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① Design output are the ~~most~~ work produced at the end of design effort, such as drawing, material specific or manufacturing instructions. They are what controls your design. They must also meet most design inputs criteria defined in the planning stage of your project during design verification.

The design controls process provides a product development workflow and a set of criteria for which the FDA expects medical devices under development to conform to if a company hopes to receive approval to market their device in the US.

→ User Interface Design
User interface design or use interface engineering is the design of user interfaces for machines and software, such as computers, home appliance, mobile devices, and other electronic devices, with the focus on maximizing usability and the user experience.

The goal of user interface design facilitates finishing the task at hand without drawing unnecessary attention to itself.

The goal of user interface design is to make the user's interaction as simple and efficient as possible, in terms of accomplishing user goals.

→ Prototyping

A prototyping is an early simple model, or release of a product built to test a concept or process. It is a term used in a variety of contexts including semantics, design, electronics and software programming. A prototyping is generally used to evaluate a new design to enhance precision by system analysts and users.

A prototype can also mean a typical example of something such as in the use of the derivation proto-typical. This is a useful term in identifying objects, behaviours and concepts which are considered the accepted norm and is analogous with term such as stereotypes & archetypes.