



Digital Education Interface

Senior Project 2006

A design brief providing a comprehensive overview of Nathan Winder's Senior Project, the development of a Digital Education Interface (DEI) for students in K-12

Project Objectives

The objective of this project is to develop a digital education interface (DEI) to be used in the U.S. public education system. For years forward thinking educators have tried to integrate computers into the classroom. Computers have become part of the curriculum, however, they are not being utilized in every class.

Producing a more persuasive product will enable U.S. educational institutions to provide children with the one to one technology that is necessary for their educational development and their ability to contribute to the economies of the future.

Device Architecture

There are many factors that have lead to failed attempts at a "digital education". Some of the most formidable problems are inadequate tech support, hardware failure, failure to properly censor the internet, and high cost. These problems cannot be solved by adding yet another operating system patch, buying expensive software, or outsourcing tech support.

These problems can only be solved by developing a brand new architecture. A new system with security as a number one priority, an interface that is simple and intuitive to use, and a maintenance and repair program that is easy on an already strained budget. Our children deserve the best, unfortunately, the best is not available, and without new architecture attempts to achieve it will inevitably fail. This project will provide a glimpse at that new architecture.

Project Outline

This project will proceed in a manner based on a typical industrial design project.

- Phase 1** Complete preliminary research into user needs, and the challenges of digital integration.
- Phase 2** Produce concept sketches which communicate the features and aesthetic elements of several potential designs.
- Phase 3** Select and develop a single design. Refine features and aesthetics and provide material specifications.
- Phase 4** Deliver digital three dimensional model of final design.

Key Industry Organizations

Such an ambitious project requires the support of the computer industries most notable companies. Companies that possess the core competencies essential to this project include:

- Apple Computer, Inc.
- Intel, Co.
- Red Hat, Inc.
- Wacom Technology, Co.
- E Ink, Co.

Getting Involved

This project requires input from industry professionals, educators, parents, students, and anyone with an interest in the future of our children. Getting involved is as simple as visiting www.nathanwinder.com, clicking on the senior project link, and joining the discussion. If you have questions, comments, or need help getting involved contact me at email@nathanwinder.com

'Digital Education Interface'
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www.nathanwinder.com
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