

## Statement of participation

# Aadarsh Mohanan

has completed the free course including any mandatory tests for:

### People-centred designing

This 12-hour free course explained the rise of people-centred design, now regarded as crucial and equally relevant to engineering or business studies.

**Issue date:** 16 March 2025



[www.open.edu/openlearn](https://www.open.edu/openlearn)

This statement does not imply the award of credit points nor the conferment of a University Qualification.  
This statement confirms that this free course and all mandatory tests were passed by the learner.

Please go to the course on OpenLearn for full details:

<https://www.open.edu/openlearn/science-maths-technology/design-innovation/people-centred-designing/content-section-0>

COURSE CODE: T211\_1

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## People-centred designing

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### Course summary

Designed products surround us all and range from bus tickets to buildings. This free course, People-centred designing, focuses firmly on usability and the increasingly important phenomenon of people-centred design. It aims to inform consumers of design (i.e., all of us) about this crucial characteristic of design. In addition to stimulating interest in areas of concern for producers of design, the course might also provide an introduction to engineering, manufacturing and business studies.

### Learning outcomes

By completing this course, the learner should be able to:

- demonstrate a knowledge and understanding of the principles of user-centred designing
- criticise some everyday products from a user's point of view
- suggest and apply some appropriate methods for researching how users interact with products
- apply comparison and evaluation skills, including constructive criticism of everyday products
- apply observational skills in the context of both personal and others' use of products.

## People-centred designing

### Completed study

The learner has completed the following:

#### Section 1

People-centred designing

#### Section 2

New products – old failings

#### Section 3

Designing for users

#### Section 4

Who are the users?

#### Section 5

Why not design for the 'average' user

#### Section 6

Inclusive design

#### Section 7

Ergonomics and human factors

#### Section 8

Interaction design

#### Section 9

User research techniques

#### Section 10

User research techniques observing users

#### Section 11

Designing for pleasure

#### Section 12

The voice of the customer

#### Section 13

Products for markets