

Tummi Pals Doll



Value Proposition

An affordable doll that addresses both education & diversity while being entertaining for the child.

Tummi Pals Doll Features

Interaction

- Keyring scancards
- Audio feedback
- Teach and quiz



Physical features

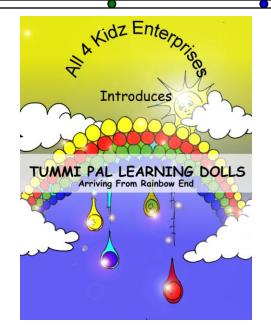
- Round tummy
- Huggable
- Long brushable hair



- Clothing/Shoes
- Nightlight



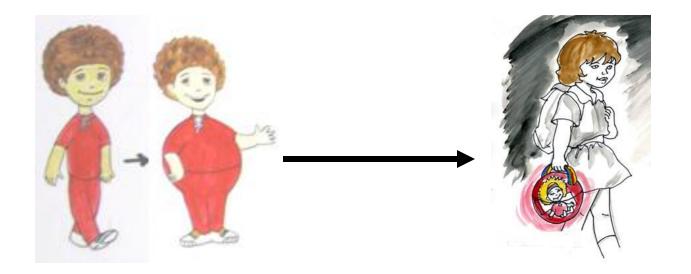
Project History



- Tummi Pals is a first semester IPRO project
- Angela has found no similar market product that fulfills all the needs that the Tummi Pals doll will
- Angela has pitched her idea to friends, family, and fellow teachers and received great feedback
- Angela has patented the Tummi Pals doll & rainball carrying case

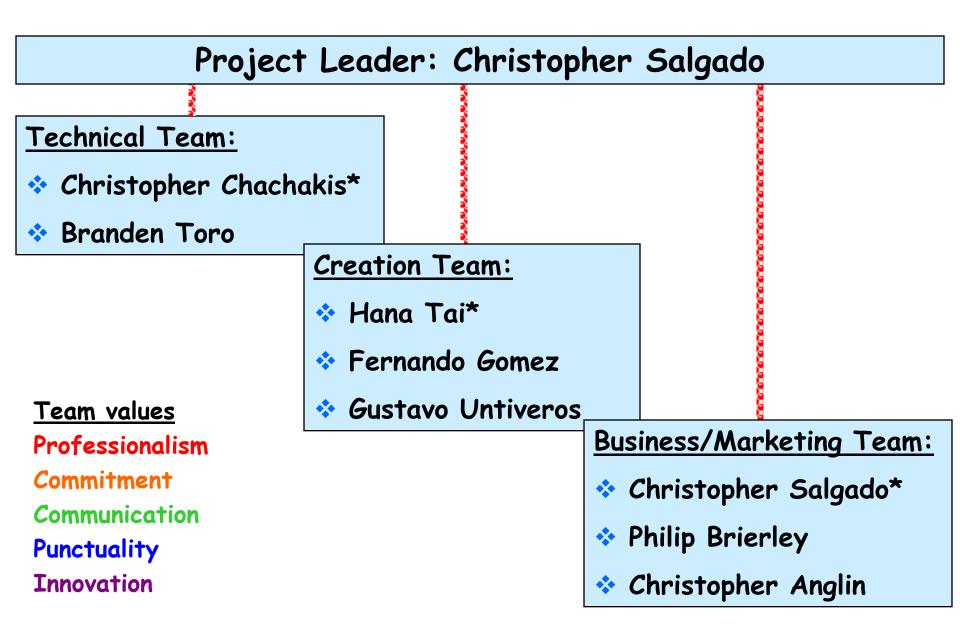
Objectives

- 1. Create a prototype
- 2. Conduct market research
- 3. Draft business reports





Team Organization



Product Development

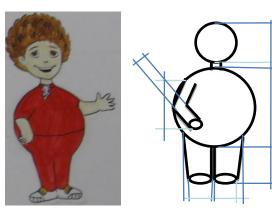


Prototype

- Interactivity
- Nightlight



Prototype



<u>Concept</u>

- Obtain body Ratios
- General idea of shape, components and dimensions



<u>Crude Prototype</u>

- Clay dough body
- Styrofoam ball head
- Stuffed cloth limbs



Working Prototype

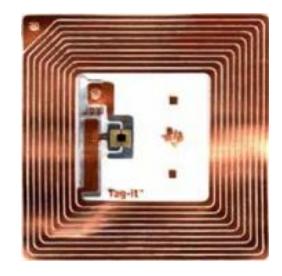
- Cloth body with polyester fiber stuffing
- Synthetic hair
- Soft vinyl limbs and head
- Used parts from other dolls





