

## This Design Sheet should include:

1. The images that inspire your design, a sketch of your idea, notes explaining how the images relate to your idea.
2. Include your general thoughts about the design.
3. Explain how the idea / design can be improved.
4. A colour rendered illustration of the idea.

# STEADY HAND GAME - IDEA ONE

3. Here are a few ideas to enhance the design of my electronic steady hand game.

**1. Visual Theme:** I could refine the theme by adding more detailed visuals to the globe, such as landmasses, oceans, or even a night-time city lights effect. This could make the design more captivating.

**2. Interactive Features:** I will consider adding small lights or sounds that activate when the rocket successfully completes sections of the course. A celebratory sound or light burst when the game is completed, would make it more rewarding.

**3. Different Difficulty Levels:** I could introduce adjustable difficulty settings by incorporating interchangeable wire shapes (e.g., loops, zigzags, or curves). This could cater to various skill levels.

**4. Personalization:** I will allow players to customise the rocket wand with stickers or colours. It adds a personal touch, especially if targeted towards younger audiences.

**5. Educational Element:** Since the theme relates to Earth, I may include an educational aspect, like interesting facts about the planet or challenges to complete, that teach about geography or sustainability, as players progress.

**6. Ergonomics:** I will make a model of the wand, so that I can check how comfortable the shape is to hold and use. If the handle is small or awkward to grip, a sleeker design with a softer material might improve usability.

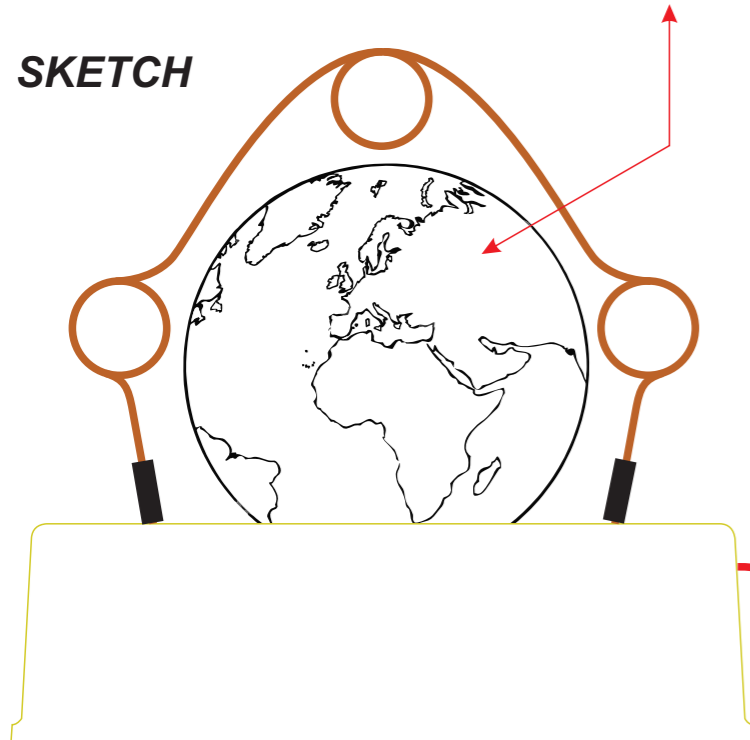
**7. Aesthetics:** Adding LED lights around the base or on the globe, could give it a more dynamic and futuristic look.

1.

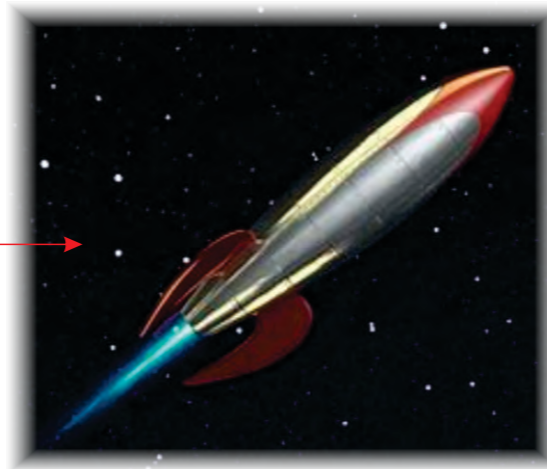


This image of the Earth is the inspiration for the background artwork, positioned behind the wire loop. It will be glued to the back of the base / casing.

### SKETCH



This image of the rocket is the inspiration for the wand, that is held in the users hand.



2.

### General thoughts regarding my design.

I think the design is quite engaging and imaginative! The combination of the Earth and the rocket-themed wand really adds a playful and educational touch to the game. It evokes a sense of exploration and adventure, which fits nicely with the "steady hand" challenge. The yellow base and the Earth, creates a strong visual connection to the theme, while the rocket wand makes the task feel more dynamic and exciting.

