

Timing: 1 to 3 hours

Level: Ages 15 and up

Design project review and redesign

Activity Overview

Continually reviewing ones work and redesigning as you go will ensure high quality outcomes. Engaging in review and redesign cycles is a useful step in the overall design process intended to help students improve and expand their designs and design skills. In this activity students engage in a formal review and redesign process where they will make any necessary changes to their project according to the feedback from the design review.

Note: Portions of this activity align to the Adobe Certified Associate objectives. Within the instruction steps and technical guides, the specific learning objectives for the exam(s) are referenced with the following format: ^{1.1}

Activity Objectives

Project management skills

- Conducting review sessions
- Executing a review and redesign cycle

Design skills

- Redesigning based on feedback
- Synthesizing information from design review meetings
- Applying design principles
- Designing for a specific audience and purpose

Research and communication skills

- Critiquing designs
- Communicating purpose and goal
- Communicating and presenting design decisions
- Giving feedback on a project
- Asking questions to focus and clarify
- Listening and interpreting feedback
- Reviewing and revising with clients
- Demonstrating the realization of redesign goals

Project Assets

Worksheet: Review and redesign ^{1.1, 1.4, 1.1, 1.4, 1.1, 1.6, 1.1, 2.6, 1.1, 2.6, 1.1, 1.4}

Background preparation resources

[Technical and content information](#)

[ISTE NETS*S Standards for Students](#)

[Adobe Certified Associate objectives](#)

Activity Steps

- Through a class discussion, define review and redesign. Explore what redesign means for student work and why it might be a useful step in the overall design process. Develop class definitions and discuss possible steps or questions that will help in redesigning a project. Some possible categories for review include:
 - Meeting initial focus, purpose, and audience
 - Changing focus, purpose, or audience
 - Applying good design principles
 - Redesigning according to client needs
- Depending on the project, ask students to review (individually, in pairs, in groups, or with a client) their projects against their initial goals and intended design principles. Ask students to take notes on the *Review and redesign* worksheet ^{1.1, 1.4, 1.1, 1.4, 1.1, 1.6, 1.1, 2.6, 1.1, 2.6, 1.1, 1.4} to assess the goals and gather feedback.
- After the review, allow students time to devise their redesign plans and redesign their projects if needed.

Note: You may want to review the *Peer review* activity and discuss appropriate ways of giving feedback. You may want to review the *Working with clients* activity if students are conducting the review and redesign with a client.

Assessment:

	0 – Does not meet expectations	3 – Meets expectations	5 – Exceeds expectations
Review and redesign	Absent or incomplete.	<p>The review and redesign process analyzes and critiques whether the first version of the project meets the initial goals, requires new goals, and reflects good design principles. The review and redesign process details changes needed for final project.</p> <p>If working with a client, the students effectively use the review and redesign process to gain approval for the final product.</p>	<p>The review and redesign process clearly and explicitly analyzes and critiques how the first version of the project meets or does not meet the initial goals, whether the project requires new goals, and how the project reflects good design principles. The review and redesign process insightfully analyzes changes for the final project and identifies new design principles and technological techniques to incorporate.</p> <p>If working with a client, the students effectively use the review and redesign process to gain approval for the final product.</p>

Background preparation resources:

- For more teaching and learning resources on the topics in this project, search for resources from the community on the Adobe Education Exchange: <http://edex.adobe.com>.

ISTE NETS*S Standards for Students

This project is aligned to the ISTE NETS*S Technology Standards. Depending on the subject and content area the student selects you may research your own state content standards to see how this project aligns to your state requirements.

ISTE NETS*S: Curriculum and Content Area Standards – NETS for Students

2. Communication and Collaboration

Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:

- a. interact, collaborate, and publish with peers, experts or others employing a variety of digital environments and media.
- d. contribute to project teams to produce original works and solve problems.

Adobe Certified Associate Exam Objectives

Adobe Certified Associate, Web Authoring objectives

- 1.1 Identify the purpose, audience, and audience needs for a website.
- 2.6 Communicate with others (such as peers and clients) about design plans.

Adobe Certified Associate, Visual Communication objectives

- 1.1 Identify the purpose, audience, and audience needs for preparing image(s).
- 1.4 Communicate with others (such as peers and clients) about design plans.

Adobe Certified Associate, Video Communication objectives

- 1.1 Identify the purpose, audience, and audience needs for preparing video.
- 2.6 Communicate with others (such as peers and clients) about design and content plans.

Adobe Certified Associate, Interactive Media objectives

- 1.1 Identify the purpose, audience, and audience needs for interactive media content.
- 1.6 Communicate with others (such as peers and clients) about design and content plans.

Adobe Certified Associate, Graphic Design & Illustration objectives

- 1.1 Identify the purpose, audience, and audience needs for preparing graphics.
- 1.4 Communicate with others (such as peers and clients) about design plans.

Adobe Certified Associate, Print & Digital Media Publication objectives

- 1.1 Identify the purpose, audience, and audience needs for preparing page layouts.
- 1.4 Communicate with others (such as peers and clients) about design plans.

For more information

Find more teaching materials for using Adobe software in your classroom on the Adobe Education Exchange: <http://edex.adobe.com/>.



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