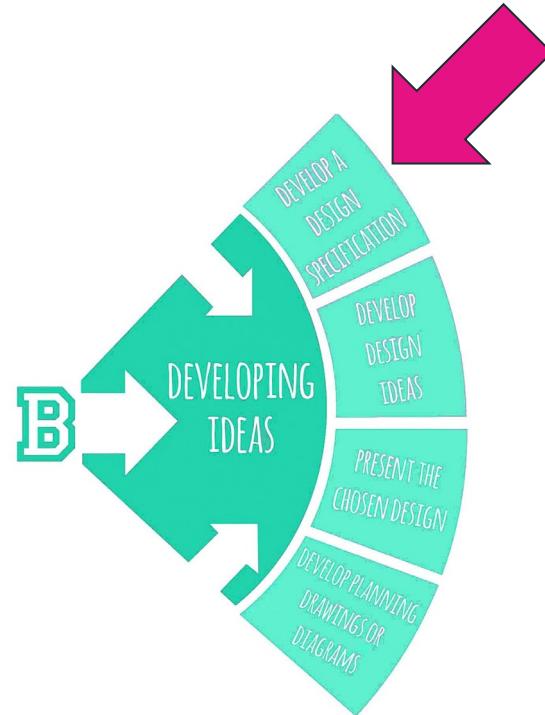


# F1 Toy Car Packaging

## Criteria Bi

### Design Specification



# Objectives

- Understand what a specification is and why we use them
- Be able to justify your design decisions in the specification
- Be able to identify what design factors your specification point belongs to
- Identify ways of testing your specification criteria

# What is a Specification?

Specifications are SPECIFIC and need to come from the research you carried out and the design brief given. Think of them as a list of things your design must do, be or have to be good toy car packaging for your user and buyer (parents tend to buy for younger children).

If I look at your research for the car and the packaging, then I look at your specification I should be able to see where you got your information from.

Your specification points need to be able to be tested so we can use it to make design decisions and evaluate your camera ideas.

# It's all linked

The design of your car, the packaging restrictions lead you to your packaging research and analysis. Your analysis gave you information to make decisions, now you make those decisions into testable 'rules' for your design.

## EXAMPLE:

### Restrictions

The packaging must appeal to and attract young children to the product.

### Research

Look at existing children's toy packaging, the information and how they show it

Size of writing for different information. What colours are easy to read against each other?

### Specification Criteria

My chosen age group is .....From my research I found out that they like .....colours and the shape and colour of my car also fits in with these colours. These would be good to use to attract the children to the car

# Completing the Specification Table - Part 1

Use your research to help you complete the first two columns; Specification Criteria and the Justification (Why is this important?/Why did you decide on this?)

You need to include all restrictions as specification points.

Specification Criteria	Justification (reason why)	Design Factor	How will I test this?
The packaging must either contain or attach to the product.	The packaging needs to attach to the product for selling so that all the information about the car that parents need is attached. Also so they can use the packaging later in play.	Function	

## Completing the Specification Table - Part 2

Now check you can test that your design will meet each specification criteria by completing the last column. If you cannot test it you may need to change the way you word your Specification Criteria.

Write in how you will test that your design meets the criteria.

Specification Criteria	Justification (reason why)	Design Factor	How will I test this?
The packaging must either contain or attach to the product.	The packaging needs to attach to the product for selling so that all the information about the car that parents need is attached. Also so they can use the packaging later in play.	Function	Design it to be attached and ask someone if they think it will be able to attach to the toy car

## Completing the Specification Table - Part 3

Finally use your mind map to help you identify the design Factor(s) that your specification criteria belongs to. Sometimes it can be more than one.

A list of Design Factors and their explanation is on the next slide, read the description and try to pick the best one for that specification point

Specification Criteria	Justification (reason why)	Design Factor	How will I test this?
The packaging must either contain or attach to the product.	The packaging needs to attach to the product for selling so that all the information about the car that parents need is attached. Also so they can use the packaging later in play.	Function	Design it to be attached and ask someone if they think it will be able to attach to the toy car

# What are Design Factors?

Use the descriptions below to help you match your category name with the Design Factors used in the MYP.

Design Factor	Simple Explanation
Function:	What the product is meant to do.
Target Audience:	Customer or user and what they might need from the product
Ergonomics:	How comfortable and easy a product is to use. Where it will be used also affects this
Aesthetics:	Looks, colour, form, shape, style and finish of a product
Materials & Manufacture:	Materials used and their suitability. How to manufacture and its suitability
Product Life Span (Obsolescence):	The time it is expected to last
Quality:	Quality of manufacture – this will be linked to materials, manufacture and life span
Safety:	Safe to use, safe for environment (manufacturing or material)
Cost:	Cost to make/sell