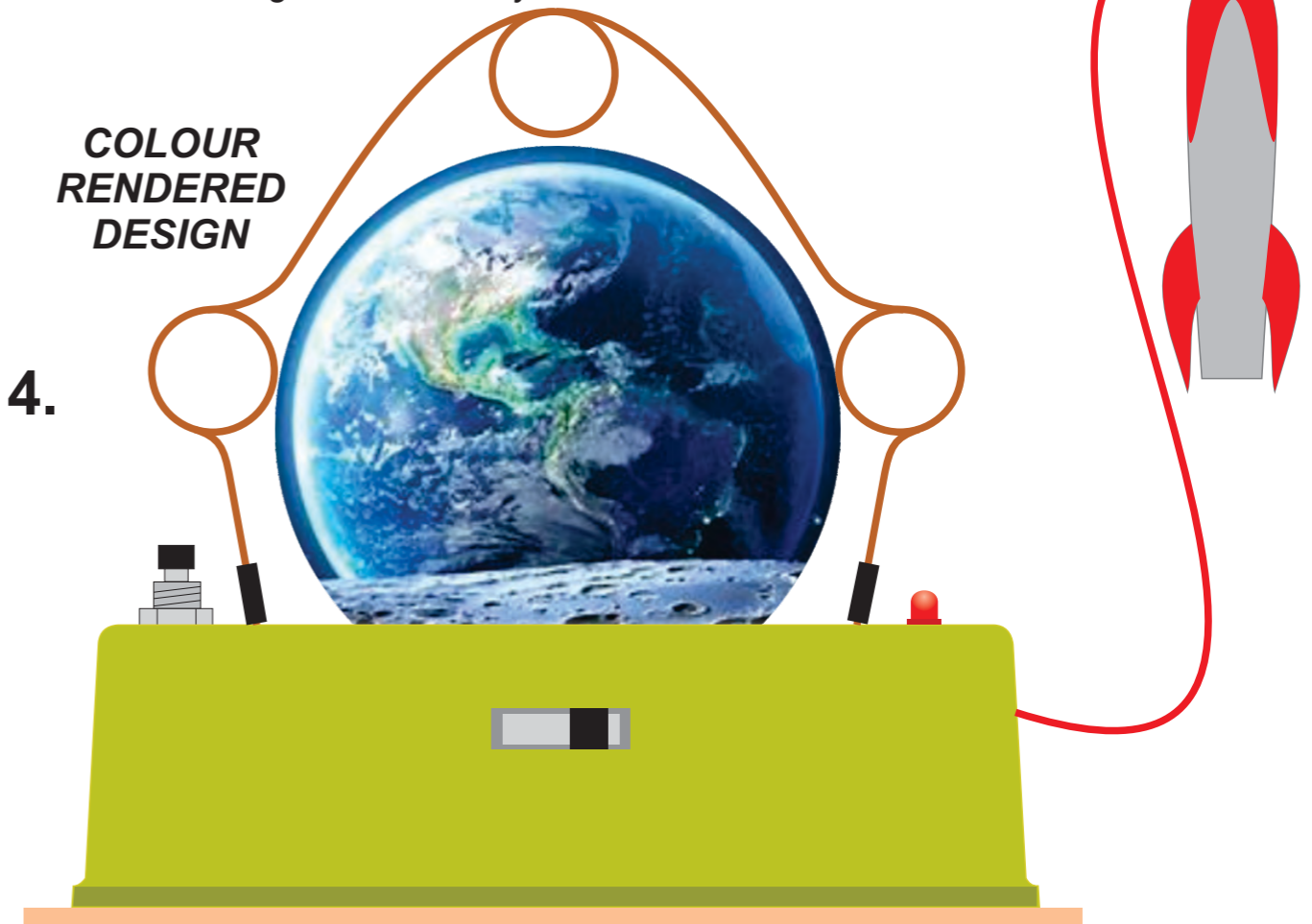


### USEFUL LINK

<https://technologystudent.com/elec1/steady1.htm>

4.

### COLOUR RENDERED DESIGN



# STEADY HAND GAME - IDEA ONE

WORLD ASSOCIATION OF TECHNOLOGY TEACHERS

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# STEADY HAND GAME - IDEA TWO

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USEFUL LINK

<https://technologystudent.com/elec1/steady1.htm>

Draw at least one 3D version of your Steady Hand Game. Include your thoughts on the design and important features.

