

**SKILLS FRAMEWORK FOR DESIGN
TECHNICAL SKILLS AND COMPETENCIES (TSC) REFERENCE**

TSC Category	Technical Craft					
TSC	Form Giving					
TSC Description	Giving ideas and/or designs tangible forms and aesthetics, with consideration for function, emotions, technology, culture and organisational values					
TSC Proficiency	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
			DSN-DES-3029-1.1	DSN-DES-4029-1.1	DSN-DES-5029-1.1	
			Translate project and design requirements into a tangible form	Review the forms given to designs to verify fulfilment of project requirements and the design brief	Establish the overall vision of the designs' form by ensuring alignment to organisational strategies and stakeholder needs	
Knowledge			<ul style="list-style-type: none"> • Principles underpinning design philosophies • Concept of digital and physical modelling • Concept and principles of visual semantics • Concept of design communication • Concept and principles of human-centred design • Methods of form exploration in design 	<ul style="list-style-type: none"> • Principles underpinning design philosophies • Form, material and process relationship • Concept and principles of visual semantics • Concept of digital and physical modelling • Principles of form exploration in design • Objective evaluation techniques of form giving • Concept and principles of design communication through form 	<ul style="list-style-type: none"> • Principles and theories underpinning design philosophies • Significance of form in structural strengths of products • Theories of visual semantics • Principles of form exploration in design • Objective evaluation techniques of form giving • Stakeholder management • Concept and principles of persuasive communication through aesthetics 	

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<p>Abilities</p>			<ul style="list-style-type: none"> • Interpret project and design briefs to identify concerns and implications associated with the form of designs • Suggest different appearances of the design, which address the design briefs • Convey information and designs' non-visible attributes into shape, material, texture, colour and other tangible forms • Develop iterations and varieties of mock-up models and/or prototypes for form study • Utilise software, prototyping tools and other forms of technology to demonstrate the tangible designs • Create forms that are relevant to users and various stakeholders 	<ul style="list-style-type: none"> • Propose strategies to convey design's non-visible attributes into tangible forms • Liaise with stakeholders to ensure the form development of design • Formulate and guide form exploratory methods • Produce design specifications for the form outcome • Enhance the design, usability, ergonomics and aesthetics through form exploration • Evaluate forms given to designs for fulfilment of project requirements and design briefs • Provide direction to team members for the forming of designs • Attain buy-in from stakeholders for new design ideas generated from form exploration 	<ul style="list-style-type: none"> • Develop the overall product vision and roadmap in collaboration with stakeholders • Lead stakeholders in conceiving and ideating designs' forms, in line with organisational needs and market trends • Set form design standards to ensure adherence to the designs' vision and design excellence • Articulate knowledge and experience in design to ensure form is able to emotionally connect concepts with users and market desires 	
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