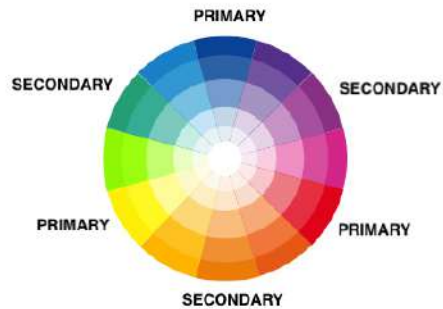


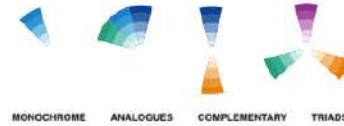
SECOND MODULE

The importance of choosing colors

COLOR THEORY



COLOR COMBINATION



TEXTURES AND COLORS

The space is composed of materials with a smooth texture and different colors, having a predominance of blue color, and multicolored rugs. The furniture and dollhouses are made of wood, the benches are made of wood covered by resistant plastic material.

FORM

In order to avoid physical, mental and visual confusion. At toy library, vertical and horizontal lines and planes were chosen to better position of objects and books and better access. The tables are square for better circulation fluidity. The chairs have suitable height and sizes for better ergonomic comfort and also to avoid corners that could injure children.

COLORS

It has been proven in several sciences that colors can affect our Health, positively or negatively. For this reason it is so important is the study of their meanings and the detailed choice for the use in each environment. To help with the choice of colors, used inside the toy library there is a predominance of tones neutral because it will be a space for activities that require concentration, which forces the place to be more peaceful, without many visual interferences; the chosen colors were: furniture white and light blue on the walls. For the shelves in niches were chosen white tone.

DESIGN THINKING AS A STRATEGY IN CREATION OF A TOY LIBRARY: A TEACHING PROPOSAL IN DESIGN COURSE

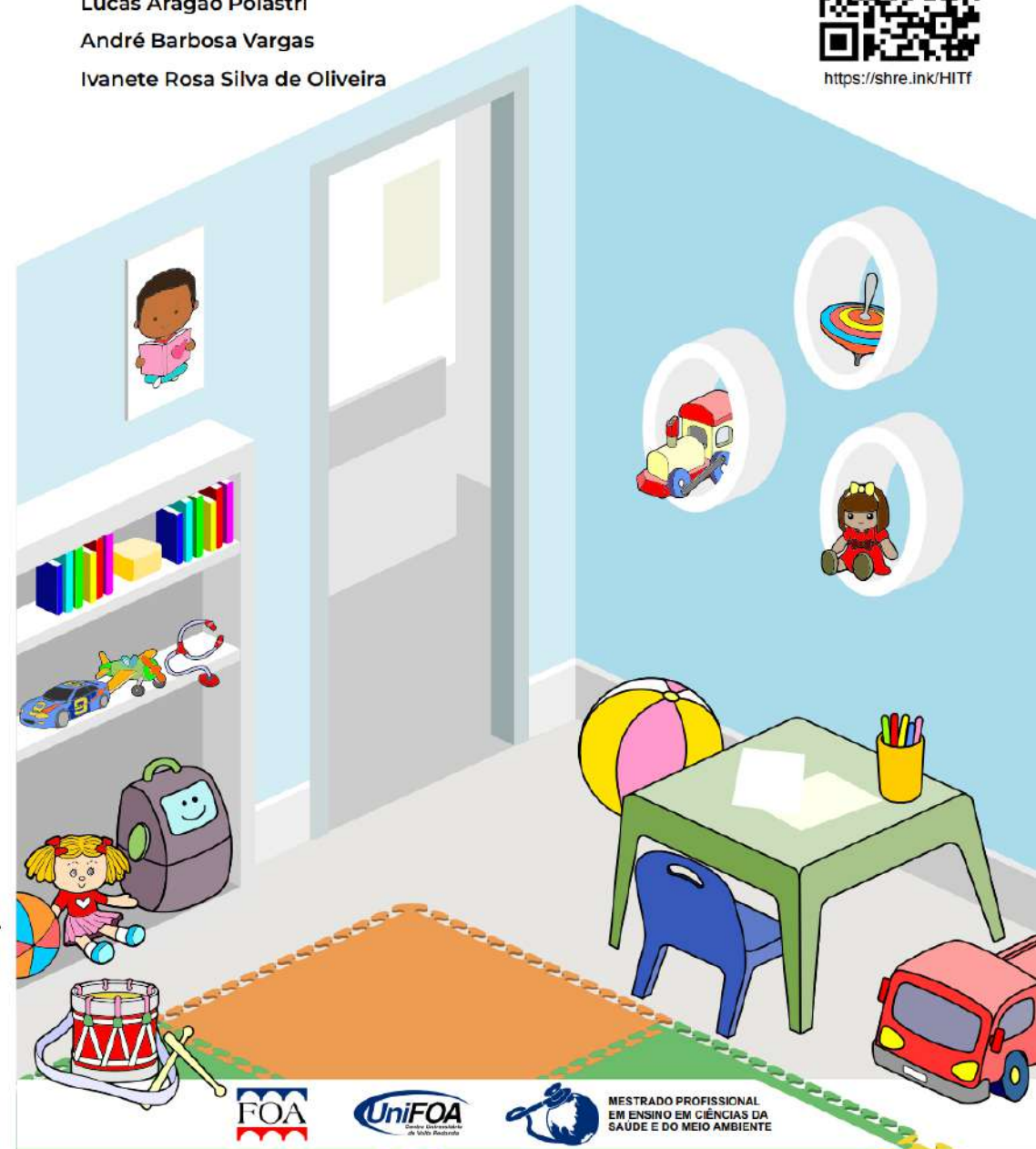
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FIRST MODULE

A design project elaborated by shapes, colors and playfulness go beyond the functional, and its development is intended to promote product and user interaction more pleasant and satisfying way. A design fun, irreverent, humorous that explores aspects of innovation.

The design project in the revitalization of toy library in health development of the child must be worked on four different and substantiated ways:

1. THEORY

Development of the project planning of structures physical and furniture.

2. RESEARCH

Conversation circles with involvement of Design course (teachers, academics and graduates), discussion of projects to be executed, layout, playful activities measuring the level of product acceptance.



3. PROJECT

The project interacts with the user's emotions, use of collage techniques, materials graphics among others are explored in the creation.

BEFORE



AFTER



4. PHYSICAL SPACE

Environment with adequate proportion and suitable objects. The implantation of playful panels promoted by art in the toy library walls interact with the customer conveying the feeling of proximity to your daily life and the away from the health problem which he is facing.

5. DESIGNER

The professional acts as the author of the composition challenging the child's emotion by offering something distinctive and innovative.