# STEADY HAND GAME - SELECTED IDEA - 3DPRESENTATION

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## SAMPLE LAYOUT

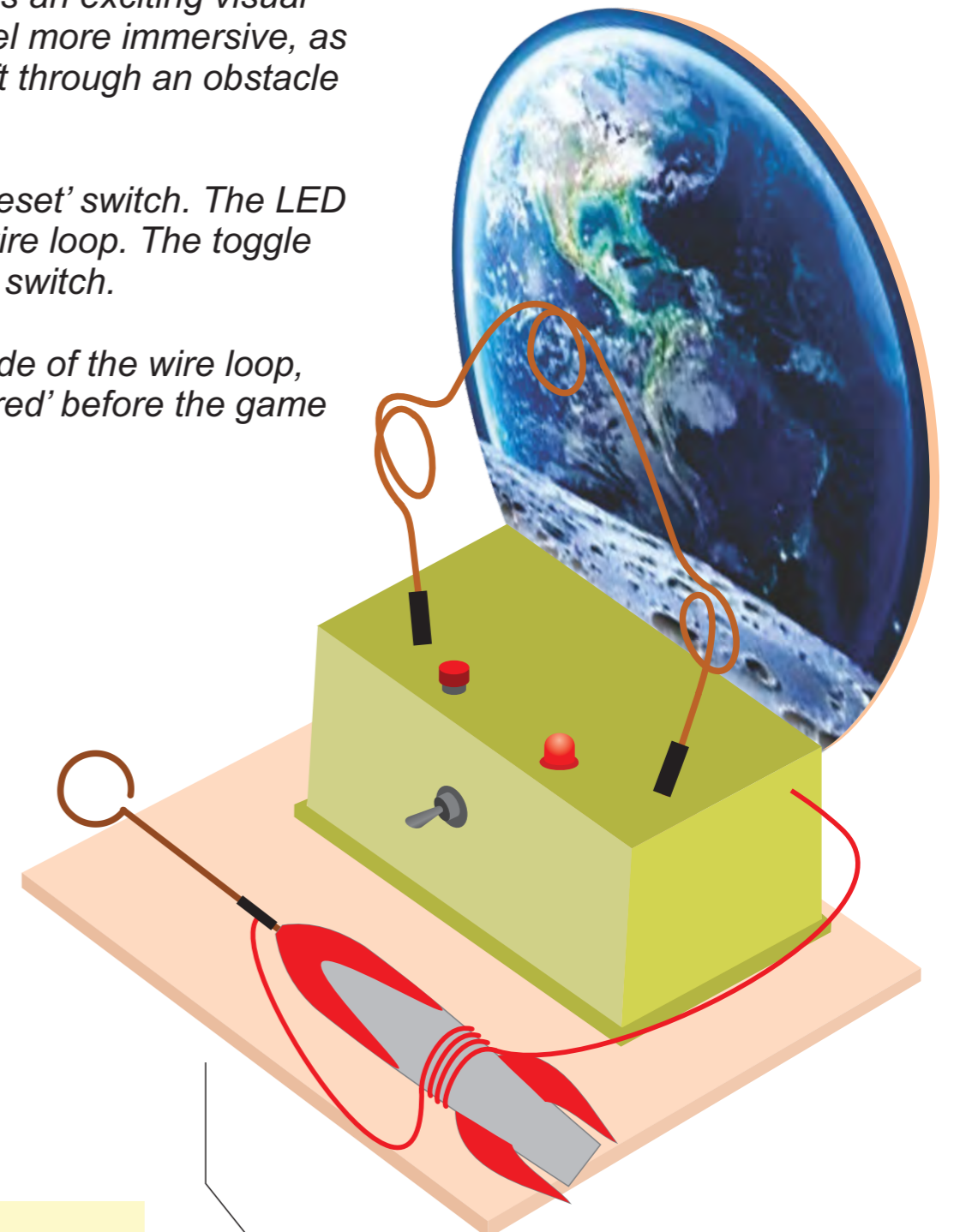
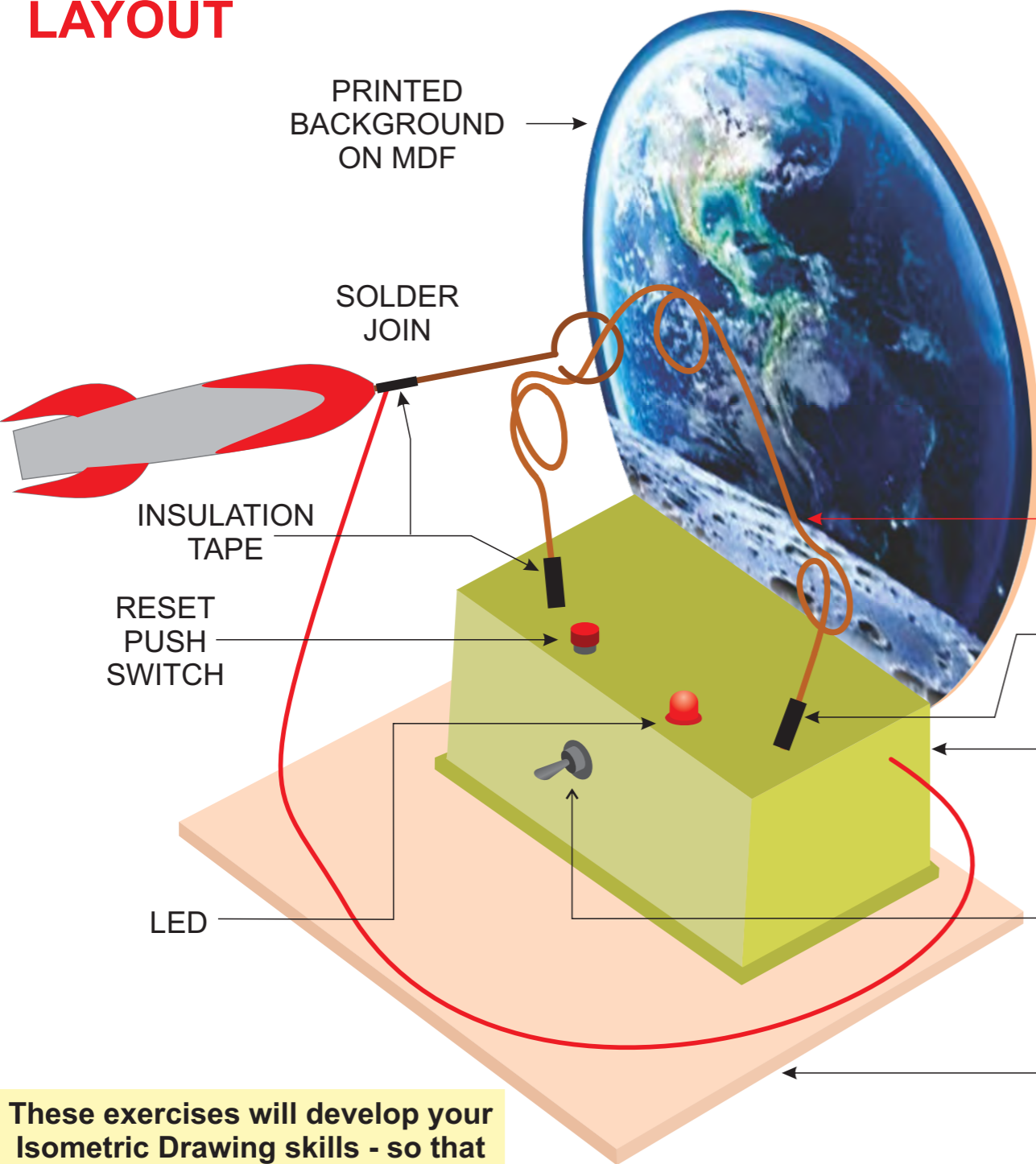
### GAME IN USE

