# **Design Research Scoping Canvas**

#### #1 /// The Research Topics / Questions

#2

# People

Whom are the people you are designing for? Whom are you seeking to understand better?



#### Assumptions

What do you believe you already know about them? Are there biases you hold? Acknowledge these, then let them go, so that they don't bias your research

## Extremes



Are there people who might have "extreme" practices or behaviors we could learn from?



CcImage: Colored by the systemDesigned by:AspenLabs/co:dify Group for Nicolson FoundationDownload:https://rcl.ink/69I

This work is licensed under the Creative Commons Attribution-Share Alike 4.0 Unported License. To view a copy of this license, visit: https://creativecommons.org/licenses/by/4.0/ or send a letter to Creative Commons, 171 Second Street, Suite 300, San Francisco, California, 94105, USA. Project

#3

×=

# Existing Solutions

Are there other products or service out there that are already trying to address their needs? Take a close look at them.

#### Expert and Desk Research

What does the existing research te us? How can existing research hel us frame our own research? Know that your research may contradict what you read, and leave yourself open to that.

	#4		#
es er	Observation Which experiences could you observe to better understand the world of these individuals?	δ	Ir W the qu the dis
ell elp w f	Immension   Could you "walk a mile" in their shoes? What are possible situations to do so?	P V	A W ex an fro

*‡*5

#### nterview

Vhat do you want to know about nese individuals? Start a list of lestions to help you organize your noughts before you put together your scussion guide.

## Analogies

Vhat makes these individuals' xperiences unique? Are there nalogous experiences or individuals om whom you can draw inspiration?



(?)