

## Overview

This standard is about the production of 2D and 3D prototypes, models, mock-ups, artwork, samples or test pieces using small-scale techniques. The term 'test pieces' is used as an overarching term but can relate to any of these products.

You will practice testing designs to make sure they meet function and performance needs. You will also check that different ideas will work in practice and be suitable for a range of stakeholders. You will be involved in providing design support to the lead designer, for example, contributing ideas, using craft skills and recording the results of tests. Prototypes may be made at any stage of the design process.

Within this standard the term 'stakeholder' is used as an overarching term to refer to clients, users, internal colleagues, peers, suppliers and other parties who designers work with. These stakeholders may work with designers on a one-to-one basis or form a collaboration or wider working groups.

Design can include graphic, digital, craft, 3D, fashion and product design. Individuals can be self-employed, working within a workshop or studio or be employed by small, medium and large organisations.

## Performance criteria

### *You must be able to:*

1. agree the aims for design test pieces with the lead designer and stakeholders in line with industry best practice
2. use media, associated equipment and processes to meet design test pieces objectives in line with industry best practice
3. produce test pieces to meet lead designer and stakeholder deadlines in line with project needs
4. assess functionality of test pieces in line with industry best practice
5. respond to problems encountered during the test process in line with industry best practice
6. work collaboratively with others to refine test pieces in line with project needs
7. use design skills to improve test pieces in line with project needs
8. seek advice and support to deal with problems in line with industry best practice
9. share results of the evaluation of test pieces with lead designer and stakeholders in line with industry best practice
10. consult target audience on final test piece to ensure it is fit for purpose in line with project needs

## Knowledge and understanding

### *You need to know and understand:*

1. how to select suitable media/materials and associated tools, equipment, techniques and processes
2. the skills and time required for realisation within an agreed budget
3. how to respond to unforeseen problems
4. small-scale realisation techniques and processes
5. safe working practices
6. time management techniques
7. importance of accuracy in the production of test pieces
8. how to realise test pieces to a quality that enables evaluation of the design concept
9. functionality testing methods
10. evaluation techniques
11. how to identify target audiences
12. ways of working collaboratively
13. how to present information to others
14. ways to gather and record data such as performance, function, ease of use
15. design objectives and stakeholder requirements
16. regulations in the use of materials, processes and technology
17. the importance of working to budgets
18. stakeholder management techniques

Contribute to the production of design test pieces

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