

Digital world: Mindful moment timer

advantage	Something good about a product that helps the user.
aesthetic	How something looks.
brand	A particular company's products and logo.
disadvantage	Something about a product that makes things more difficult.
ergonomic	How comfortable a product or piece of equipment is to use.
exhibition	An event where things are shown to the public.
loop	A series of instructions that is repeated.
prototype	A first example of something.
research	A detailed study of something to get more information.
variable	A word that stands for a set of values or numbers.

Product forms

Many products that have similar functions take different forms.



on-screen timer



sand timer



egg timer

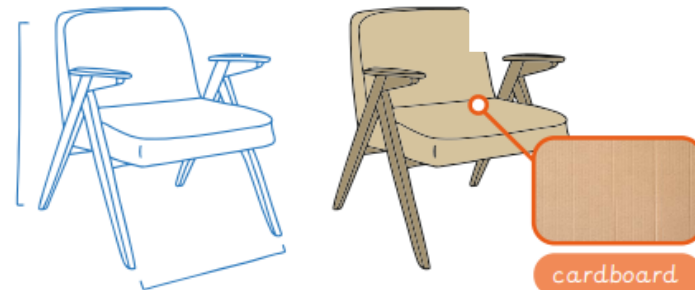


wind-up timer

Prototypes



Prototypes are the first examples of a product made with cheap, easy-to-find materials. They let you test the form and function of an idea and help gather feedback about ergonomics and aesthetics.



They help you make better decisions about size, shape and materials for the next version or the final design.

