

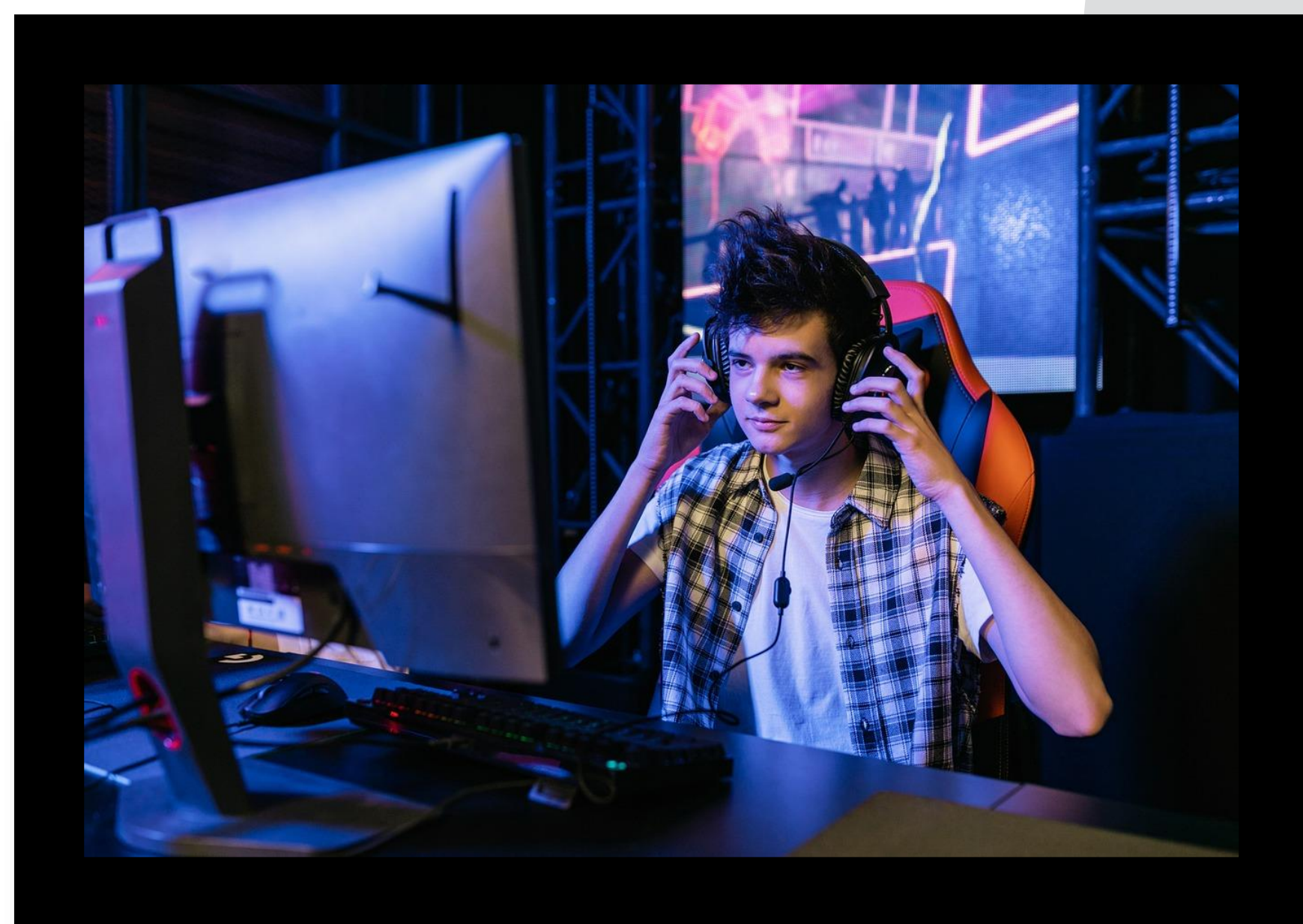
Computer Core Case with Mini-fridge

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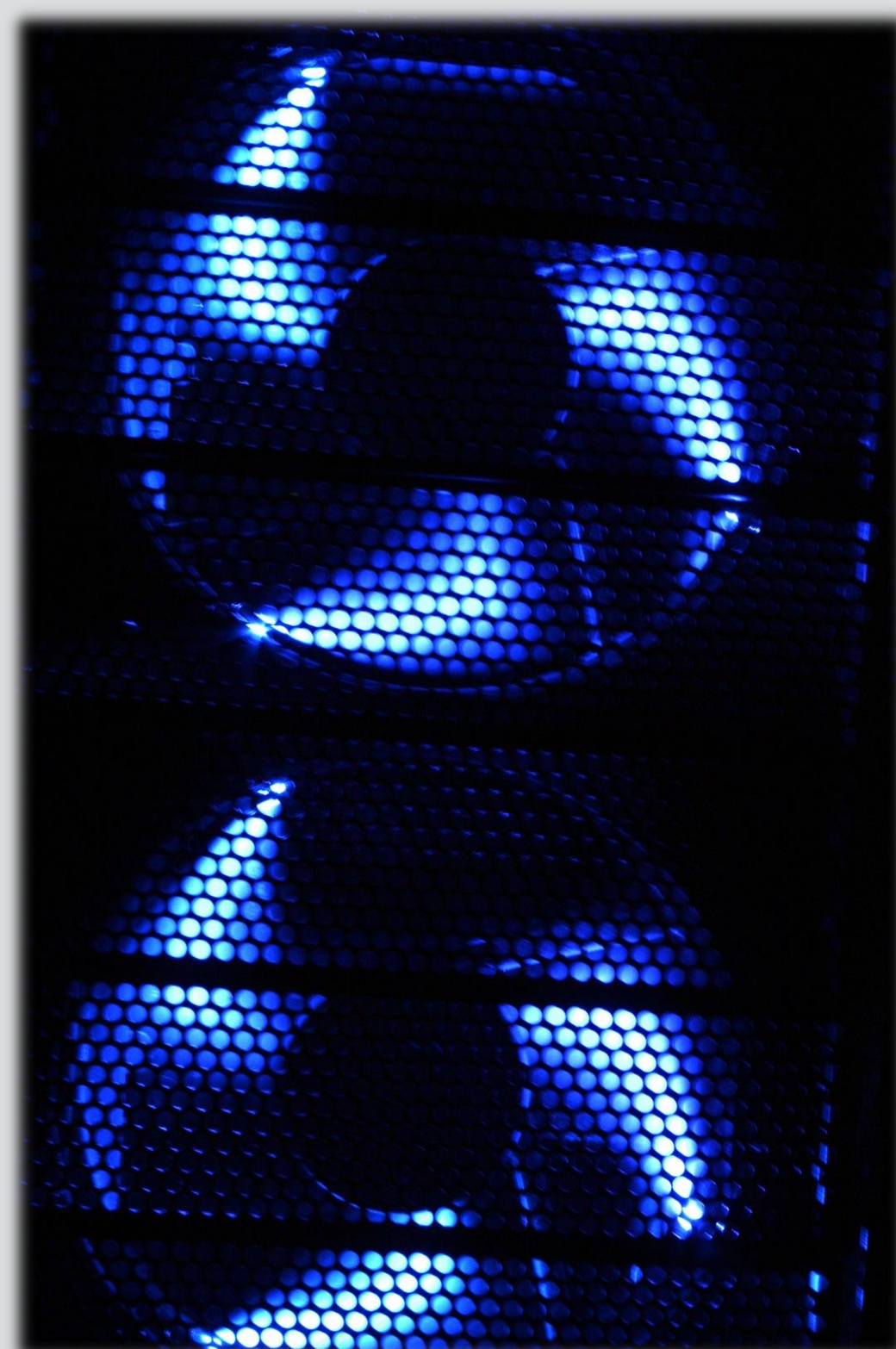
1. Background

As E-sports became a type of sport, it was added to the Asian Games in recent years. It has led to the rising need for gaming products. Investigating gaming products that are customized to the user's habit and outlook, and function to improve user experience calls for research attention.



