

## Assignment 2: Idea generation

Date set: 11/6/2017

Date due: Saturday 24/6/2017 at 5 pm

Total marks: 28

Grade weighting: 10%

Tents have been around for quite a long while. However in this assignment you will be using the SCAMPER technique to improve tent design.



**Task 1:** Use SCAMPER (see Topic 4) to generate ideas for improving the design of the tent shown in the image above. Note you should not restrict yourself to just a couple of ideas for each letter in SCAMPER. (21 marks). How you express your ideas is up to you e.g. you can describe them in words or illustrate them. The main requirement is that it is clear to the marker what the idea is.

*Marking guide: 3 marks will be awarded per letter in S.C.A.M.P.E.R. Question the markers will have in mind are: Does the idea belong to the letter? Have a wide range of interesting ideas been developed for each letter?*

**Task 2:** Based on your ideas from TASK 1, make a recommendation on what you think is the best idea, and explain why you think so? Expand on the idea. Why weren't other ideas considered? (400-500 words) (7 marks)

*Marking guide: Each of the following will be given equal weighting for Task 2*

- *Is the task well written e.g. spelling, grammar, clarity etc?*
- *Was the reason for the choice well-argued or considered?*
- *Has the chosen idea been developed beyond Task 1?*
- *How original is the idea?*
- *Have the pros and cons of the idea been discussed well?*

Note:

1. You are not expected to be an expert in tents, fabrics or civil engineering
2. You can choose to be absurd or realistic. It is the idea generation that is important
3. Same rules about references as Assignment 1.