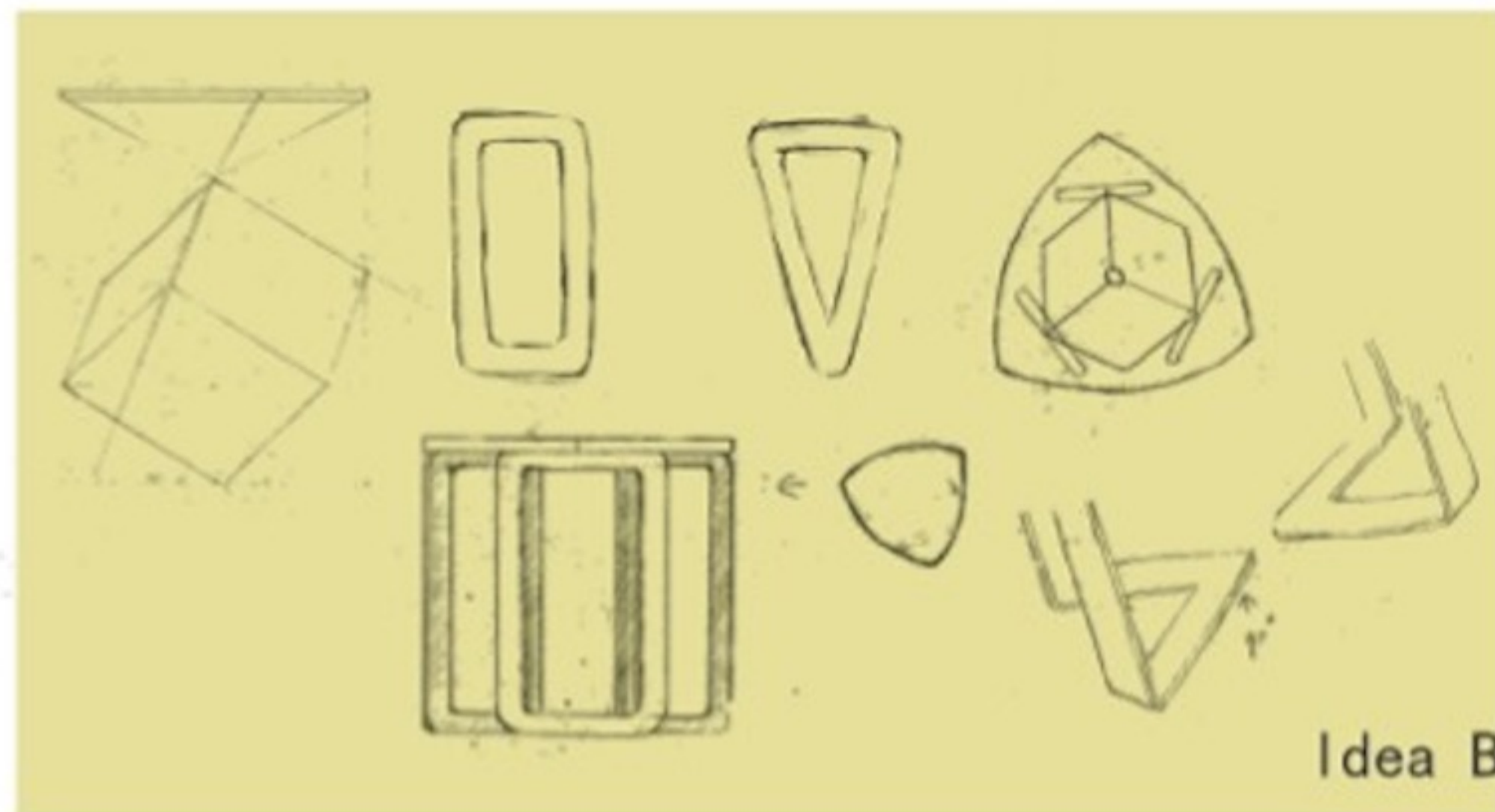


The inspiration for the concave cabinet comes from the square cabinet. I think it is very organized when it meets the appearance of the magic cube