Interactivity

- Radio Frequency
 Identification (RFID)
- Size
- Relative pricing
- Non-contact scanning
- Safe
- Low power requirements





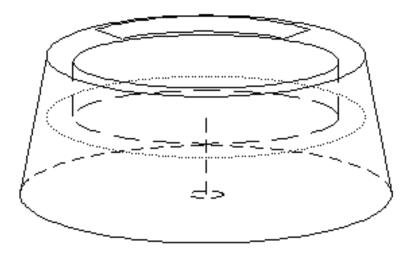
Night Light

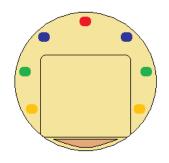
• Tummi Pals decoration



Rotating color wheel









Market Research



- Competing products
- Market opportunity
- Revenue potential
- Interviews



Competing Products

Adorable Doll

Cabbage Patch Kids: • One of the most popular dolls of all time • Been around for a long time and might be getting stale • \$15-\$30





Interactive Learning

Leapfrog Leapster:

- Highly interactive
- Must buy expensive new cartridges to continue learning
 \$50



Awareness to Diversity

Jambo Kids:

- Teaches kids about diversity
- Niche marketed
- Poor quality
- \$30





Market Opportunity-USA

Child Care Centers & Schools With Pre-K

	Child Care Centers	Schools with Pre-K	Total
Total Potential	106,000	40,500	147,000

	Child Care Centers	Schools with Pre-K	Total
Initial Target	19,000	2,500	21,500

Initial target market

- Large facilities

- Above average family income

<u>Home Market</u>

3-5yr olds	10,500,000
Girls	5,000,000

• US Census data

1.01% annual population growth



Revenue Potential

<u>Product System for</u> <u>Home Market:</u>

- Doll
- Carry Case
- Accessories
- Book

<u>Product System for Child Care</u> <u>Center Market:</u>

- Set of 7 dolls
- 7 books
- 7 carrying cases
- 7 sets of accessories
- Optional storage unit

	Home		Childcare Center	
Retail Price	\$40		\$225	
Units	10,000	100,000	500	5000
Market Share	0.10%	1.00%	0.34%	3.40%
Revenue	\$400,000	\$4,000,000	\$112,500	\$1,125,000



Interview Process

- Teachers and organizers
- Sample size
- School names
 - Bright Horizons
 - Tiny Treasures Child Care
 - Diversey Daycare
 - St Francis Xavier Kindergarten
 - Our Lady of Perpetual Help School
 - Glenview Methodist Preschool
- How many questions
- Context
- Phone/Person/Email





Interview Feedback

- Diversity training is very important
- Doll must be machine washable
- Battery-operated toys are acceptable
- Accessories are fun, but concern for loss
- Rainball & display stand ideas well received
- Children enjoy interactive toys
- · Like to see the product demonstrated
- Purchasing habits (where and when they shop)
- Price sensitivity
- Unsure if boys would enjoy the product
- Space may be an issue in classroom
- Roundness of tummy may be an issue



Business Risks

Poor market acceptance

Competition

Attracting investors





Obstacles Encountered



- Group Logistics
- Research Limitations
- Product Complexity



Conclusions

- Confirmed interest in the product concept
- Selected materials for the doll
- Created a working prototype
- Demonstrated interactive functionality
- Determined a proposed retail price
- Created a new design for the night light



Next Steps

- Validate interest with larger sample size
- Manufacture a second prototype
- Demonstrate to parents and test with children
- Research alternative interactive learning methods tied to the characters
- Investigate sources of seed funding and partnership potential



Summing It Up

