Goals
1. To be introduced to the design process.
2. To work in a brainstorming session.
3. To think more deeply about your final project.

Equipment:
Notebook (draw diagrams directly inside)

For these questions, consider the ride for your final project
1. Can you think of any problems with this ride? What ideas do you have for solutions?
2. Has your ride changed? If so, as a reaction to what problem? What problem was your ride created to solve?
3. Is color used to convey a feeling? What colors? How?
4. How is sound used to create a mood within your ride?

   In your final project, include any information you can find about alternate plans for your attraction.

Group questions – Do not put in Notebook, E-mail to instructor due Tuesday, November 15th by 10 am.
5. What are some problems that need to be solved at Disneyland or DCA?
   a. Brainstorm solutions to the problem. Include ALL ideas, even ones that are silly.
   b. Narrow down your ideas to one or two possible solutions. Draw or describe these ideas.
6. Can you think of any rides or changes at either park that resulted from a problem that needed to be solved? What problem? What was the final solution?
7. Visit https://web.archive.org/web/20130603091129/http://www.theneverlandfiles.com/tnf/disneyland.html to find descriptions of designed but unbuilt attractions at Disneyland or DCA. Pick several. For each, determine what need it was trying to fill (timing will be important here) and what other attraction might have filled that need.

   Brainstorm ideas for your final project.

Rides
- Toy Story Mania, Blue Sky Cellar