*This steady hand game idea has great potential! The traditional challenge of manoeuvring a wand through a wire loop is already engaging, but combining it with a 'space' theme background, adds an exciting visual element. It will make the game feel more immersive, as if players are piloting a spacecraft through an obstacle course.*

*The push switch represents the 'reset' switch. The LED lights if the wand touches the wire loop. The toggle switch is the power switch.*

*The insulation tape on either side of the wire loop, prevents the circuit being 'triggered' before the game has started.*

### GAME NOT IN USE WAND STORED



*A potential stand . holder for the wand, when it is not in use*

These exercises will develop your Isometric Drawing skills - so that you can draw your Steady Hand Game design in 3D

#### ISOMETRIC DRAWING AND SKETCHING EXERCISES

<https://technologystudent.com/pdf22/isometric-upgrade-combined1a.pdf>  
<https://technologystudent.com/pdf22/isometric-upgrade-combined1aa.pptx>

#### ISOMETRIC DRAWING - CRATING OF 3D OBJECTS

<https://technologystudent.com/pdf22/isometric-upgrade4aa.pdf>  
<https://technologystudent.com/pdf22/isometric-upgrade4aa.pptx>

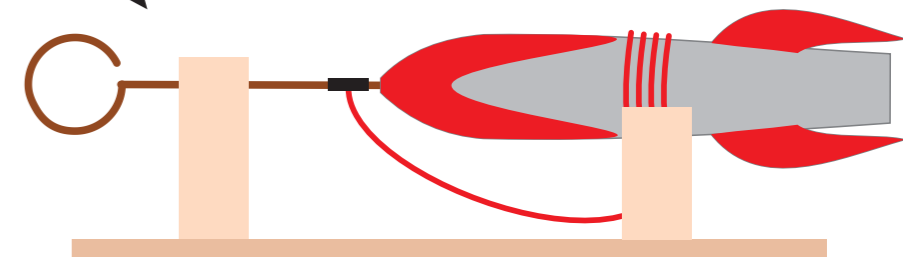
#### EXTENSION WORK

Design a way of storing the wand, when the game is not in use. (See the example opposite).



