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:**

<table>
<thead>
<tr>
<th>ACTIVITIES &amp; EXPERIENCES</th>
<th>TOOLS &amp; TECHNOLOGY</th>
<th>ENVIRONMENT</th>
<th>FINANCES</th>
</tr>
</thead>
<tbody>
<tr>
<td>What activities are part of your project’s context?</td>
<td>What tools, both digital and physical, are used in your project area?</td>
<td>Where do the activities related to your project take place? List them out.</td>
<td>What are the financial aspects of your project? What metrics might be important as you learn?</td>
</tr>
</tbody>
</table>
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