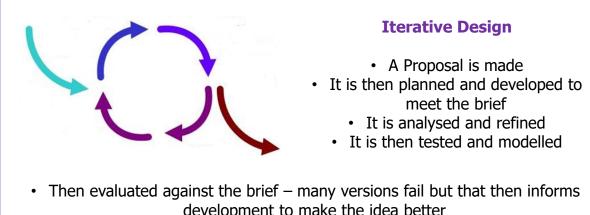
Design Strategies

Design Strategies are used to solve **Design Fixation**, and help develop creative design ideas.



- development to make the idea better
- The cycle then repeats and if the product is successful it is then made and sold on the market

Iterative Design	
Advantages	Disadvantages
 Consistent testing helps solve problems earlier Constant feedback Easy evidence of progress 	 Designers can loose sight of "the big picture" Time consuming

User-Centred Design

- This is when designs are based on fulfilling the needs and wants of the Users/ Clients at every stage of the design process
- Questioning and testing is ongoing and is often found through interviews, questionnaires, surveys, etc

User-Centred		
Advantages	Disadvantages	
 User feels listened to Makes sure the product meets their needs 	 Requires extra time to get customer feedback If focused on just one person it can limit appeal to others 	

Systems Approach

- Usually used for electronic products
- Often uses diagrams to show systems in a visual way
- Planning the layout for the correct sequences e.g. inputs, outputs, timings, etc
- Electronics and mechanical systems need an ordered and logical approach

Systems Approach	
Advantages	Disadvantages
 Does not need specialist knowledge Easy to communicate stages Easy to find errors 	 Sometimes over-simplifies stages Can lead to unnecessary stages

Collaborative Approach

- Working with others to share data and solving problems and coming up with design proposals can help with creativity
- Numerous companies work in teams, and has been shown to improve the range and quality of ideas produced

Collaborative Approach	
Advantages	Disadvantages
 Gets multiple opinions and a range of views Working in groups can produce more ideas 	 Can be difficult to design ideas with opposing views Can be difficult to find time to communicate with multiple people