

Design Brief

A design brief is a summery of the design opportunity. It is typically 1-2 paragraphs long.

It should:

- •State the context
- •Identify the client/User
- •State the design opportunity or problem
- •Identify any constraints things that limit what can be done
- •It might also contain some user needs and wants

What is a Specification?

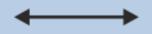
A specification is a set of requirements a product must have and could have. For example, if you were designing a mobile phone, you know that there are some things a phone **must** have, like a screen, some buttons, battery charging port, etc (these are **essential** requirements). Then there are requirement more about the shape and colour which make the product look good, like the colour, shape, and features (these are **Desirable** Requirements).

A designer will then use this list of requirements (**Specification**) to design the product. The specification generally comes from the client and helps the designer know what they need to design.

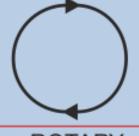
| Specification | Desirable | Essential |
|---------------------------|-----------|-----------|
| The phone must be | | ✓ |
| The Phone could be | ✓ | |

Types of Motion

There are four types of motion:







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RECIPROCATING

OSCILLATING

ROTARY

LINEAR

Evaluate

What is the purpose of an evaluation?

- •Decide whether it satisfies the brief.
- •What other people think of your product.
- •It can help you decide how and where your product can be improved.
- •It can test whether the idea will work.

Questions to ask yourself when evaluating.

- •Does it work? (could you get other people to test it and record the results?)
- •What would I do differently if I could make it again?
- •What did I find difficult?
- •What was a success?

