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**From:** Dario Pirotta  
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**To:** College Principals  
Heads of School

**Subject:** SEC 33 Design and Technology: Iterative Project 2024

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Heads of school are kindly requested to bring this document to the attention of all Design and Technology teachers.

Reference is made to the SEC 2024 Design and Technology syllabus. Candidates are to prepare an iterative project in line with one of the situations by the MATSEC Examinations Board.

Thank you for your co-operation.



## SEC 33 Design and Technology: Iterative Project 2024

Theme: Technology around Wearables

### Document guidelines

- Focus on the Project Theme which will provide the context to all the situations available.
- Select one of the given situations after briefly analysing the context.
- Use the given specification grids to determine any information that yet requires to be specified.
- State your selected situation on the Iterative Project Grading Criteria document and read carefully the criteria set for all the project.
- The Iterative Project should consist of the Initial Project Proposal and the Final Design Project, as specified in the syllabus document.

### Using the specification grid

The specification grid gives a snapshot of the situation, stating the fixed information that needs to be adhered to when developing the project. The level of specification row indicates whether the necessary information has been given in full in a section or if the candidate has further information to look into.

	<b>Context</b>	<b>Environment</b>	<b>Need</b>	<b>User</b>
Level of given specification	■■■	■■■	■■■	■■■
Information	info	info	info	info

For example, if the 'User' has 3/3 specs, then this area is fully specified; however if the 'Need' section only provides 1/3 specs, the candidate is expected to provide, based on his/her own decisions, and within the given theme, this missing specification within the Initial Project Proposal.

Kindly follow the syllabus guidelines on the Initial Project Proposal and Final Project.

**Situation 1**

Commercial fashion outlets need to set up attractive showcases to display different products in store to attract customers to buy from their shops.

Fashion products change frequently as they are seasonal. Therefore, clothing and accessory displays in shops need to be transformed accordingly. These frequent changes in displays are quite unsustainable both financially and environmentally.

**Guidelines**

Identify **ONE** type of commercial outlet which sells fashion products, such as shoe store, eyewear store, clothing shop, etc. Create a system which can display a range of fashion products but can also be transformed and reused over different seasons sustainably.

Note: The transformation can be done by using modular parts or mechanical/electronic attachments to produce different outputs in the display.

	Context	Environment	Need	User
Level of given specification	●●○	●●○	●○○	●○○
Information	transformable and reusable fashion displays	commercial fashion outlet	display a range of fashion products	potential customer

**Situation 2**

Dressing up is something that most of us take for granted. However, for people with impairments, dressing oneself and wearing fashionable items could be quite challenging. The lack of devices which aid individuals to put on clothes and accessories more easily, creates a barrier to greater independence.

**Guidelines**

Consult with a group of people with physical impairment, and investigate the difficulties they face when wearing a piece of clothing or an accessory. Devise a product which can assist this group of people in putting on and removing clothing items or accessories more easily.

	<b>Context</b>	<b>Environment</b>	<b>Need</b>	<b>User</b>
Level of given specification	●○○	●●○	●●○	●○○
Information	making fashion accessible	private spaces	dressing up independently	individuals with a particular impairment

**Situation 3**

Wearable gadgets are frequently used for leisure, such as sports, but can also be used in workplaces. People who practice sports or work outdoors during the night might need to wear such gadgets to be visible for their own safety.

As technology advances, wearable gadgets can help to improve safety but are not always comfortable to wear or easy to use.

**Guidelines:**

Select a group of people who practice a particular sport or work outdoors during the night and analyse the execution of their activities. Produce a comfortable and user-friendly wearable device to help the user be more visible at night while performing the chosen activity.

Note: The device can be either a specific item of clothing or accessory, or an attachment for existing clothing or accessory.

	<b>Context</b>	<b>Environment</b>	<b>Need</b>	<b>User</b>
Level of given specification	●○○	●●○	●●○	●○○
Information	wearable gadgets	outdoors during night-time	increased safety and comfort	people who practice sports or work outdoors