

# #DesignForAll

DESIGN PROCESS TOOLKIT

## DESIGN PROCESS TOOLKIT

**design is a process,  
a way of thinking, and  
an approach to solving  
a problem.**

BILL & MELINDA  
GATES *foundation*

**DISCOVERY  
CENTER**

**who?**

# who?

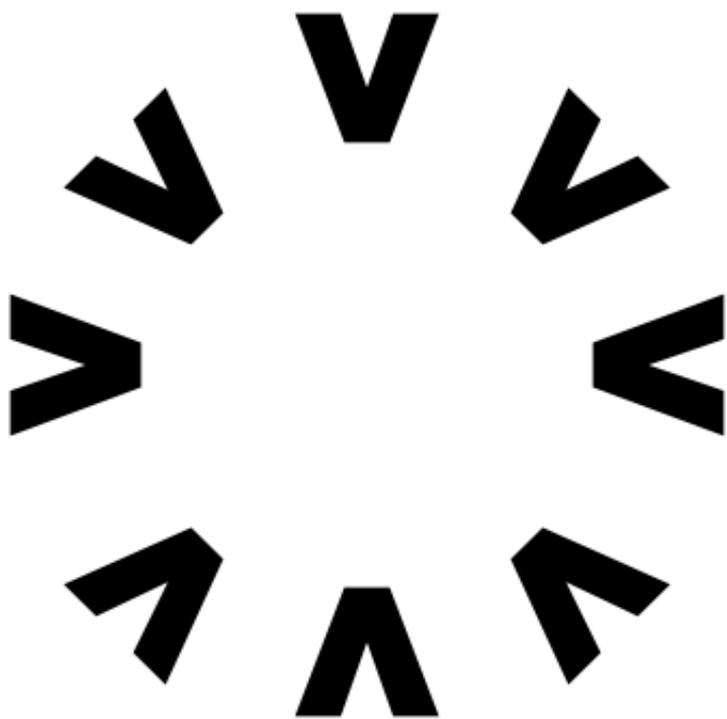
---

Designers often focus their design to meet the need of a specific person or community. In human-centered design, building empathy and understanding of a person's needs is a top priority.

---

**Who will use your design?**

**Who might you include in feedback to your design?**



# accessibility

---

Designs don't always address the needs of all ages, abilities, and incomes.

---

**Who has access to your design?**

**Can people of all ages and abilities use it?**

**Are there populations who may be excluded either by access or ability?**

**сүйтүяё**

# culture

---

Culture can determine whether a design is appealing, useful, or acceptable to different communities.

---

**Will your design be used in a specific community and culture?**

**How might cultural traditions inform your design?**

**\$\$\$**

# cost

---

Designers must consider how their designs get built.

---

**Is it feasible?**

**How much will it cost to build it?**

**Will it be affordable to many people?**



# durability

---

The importance of durability in design depends on the end use and goal.

---

**Does your design need to be durable for many environments or types of uses?**

**Is it designed to last, or is it important that it leave no waste behind?**

**where?**

▪

▪

# where?

---

Location can often shape the approach of a design.

---

**Where will your design be used?**

**How might different locations or environments change your approach?**

**appeal**

# appeal

---

Designers consider factors to make their design desirable or appealing to people.

---

**Why will people want to use your design?**

**What makes it appealing?**

**How might the color or shape appeal to different types of people?**

“

”

# collaborators

---

Designers often consult with others, such as community members, builders, and scientists to improve and prototype their designs.

---

**Who might you want to include in your design process?**

**What expertise and skills do you need?**



# sustainability

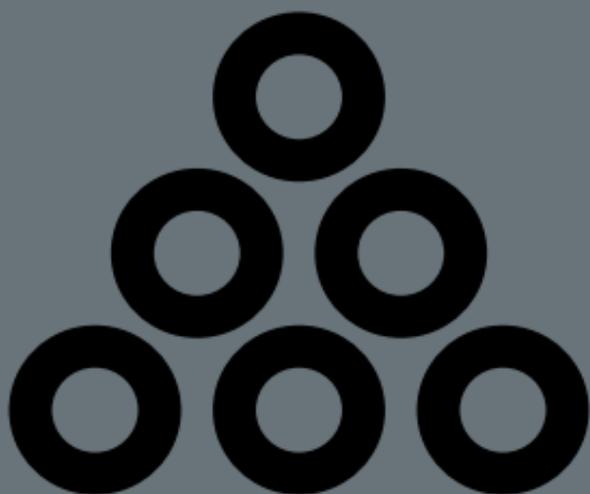
---

Some designers choose sustainability as their top priority.

---

**What resources or energy does your design require to build or maintain?**

**How might your design reduce waste or use recycled or sustainable materials?**



# materials

---

The choice of materials can determine a design's cost, durability, appeal, and sustainability.

---

**What materials will your design require?**

**What will they cost?**

**Can it use reclaimed or sustainable materials?**