

16 Multiple choice questions

1. when one or more qualities of design are alike
 - a. function
 - b. harmony
 - c. balance
 - d. design

2. when the visual weights (shapes, textures, colours, lines and spaces) of the parts of a design are equally distributed so as to create equilibrium
 - a. balance
 - b. need
 - c. harmony
 - d. finance

3. an assessment of the positive and negative attributes of design ideas, tools, materials and processes
 - a. balance
 - b. aesthetics
 - c. function
 - d. evaluation

4. when the product is designed to inform the user when it is time to buy a replacement
 - a. functional obsolescence
 - b. design solution
 - c. notification obsolescence
 - d. emphasis or dominance

5. something one must have in order to survive
 - a. finance
 - b. design
 - c. balance
 - d. need

6. the process of designing or arranging workplaces
 - a. harmony
 - b. function
 - c. aesthetics
 - d. ergonomics

7. a plan or creation that is conceived as a solution to a problem
 - a. need
 - b. function
 - c. harmony
 - d. design

8. the aspect of a design that first catches the attention of the viewer, creating a focal point through placement, contrast or isolation
 - a. ergonomics
 - b. finance
 - c. emphasis or dominance
 - d. harmony

9. the overall appeal of the creation
 - a. need
 - b. aesthetics
 - c. ergonomics
 - d. design

10. when an item no longer functions in the manner it did when it was created
 - a. finance
 - b. notification obsolescence
 - c. function
 - d. functional obsolescence

11. an element of design created when there is an unexpected conflict, tension or change in the visual aspects of the design
 - a. finance
 - b. contrast
 - c. function
 - d. need

12. the balance of income and expenditure in the design and manufacture of an item
 - a. function
 - b. need
 - c. balance
 - d. finance

13. whether or not the design meets the need and the criteria for success
 - a. aesthetics
 - b. balance
 - c. appropriateness
 - d. contrast

14. the consideration by designers of the affect their creations will have on the resources of the planet
 - a. functional obsolescence
 - b. notification obsolescence
 - c. environmental consequences
 - d. ergonomics

15. the created answer to the design problem or need
 - a. design
 - b. evaluation
 - c. design solution
 - d. function

16. whether a design works for its intended use and how it works
 - a. finance
 - b. evaluation
 - c. design
 - d. function