



How to Know if Your Design is Actually Good

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DESIGN & TECHNOLOGY

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What Makes a Design Good?

When you design something—whether it's a poster, a website, a skateboard, or a chair—how do you know if it's actually good? You can't just ask yourself. You need to test it properly and gather real feedback. This is called **design evaluation**, and it's a crucial part of the **design process**.

A good design does three main things: it **solves the problem** it was meant to solve, it's **user-friendly** (easy to use), and it looks appealing or works as intended. But proving this takes more than just hoping—it takes testing.

How Designers Test Their Work

Professional designers use several methods to check if their designs work. The most important is **user testing**. This means giving your design to real people—the people who would actually use it—and watching them interact with it. Do they understand how it works? Can they use it without help? Are they happy with it?

Think of it like taste-testing a cake before serving it at a party. You don't just hope people will like it—you get someone to try it first and give you honest feedback.

Designers also measure things like **functionality** (does it do what it's supposed to do?), **durability** (will it last?), and **cost** (did it cost too much to make?). They compare their design to **success criteria**—a checklist of goals they set at the beginning.

Asking the Right Questions

Good designers ask themselves tough questions: Does this meet the user's needs? Is it safe? Can people from different ages or abilities use it? Is it environmentally friendly? They gather feedback through **surveys**, **interviews**, and **observation**.

Think of it like a teacher checking homework. They don't just give a mark—they look closely at what you did right and what needs improving.

Sometimes designers discover problems during testing. This doesn't mean the design failed—it means the testing worked! They can now **iterate** (improve) the design based on real evidence rather than guessing. This cycle of testing and improving is how great designs get made.

The Bottom Line

A design is good when it achieves its goals, works smoothly, and makes users happy. But you only know this by testing it with real people and being honest about the results. Great design isn't about what the designer thinks—it's about what the users experience.