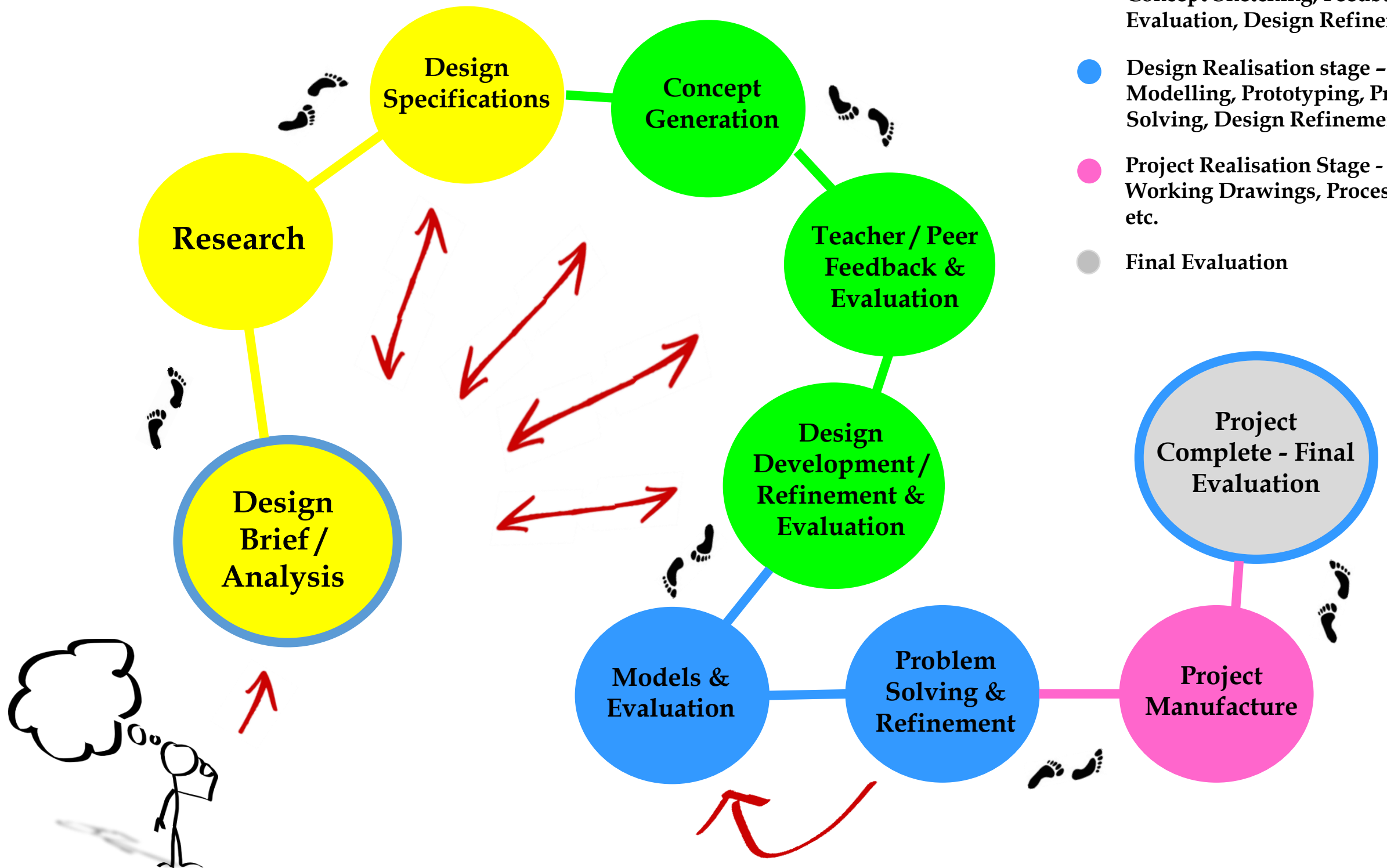# PROJECT DESIGN MODEL...

Brief Analysis, Research & Investigation stage

Design Generation Process – Concept Sketching, Feedback, Evaluation, Design Refinement

Design Realisation stage – Modelling, Prototyping, Problem Solving, Design Refinement etc.

Project Realisation Stage - Working Drawings, Processing etc.

Final Evaluation

Design Specifications

Concept Generation

Research

Teacher / Peer Feedback & Evaluation

Design Brief / Analysis

Design Development / Refinement & Evaluation

Project Complete - Final Evaluation

Models & Evaluation

Problem Solving & Refinement

Project Manufacture

What is the purpose of Designing?
(Designing to fix a problem....)

Problem Solving for a need

Improve — Make a change to something. Making it more useable, useful, safe or desirable to the user

Solve — Solve a problem, Gain a clearer understanding to develop a solution

Remedy — Improve Something by modifying, remodelling, or fixing.

Change — Change or Adapt something from its present condition

Just a few of the many Design Principles/Approaches?

KISS principle: (Keep it Simple Stupid), Simple design, eliminate any unnecessary complications.

Sustainable design principle: Environmentally friendly, Minimal waste, Minimal energy consumption, Low carbon footprint etc.

User-centred design principle: Focuses on the needs, wants, and limitations of the end user.

Use-centred design principle: Focuses on the goals and functions associated with the use of the artefact, rather than focusing on the end user.