

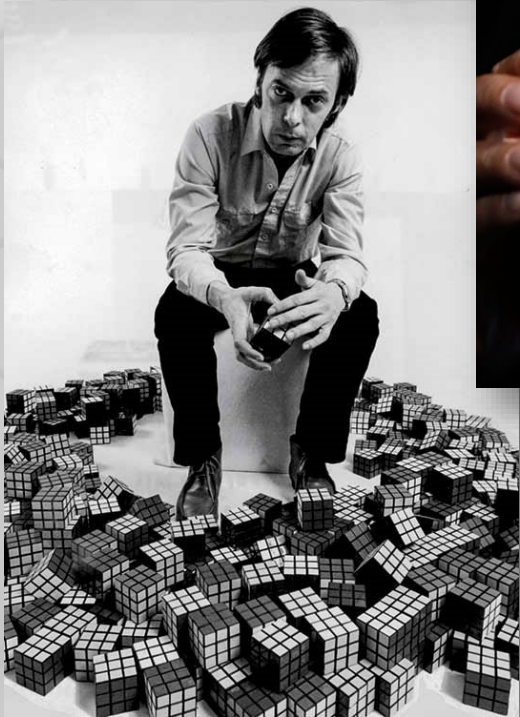
Presentation by Abigail Paulus

December 12, 2023

Description

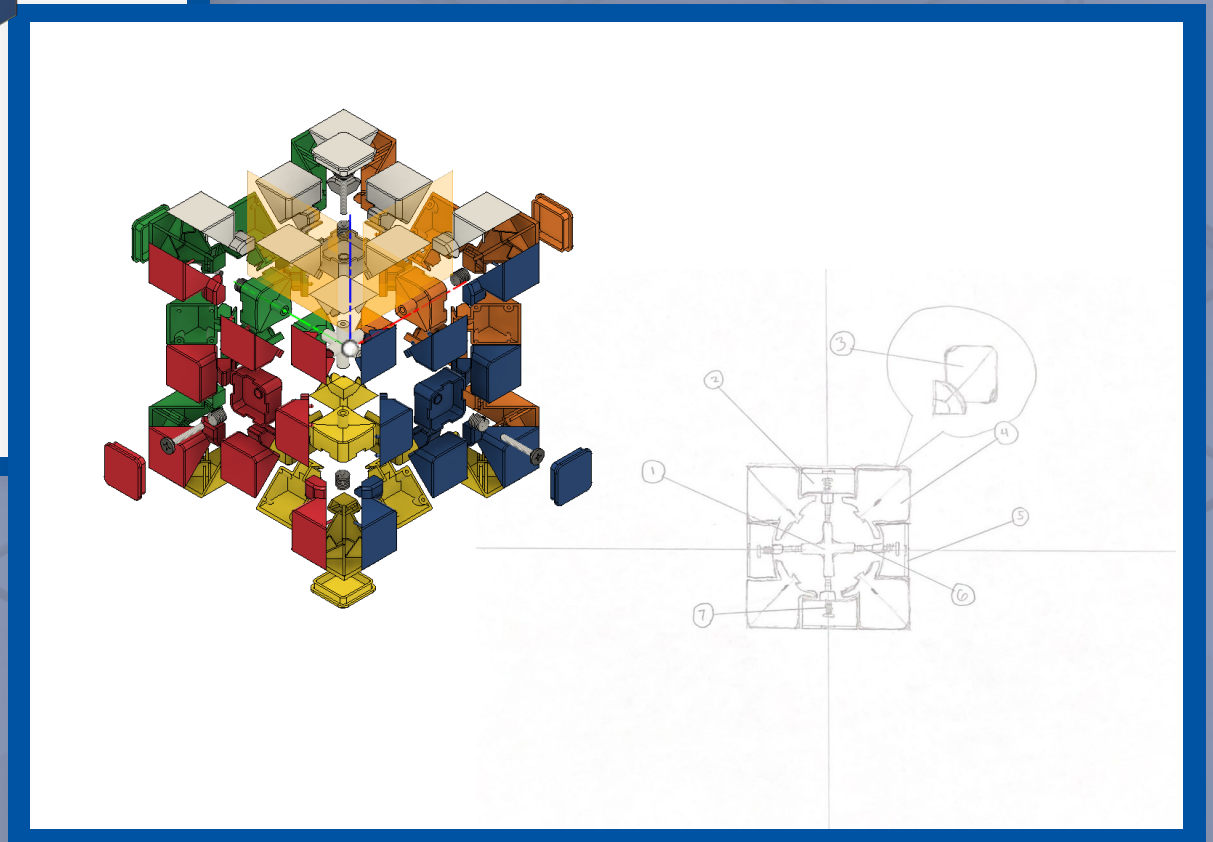
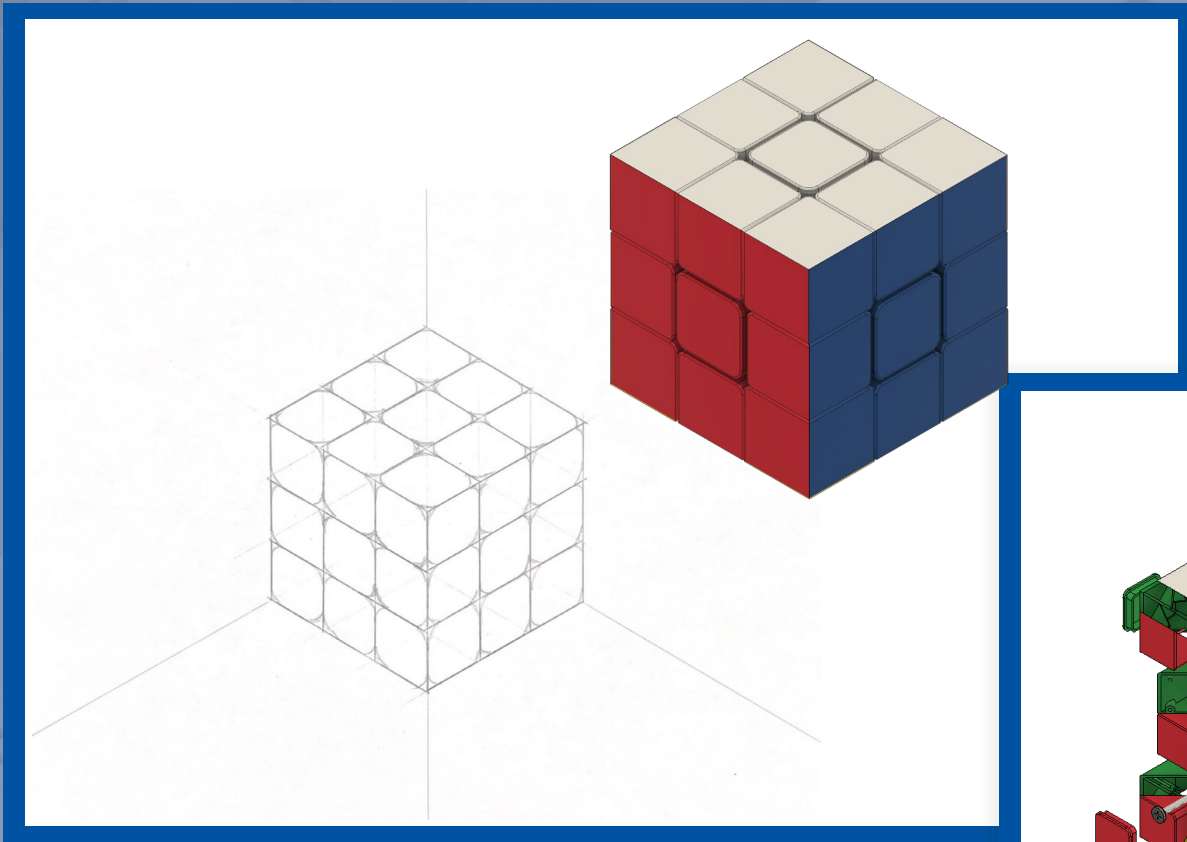
The Rubik's Cube, is most commonly known today as a 3x3 primarily plastic puzzle cube, held together by its own pieces and the tension of its springs and screws. It was made with the purpose of entertaining people through its complex solutions.



