

GCE A level

1113/01

DESIGN AND TECHNOLOGY PRODUCT DESIGN DT3

A.M. TUESDAY, 31 January 2012 $2^{1/2}$ hours

ADDITIONAL MATERIALS

In addition to this examination paper, you will need a 12 page answer book.

INSTRUCTIONS TO CANDIDATES

Use black ink or black ball-point pen.

Answer three questions from Section A.

Answer three questions from Section B.

Answer two questions from Section C.

INFORMATION FOR CANDIDATES

When and where appropriate, answers should be amplified and illustrated with sketches and/or diagrams.

Section A and Section B answers are designed to demonstrate your breadth of knowledge in Product Design.

Your Section C answers should be substantial and demonstrate your depth of knowledge in Product Design.

Candidates are reminded of the necessity for good English and orderly presentation in their answers.

SECTION A

2

Answer three questions from this section.

This section is designed to demonstrate your breadth of knowledge in Product Design. Each question carries 8 marks.

- 1. Identify four reasons why a designer may have to incrementally develop an existing product. $4 \ge 2$
- 2. Describe the main stages in the product life cycle of a *fad* product. [8]
- 3. Explain the benefits that rapid prototyping can give a product designer when modelling a design idea. [8]
- 4. Identify the difference between consumer 'needs' and 'wants' when designing products.

[4]

Give **two** examples of each of these features within a named product. 2 x [2]

5. Describe how the use of jigs and fixtures within manufacturing serve to improve some aspects of production. [8]

SECTION B

3

Answer three questions from this section.

This section is designed to demonstrate your **breadth** *of knowledge in Product Design.*

Each question carries 8 marks.

- 6. Describe two examples of *Primary Specification Criteria* and two examples of *Secondary Specification Criteria* for a specific named product. 2 x [4]
- 7. Explain how **four** ergonomic considerations have been successfully applied to a particular named product. 4 x [2]
- 8. Outline four sustainability issues, when designing products, that can bring about the conservation of raw materials. $4 \times [2]$
- 9. Describe in detail how a product qualifies for a Patent and describe the features of the Intellectual Property rights that protect a specific named product. [8]
- 10. Outline four reasons why a manufacturer would choose batch production over high volume production. 4 x [2]

SECTION C

Answer two questions from this section.

Your answers should be substantial and show the **depth** of your knowledge in Product Design.

Each question carries 26 marks.

- 11. Explain the underlying design philosophy that has been the signature of a particular designer and describe the impact of some of the products that he/she has designed. [26]
- 12. Describe a design icon that you admire and fully explain the reasons why it is considered to be iconic in its design genre (category). [26]
- **13.** "We live in a world of materials; it is materials that give substance to everything we see and touch."

(Ashby and Johnson - Materials and Design - Elsevier 2002)

Explain how selecting appropriate materials can accentuate the visual and tactile elements within products. [26]

14. Product designers will often use a '*toolbox*' containing various strategies for creative thinking such as brainstorming.

Describe in detail **and** evaluate, **two** other creative thinking strategies. [26]

 15. "Enjoy failure and learn from it. You can never learn from success."
 James Dyson

 Discuss how this philosophy relates to the successful design of products.
 [26]