

# DESIGN STRATEGIES - 'BOXED LEARNING' EXERCISE

1

## WHAT IS ITERATIVE DESIGN?

[http://www.technologystudent.com/despro\\_fish/iterative1.html](http://www.technologystudent.com/despro_fish/iterative1.html)

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## BRIEFLY EXPLAIN ONE OF THE DESIGN CYCLES (1 TO 4)

[http://www.technologystudent.com/despro\\_fish/nea1.html](http://www.technologystudent.com/despro_fish/nea1.html)

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## WHY IS TESTING AND EVALUATING A PROTOTYPE AN IMPORTANT ASPECT OF THE ITERATIVE PROCESS?

[http://www.technologystudent.com/despro\\_fish/evalintegr1.html](http://www.technologystudent.com/despro_fish/evalintegr1.html)

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5

## USER CENTRED DESIGN IS PART OF THE ITERATIVE PROCESS. EXPLAIN THE ROLE IT PLAYS.

[http://www.technologystudent.com/despro\\_fish/cus1.html](http://www.technologystudent.com/despro_fish/cus1.html)

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4

## HOW DOES THE SYSTEMS APPROACH TO DESIGN DIFFER TO THE ITERATIVE PROCESS?

[http://www.technologystudent.com/pdf16/poster\\_strategies1.pdf](http://www.technologystudent.com/pdf16/poster_strategies1.pdf)

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