

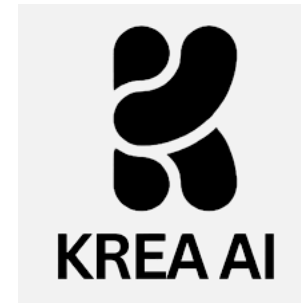
# AI Design Challenge



Use **AI** to help in **designing** a product, service or system  
that **improves** people's lives

**Problem > Research > Ideas > Prototype > Test > Improve > Share**

# AI Tools Designers Use



**AI can help designers generate ideas, images, prototypes and research**

Identify a real problem in people's lives that design could improve

Here are **clear real-world problems** students could identify that design could improve. These work well for **D&T design challenges** because they are **human-centred, practical, and prototype-able**.



## Real problems design could improve

### 1. Forgetting medication

Many people (especially elderly people) forget to take medication at the correct time.

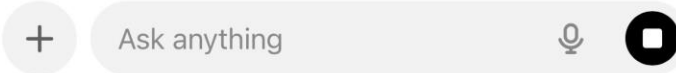
#### Possible design directions

- smart pill dispenser
- reminder device
- app-connected medication container

### 2. Plastic waste



These amounts of plastic packaging are thrown



Conduct research on designing a concept that improves people's lives

Thought for 16s >

Here's a solid **research summary** you can use for "designing a concept that improves people's lives" in D&T.

## What the research suggests

The strongest concepts usually start with **real human needs**, not just a cool object or technology. Human-centred design focuses on understanding people's needs, behaviours, and frustrations first, then developing solutions through empathy, experimentation, and iteration. Design thinking is commonly framed as: **empathise, define, ideate, prototype, test.** [ideo.com +2](#)

Research also shows that good life-improving design should be **inclusive**. Inclusive design aims to remove barriers so people can use products and services safely, easily, and with dignity. Design Council highlights principles such as being inclusive, responsive, flexible, convenient, accommodating, and welcoming. NN/g also notes inclusive design should consider needs across disability, age, language, education, income, and



Ideas for designing a concept that improves people's lives

Since you're teaching **Design & Technology**, a good concept prompt should be **simple, open-ended, and allow creativity** (product, service, system, or digital idea). Below are **strong student-friendly examples** that also align with modern D&T themes like **sustainability, accessibility, wellbeing, and AI**.



## 1. Smart Medication Reminder Bottle



### Problem:

Many people forget to take medication.

### Concept:

A bottle with a **timer and light indicator** that reminds the user when to take medicine. It could also send a **phone notification**.

### Why it improves lives



Ask anything





Take idea 1 showing whole process of design development from idea to presenting to investors

Using **Idea 1: Smart Medication Reminder Bottle**, you can show pupils the **full design development journey** from idea → prototype → pitching to investors. This mirrors **real design practice** and fits GCSE D&T design process well.

## Smart Medication Reminder Bottle

### Example of the Full Design Development Process

#### 1. Problem Identification

Design starts with a problem.

Problem:

- Many people **forget to take medication**
- This can cause **health issues**



## 10. Pitching to Investors

Designers present the idea to investors.

Pitch includes:

Problem

Millions of people forget medication daily.

Solution

A smart bottle that reminds users automatically.

Market

Healthcare, elderly care, pharmacies.

Benefits

- Improves health
- Reduces hospital visits
- Easy to use

Investors want to know:

- Market demand
- Profit potential
- Manufacturing feasibility



Ask anything



Create an image of a prototype that solves a genuine problem, human-centred, inclusive, sustainable, creative and forward thinking

Image created



👍 👎 🔄 ...

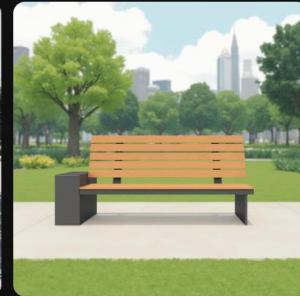


# Krea: Design Iteration

Model Krea 1 ▾

Concept design of a futuristic sustainable public bench made from recycled materials, accessible design, modern urban park, product design rendering

Krea 1



Concept design of a futuristic sustainable public bench made from recycled materials, accessible design, modern urban park, product design rendering