2. Objectives

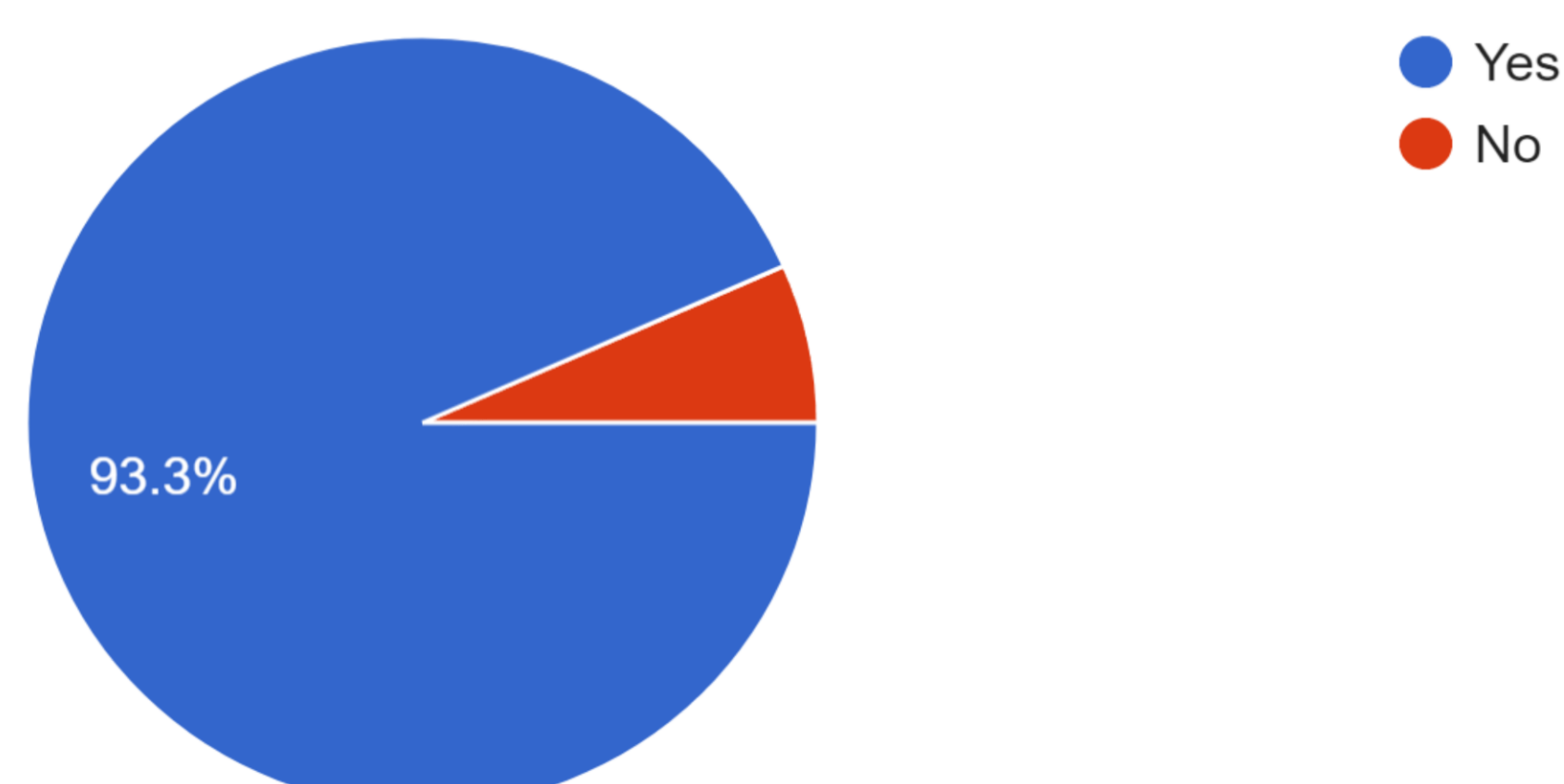
- Find out youngsters' attitudes towards E-sports
- Improve user experience
- Satisfy the physiology needs of the players
- Meet the physiology needs of the players
- Ergonomic for gamers' health
- Improve the gaming experience of the players



