

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

TSC Category	Design					
TSC	Digital and Physical Prototyping					
TSC Description	Construct design concepts, either digitally or physically, to develop deeper understanding of the designs and test their usability and functionality					
TSC Proficiency Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
			LNS-DES-3028-1.1	LNS-DES-4028-1.1	LNS-DES-5028-1.1	
			Simulate and validate the real world performance of prototypes to measure success and assess how the prototype components interact	Manage the design and creation of prototypes, ensuring compliance to tasks identified in user research and established safety requirements	Establish guidelines and standards for prototyping, and initiate the design and creation of design solutions through close partnership with stakeholders	
Knowledge			<ul style="list-style-type: none"> Interface design Concepts in user and usability testing Techniques for physical and/or interface prototyping Principles for interaction design Prototyping software tools 	<ul style="list-style-type: none"> Interface design Principles of user and usability testing Techniques for physical or interface prototyping Principles for interaction design Prototyping software tools Proficiency in motions and animations 	<ul style="list-style-type: none"> Latest developments in interface design Principles of user and usability testing Latest techniques for physical or interface prototyping Use of digital models for prototyping Trends in digital and physical prototyping Leading prototyping skills and tools in the industry Techniques to stimulate creativity Techniques to manage prototyping experiences, sessions, feedbacks and events Management of senior stakeholders and management team 	
Abilities			<ul style="list-style-type: none"> Develop blueprints, document specifications and technical standards of prototypes Develop prototypes' visual specifications for evaluation by designers and/or developers 	<ul style="list-style-type: none"> Evaluate the relevance of tools and design elements needed for prototyping Oversee the development and production of prototypes using high-visibility and high-functionality design methods and techniques 	<ul style="list-style-type: none"> Drive the overall development of prototypes for design projects Plan tools and design elements for prototype creation, based on budget and resources available 	

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			<ul style="list-style-type: none"> • Develop prototypes using required visible and functional design methods and techniques • Test concepts, through review sessions with stakeholders, to gather feedback on prototypes' usability and design 	<ul style="list-style-type: none"> • Determine potential risks and odds in usage, to address safety compliance before production • Facilitate review sessions to test concepts, identify design flaws and gather feedback on concepts' usability, functionality and design • Manage debugging and diagnostics on issues faced during the creation of the prototypes • Provide possible risk management solutions to ensure compliance to safety standards prior to production 	<ul style="list-style-type: none"> • Establish goals and standards for prototyping in close collaboration with stakeholders • Lead research on trends in prototyping to introduce innovative methods to produce prototypes 	
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