

Designing Processes		
1	Linear design	Linear design is a process that follows a step-by-step process
2	Iterative design	Iterative design is a circular design process that models, evaluates and improves designs based on the results of testing.
3	Inclusive design	Inclusive design is a design process that aims to create products, services, and environments that are accessible and usable by the widest range of people, including those with disabilities, diverse cultural backgrounds, and varying needs.
4	User-centred design	User-centered design (UCD) is a design philosophy and process that prioritizes the needs, goals, and feedback of the user throughout the entire design and development lifecycle.
5	Sustainable design	Sustainable design is an approach to creating products, buildings, and systems that minimize environmental impact and promote social and economic well-being throughout their entire life cycle.
6	Ergonomic design	The ergonomic design discipline focuses on designing products and environments that are comfortable, efficient, and safe for humans to use.

Diagram

7	Iterative design process as a diagram.	
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8	Ergonomics	<div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>A- Chair Height B- Back Rest Height C- Viewing distance/ angle D- Height of human to table E- Height of chair</p> </div> <p>When anthropometric data (measurements / statistics) is applied to a product, e.g. measurements of the hand are used to design the shape and size of a handle, this is ergonomics.</p>
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9	ACCESS FM	<div style="display: flex; align-items: flex-start;"> <div style="margin-right: 20px;"> <p>A: Aesthetics, what does the product look like.</p> <p>C: Cost, how much does the product cost to buy?</p> <p>C: Customer, who would buy or use the product?</p> <p>E: Environment, where would the product be used or stored?</p> <p>S: Size, how big or small is the product?</p> <p>S: Safety, how safe during normal use?</p> <p>F: Function, how does the product work?</p> <p>M: Material, what is the product made of?</p> </div> <div style="border: 1px solid black; padding: 10px; flex-grow: 1;"> <p>ACCESS FM is a design tool used for product analysis and evaluation. It stands for Aesthetics, Cost, Customer, Environment, Size, Safety, Function, and Materials. This framework helps designers and students consider various aspects of a product during the design process, from initial concept to</p> </div> </div>
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Keywords Vocabulary

10	Anthropometrics	The study of the human body and its movement, often involving research into measurements relating to people. It also involves collecting statistics or measurements relevant to the human body, called Anthropometric Data.	
11	Design brief	A set of instructions given to a designer by a client	
12	Design specification	Document containing details of a product's required characteristics, and all the processes, materials and other information needed to design the product.	
13	Market Research	Market research is the process of collecting, collating and analysing data about the market.	
14	Primary Research 1. Postal surveys – these have a high sample size but low response rate, relatively cheap 2. Telephone surveys – more expensive, higher response rate, can explain questions 3. Interviews – smaller sample size, higher response rate, may be interviewer bias 4. Focus groups – provide in-depth analysis, small sample size	Advantages <ul style="list-style-type: none"> • Fitness for purpose • Allows to target right segments • Can explain difficult problems / concepts 	Disadvantages <ul style="list-style-type: none"> • Can be time consuming • Expensive • Some forms have low response rates
15	Secondary Research 1. Census – provides information on all the households in the UK, updated every 10 years 2. Internet – can provide a wealth of information however need to check validity of data 3. Government statistics 4. Books and journals Company reports 5. MINTEL reports – these are often a good source of market information	Advantages <ul style="list-style-type: none"> • Quick and easy • Relatively cheap 	Disadvantages <ul style="list-style-type: none"> • May be out of date • May not be relevant
16	Projection Lines	Lines used to extend existing lines on a drawing and used to help create new geometry.	
17	Projections	2D view of an object used to represent it in 3D.	