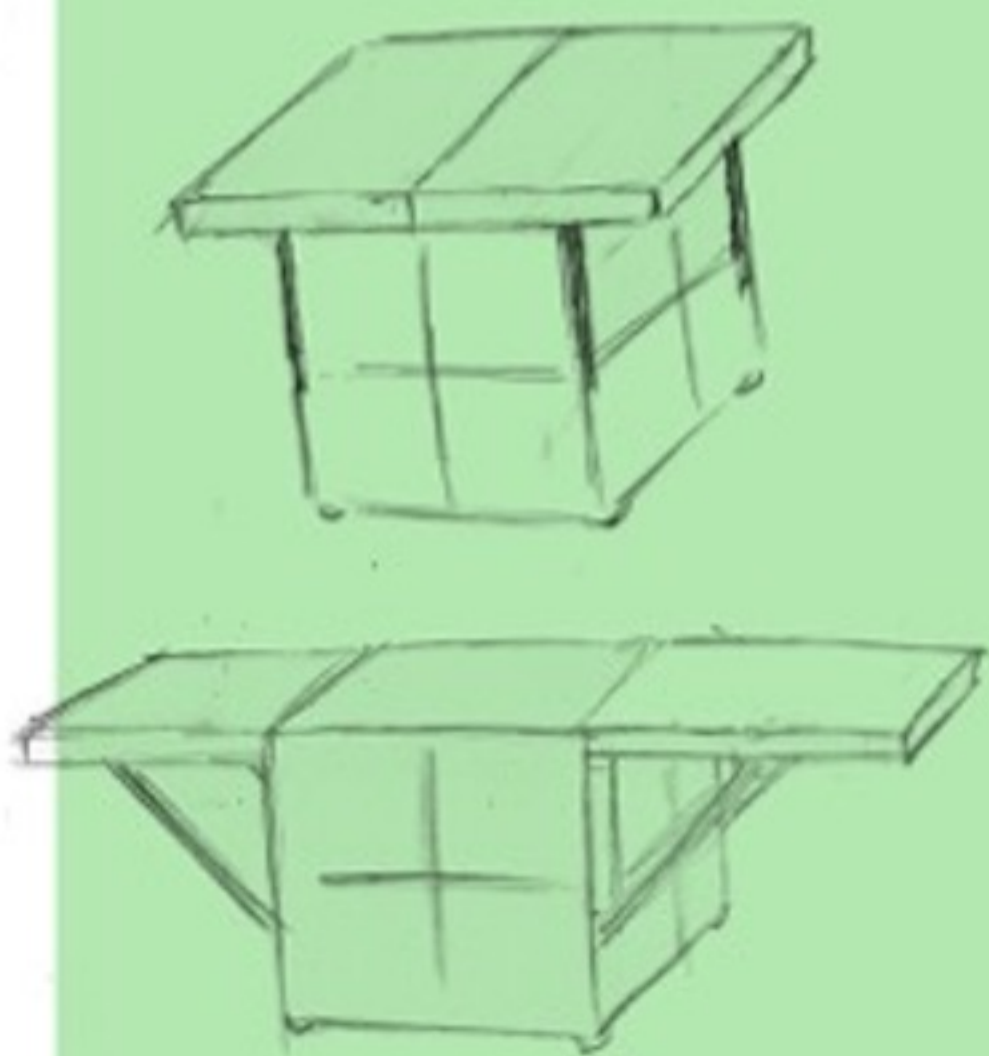
Idea A



Idea B

# Ideas & Questionnaire

Idea D

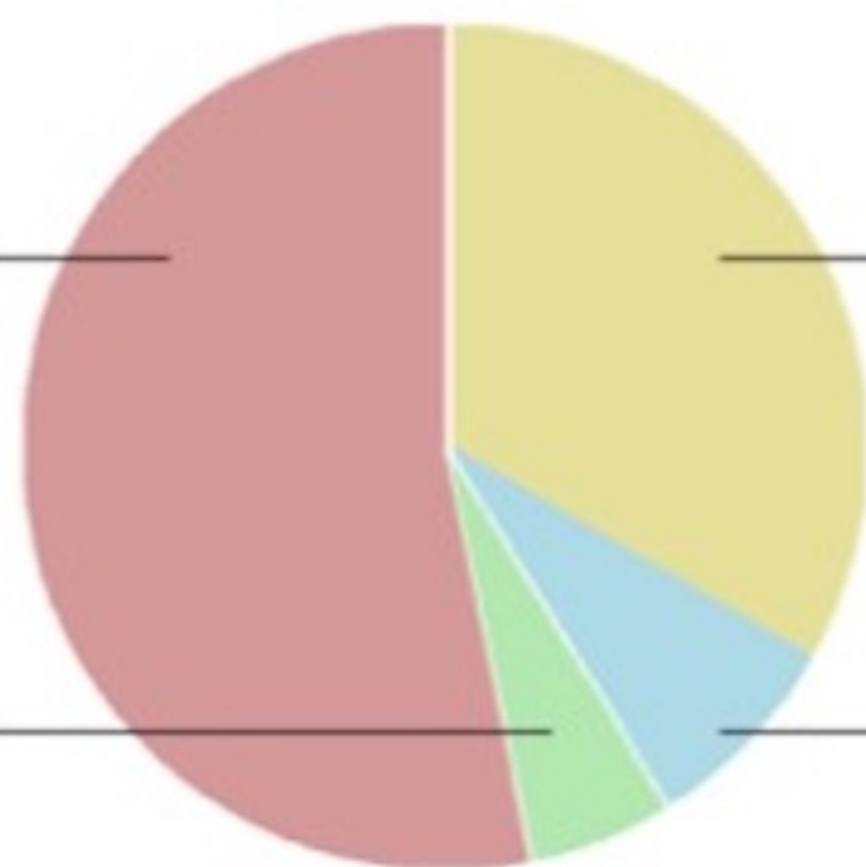