#### USEFUL LINK

<https://technologystudent.com/elec1/steady1.htm>



**Draw at least one 3D version of your Steady Hand Game.  
Include your thoughts on the design and important features.**

## **STEADY HAND GAME - SELECTED IDEA - 3D PRESENTATION**

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**USEFUL LINK**

<https://technologystudent.com/elec1/steady1.htm>

Use the outline of the steady hand game to help you draw a 3D version of your Steady Hand Game. Include your thoughts on the design and important features.

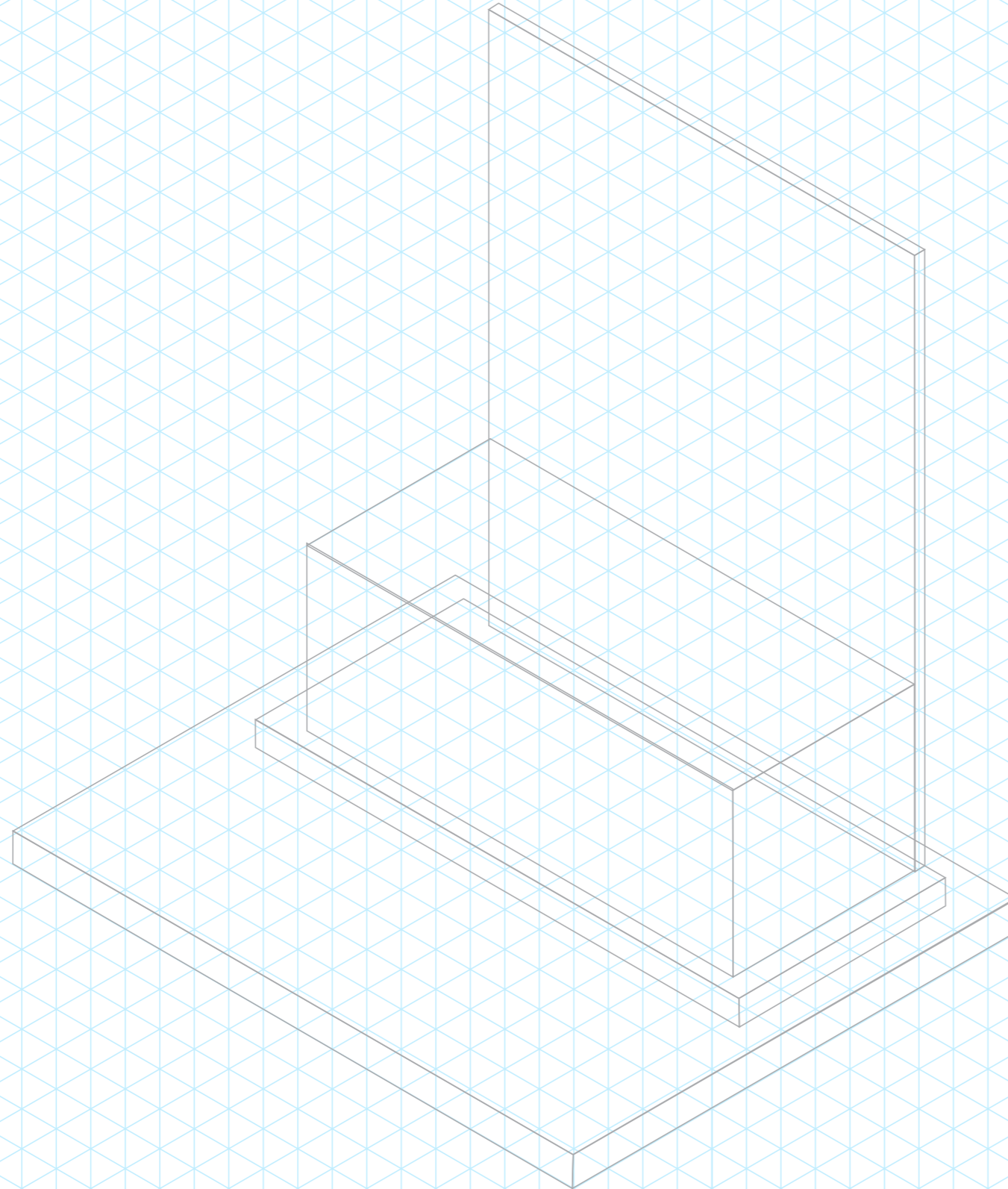
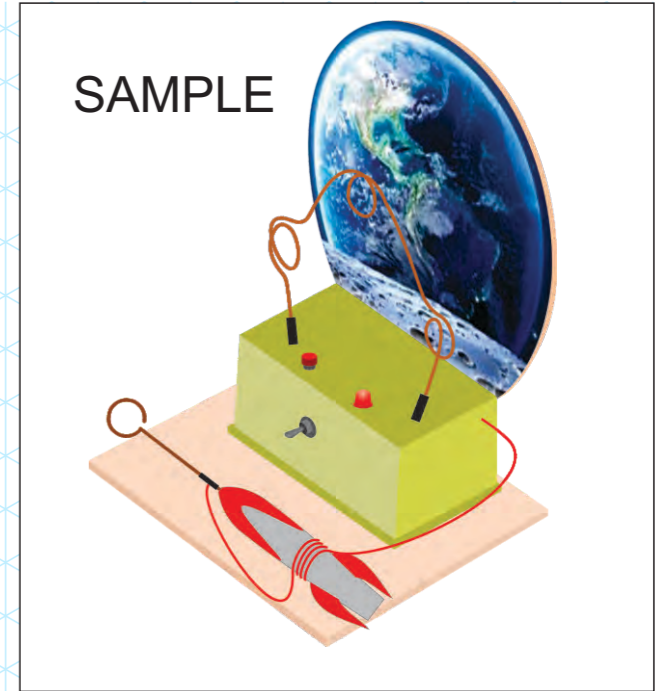
# STEADY HAND GAME - SELECTED IDEA - 3D PRESENTATION

