Overview

Imagine making the decision with your family to leave your home and walk in the pursuit of a better life. Globally, refugee families are making the decision to leave what they know and walk through dangerous terrain, often taking only the clothes on their backs and a few personal items. In 2015, the United Nations reported that one in every 122 humans is now either a refugee, internally displaced, or seeking asylum.

Design Rationale

In 1943, Maslow created a hierarchy of needs to better understand what motivates people to do what they do. His model is depicted in five stages, suggesting the bottom or basic needs most strongly motivate people to take action. Self-actualization is the top of Maslow's hierarchy, and he felt that only "one in a hundred people become fully self-actualized because our society rewards motivation primarily based on esteem, love and other social needs," (**http://www.simplypsychology.org/maslow.html**).

Maslow also stated, "It is quite true that man lives by bread alone—when there is no bread..." (1943, p. 375). In the case of refugees, one can only assume that they make the decision to leave their homes because the risk or threat to their families' needs is so significant that the pursuit of an uncertain alternative is better than where they are.

While Syrian refugees were top of mind in 2016, refugees are situated globally with the majority originating in Syria, Afghanistan and Somalia (**http://unhcr.org/556725e69.html#_ga=1.225701913.2095888809.1417795315**).
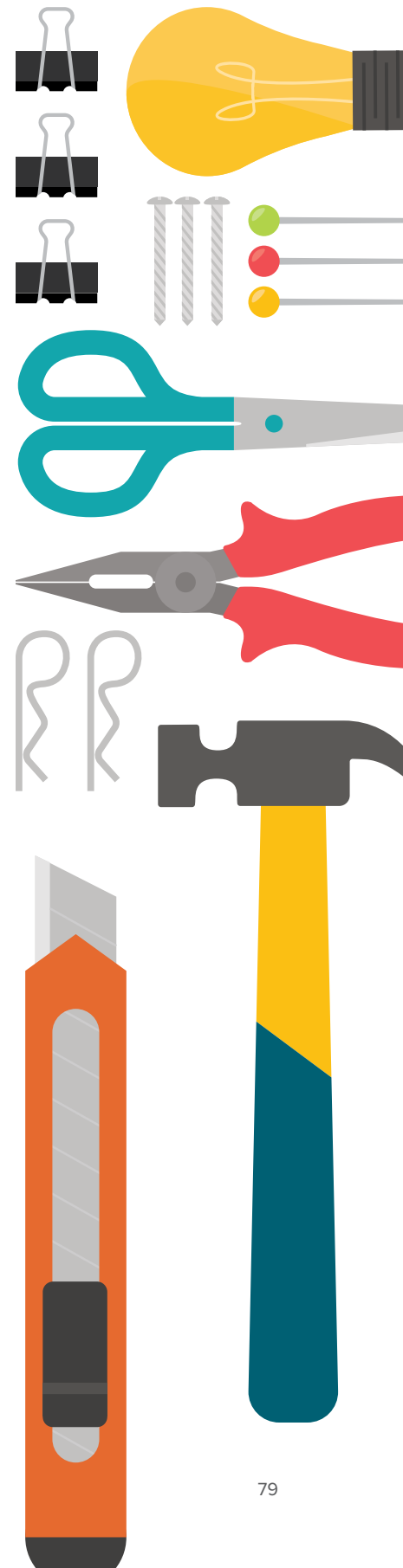
Problem Scenario

Your team has been selected to develop something wearable or portable that would help refugees on their travels. Backpacks are a fairly common solution to this challenge, but typically they are not available, so maybe think more creatively. Currently, we see many refugees walking with a shopping bag or small suitcase. Your team needs to design something that would address some of the basic needs and help families to make their walk to a better future.

Success Determinants

Success will be determined by the degree to which your design solution:

❒ Addresses the design challenge

❒ Addresses an identifiable need

❒ Uses the provided materials, resources, and tools

❒ Is helpful and unique for refugees, specifically those currently entering Europe

Parameters

❑ You must use something of everything in the bag provided to you.

❑ You can use items from the pantry and share the tools.

❑ Your prototype can be a scale version rather than actual size.

Self-Actualization Needs

Esteem Needs

Love and Belongingness Needs

Safety Needs

Physiological Needs