

Speed Dating



Students sit in **pairs**, with one student opposite the other for their date.
 They work together to come up with a question for any design factor/heading, to which the answer is related to the associated Design Factor! (e.g. how much will the product cost?)
 After **2 minutes** they move on to the next date to share and build on the information gathered.
 Aim of the game is to complete all the boxes and have at least 1-2 questions for each factor.
 Best accompanied by embarrassingly romantic music!

Function	Aesthetics	User Centred Design
Economics	Sustainability	Technology
Materials	Innovation/Creativity	Quality