# Design Museum













As part of the **Designer Maker User** exhibition at the Design Museum, almost 500 people suggested the most important objects to be featured at the entrance of the exhibition.

Consisting of more than 200 nominated objects from 25 countries, the wall displays a diverse selection that demonstrates the intimate relationships that we have with the everyday objects that shape our lives. Items on show include a Bible, a Coca-Cola can, the £5 banknote, a pair of rubber gloves, and a plastic garden chair

> the DESIGN MUSEUM



## Summer Task

Produce your own "favourite things" wall with your <u>top 10</u> products that are important and meaningful to you. For each product, find an image, remove the background and then attach it to your 1 slide PowerPoint slide wall.

On the second slide you need to answer the following questions for each product.

- What is its significance in your life?
- How does it make you feel?
- Have you ever owned one? Do you still own one?
- Does it bring you joy/sadness/fun?
- What memories does it bring back?
- Any further comments?

### Example 'Favourite's Thing Wall



## My "Product Wall" Top 10

#### Sega Mega Drive

- It was bought for us as a family by my Father.
- I was 11 years old at the time.
- It is a clear reminder of my childhood, swapping games with friends.
- Design and game technology a clear reflection on the 1990's
- It reminds me of family competitions on EA Hockey
- I would love to own one again!

#### **OXO** Good Grips measuring jug

- It is a great example of design solving a problem!
- It is not a big problem, but the measuring jug design by OXO good grips, helps people to measure liquids without having to bend down. It allows the jug to remain steady with the long handle making contact with the work surface. The handle is also wider and provides better grip.
- The product defines what I believe 'Good' Product Design to be.





