



Design Cycle Recap Multiple Choice Quiz

Choose the best answer for each question.

1. You begin a project by creating a mood board containing lots of visually interesting images. However, you haven't explained how any of the images connect to the theme. What is missing?

- A.** More images to make the mood board fuller
 - B.** A clear exploration and interpretation of the theme (mind map)
 - C.** A final design
 - D.** More artist research
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2. You have collected your own photographs for primary research. Which action would make this research most useful to your project?

- A.** Presenting as many photographs as possible
 - B.** Editing all the photographs using the same filter
 - C.** Selecting relevant photographs, analysing their visual qualities and considering how they could influence your ideas
 - D.** Replacing them with professional photographs found online
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3. You research an artist and write about their background and career. What would most improve the usefulness of this secondary artist research?

- A.** Adding longer biographies
- B.** Analysing the artist's visual language, techniques and concepts, then making connections to your own project
- C.** Finding more images of the artist's work
- D.** Researching when and where the artist was born

4. Which approach shows the strongest initial design process?

- A. Producing one highly finished design before experimenting
 - B. Creating several visually different possibilities that combine ideas from primary research, artist research and theme exploration
 - C. Choosing an artwork from the artist research and changing parts of it
 - D. Producing several designs that are almost identical
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5. You experiment with three different printmaking techniques. All three experiments are successful, but you don't record what you learnt from them. What is the biggest weakness?

- A. You haven't analysed the results & explained how the experiments might influence your developing ideas
 - B. Successful experiments shouldn't be included because experimentation should show mistakes
 - C. You should have created your final piece first
 - D. Three techniques aren't enough
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6. You have selected your strongest initial design and want to move directly to the final piece. What should you ideally do first?

- A. Produce the final piece while the idea is fresh
 - B. Develop the design further by testing & experimenting alternative composition, scale, colour, materials or other visual choices
 - C. Produce another mood board
 - D. Find an artist who has already made something similar
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7. Which scenario demonstrates the strongest design development?

- A. You redraw your original design neatly at a larger scale
 - B. You make several completely unrelated new designs
 - C. You use experimentation, feedback and reflection to produce variations, then select and refine the most successful elements
 - D. You decide that your original idea is good enough and move straight to the final piece
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8. Your final piece looks very different from your initial designs. Does this necessarily mean your design cycle has been unsuccessful?

- A. No, provided the changes can be explained through experimentation, research and development
- B. Yes, because changing ideas suggests poor planning
- C. Yes, because a final piece should always match the first design exactly
- D. No, because the initial design stage isn't important