# User

The person/people who make use of the product that has been developed by a designer.

# Context

Circumstances that form a setting, surroundings, people, places, events that form a setting for us to design within.

# Critique

A method of disciplined, systematic analysis of a written or oral debate. Although it is commonly thought to be a negative judgement it can also involve positive judgement. It is a detailed evaluation.

# Primary Users

The primary user is that person or group of people that are intended to practically use a product or system in their lives. Many products may have primary users that use the same product in different ways or with different purposes.

# Innovation

New methods or ideas to improve and refine their design solutions and meet the needs of their intended market and/or primary user.

# Creativity

A phenomenon whereby something new and valuable is formed. The ability to transcend traditional ideas, rules, patterns, relationships. To create meaningful new ideas, forms, methods, interpretations, etc. originality, progressiveness, or imagination

# Prototype

The term 'prototype' refers to a functioning design outcome. A final prototype could be a highly finished product, made as proof of concept prior to manufacture, or working scale models of a system where a full-size product would be impractical.

# Solution

A solution is a way to solve a problem or resolve a bad situation.

# Stakeholder

A stakeholder is a **person, group or organisation** with an **interest** in a project; for example, parents/schools when designing products for children; the manufacturer or retailer that has an interest in a product; a regulator who needs to ensure products meet required regulations within a jurisdiction; **when acting as a designer, the stakeholder that you are working for would be defined as a client.**

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## Design Solution

A design solution is a generic term that can be used to outline any existing products or systems, or any design development that is offered as an answer to needs, wants and requirements. This can be a fully drawn up solution, a prototype or an existing product.

## Digital Design

Digital design is the use of computers, graphics tablets and other electronic devices to create graphics and designs for the web, television, print and portable electronic devices. Digital designers use creativity and computer skills to design visuals associated with electronic technology.

## Disassembly

To disconnect the pieces of (something), to take things apart into smaller pieces. Used within Design and Technology to analyse and test products.

## Enterprise

Relating to a progressive approach that demonstrates initiative, resourcefulness and willingness to undertake new and challenging projects.

## Ecological Footprint

Ecological footprint is a measure human impact through supply and demand on nature. It represents the productive area required to provide renewable resources that humanity is using and to absorb its waste.

## Iterative Design

Iterative design is a design methodology based on a cyclic process of prototyping, testing, analysing and refining a product or process. Within the context of this specification we refine these processes to explore/create/evaluate. In iterative design, interaction with the product or system is used as a form of investigation for informing and evolving a project. Based on the results of testing the most recent iteration of a design, changes and refinements are made.

## Fixation

The state of being unable to stop thinking about something, or an unnaturally strong interest in something. We talk about this in terms of design fixation, i.e. being fixated with an idea.

# User-Centered Design

User-centred design (UCD) is a framework of processes (not restricted to interfaces or technologies) in which the needs, wants and limitations of end users of a product, service or process are given extensive attention at the stage of the design process.