

1. <b>aesthetics</b>	the overall appeal of the creation
2. <b>appropriateness</b>	whether or not the design meets the need and the criteria for success
3. <b>balance</b>	when the visual weights (shapes, textures, colours, lines and spaces) of the parts of a design are equally distributed so as to create equilibrium
4. <b>contrast</b>	an element of design created when there is an unexpected conflict, tension or change in the visual aspects of the design
5. <b>design</b>	a plan or creation that is conceived as a solution to a problem
6. <b>design solution</b>	the created answer to the design problem or need
7. <b>emphasis or dominance</b>	the aspect of a design that first catches the attention of the viewer, creating a focal point through placement, contrast or isolation
8. <b>environmental consequences</b>	the consideration by designers of the affect their creations will have on the resources of the planet
9. <b>ergonomics</b>	the process of designing or arranging workplaces
10. <b>evaluation</b>	an assessment of the positive and negative attributes of design ideas, tools, materials and processes
11. <b>finance</b>	the balance of income and expenditure in the design and manufacture of an item
12. <b>function</b>	whether a design works for its intended use and how it works
13. <b>functional obsolescence</b>	when an item no longer functions in the manner it did when it was created
14. <b>harmony</b>	when one or more qualities of design are alike
15. <b>need</b>	something one must have in order to survive
16. <b>notification obsolescence</b>	when the product is designed to inform the user when it is time to buy a replacement