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USEFUL LINK

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These exercises will develop your Isometric Drawing skills - so that you can draw your Steady Hand Game design in 3D

### ISOMETRIC DRAWING AND SKETCHING EXERCISES

<https://technologystudent.com/pdf22/isometric-upgrade-combined1a.pdf>  
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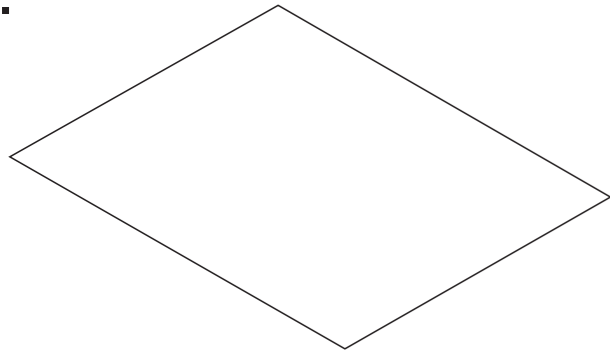
### ISOMETRIC DRAWING - CRATING OF 3D OBJECTS

<https://technologystudent.com/pdf22/isometric-upgrade4aa.pdf>  
<https://technologystudent.com/pdf22/isometric-upgrade4aa.pptx>

## GUIDANCE - DRAWING YOUR STEADY HAND GAME IN ISOMETRIC PROJECTION

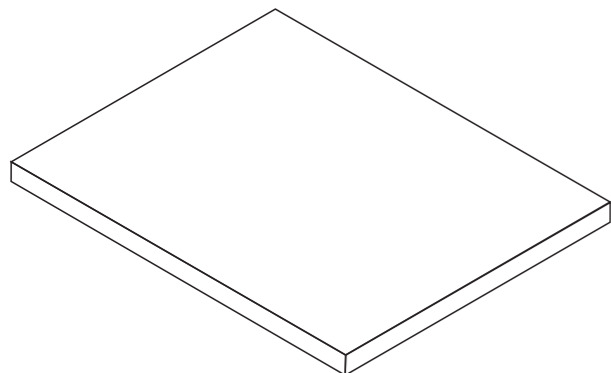
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1.



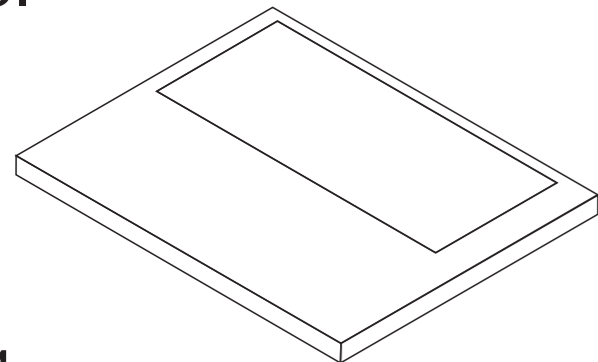
Draw the top of the base

2.



