

DESIGN EXHIBITION 2022

MAKIN BANGUN
BERSAMA SAMA

College of Creative Arts, UiTM Kedah Branch

INDUSTRIAL DESIGN

DESIGN EXHIBITION 2022
MINDAREKA
HYBRID

College of Creative Arts, UTM Kedah Branch

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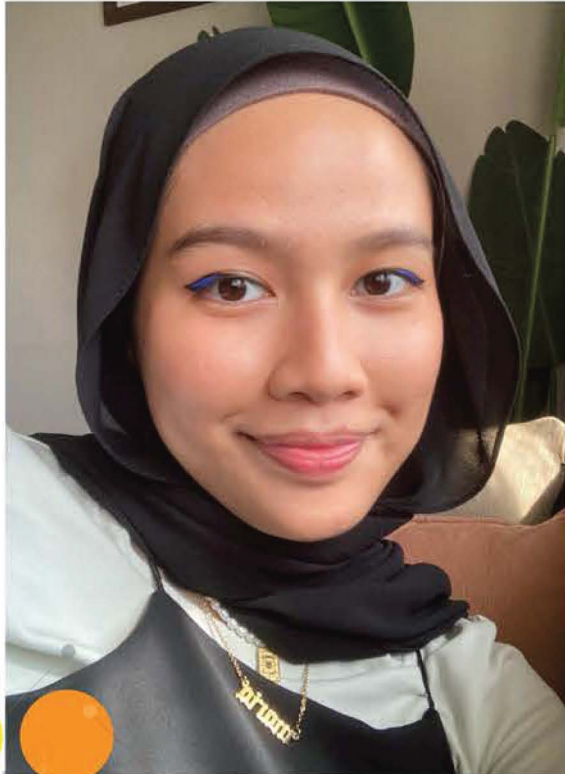
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**MARIA
BATRISYA**
AZHAR
2019647742



OBEIT INTERACTIVE REWARD CHART (PRODUCT DESIGN)

Design Advisor : MRS IZZA SYAHIDA ABDUL KARIM

Obeit is derived from the phrase "observing habits." It's meant to keep track of children's activities on a daily basis. **Obeit** is a product that helps busy parents keep track of their children's chores and rewards. Once a task is completed, a reward board counter is given. **Obeit** acts as an interactive reward chart. The children will get an achievement chip if they complete an entire row of chores successfully. This product could be beneficial to both parents and children. As a result, parents' burdens may be decreased, and children's gadget usage might be minimized.

Redesigned from the regular reward charts, **Obeit** takes up more of a modern approach while maintaining its fun look. Apart from being a sustainable product, **Obeit** helps to reduce material wastage and rubbish. The goals of this product are to design something fun to interact it with while keeping its main purpose, which is monitoring.

By implementing a coordinated colour palette on a fun form factor, I've decided to break away from the typical paper thin reward charts that seem dull and monotonous. As a result, interacting with **Obeit** becomes more joyful. The product's achievement part is detachable to accommodate an individual's preferred form and function. **Obeit** has the ability to stand on its own while still being portable. Because of its medium size, it may be placed on tables or consoles without taking up too much space.

TOSHIBA



JKKN
JABATAN KEBUDAYAAN
& KESENIAN NEGARA



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