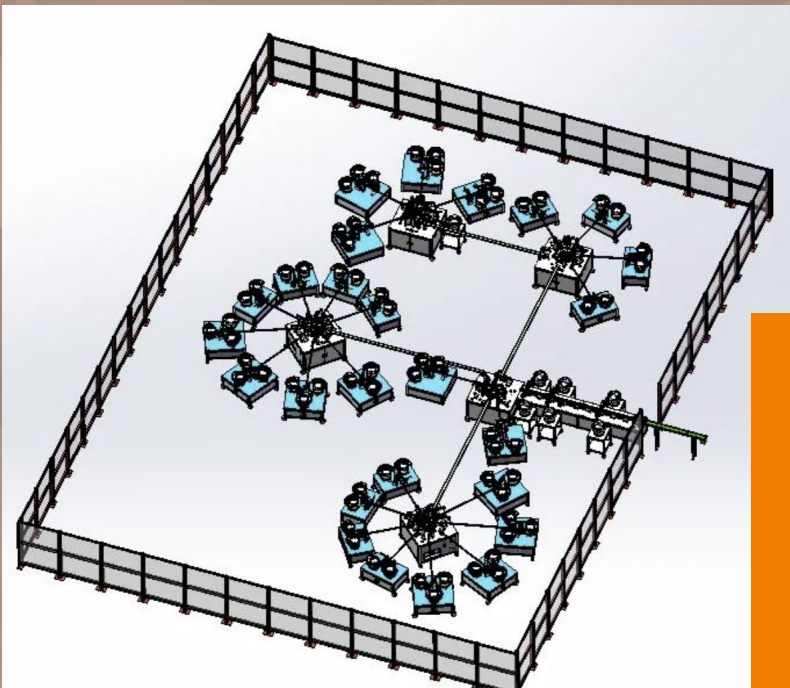


The Invention

In 1974, Hungarian architecture professor, Ernő Rubik, invented the Magic Cube, first using the cube as a 'learning exercise to teach his students about 3-dimensional spaces.' He only then realized he had created a puzzle when he scrambled his cube and attempted to restore it. Since then, the Rubik's Cube has become a prominent toy, selling millions and becoming a race for people around the world.



