

<b>Term</b>	<b>Meaning</b>	<b>What could you build into a response?</b>
<b>Ergonomics</b>	<p>How comfortable, safe and easy to use a product is.</p> <p>The users interaction with a product.</p>	
<b>Anthropometrics</b>	<p>The study of the human body, its measurements and movement.</p>	
<b>User needs</b>	<p>What does the person using the product require from it. This could consider the tasks involves, accessibility, challenges etc.</p>	
<b>Social Impact / Impact on society</b>	<p>How does a product impact on the people around it in a positive or negative way.</p>	
<b>Ethical Choice</b>	<p>Is something the right choice for a product or material? Will it negatively affect people or the environment?</p>	
<b>Environmental Impact</b>	<p>How a product or material will affect the environment, ecosystem, pollution etc.</p>	
<b>Life Cycle Analysis (LCA)</b>	<p>The 'cradle to grave' impact of a product on the environment.</p>	

Term	Meaning	What could you build into a response?
<b>Tolerances</b>	How much a measurement can be over or under a specific number and still pass quality control.	
<b>Allowances</b>	An additional measurement added to a material to allow for adjustments in the fit.	
<b>Manufacturing process</b>	How something is made	
<b>Prototype</b>	A test version of an idea, can be scales, rough, mechanical, CAD.	
<b>Iterative Process</b>	Cyclical design strategy of research, design, prototype, test, evaluate.	
<b>Design strategy</b>	A way to design which stops design fixation	
<b>Design Fixation</b>	Being stuck on an idea or concept	

Term	Meaning	What could you build into a response?
<b>Design Communication</b>	How a designer shows their design ideas e.g. sketching, modelling	
<b>User Centred Design</b>	A design strategy which always focuses on the end user's needs and keeps the involved at all stages of designing and making	
<b>Surface Treatment / Finish</b>	Adding a finish to a material to improve the aesthetics or for protection	
<b>CAD</b>	Computer Aided Design—Drawing on the computer in 2D or 3D rather than by hand.	
<b>CAM</b>	Computer Aided Manufacture—Making using machinery which is controlled by computer drawings.	
<b>Standard Component</b>	Items which can be added to a product e.g. hinges, nuts and bolt. Normally bought in rather than made by the product manufacturer	
<b>Function</b>	The job of the product	

Term	Meaning	What could you build into a response?
<b>Aesthetic</b>	How a product looks	
<b>Primary Source / Material Source</b>	The raw material and where it is collected from e.g. Timbers—trees, metals—ores, plastics—crude oil	
<b>Market Research</b>	Collecting information about your target market or the market which you will sell you product in.	
<b>Deforestation</b>	The removal of trees and plant life	
<b>Primary Data</b>	Research which you collect yourself and doesn't exist until you have done this.	
<b>Secondary Data</b>	Research which already exists, was collected by someone else.	
<b>Stock Form</b>	Standard sizes and forms of a material which can be ordered or bought in e.g. planks, blocks, sheets	

<b>Term</b>	<b>Meaning</b>	<b>What could you build into a response?</b>
<b>Strengthen / reinforce / stiffen</b>	To improve the strength qualities of a material	
<b>Mechanical Properties</b>	How a material reacts to its environment / forces applied to it	
<b>Focus Group</b>	A group of people who gather together to answer questions or interact with a product(s)	
<b>Material Efficiency</b>	Using a material as efficiently as possible, causing less waste.	