Words to Know

- **Community-centered design:** When a maker works directly with users, involving them as equal partners in the process of identifying the problem, then creating and testing solutions.

- **Design thinking process:** The steps makers take to solve problems and create things. They define the need, brainstorm solutions, design (make a plan), build, test and evaluate, redesign, and share.

- **Feature:** Any part of an object that is useful, fun, or different from other similar items.

- **Function:** What an object is meant to do or be used for. It's the object's goal or purpose.

- **Innovate:** To make something better or try something new.

- **Maker:** A person who makes or creates art or designs objects.

- **Marketing:** To promote or sell a product with advertisements and other materials.

- **Product line:** A set of different objects that are meant to be sold and have the same goal or user.

- **Product option:** An object that comes in different variations, such as multiple sizes or colors.

- **Prototype:** A quick way to test an idea or show it to others. It can be a sketch or a model of an idea made with everyday materials, such as cardboard, paper, string, and rubber bands.

- **Target audience:** People you want to be your users.

- **User:** The person, people, or group that uses an object.

- **User-centered design:** Creating something by focusing on what the user wants, needs, likes, and dislikes.