DESIGN STRATEGIES - 'BOXED LEARNING' EXERCISE WORLD ASSOCIATION OF TECHNOLOGY TEACHERS www.technologystudent.com © 2018 V Ryan © 2018 https://www.facebook.com/groups/254963448192823/ USER CENTRED DESIGN IS PART WHAT IS ITERATIVE DESIGN? **ITERATIVE DESIGN** http://www.technologystudent.com/despro_flsh/iterative1.html OF THE ITERATIVE PROCESS. **EXPLAIN THE ROLE IT PLAYS.** http://www.technologystudent.com/despro_flsh/cus1.html 2018 7. INITIAL TESTING 2. INITIAL LARGE NUMBER OF SKETCHES / IDEAS SPECIFICATION 6. INSPIRATIONAL 6. CHECK IDEAS AGAINST 5. FOCUSSED ANALYTICAL RESEARCH 3. ESTABLISH A TARGET MARKET TYPICAL CUSTOMER AND STAKE HOLDERS EXISTING PRODUCTS 4. FORMULATE A 5. ENVIRONMENT / DESIGN BRIEF SUSTAINABILITY DESIGNER 1. ONE IDEA TO BE FULLY DEVELOPED. 6. FINAL IMPROVEMENTS AND MODIFICATIONS 2. FINAL DRAWINGS 7. INITIAL EVALUATION / CONCLUSION 2. ROCUSSED ANTHROPOMETRIC RESEARCH, LEADING TO 6. CLIENT / TARGET MARKET INPUT / FEED BACK 5. FINAL EVALUATION 3. FINAL PROTOTYPE AGAINST SPECIFICATION MANUFACTURED 5. TESTING OF 3D 3. MATERIALS TESTING 4. FULL TESTING BY FOCUS GROUP AND CLIENT SUSTAINABILITY **BRIEFLY EXPLAIN ONE OF THE DESIGN HOW DOES THE SYSTEMS** CYCLES (1 TO 4) APPROACH TO DESIGN DIFFER WHY IS TESTING AND EVALUATING A PROTOTYPE http://www.technologystudent.com/despro_flsh/nea1.html TO THE ITERATIVE PROCESS? AN IMPORTANT ASPECT OF THE ITERATIVE PROCESS? http://www.technologystudent.com/pdf16/poster_strategies1.pdf http://www.technologystudent.com/despro flsh/evalintegr1.html WORLD ASSOCIATION OF TECHNOLOGY TEACHERS