Krea 1

Lora

Image prompt

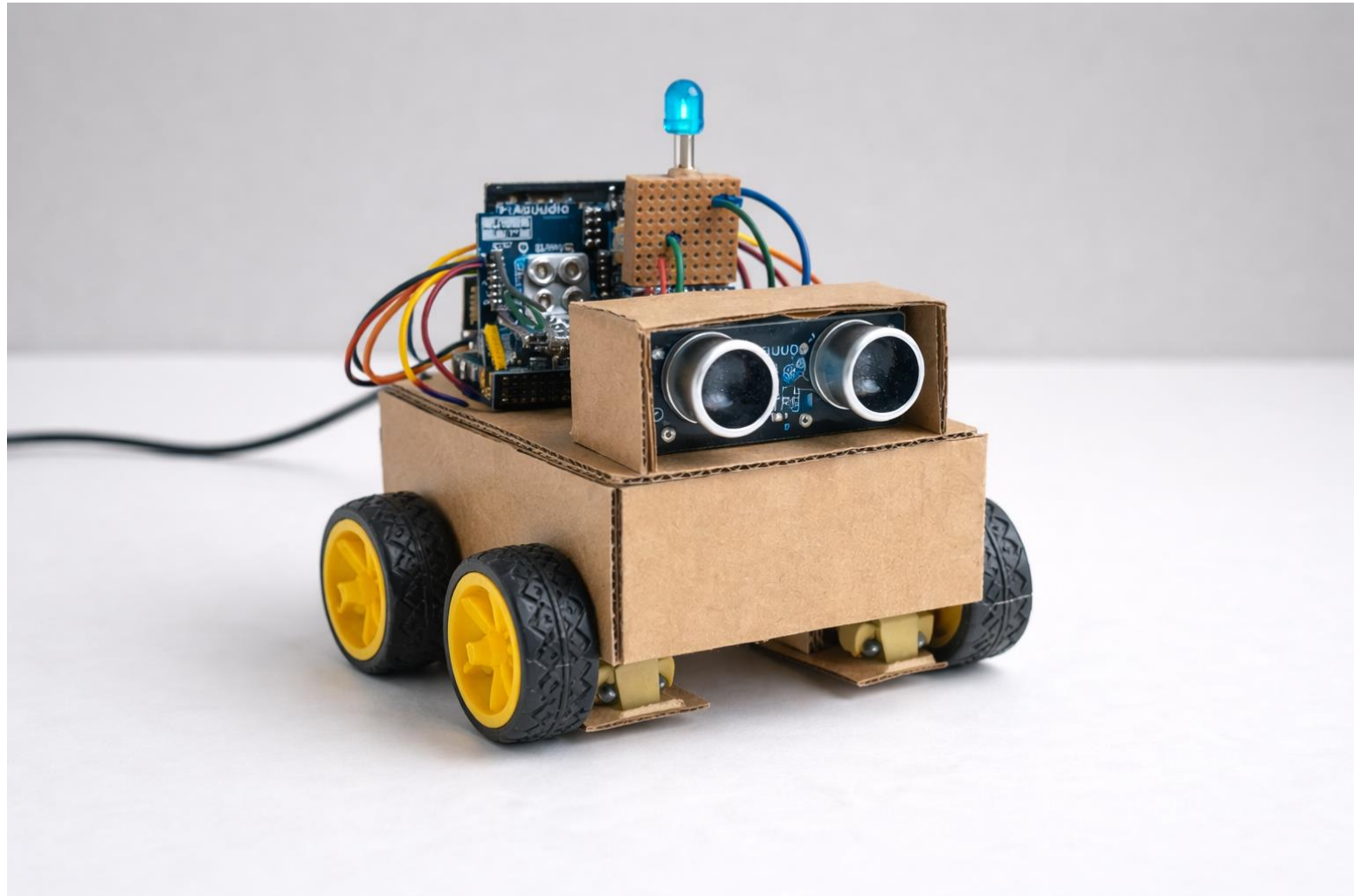
Style transfer

1:1

1K



# Example prototype



# Example prototype





# Early Dyson prototype (1993)



# Modern Dyson Design

◀ COMMUNITY of Design

Developed by Zoey Andreas

© 2026 Zoey Andreas. All rights reserved.  
Community of Design™ | Not for public redistribution without permission

**Dyson built 5,127 prototypes before success**