

Material Properties		
1	Absorbancy	The ability of a material to absorb light, heat or moisture
2	Corrosion resistance	The ability of a material not to be damaged by its environment
3	Density	Mass of a material per unit volume.
4	Durability	The ability of a material to last a long time without being damaged.
5	Elasticity	The ability of a material to return to its original shape when a force on it is removed.
6	Hardness	The resistance of a material to wear and abrasion.
7	Malleable	Pliable, the ability of a material to be pressed or forced into shape without breaking.
8	Plasticity	The ability of a material to be shaped or moulded.
9	Stiffness	How rigid an object is.
10	Strength	The ability of a material to withstand a force that is applied to it.
11	Toughness	The ability of a material to absorb an impact without rupturing.

Terms related to Stakeholder		
1	Primary Stakeholder	The main person or user group a product is designed for
2	Wider Stakeholder	The wider audience who have an invested interest in the product being developed – manufacturers, retailer – online or shops, charities, councils, clubs or fan groups, etc.
2	Anthropometric Data	Measurements taken from many different people and many different limbs or body areas. Collated in age groups and 5 <sup>th</sup> , 50 <sup>th</sup> and 95 <sup>th</sup> percentiles.
3	Ergonomic Data	Measurements of the environment a product will interact with, ensuring the product is fit for purpose.
4	Ethical Design	Designing with regard to people's principals, beliefs and morals.
5	End User	The person or people that will use a product when it is completed.
6	Exclusive design	Design of products for a limited audience.
7	Inclusive design	Design of products that can be used by everyone without special adaptations.
8	Product Analysis	Analysing existing products to gain useful information and opportunities for your own designs
9	User Centred Design	A design approach where the needs and wants of the end user are considered extensively at each stage of the design process.
10	Viability	When a product is not only purchased initially but performs well enough for it to be recommended to others, and for sales to continue.

Manufacturing Considerations		
1	Economies of Scale	A saving in cost per product gained by making a higher number of products.
2	One-off/ Bespoke Production	Making a single product to a customer specification.
3	Batch Production	Making a series of groups of identical products.
4	Mass Production	Making the same product on a large scale.
5	Just-in-Time Manufacturing/ JiT	Manufacturing system where items from suppliers are delivered only when they are needed.
6	Lean Manufacturing	A systematic approach to eliminate all forms of waste in manufacturing.
7	Rapid Prototyping	An additive manufacturing technology, such as 3D printing, used to produce a 3D product in a single operation from a CAD model.
8	Jig	A custom-made tool designed to achieve accuracy, repeatability and interchangeability during product manufacture.
9	Pattern	A type of template that is used to trace the shape of parts of a garment onto fabric before it is cut.
10	Standard Components	Common parts that are commercially available in specific sizes. E.g nuts and bolts, rivets, hinges, etc
11	Template	Used to draw a shape on material which can then be cut around.
12	Tolerance	The permissible limits of variation in the dimensions or physical properties of a manufactured product or part.
13	Circular Economy	A model that aims to increase the use of renewable energy and design products that are 'made to be made again'.
14	Lifecycle Assessment/LCA	A tool for systematically evaluating the environmental impact of a product at all stages of its life.