

Assessment #1 PHYS-310. Please do all the problems. I only have to recognize that you know what you're doing.

1. In designing a product, we might prioritize the following things:

- Long-lasting durability
- **Potential to create income for the recipient**
- Maximizing profit for the manufacturer
- Ease the suffering and/or provide a needed service to the consumer's family
- Seductive, attractive to the consumer
- **Low Cost**

These two may not be the only attributes, but this is what we talked about in class. The problem is that people are poor because they have no money/access to resources. We don't need to fix their problems, if they get some money, they have the ability to meet their own needs.

All of these things are important in designing a product for people. In our readings and discussion, two priorities were emphasized as being *particularly* important for dissemination to the global poor. Please pick out these two things and write a short statement below as to why these two are more important than the others for the poor.

- The product should be really low cost - but still function because at the end of the day, the global poor do not care so much about the long-term quality of a product if they are unable to afford it. Most people do not have the funds to buy warranty items.
- The item must also be able to create income for the recipient. The global poor are interested in surviving and being able to survive is made a little more accessible with money. They will be much more attracted/interested in the product - which is very important - if they can make

2. One thing that I left out of the list above was, "scalability", or ability to be disseminated to many many people. Paul Pollack said that if we can't scale it to a million people, don't bother. One example of scaling up is to manufacture many products at a large central factory making use of economies of scale to produce an inexpensive product to be shipped out.

- a) Identify how this model may not be beneficial to the global poor.
- b) We've described some other models of scaling dissemination to many people. Please describe one or two of these models and illuminate how it may be more empowering than the above model.

I think Einstein said, "you can't solve a problem with the same thinking that caused it." I see many scaled up economies as the source of a lot of global poverty.

b) Teaching a small group how to build the product so that they can build and distribute it in their community. This will allow the people receiving the product to have access to help if the product stops working. (ex: Garrett from Nepal w/ stoves & trees.)

3. We've had two visitors: Garrett Morris (Peace Corps), and Emily Soczynski (Global Brigades). Please contrast their experiences. In particular, what was different in the way they learned how to be effective in their international experience?

I see that Garrett was immersed in a culture without a guide. He learned through his own trial and errors with the people. Emily was a good student who learned by questioning and listening to her excellent teachers.

Garrett Morris learned that it is really important to gauge the interest of the people he is serving before he starts a project. He built a couple hand-washing stations for his communities in Nepal and not many people used them. He also learned to invite people to be a part of the process of design and building. ^{he's building things for}

Emily left the global brigades trip contemplating whether her money to go on the trip would have been better spent just being sent to the country she went to (Honduras?). It seemed like Emily learned to take a posture of learning in the situation she was in to be effective and cause change so she could share the experience with others-like us.

4. had some readings on creativity and team work. Please reflect on something you learned from the reading and apply it to your present project group. *Lots of good answers here... Just posted one of them*

I learned the power of taking a step back after coming across problems. The kids at that innovations camp would be creative and decorate when they ran into bumps in their designs and from it came success. That could be really helpful to prevent giving up. When we're building and come across issues, we can not give up, ~~and~~ but rather change our focus so new thoughts and ideas can form.