

Product Design and Technologies

Resistant Materials OR Textiles

UNIT 1 Design practices

In this unit, students analyse and evaluate existing products and current technological innovations in product design. They achieve this through understanding the importance of a design brief, learning about factors that influence design, and using the Double Diamond design approach as a framework.

AREA OF STUDY 1 Developing and conceptualising designs

Outcome 1 On completion of this unit the student should be able to apply design thinking strategies to research, critique and communicate a response to a need or opportunity, and work collaboratively and in teams to develop and propose graphical product concepts that address a design brief.

AREA OF STUDY 2 Generating, designing and producing

Outcome 2 On completion of this unit the student should be able to work collaboratively and in teams to trial and test, evaluate and use materials, tools and processes to determine their chosen product concept and produce a product through implementing a scheduled production plan, as well as reflect on and make suggestions for future improvements when working collaboratively and as a team.

UNIT 2 Positive impacts for end users

Designers should look outward, both locally and globally, to research the diverse needs of end users. They should explore how inclusive product design solutions can support belonging, access, usability and equity. In this unit, students specifically examine social and/or physical influences on design. Students also explore cultural influences on design. They develop an awareness of how Aboriginal and Torres Strait Islander peoples design and produce products. Students also have opportunities to make connections to personal or other cultural heritages.

AREA OF STUDY 1 Opportunities for positive impacts for end users

Outcome 1: On completion of this outcome the student should be able to investigate and critique products using the factors that influence design, to make judgments about the success or failure of the products to support positive impacts for end users.

AREA OF STUDY 2 Designing for positive impacts for end users

Outcome 2: On completion of this unit the student should be able to design and make an inclusive product that responds to a need or opportunity of an end user(s) that addresses positive impacts in relation to belonging, access, usability and/or equity.

AREA OF STUDY 3 Cultural influences on design

Outcome 3: On completion of this unit the student should be able to research and discuss how designers and end users are influenced by culture.