
Jacob Sidaros

Dragon Boating Water Bottle Holder



What Is The Product?

For my Major work I decided to create a water bottle holder for dragon boating that allows the user to easily access your water bottle while paddling without the worry of it getting contaminated with lake water or getting in the way of foot placement. It is designed to accommodate for most size water bottles and was made via 3D, and comes with a water resistant neoprene pouch designed to carry a mobile phone or any other small items without the worry of them being lost or damaged, this item is also designed so in the event of a capsized the holder and pouch will not be lost.

What Was The Inspiration?

I am a passionate dragon boater, having been a part of the sport for 5 years and having been interstate and overseas for competition. I've always been interested in finding a way to improve the sport for its members, and an issue I've found is how much of a hassle water bottles in the boats can be, dirty water fills the boat, creating contamination issues, and due to how tippy the boats are and how short breaks are between high intensity sets it makes it difficult, especially with a large portion of paddlers being older people aged 60+, this results in many paddlers leaving their water on shore, due to how important hydration is, especially in a sport that takes place in hot weather, I was keen on creating a solution, and spent the year I had for this project to make the best possible solution through research, testing and surveying.

What Was The Process Like?

I personally had a lot of fun with this project, not only was it on a topic that I am very passionate about, but it is also an area I'm extremely involved in, due to this I was able to get support from many paddlers and coaches throughout the sport in ACT, after submitting my initial survey, I received many responses from paddlers keen on the idea, and many wanting to test it and see what I had in the works, through this project I got to interact with a range from my target market, and received plenty of feedback, suggestions and was able to pinpoint what worked and what needed improvement. Through this I made many prototypes ranging from cardboard to failed 3D prints, I also spent a good amount of research experimenting with flexible TPU filament material as a potential for the final product, unfortunately due to the way layering worked during the print it did not work, but was still a valuable experience. Due to this being my major project, a lot of work went into it and the process spanned a full year, more details of the process step by step is shown in my portfolio, but as a summary the process started with mind mapping problems, planning the solution, research, sketching solutions, prototyping, experimenting, reviewing and evaluating, production and final evaluation.
