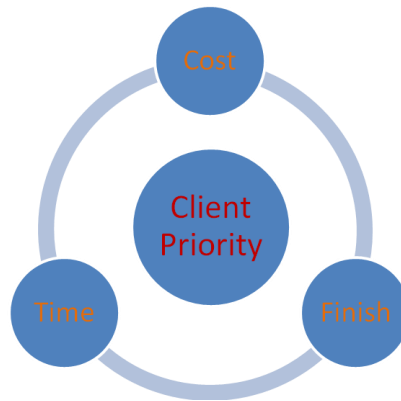


## Designers Guidelines for The Priority Triangle & “F3”

### The Priority Triangle

This tool is most effective when discussing the effect of a specification or contract change with a client. It is very helpful to explain how a change or a request may affect other agreements in the contract, and can help to quickly arrive at the optimum decision for a specific contract. The three most common priorities are Cost, Time and Finish (or Quality), so this Triangle considers the impact of prioritizing one over the other two.



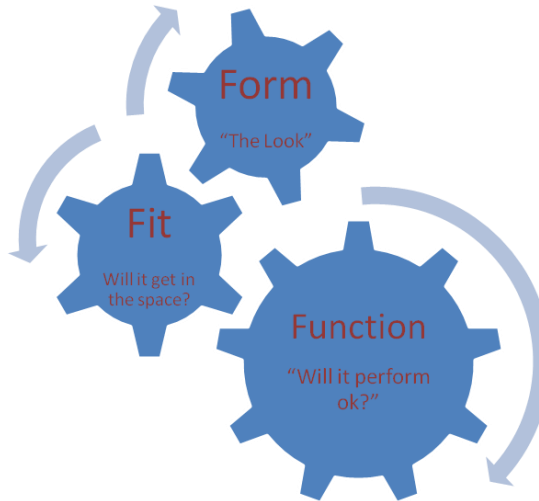
The best use of this tool is to make clear to the client how some requests may impact other areas – and knowing the order of priority for

Example Request	Effect on Cost	Effect on Time	Effect on Finish
“I need to have samples of all the finishes” (Finish Focussed)	Negative - This may add to the final cost, depending on the complexity	Negative - This will add another cycle to the manufacturing process, so will usually delay final delivery	Positive - This should result in a far better understanding between the client and the manufacturer of what is expected.
“I need it as soon as possible!” (Time Focussed)	Negative - This may add to the final cost, due to expediting manufacture and reducing time for cost-reducing design.	Positive – The client is driving towards the shortest possible lead time.	Negative - This will reduce time for discussions on finish, and some techniques may not be achievable in the time scale.

Example Request	Effect on Cost	Effect on Time	Effect on Finish
“I need it as cheap as possible!” (Cost Focussed)	Positive – The client has made it clear that design decisions should be geared to reducing price wherever possible	Neutral/Negative- This may not have a direct effect on the timescales, but any premium service will not be used.	Negative – High end materials and techniques will not be used in the pursuit if cost down
“Money is No Object!” (could be time or Finish focused, not clear)	Negative – Cost will be a low priority when considering design trade-offs.	Positive (if needed) – The client can drive towards the shortest possible lead time.	Positive - This allows use of the best materials and techniques – as well as a comprehensive prototyping and specifying cycle .

## “F3”

This tool is really intended for focusing on the design issues of a piece. When changes to the specification are discussed it is useful to decide what kind of change it is, and how that affects the other elements



### Form

The shape, size, dimensions, mass and/or other visual parameters which uniquely characterize an item. This defines the "look" of the part or item. Sometimes weight, balance and center of mass are considerations in 'form'.

#### *Examples*

This covers the important areas of shape and appearance that define the style of a piece. The thickness of an arm, or the texture of leather or specific wood grains all add to this overall impression.

### Fit

The ability of an item to physically interface or interconnect with or become an integral part of another item or assembly.

#### *Examples*

This can be as simple as the ability of a dining chair to fit under a table, a headboard base to miss skirting board, or a sofa to fit in an allocated area. Other relationships can be more complicated to work out in advance but can have a significant impact, such as the ability of a chair to fit up a flight of stairs, or the ability to open a Dresser door when next to a bed.

### Function

the action[s] that an item is designed to perform. This is the reason for the item's existence, which also includes secondary applications.



### *Examples*

This can be as straightforward as the comfort of a sofa when it is sat in, as well as its ability not to break when that happens. Very often there is a conflict between how a piece is conceived, and how it can practically be made so that it works. A long running debate in design is whether “form follows function” a piece should be made without decorative elements. From the minimalists on one side to the fans of the Gothic on the other. Needless to say the argument wont ever be resolved.