Idea A 52.6%

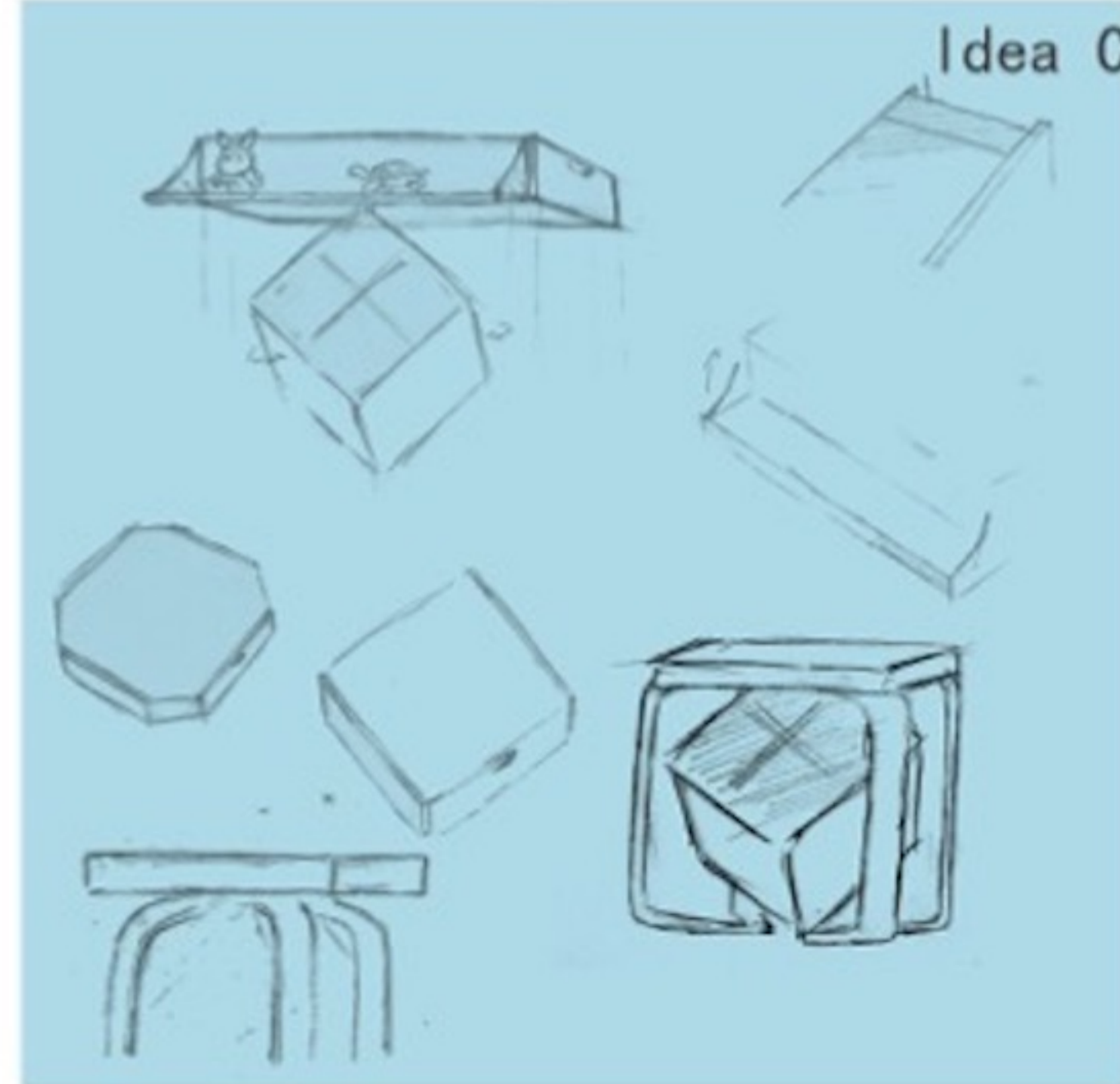
Idea B 30.1%

Idea D 5.5%

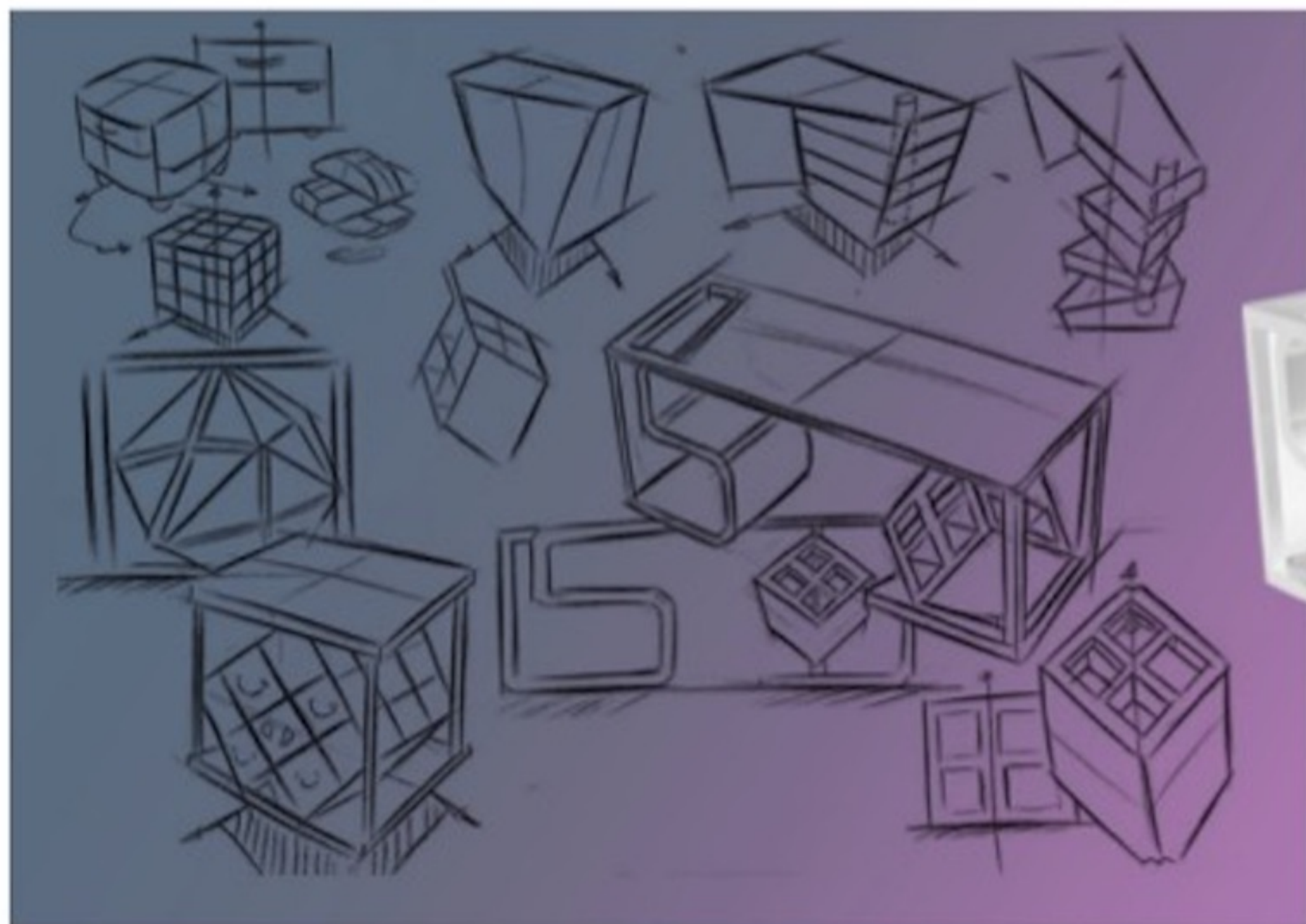
Idea C 11.8%



Idea C



# Sketch



I tried in triangles, squares, rectangles and Lello triangles, and characterized by standing magic cube



# Final Product

