Changing the World One Toy at a Time

Drawing on my unique combination of industrial design, graphic art, and medical training, my research aims to create educational resources that facilitate knowledge transfer and communication between physician and child. Since **children learn through play**, my Master of Industrial Design Thesis Work focuses on the creation of education toys.

Michiko Maruyama

Research Project List

1. **Organami:** A series of free downloadable paper based models for teaching anatomy.
2. **Doctors Against Tragedies:** A trivia based card game designed to address the fentanyl crisis.
3. **Medcraft Action Heroes:** Inspired by Minecraft, these action heroes promote drug awareness.
4. **Sternotomy Bear:** Used to teach pediatric patients about their congenital heart defect and what to expect during their hospital stay.
5. **Susie the Surgeon:** Unlike traditional dolls, Susie is designed to inspire young girls to become surgeons.
6. **Low Cost Surgical Training Models:** Applying the concept of gamification to surgical resident training.

Children are our future.

By introducing the importance of health and wellness at an early age, the potential beneficial long term outcome is a decrease in the incidence of preventable diseases among the adult population.

Pie Chart of Positive Impact

Changing the world one toy at a time using the 6 pieces of the positive impact pie:

1. Innovation
2. Creativity
3. Inspiration
4. Education
5. Inexpensive / Free *
6. Fun through play!

* All educational toys are made available for free download.

Susie the Surgeon

In this infographic, I combined my recent painting "Susie the Surgeon" (inspired by the "We Can Do It!" poster) with sketches of my educational toy design research.

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