

Dino Dini theorizes that poor designs occur as a result of mismanaged constraints, something he claims can be seen in the way the video game industry makes "Must be Fun" a negotiable constraint where he believes it should be non-negotiable.

It should be noted that "the management of constraints" may not include the whole of what is involved in "constraint management" as defined in the context of a broader [Theory of Constraints](#), depending on the scope of a design or a designer's position.



An [architect](#) at his [drawing board](#), 1893. The [Peter Arno](#) phrase "Well, back to the old drawing board" makes light of the fact that designs sometimes fail and redesign is necessary. The phrase has meaning beyond [structural designs](#) and is an idiom when a drawing board is not used in a design.

### *Redesign*

Something that is redesigned requires a different process than something that is designed for the first time. A redesign often includes an evaluation of the existent design and the findings of the redesign needs are often the ones that drive the redesign process. Some authors nevertheless suggest that from the evolutionary point of view the functionality, and even the aesthetic sophistication of artifacts is best understood as a result of redesign rather than design, as all successful artifacts are outcomes of cumulative improvements