*Note that the cube I have reverse engineered is described as “sticker less”. This cube has a different manufacturing process compared to the original, more commonly recognized, stickered Rubik’s Cube.



The New Idea

Focal points to consider when looking for ways to improve:

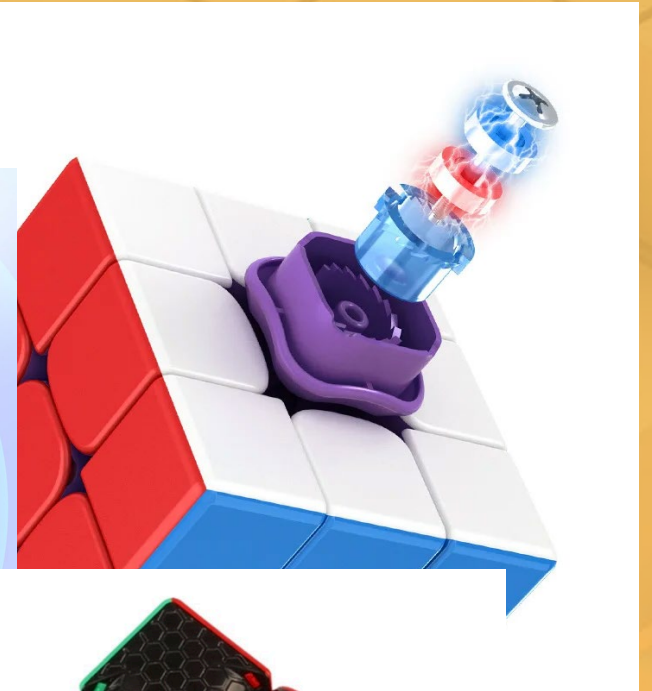
- The Cube
 - Reducing friction
 - Spinning layers faster
- Manufacturing Process
 - Reduce the amount of parts
 - Cutting cost
 - Make assembly easier
 - Simplify parts further

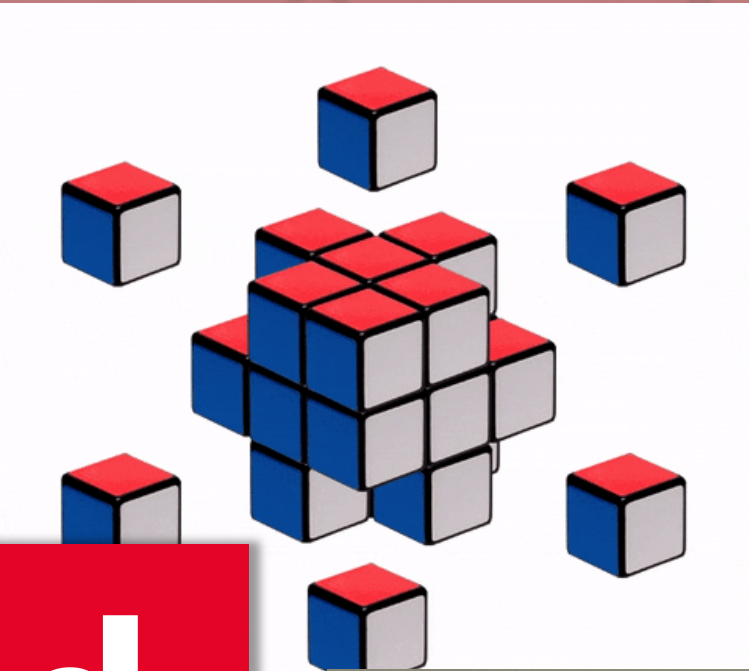
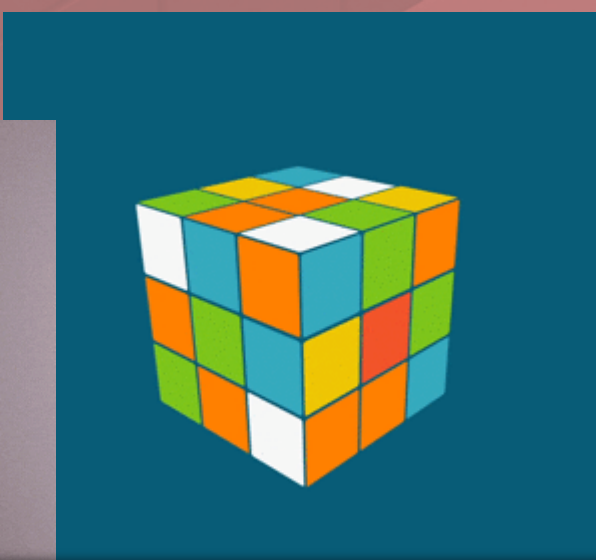


How to Improve

Features to edit or add:

- Smoother surface finish on the pieces
- Magnets inside the pieces itself to help them snap together
- No springs, but magnets to create tension
- Single mold injection pieces
- Swapable color plates





The End

