DESIGN ASSIGNMENT: It's A Wrap!

DESIGN has a very broad definition and this course has addressed only a fraction of what the word means. This course has focused on the design process; not product. Using nature as our guide, designs which could not be imagined developed from an imposed "PROGRAM" which, like our DNA establishes the final outcome of the design. This PROGRAM was imposed by the designer, but once launched, no further imposition could be injected. Any later impositions produced freaks or appendages which no longer related to the PROGRAM.

We are surrounded by a world of endless varieties of natural and man-made designs. Both serve our needs for survival, comfort, entertainment and the human spirit. Designing for a specific need may utilize a design program, but in this case, the Program must recognize and address the NEED. If, for example, I need a design for an egg container, I can incorporate the 6 phases of problem-solving, which begins with an egg as the module. A chair, by contrast, would have a human figure as the module, etc.

So, our final assignment is to find a DESIGN NEED. This may be something already designed, but flawed, or a totally new and unique solution to an old or existing need. We may never come close to accomplishing a world-changing design such as those created by Steve Jobs, but it may be just enough to ask, once in a while, "What if?". Time won't allow for full closure on this assignment, but especially if we're unable to first recognize a NEED. Our intention here is to employ the 6 Phases Of Problem-solving to engage in establishing a design program to meet a specific NEED.

SOME QUESTIONS TO ADDRESS:

1. How do I find a need?

2. Is the need personal or more universal?

3. What kind of need does it address?

4. What is the scale of the design in size, cost, market, etc.?

5. What are the rewards and benefits to the designer and any other recipient?