Guidelines for use:

Use any aspect of the handout, such as:
- Heuristic title
- Images
- Description

- To generate or inspire an idea
- Transform an idea by applying a design heuristic to an existing idea
- Develop part of an idea by applying a design heuristic to a part of an idea

ADD TO EXISTING PRODUCT

BEND

CHANGE FLEXIBILITY

EXPAND OR COLLAPSE

FLATTEN

MERGE SURFACES

SIMPLIFY

CHANGE GEOMETRY

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UTILISE INNER SPACE
Use the inside of the design for something.

UTILISE OPPOSITE SURFACE
Use another side or surface.

ADJUST FUNCTIONS FOR SPECIFIC USERS
Change the design based on the needs of the user.

ALLOW USER TO ASSEMBLE
Enable the user to put the design together.

ALLOW USER TO CUSTOMISE
Enable the user to personalise part of the design.

ALLOW USER TO REARRANGE
Enable the user to move or rearrange parts of the design.

ATTACH PRODUCT TO USER
Join the design to the user.

INTEGRATE USER INPUT
Include the user's wants and wishes.

PROVIDE SENSORY FEEDBACK
Use the senses to give feedback to the user.

APPLY EXISTING MECHANISM IN A NEW WAY
Use an existing design in a new way.

CONVERT FOR SECOND FUNCTION
Change the design so it has more than one use.

CREATE SYSTEM
Develop a set of designs that work together.

SEPARATE FUNCTIONS
Divide the use(s) of the design.

ADD MOTION
Change the design so it moves in some way.

ROTATE
Move part of the design around another part.

SLIDE
Move one part of the design across another part.

CONVERT 2-D MATERIAL INTO A 3-D OBJECT
Change the design so it could be made from a flat surface.

EXPOSE INTERIOR
Use the inside of the design for something.

HOLLOW OUT
Remove the inside or interior of the design.

MAKE COMPONENTS ATTACHABLE OR DETACHABLE
Join or take apart the design.

MIRROR OR ARRAY
Start or continue a pattern.

OFFER OPTIONAL COMPONENTS
Allow choice of parts.

REPEAT
Change the design so a part of the design reoccurs.

USE COMMON BASE TO HOLD COMPONENTS
Add a base that supports other parts.