



FUSE Mashup Challenges

Is your studio full of FUSE experts?
The FUSE team has some Challenges for you!



Basic Guidelines

1. FUSE students work in flexible groupings based on interest and expertise.
2. Review the design challenges, choose one you like, and you're ready to go!

Fashion Design Challenge

inspired by Electric Apparel, Eye Candy, Jewelry Designer



Fashion Design Challenge

1



Design Your Line

Using what you've learned in the challenges *Jewelry Designer*, *Electric Apparel*, and *Eye Candy*, make a fashion line with three garments or accessories:

- 1) Something you wear on your face
- 2) Something you wear on your body
- 3) Something that you wear on your hands

These items should be an expression of you! Find some theme or idea that unifies them.

Share photos of you or your team wearing your designs, along with a design statement.

Fashion Design Challenge

2



Gala for a Gato

Using what you've learned in the challenges *Jewelry Designer*, *Electric Apparel*, and *Eye Candy*, make your facilitator a gala outfit with these three things:

- 1) a piece of jewelry made on a 3D printer
- 2) a piece of clothing that lights up
- 3) something (like glasses) to wear on your face, made on a 3D printer.

These items should be appropriate to wear for a gala celebrating the world's coolest cat. Like, it's a huge party for an extremely cool cat, and your facilitator has been invited.

Share a photo of your facilitator wearing the outfit you've made them, along with an explanation.

Game Design Challenges

inspired by VR Escape Room, Game Designer, Get in the Game, Friend Finder



Game Design Challenge

1



Super Boring

Using what you've learned in challenges like *Game Designer*, *VR Escape Room*, and *Get in the Game*, create a unique video game with two playable levels and an innovative way of being controlled.

If the controller and the video game can be thematically linked, that's even better!

The hero (or villain) of your game should be the most boring thing you can think of, given the coolest power you can think of!

Share two playable levels, an explanation of your project, and in that explanation, tell us how to build the controller.

Game Design Challenge

2



Ant-venture

Using what you've learned in *VR Escape Room*, create a tour of two places from the perspective of an ant, so everything looks HUGE.

Do you have a person or object that can be in the scene for scale? Can you make a fun way to take us from one place to the other?

Share the URL to your VR Escape Room and an explanation of your project.

Media Production Challenge

Inspired by Beats Builder, Video Magic Tricks, Music Amplifier, Party Lights



Media Production Challenge

2



Music Video

Design a video to go with a short piece of music composed in Soundation. Aim for 30 seconds in length, and try to keep it to less than a minute. You might create an animation, or you might cast your peers in a choreographed video production!

Your production team will make a storyboard, finalize the art style, plan the shoot, make the art and titles, and edit the video in sync with the music.

Share a video file with original music and an explanation of your project. Your explanation can be all the stuff you used to plan your art style, story and shoot.

Media Production Challenge

1



Junk Drawer Drama

Using what you've learned from challenges like Beats Builder and Video Magic Tricks make a short video (15-60 seconds) with original music, with no humans in it, starring an object from a junk drawer. You could use a rubber band, a paper clip, or one of those little plastic things that holds bread bags closed.

The more action, drama, and excitement you can pack in, the better!

Share your video file and an explanation of your project.

Industrial Design Challenge

Inspired by Keychain Customizer, Cookie Customizer, Print My Ride, Friend Finder



Industrial Design Challenge

1



Bear Market

Using what you've learned from challenges like *LED Color Lights*, *Sculpty Pet*, *Cookie Customizer*, *Electric Apparel*, *Eye Candy*, *Jewelry Designer*, *Keychain Customizer*, and *Print My Ride*, create the prototype of a product that would help an intelligent bear (think Yogi Bear, Paddington Bear, or Winnie the Pooh) steal honey from a beehive.

Share a short video of a demonstration of how your product would work—DON'T USE ANY REAL BEES OR BEARS—as well as a quick explanation of your project.

Industrial Design Challenge

2



Solve-a-snag

Using what you've learned from challenges like *LED Color Lights*, *Sculpty Pet*, *Cookie Customizer*, *Electric Apparel*, *Eye Candy*, *Jewelry Designer*, *Keychain Customizer*, and *Print My Ride*, find an everyday annoyance, like muddy shoes, hard to reach items, or easily lost glasses, and design something that solves that problem.

Share a short video of a demonstration of how your product would work as well as a brief explanation of your project.

Architecture Design Challenge

Inspired by Dream Home, Dream Home 2, Smart Castle



Architecture Challenge

1



Tiny Home

In SketchUp, design and model a tiny home for two people to share. Select a client from your classmates and interview them to find out what they need in their tiny home. The tiny home should be portable, it should be under 250 square feet, and it should be solar powered.

Share a walkthrough of your Tiny Home design. If you work as a team, build a scale model of your tiny home. Can you use solar panels to turn on a light inside the home?

Architecture Challenge

2



My Town

Design and create a city/town using SketchUp. The city needs a school, a park, a store, at least five different residences, a hospital, and a fire station.

Consider customizing your city. Could it be a vertical town, all in one building? How about a town that is self-sustaining, so it might have farms and water supplies? Could it be a fantasy city in the clouds, or on Mars?

As you design, write down the stories that come into your head about living in the town.

Share an animated walkthrough of your town or city. Share stories of your town or city's inhabitants, history, challenges and innovations.

Architecture Challenge

3

(Meat) Baller Cribbs

Using what you've learned from challenges like Spaghetti Structures and Dream Home to devise the perfect home for a meatball, a ping pong ball, or a golf ball. It can be physical and made of pasta, or it can be made in Sketch-Up, but it must be at least two stories tall, and it must be the perfect home for a (meat)ball.

Build the two story home for the ball, and make a short video tour of the home.



D.I.Y. Challenge

Design your own!

Facilitators and students, come up with your own projects!

Think about fun ways to combine FUSE challenges to create a new design opportunity.

What happens when you combine *Friend Finder* and *Video Magic Tricks*? Or *Sculpty Pet* and *Mini Me*?