3. Methodology

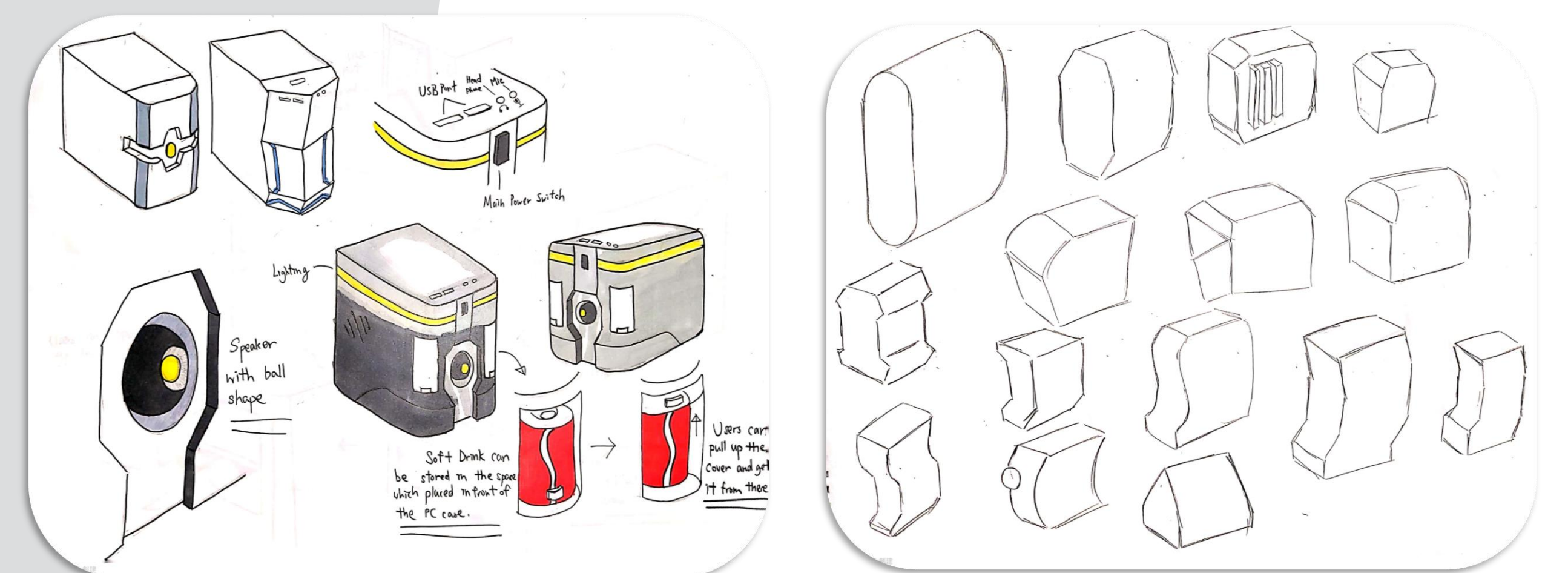
Questionnaires were conducted to identify if many youngsters play competitive games, pay attention to the E-sport industry and purchase gaming equipment. Market research was also carried out to find similar products in the current market. The findings help determine the direction of this project.

1. Did you play any video games on PC (Computer) before ?
15 則回應



4. Findings

Through market research, questionnaire, position mapping, and weighted matrix, the results showed that a PC core case has the greatest product opportunity. A PC core case was the target design of this project. The design focused on multi-functionality, users' needs and a cool modern outlook. The design also focused on combining to features together as the design concept to apply to the product.



4. Conclusion

In conclusion, I found more design concepts and created my mood board to inspire my design.

The USB refrigerator in the design presented technical problems to the designed concept, which was a PC case with a cooling system for soft drinks. Research provided information on the most suitable temperature for users to drink soft drinks. Limitations of the project were also identified, where further research can help improve the design.