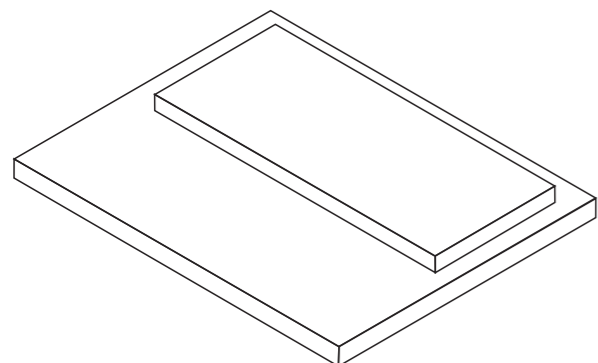
Add the thickness to the base.

3.



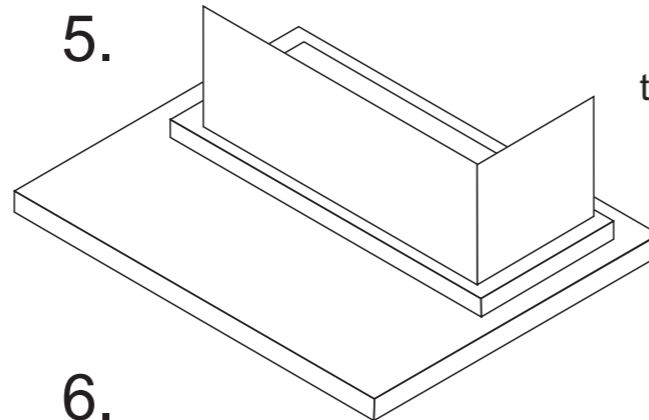
Draw the outline of the bottom of the circuit housing.

4.



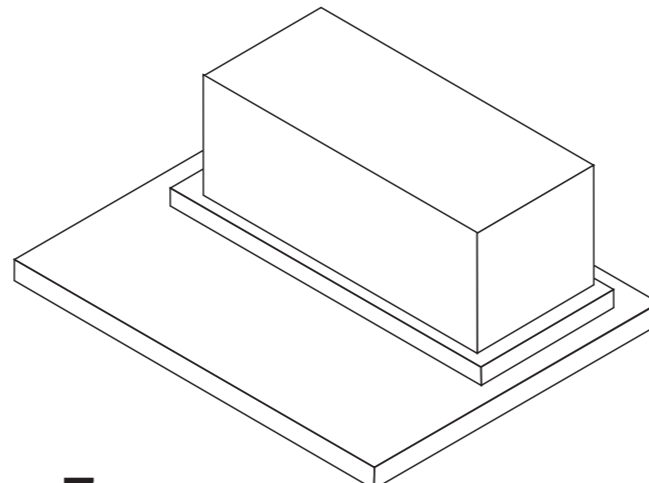
Add depth to the bottom of the housing.

5.



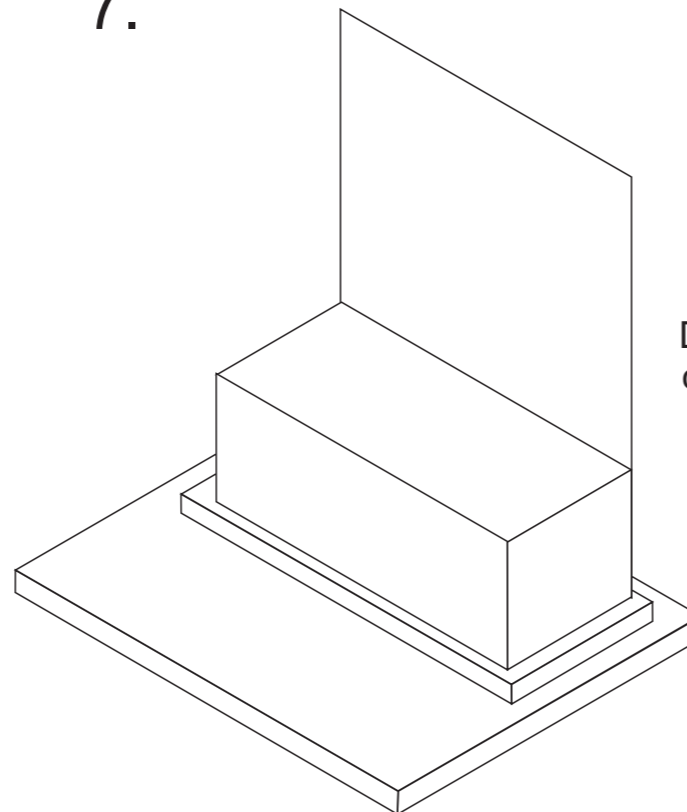
Draw the sides of the circuit housing.

