

## GRIP. ABLE

### DESIGN PROCESS:

Dexterity is defined as, the ability to use the hands skillfully in doing something, and day to day people live with various dexterity limitations. These limitations can range from small mobility issues to arthritis. Our client (user/expert) for this project was Penny, a senior citizen with dexterity limitations that limited the types of cell phones that she could use to only a flip phone. Penny stated that the ability to use a smart phone would make her life easier on a day to day basis. Currently, due to her dexterity limitations she is not able to hold the smart phone. She mentioned how she wished to use a smartphone in order to connect with people that she normally is not able. With a smartphone it would allow her to contact them through social media sites. Learning this about Penny generated the idea for grip.ABLE and began the design process. To start off the design process, we took a look at Penny's personal experience and combining it with our own research, we created the idea of grip.ABLE, a smartphone case that would have an attached handle which would allow Penny and other users with dexterity limitations the use of a smart phone. We began to think of different ways to make a phone case easier to grip, and came up with the first idea of a handle that would be on a phone case. While this was our original idea, we began to ask questions to make it better. Would the handle be detachable? Would the handle move to the users' preference? Would the handle be fit to the users' hand? Upon some brainstorming, and talking with Penny, we decided that it would be not beneficiary to the user to have the handle detach. We then decided that the handle would move to the users' preference as it allowed the product to fit the need of the user, for what they needed and when. We chose a generic handle and not a moldable one as it would make the phone case harder to access for the user, as they would need someone to assist with the molding and it would cost the user more money. With all this brainstorming we came up with the final model for grip.ABLE, a phone case for a smartphone with a handle, that when needed will turn to the users preference to best fit the user.

### DESIGN DESCRIPTION

This phone case would have an attached large handle that would allow users like Penny to be able to grip the case and use the phone. When talking to Penny she said that there was not a product on the market that would do this and allow her to use a smart phone. This usage would change Penny's life, as it would give her some freedoms that she does not currently have, and would allow her to be more independent, which is something she wants in life. There are not products like the grip.ABLE phone case for anyone to purchase, so introducing the grip.ABLE phone case to the market would give users with dexterity limitations the new found independence they need. The phone case would be a hard shelled phone case that would have an attached handle that would turn upon a user's current needs at any given time. We met the need of the demand because it fits all the needs that Penny had requested be taken into consideration. When trying out the product prototype, Penny did not have any issue using the smart phone and said it was easy to use and did not cause her any pain or discomfort. By meeting all of Penny's needs it allowed us as to ensure that this product could be used by all with dexterity limitations, and give them that sense of independence that they deserve. By putting the grip.ABLE phone case on the market, it introduces a new product that is currently not there and opens up a new world to the population of dexterity limitations.