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 Haruyama

Research Project List

2. Doctors Against Tragedies: A trivia-based card game designed to address the fentanyl crisis.
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

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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