6.



Add the top of the circuit housing.

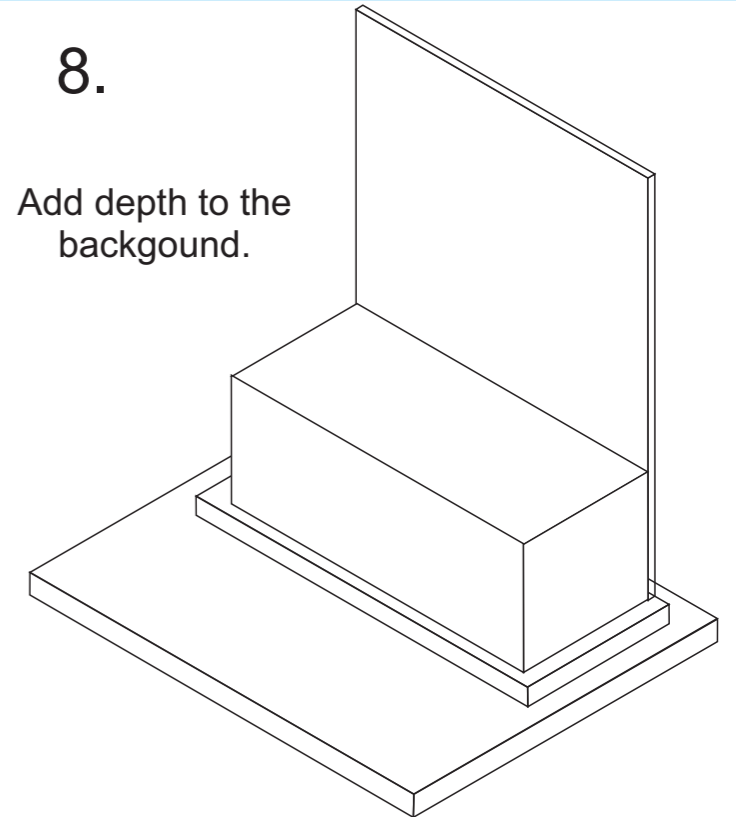
7.



Draw the front face of the background.

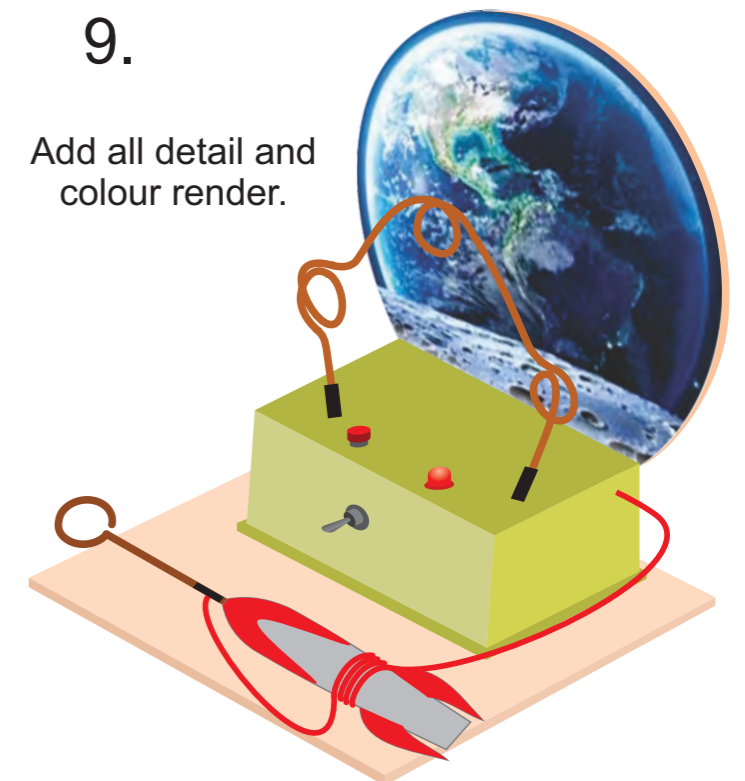
8.

Add depth to the background.



9.

Add all detail and colour render.



USE THESE LINKS TO HELP YOU DEVELOP SHADING AND RENDERING SKILLS

<https://technologystudent.com/pdf22/shading-combined1aa.pdf>  
<https://technologystudent.com/pdf22/shading-combined1aa.pptx>

Use the isometric grid to help you draw a 3D version of your Steady Hand Game. Include your thoughts on the design and important features.

# STEADY HAND GAME - SELECTED IDEA - 3D PRESENTATION

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