DESIGN METHODS WHEEL

By ALL DESIGN

ideate BBC

discover and define BBC

iterate

evaluate

plan

Discover and define

- People
- Learn from other Cultures
- 5 Whys?
- PIES
- Footprints
- Iconic Design
- Line -ups
- Everyday Analysis
- Inspirational Products
- A day in the life of..
- Be the Problem Finder
- Use Materials
- Dieter Rams RULES Evaluation
- Centring
- People vs Tasks
- Parts Count
- The BIG Picture
- ?? BIG and small Questions
- Product Design Questions
- Questioning
- Why put it right?
- Research Plan
- Specification
- Brief
- Re-Frame RE-Express
- Design Funnel
- Human Centred Design
- Walk around
- Live like the user
- Observe People and Products
- Winners & Losers
- Product pairs

Ideate

- Biomimicry
- Anthropomorphic
- Rule of Thirds
- FIRMITAS UTILITAS VENUSTAS
- Fibonnacci
- Emotional Design
- Juxtaposition 2- Flow / clash
- Φ
- Juxtapose 101
- Create space to Reflect
- Least design possible
- Typo-graphy
- Inclusive Design
- Thomas Heatherwick Qs
- Team Table Designs
- Look to the future
- Corrugate
- Your own Iso-tool
- Alternative Uses
- CHINDOGU
- Take a risk
- Materials Library
- What's Next?
- Time Trial
- Building Blocks
- Design Families
- Handling Collection
- Negative Space
- Knock - Out
- In the style of…
- Abacus
- Ordering Chaos
- Consultations
- 6R's
- Modify the…
- Re! Designs
- Wild Side
- Deconstruct
- 6-3-5
- Geometric Structure
- Rapid Modelling
- Pictograms / Symbols
- ISO 3461
- JAMBLE
- NEW from OLD
- Designer Maker User
- Morphology
- Scruffitti
- Old School Ortho
- Improvise Play Experiment
- Pattern Design
- Iterate (Not Drawing)
- The Maker's Bill of Rights
- Scatter Shapes
- Word & Picture Board
- Flat to 3D
- Champions
- Design Matrix
- Sketching Rules
- Oblique Design Strategies
- Design Pincer
- SketchTechniques
- User Target
- Product Range
- Word association
- Layer Up
- SCAMPER
- Mind Map
- Mood board
- Maintenance
- Brainstorm
- 3 min Sketching
- Getting Ideas?
- Dr. Destiny's Design Dice
- Key words
- Scruffitti
- Mood board
- The shape's the limit
- 4x4
- Circular Economy
- Entrées
- Beg Borrow Steal
- 2D 3D Tangram
- Develop towards
- Building a Design
- 12m discussions
- 3D blocks
- Using Grids
- Role play
- 10 to 1
- Get expert advice
- Powerful Mindsets
- Scroll On!
- 100+ Things
- Film strip
- Group Crits
- Gantt chart
- U.P.D
- Flowchart
- Six Thinking Hats
- Display
- ACCESS FMM
- KS3 Gantt
- Everyday Analysis & Evaluation
- Group Planner
- Right Angle
- Sequencing
- Consequence
- Ranking
- Evaluate against Specifications
- Product Impact
- Compare & Contrast
- Lego
- Sustainability Analysis
- Sequence Mapping
- Testing with the user
- Matrices
- 6σ
- Dieter Rams Rules
- Look from a different angle
- CAD planner
- Work Flow
- Market Feedback
- CAFEQUE
- Sustainable Material
- KAIZEN
- Product Eval. Questions
- Team Planning
- CPA
- CET Key Concepts

Prototype

- Mood board
- Role play

Test

- Entrées

Concepts - Metacognition

- Mind Map
- Key words
- Centring

Research

- Parts Count
- People vs Tasks

Innovate

- Dieter Rams RULES Evaluation
- Use Materials

Sketch

- Be the Problem Finder
- Inspirational Products

Render

- Everyday Analysis
- Iconic Design

Context? Problem? Theme?

Process - Reflect

- Footprints
- PIES

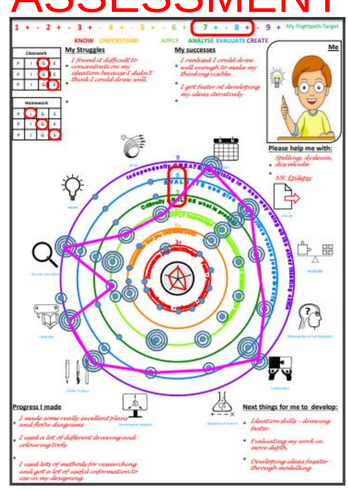
Make

- Learn from other Cultures

Evaluate

- 5 Whys?

Discover and define

- People

ASSESSMENT