

DESIGN ASSIGNMENT #2: Phase 6

Having completed the first five phases of problem-solving, and with the critique still fresh in our memory bank, it's time to exploit all that has been gained in the process. This exploitation can be realized in many ways. Here are a few options as a starter, to which you might add a few of your own "What ifs?".

1. **REFINEMENT & CORRECTION.** An objective critique may reveal the need for a tweak or adjustment of a successful and developed design.
2. **VARIATION.** A good design may provide an opportunity for creating an endless number of variations. And, while in the process of "staying with it", new insights are still possible. We are often too eager to "move on" before we have realized the full potential of our accomplishment.
3. **ADOPTING & APPLYING.** Applying what we have learned or produced to new design challenges reaps the benefits of knowledge, insights and wisdom. These challenges may have no outward appearance to any previous design accomplishments, but that past experience with new insights may provide the key to new and unfamiliar doors waiting to be opened.
4. **SYNTHESIZING.** Recognizing a relationship between two or more elements which can be integrated; producing a synthesis in which the whole is greater than the sum of its individual parts.
5. **TEACHING.** If you want to know if you have truly learned something, try to teach it to someone else.
6. ?
7. ?