

What is good design?

This task is all about good design and your perception of what that is. IT IS NOT EASY!! (sorry about that!) Choose a product YOU think is an example of good design. Its could be anything. E.g. An ITouch or the London Underground map, bring it in to your next lesson.

Task One:

FULLY analyse your product (it must be a REAL product you're looking at NOT a photograph)

Some of the questions below may not be relevant to your product so leave them out. YOU need to decide which questions are best suited to your product.

Answer each question in detail in FULL sentences.

AESTHETICS

- Is the product visually appealing, how?
- What colour schemes, shape and form enhance the look of the product?

FUNCTION

- What function(s) does this product have?
- What special features have been built into the design?
- Does the product satisfy the need?

ERGONOMICS

- What 'ergonomic' factors have been considered within the design of the product?
- How has the product been designed especially to fit the user/target market?

MATERIALS

- What materials have been used to make this product?
- Why have these materials been used?
- Have the choices of materials affected the aesthetics?
- Is the product environmentally friendly?

HEALTH & SAFETY

- Is the product safe?
- Are there any sharp edges, which may be considered a danger?
- Are there any small parts that may come loose?

DURABILITY

- Does the product seem durable to you?
- Do you think that the product will last the purpose that it has been designed for?

MANUFACTURING PROCESSES

- How was the product made?
- What processes have been used to make the individual component parts?
- Is this a batch/mass/one-off produced product?

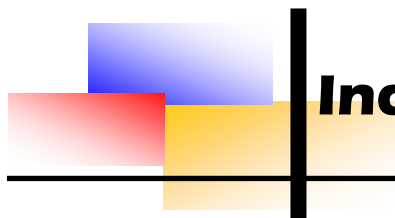
CONCLUSIONS Do this one last.

- Overall, do you like the design of this product?
- How might you design the product better?
- Is the product designed to suit the user?
- Does the product do what it was designed for well?
- Do you think that the product is successful and why?

Task Two:

Minimum of 1000 words, conclude your findings by EXPLAINING with JUSTIFIED reasons on how and why your product is an example of good design.

HAND IN DATE:
WB September 1st 2017



Inclusive Design Task

Using your character profile as a guide, you will be designing a range of products to enable them to find daily activities easier

Guidance

Read the profile carefully and highlight key points in their day to activities which could make some things we find easy more of a challenge. E.g. a person with rheumatoid arthritis will find opening juice cartons difficult due to their limited dexterity and ability to grip the cap.

Try to choose one activity area e.g. brushing teeth and develop your range of products for that activity alone.

If you get stuck for ideas, use the internet to help you—it is a valuable resource.

Be creative! This is an opportunity to show your flair for design and innovation!!!

What is a RANGE of ideas?

- 5–8 DIFFERENT thoughts?
- This is an opportunity to show your abilities and talent for designing
- ADD colour where appropriate.

Do I need to ANNOTATE my designs?

- YES PLEASE!
- Label your designs with good points and areas for developments, materials and how will assist the user in their activity

Presentation

- Present your ideas on A3 in what ever format you choose.
- You may decide to draw them and then back them onto paper—be creative!
- Use your design license!

Don't like drawing??

- You will HAVE to develop your drawing skills as Product Design relies heavily on your ability to share your thoughts in a drawn format.
- Draw in pen, pencil or crayon. It is up to you
- But KEEP DRAWING!

Final Proposal

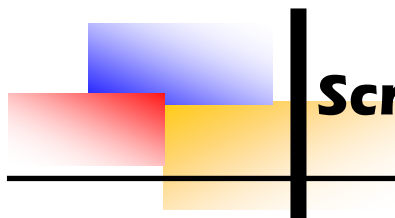
- From your design ideas, develop a final proposal
- Take parts of more than one initial thought and produce a presentation drawing of your final idea

JUSTIFY your design

- Say why you have chosen it and how it will help your character profile in making a part of their daily routine better

QUESTIONS??

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Scrap Book Challenge

Begin a scrap book of design news, stories and inspiration.

Guidance

Sources of information come in many different guises.

You will find the internet a valuable source for this but don't solely rely on it. Of course, print internet news reports on anything design related or interesting stories, but try to avoid all of them being via the internet.

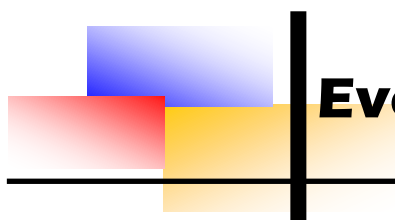
Many news articles can be found in the newspaper. Some papers have designated design and technology day.

If you go out for the day or on holiday and you see something interesting, take a photograph and put it in your scrap book.

You Tube has tonnes of video clips, there is no reason why you cant print screen and reference things here. Equally with TV shows. George Clarkes Amazing Spaces is just that... AMAZING!

There are no real rules to what and how you collect information. Just keep collecting and present it in a scrap book.

This will become a valuable resource, not only for revision but for coursework inspirations. Even as part of a portfolio for UCAS or job interviews.



Evolution of a product

Choose a product and produce a timeline of events through its development and evolution.

Guidance

How you choose to present this will be up to you. PowerPoint, Prezi, Poster, Display. BE CREATIVE.

Choose a product of interest and research its origins. Who was the first to create it? Who used & developed it?

How were the designers inspired?

Products some students have done in the past; Apple Mac, Tennis Racquet, Vacuum Cleaner, Toaster, Nintendo Boy

You MUST include a timeline with dates

You MAY present it in ANY WAY YOU CHOOSE.

Choose your product wisely. Try and find out something non of us will know!



Questions?
@ToothHillTech

sstokes@toothillschool.co.uk
cetheridge@toothillschool.co.uk

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