

DES5 Follow a design process - SQA Unit Code H9WC 04

Unit summary

This unit is about the skills required to follow a design process at a basic level. It is about responding to specific issues or challenges, including product and service requirements arising from particular business needs. This unit about problem solving, it is about defining the challenge, coming up with ideas, working with others to develop ideas, reflecting on progress, presenting an idea so it can be implemented and evaluating whether the idea has met the original challenge.

What you must be able to do

- a) Confirm the nature and scope of the challenge with stakeholders
- b) Agree on specific objectives with stakeholders
- c) Identify any constraints that may impact on the design process
- d) Identify and source relevant supporting information and assistance
- e) Generate a range of ideas to respond to the challenge
- f) Explore different options and ideas for meeting objectives
- g) Involve others in the process of developing ideas and solutions
- h) Reflect on different ideas and feedback, and select a preferred solution
- i) Summarise the key ideas in the solution and present to stakeholders in appropriate format
- j) Obtain any required approvals to take the solution to the next stage
- k) Schedule key tasks and organise resources to support implementation
- l) Undertake/develop, testing/prototyping/trialling/mock-ups/proofs/artwork/plans/elevations of the proposed solution
- m) Maintain any required documentation
- n) Identify problems and seek advice and guidance from others
- o) Check the success of the solution based on the original objectives
- p) Seek feedback from appropriate stakeholders
- q) Review both the solution and the process undertaken to develop the solution as part of an ongoing learning process

What you must know:

- 1) The context for challenge, including any specific factors that impact on work
- 2) Creative thinking techniques that can be used to generate ideas in any context
- 3) Key features and steps in the design process as a way of thinking and solving problems
- 4) Understand the holistic process ie the supply chain and the route to market
- 5) The value of /prototyping/proofs/mock-ups, the purpose of them and when you get them signed off
- 6) Copyright, moral rights, intellectual property rights issues that impact on activities in a particular context
- 7) Potential sources of information for new ideas, relevant to the specific context