SWINBURNE
SENIOR SECONDARY COLLEGE

Product Design & Technology - Wood/Jewellery/Industrial Design HOLIDAY HOMEWORK
Year 12, 2022

Teacher(s)/Subject Coordinator:	John.bacon@sssc.vic.edu.au
Work required in preparation for start of 2021:	- End-user / profile **FONT** for your **FOLIO** and setup your pages with **HEADINGS** - Setting up the pages and ideas - Collecting visuals along research lines - Creative thinking techniques **BUY THE TEXT BOOK** **Come back RESTED and PREPARED to go!**
Textbooks and other resources:	**Nelson: PRODUCT DESIGN & TECHNOLOGY** **VCE UNITS 1-4** **(4TH EDITION)** - VCAA Product Design and Technology Study Design
Key Links:	https://www.vcaa.vic.edu.au/Documents/vce/technology/ProductDesignTechnology_SD_2018.pdf https://www.vcaa.vic.edu.au/Pages/vce/studies/designtech/exams.aspx
Due date:	**ALL WORK DUE IN BY THE FIRST LESSON OF 2022**

PRODUCT DESIGN AND TECHNOLOGY
YR 12 PREPARATION 2022

Overview of course – **Victorian Certificate of Education (VCE).**
Product Design and Technology - Study Design 2018 - 2023

- Subject requirements – equipment, books, pencils e... Make sure you have the **4th Edition Textbook** and begin reading **Chapter 1 and 2.**
- Assessment tasks, you can read ahead, but without class work it may be confusing. TERMINOLOGY is important and this could be something you begin to understand now, ready for next year.
- The Product Design Process – stages, steps and goals. **p9 / p334**
- Using Illustrator and Photoshop to present your folio – must be computer generated, so that it looks professional and not like a Studio arts folio.
- Begin getting ideas for Mood boards **see chapter 3** and read up about the art elements and principles which relate so much to what we are doing in our folios.
- Use a mind map online tool to create a computer-generated mind map. (Try using Mind Map 2, Inspiration, Padlet or Bubbl.us)
- Influences to consider – designers in a range of areas, historical/cultural design movements or styles, technological change, eco-design, aesthetics etc.
- Product design factors that influence the designer. **See chapter 4**
- **USER CENTERED DESIGN**
- **PURPOSE, FUNCTION AND CONTEXT**
- **MATERIALS**
- **INNOVATION AND CREATIVITY**
- **VISUAL, TACTILE AND AESTHETIC**
- **SUSTAINABILITY**
- **ECONOMICS: Time and Cost**
- **TECHNOLOGIES**
- **LEGAL RESPONSIBILITIES**

- Production task:
  - Focus on sustainability
  - Safety procedures in the work room
  - End user profile: getting this right is absolutely crucial, can be combined with visuals - Add in a picture of the end user.
  - The relationship between the designer and the end user
  - Designing for end users and market research: you will need to have access to someone who is in the end user demographic (age, gender, lifestyle... e.g. Sporty mum/ Skater boy u15/ Adolescent teen girl / Young adult)
  - Choosing a theme, design influence etc.
  - Researching processes and machinery and techniques you could use.

<u>TASKS</u> – to be submitted **first lesson in 2022**

<u>FOLIO BASICS</u>

- Decide on **font, paper and colour scheme/layout** details for folio using Illustrator or Photoshop – bring in your chosen page layout for discussion and approval. Keep track of the time it takes you to do this and to get an idea of how much time an average folio of 60 pages will take to complete.

- Determine a **target market** you are interested in looking into and find a designer/ company who designs for that target market.

- Create an **end-user profile** – include photo/mood board/ age/ demographics/ style etc. page 12-13.

- Formulate a detailed **draft of your design brief** – just as a start.

- Do your cover page – subject, student number, school name and number (01410) – do not put your name on the cover page.

- Set up your index page

- Set up your **bibliography page/s** get it ready as this takes time and it is easy to cut and paste into this as you go, and not do it all at the last minute.

- **Research** - start collecting information, pictures and material samples related to your design brief.

- Set up the Font on your computer that you are going to be using for your folio!! **THIS MUST BE DONE BEFORE THE FIRST CLASS!!!!**

<u>END-USER PROFILES</u>

Gather information about your end-user that is relevant to the design situation and brief.

It is essential to include the following:

- Client/end-user's lifestyle

- Approximate age:

- Living situation, if relevant
  (house, flat, apartment, unit, shared accommodation, etc.)

- Tastes and style – give examples (do mood-board if possible and/or take photos) – here you can really give a lot of information about your client/end-user.

- Budget & explanation of, or reason for budget limitations.

- End user's ethical or social concerns (if relevant to the brief).

- Any relevant special needs or disability

- Textiles students – record garment sizes worn by the end-user – for tops, skirts, pants, T-shirts etc. (commercially available)

- Any further relevant information about the type of end user

Take a picture of your END-USER and put it in your folio

Initial end-user consultation

In discussion with your end-user you may ask questions such as those listed below. Ask a range of questions that will enable you to fill in the end-user profile (see end-user. Textbook pages 12-13). **Your questions should enable you to establish the situation, specifications and particular needs of the end-user.**

1. What is the intended purpose/function of the product?
2. Will it be used for other occasions? (Please specify)
3. Who will use the product?
4. Will other people use the product? (Please specify)
5. (If the product is to be worn) Is this for a formal or casual occasion?
6. What are your preferences regarding colour? Size? Style? Comfort?
7. What date will you need the product completed by?
8. (if the product is to be worn) what is the weather likely to be at this time of the year?
9. (If the product is to be worn) Will the product be worn indoors, outdoors or both?
10. How much are you willing to pay for the product?
11. What are your expectations of the product's performance?
12. (If the product is to be worn) would you like a tight-fitted product or a more comfortable fit?
13. How long do you expect the product to last?
14. How will you maintain and store the product? Do you have any expectations in relation to its care?
15. Do you want the product to be highly fashionable or a more classical style?
16. What are some of the properties and characteristics you would like the fabric to have?
17. Do you have any particular colour scheme in mind?
18. Do you want to be able to recycle or reuse the product or combine other products into the design?
19. What quality or standard do you expect the product to have?
20. Is the product to go with other items in a range or other items you already have?
21. Are there any safety aspects you feel are necessary in relation to the product e.g. low flammability?

You will need to present a detailed draft of this in the first lesson of 2022

NO EXCUSES!

<u>DRAFT OF YOUR DESIGN BRIEF FOR 2022</u>
(outlining the design problem and its requirements.)

- **Dot points of your information**

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Where will you get inspiration for your folio and product?

- PINTEREST

- FASHION/ WOODWORK/JEWELLERY MAGAZINES

- BOOKS

- TIMBER YARDS

- SECOND HAND / ANTIQUE SHOPS

- FURNITURE OUTLETS (e.g. There are some good outlets in the Collingwood and Richmond areas)

- SHOPS

- INTERNET

- MARKETS/CRAFT

- OP SHOPS

- MUSEUMS? ART GALLERIES?

  Make a collection of visuals / illustration / timber / kitchen utensils / metals / furniture / jewellery and patterns…begin the journey and be organised for the start of your last year at school!