

# DESIGN CHALLENGES

## DESIGN IS WICKED

have to solve problem in order to define problem

## DESIGN IS SLOPPY

making mistakes is the point of design

## DESIGN IS ABOUT TRADEOFFS

weigh/prioritize to balance design characteristics

## DESIGN RESTRICTIONS

degrees of freedom help specify the solution

## DESIGN IS NONDETERMINISTIC

multiple solutions exist for the same problem

## DESIGN HEURISTICS

- heuristics are rules of thumb
- trial + error, wisdom lead to the best heuristics

## DESIGN IS EMERGENT

designs evolve + improve (Darwinism)