

### 3. Design Process

1. Explain the difference between the iteration & linear **Development Cycle**.
2. Explain how these design elements improve the **Garbage-in-Garbage-out** scenario: Affordance, Previews, Confirmation, Validation.
3. Describe the **Iteration stages** of a product.
4. Name one commercial product that you deem in each **Life Cycle** stage. Explain. 1. Introduction 2. Growth 3. Maturity 4. Decline
5. What is the value of **Prototyping**?
6. Illustrate the concept of **Storytelling** by posting an original photo that has a compelling story. Describe the story in 140 characters.

#### Test Guidelines

- Start with the text book, *Universal Principles of Design*
- Answer according to your understanding of the tested principles
- Refer to text, class notes, and additional research might be required.
- Grades are based on student's ability to demonstrate a thorough understanding of the design principle and not copying definitions from the text or web.
- Each test is worth 100 points and will be graded for accuracy as described in assigned text and referenced materials, and a demonstration of understanding.
- When an original image is requested, this means a photo taken and submitted by the student and not copied from a web page or taken from textbook.

Save completed test with your name & course number as file name and email to [scott@utdbox.com](mailto:scott@utdbox.com) for credit. Grades will be posted on UTD Orion. Student is allowed to resubmit test to improve grade.