

Design Research Planning Part 1: Research Topics

Before engaging with stakeholders impacted by your project, identify key topics that influence your stakeholders’ experience. Use sticky notes to brainstorm potential research topics under each category.

PROJECT TOPIC:

ACTIVITIES & EXPERIENCES

What activities are part of your project’s context?

TOOLS & TECHNOLOGY

What tools, both digital and physical, are used in your project area?

ENVIRONMENT

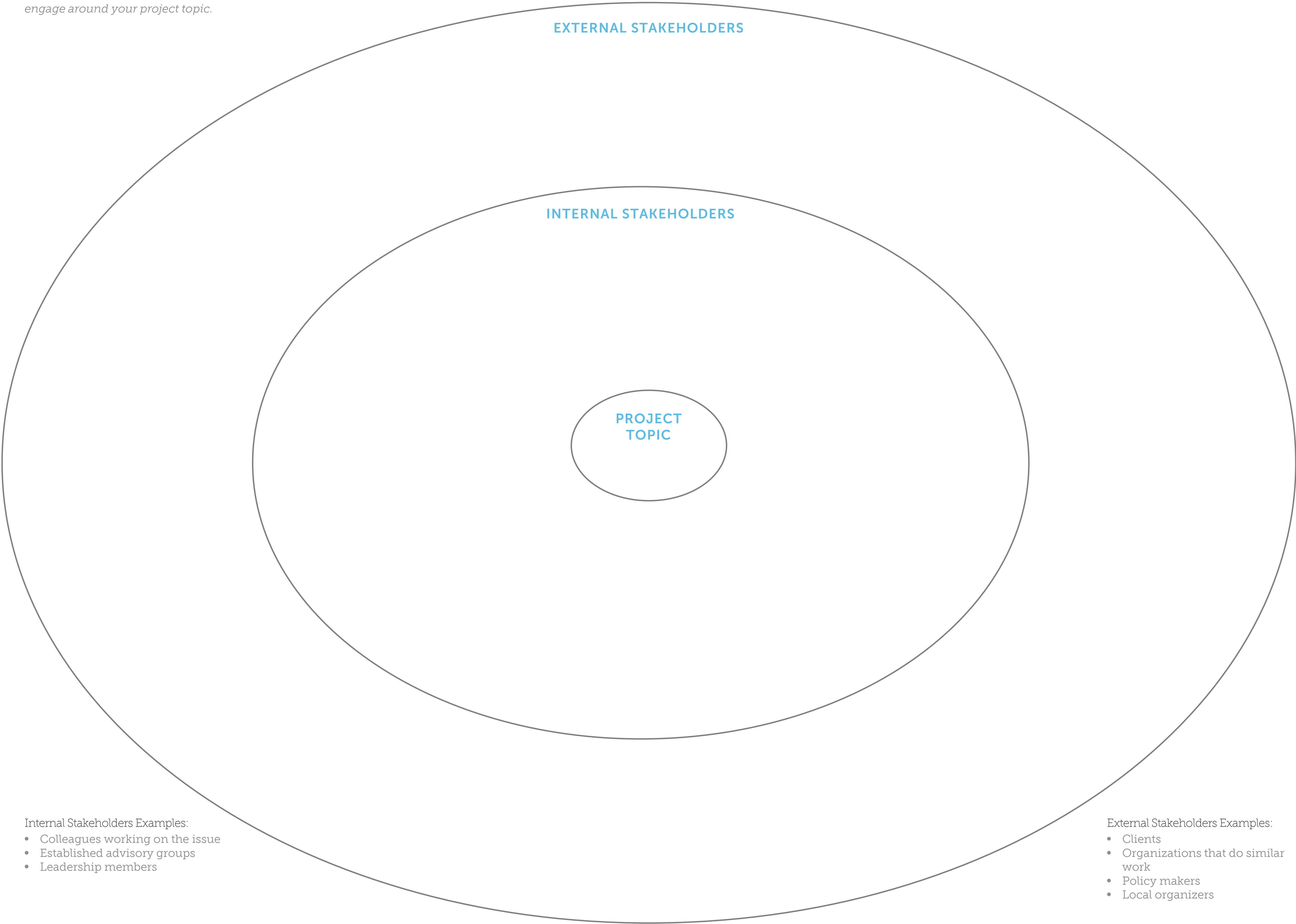
Where do the activities related to your project take place? List them out.

FINANCES

What are the financial aspects of your project? What metrics might be important as you learn?

Design Research Planning Part 2: Stakeholder Map

Whose experiences do we need to better understand and/or learn from? Looking at the research topics you brainstormed on the Design Research Planning Part 1 handout, brainstorm a list of stakeholders you could engage around your project topic.



- Internal Stakeholders Examples:
- Colleagues working on the issue
 - Established advisory groups
 - Leadership members

- External Stakeholders Examples:
- Clients
 - Organizations that do similar work
 - Policy makers
 - Local organizers