Matrix for checking range of Design Processes, Frameworks, Methods & Tools etc for diploma portfolios

Apprentice: _____ Date: _____ Tutor: _____ Tutorial: _____

	Design Process / Frameworks						Design Methods / Tools																							
Designs	OBREDIMET	SADIM	CEAP	Looby's Web	Whitefield		Base maps	Overlays	Shadow Mapping	Zones	Sectors	Client Interview	PASTE	Microclimates	Soil analysis	Input-Output Analysis	Brainstorm / mindmap	Flow diagram	PNI	SWOC	Planning for Real	Wild Design	Random Assembly	Web of Connections	Stacking	McHarg's exclusion	Incremental design			
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	Ethics			Mollison & Slay Principles											Mollison Principles					Holmgren Principles											
Designs	Earth Care	People Care	Fair Shares	Relative Location	Each element performs many functions	Each important function is supported by many elements	Efficient energy planning: zone, sector & slope	Using biological resources	Cycling of energy, nutrients, resources	Small-scale intensive systems; inc. plant & time stacking	Accelerating succession & evolution	Diversity, including guilds	Edge effect	Attitudinal principles: everything works both ways, & Pc is information ^ imagination-intensive	Work with nature rather than against	The problem is the solution	Make the least change for the greatest possible effect	The yield of a system is theoretically unlimited (or only by the imagination & information of the designer)	Everything gardens (or modifies its environment	Observe & Interact	Catch & Store Energy	Obtain a yield	Apply Self regulation & accept feedback	Use & Value Renewable Resources & Services	Produce no waste	Design from patterns to details	Integrate rather than segregate	Use slow& small solutions	Use & Value Diversity	Use edges & value the marginal	Creatively Use & respond to change
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