

## Typical steps

A design process may include a series of steps followed by designers. Depending on the product or service, some of these stages may be irrelevant, ignored in real-world situations in order to save time, reduce cost, or because they may be redundant in the situation.

Typical stages of the design process include:

- Pre-production design
  - [Design brief](#) or [Parti](#) – an early often the beginning statement of design goals
  - [Analysis](#) – analysis of current design goals
  - [Research](#) – investigating similar design solutions in the field or related topics
  - [Specification](#) – specifying requirements of a design solution for a product ([product design specification](#)<sup>[8]</sup>) or service.
  - [Problem solving](#) – [conceptualizing](#) and [documenting](#) design solutions
  - [Presentation](#) – presenting design solutions
- Design during production
  - [Development](#) – continuation and improvement of a designed solution
  - Testing – [in situ](#) testing a designed solution
- Post-production design feedback for future designs
  - [Implementation](#) – introducing the designed solution into the environment
  - [Evaluation](#) and [conclusion](#) – summary of process and results, including [constructive criticism](#) and suggestions for future improvements
- Redesign – any or all stages in the design process repeated (with corrections made) at any time before, during, or after production.

These stages are not universally accepted but do relate typical design process activities. For each activity there are many [best practices](#) for completing them. <sup>[9]</sup>

## Philosophies and studies of design

**Philosophy of design** is the study of assumptions, foundations, and implications of [design](#). The field is defined by an interest in a set of problems, or an interest in central or foundational concerns in design. In addition to these central problems for design as a whole, many philosophers of design consider these problems as they apply to particular disciplines (e.g. [philosophy of art](#)). Although most practitioners are [philosophers](#), several prominent designers and artists have contributed to the field.