

Summary Sheet

TA1: Designing Processes covers the following key concepts:

- Design Strategies:
 - * Linear - Step-by-step approach from brief to final product.
 - * Iterative - Cyclical process involving repeated testing and refinement.
 - * User-Centred - Focused on meeting user needs through feedback and involvement.
- Market Research Techniques:
 - * Surveys, interviews, focus groups, competitor analysis.
- Product Analysis using ACCESS FM:
 - * Aesthetics, Cost, Customer, Environment, Safety, Size, Function, Materials.
- Generating Design Ideas:
 - * Brainstorming, mood boards, sketches, mind maps.
- Modelling and Testing Designs:
 - * Physical models (card, foam, 3D prints).
 - * Virtual models (CAD software).
 - * Testing for functionality, durability, user feedback.

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Flashcards

Q: What is a linear design strategy?

A: A step-by-step approach from brief to final product.

Q: What does ACCESS FM stand for?

A: Aesthetics, Cost, Customer, Environment, Safety, Size, Function, Materials.

Q: What is iterative design?

A: A cyclical process involving repeated testing and refinement.

Q: Name two market research techniques.

A: Surveys and focus groups.

Q: What is user-centred design?

A: Design focused on meeting user needs through feedback and involvement.

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Practice Questions

1. Explain the difference between linear and iterative design strategies.
2. Describe how ACCESS FM can be used to analyse a product.
3. List three methods of generating design ideas and explain their benefits.
4. What are the advantages of using virtual models over physical models?
5. How can market research influence the design process?

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Visual Aids

- Diagram: Design Process Flowchart

* Start -> Research -> Idea Generation -> Modelling -> Testing -> Evaluation -> Final Design

- ACCESS FM Table:

- * Aesthetics - How the product looks
- * Cost - Budget and pricing
- * Customer - Target audience
- * Environment - Sustainability
- * Safety - Risk and protection
- * Size - Dimensions and scale
- * Function - Purpose and use
- * Materials - Resources used