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| **Aesthetics** | The study of workplace equipment design or how to arrange and design devices, machines, or workspace so that people and things interact safely and most efficiently. |
| **Annotate** | The factors (e.g., line, color, light, shadow, space, texture) that define a product and take into account the aesthetics and function of the product. |
| **Brainstorming** | A systematic problem-solving strategy, with criteria and constraints, used to develop many possible solutions to a problem or to satisfy human needs and wants and winnow (narrow) down the possible solutions to one final choice. |
| **Constraints** | A person who is trained in and uses technological and scientific knowledge to solve practical problems. |
| **Consumer** | Pleasing in appearance. |
| **Criteria** | A sketch on which notes are made to provide further information. |
| **Decision Matrix** | A limit to the design process. Constraints may be such things as appearance, funding, space, materials, and human capabilities. |
| **Design** | An iterative decision-making process that produces plans by which resources are converted into products or systems that meet human needs and wants or solve problems. |
| **Design Brief** | Desired specifications (elements or features) of a product or system. |
| **Design Elements** | To form an idea of the amount or value of; assess. |
| **Design Process** | A person who designs any of a variety of things. |
| **Designer** | A method of shared problem solving in which all members of a group spontaneously, and in an unrestrained discussion, generate ideas. |
| **Dimension** | A tool for systematically ranking alternatives according to a set of criteria. |
| **Engineer** | A written plan that identifies a problem to be solved, its criteria, and its constraints. The design brief is used to encourage thinking of all aspects of a problem before attempting a solution. |
| **Ergonomics** | A measure in one direction. |
| **Evaluate** | A person or household that purchases goods or services. |