

CATEGORY	DESIGN IDEA	SUB-SUB-CATEGORY	EVIDENCE	AUTHOR	#	NOTES
affinity diagramming			"process used to externalize and meaningfully cluster observations and insights from research, keeping design teams grounded in data as they design"	JB	4	https://www.google.ch/search?q=affinity+diagramming&tbn=isch&source=iu&ictx=1&f...
bull's-eye diagramming			"ranking items in order of importance using a target diagram. . . . gather a set of data (e.g. issues, features, etc.). . . . plot the data on the target, and set priorities" [20]	JB	12	
card sorting			"participatory design technique that you can use to explore how participants group items into categories and relate concepts to one another" [18]	JB	14	
coding	applied data analysis techniques (ADA)		"break data apart and identify concepts to stand for the data [open coding], [but] also have to put it back together again by relating those concepts [axial coding]" [23]	JB	16	
cognitive map			"reveal how people think about a problem space, and visualize how they process and make sense of their experience. . . . most effective when used to structure complex problems and to inform decision making" [18]	JB	17	
consistency inspection	D3.JS discussion?		"verify consistency across a family of interfaces, checking for consistency of terminology, color, layout, input and output formats, and so on" [22]	JB	25	
five W's	table/sheet		"popular concept for information gathering in journalistic reporting . . . captures all aspects of a story or incidence: who, when, what, where, and why" [24, 21]	JM	39	https://advocacyassembly.org/en/news/43/
importance/difficulty matrix	table/sheet		"a quad chart for plotting items by relative importance and difficulty . . . make a poster showing a large quad chart, label horizontal axis Importance, label vertical axis Difficulty . . . plot items horizontally by relative importance, plot items vertically by relative difficulty . . . look for related groupings, and set priorities" [20]	JM	48	https://spin.atomicobject.com/2018/03/06/design-thinking-difficulty-importance-matrix/
literature review	papers we have already found, with some additional on the topic of comics, but as well sequence representation in D3		"distill information from published sources, capturing the essence of previous research or projects as they might inform the current project" & "collect and synthesize research on a given topic" [18]	JM	53	
love/breakup letters	short form		"personal letter written to a product. . . [to reveal] profound insights about what people value and expect from the objects in their everyday lives" [18]	JM	54	I thought this would be easier to get the opinions of people than interviewing them, but I think it is better to do this after we have some prototype
personas	table/sheet		"consolidate archetypal descriptions of user behavior patterns into representative profiles, to humanize design focus, test scenarios, and aid design communication" [18]	JM	63	
POEMS framework	??		"observational research framework used to make sense of the elements present in a context. . . five elements are: People, Objects, Environments, Messages, and Services" [14]	JM	66	
prototyping	using wireframe		"tangible creation of artifacts at various levels of resolution, for development and testing of ideas within design teams and with clients and users"	SK	67	for feedback at various levels
storyboarding	with a timeline?		"visually capture the important social, environmental, and technical factors that shape the context of how, where, and why people engage with products" & "build empathy for end users" [18]	SK	84	how social parameters shaped the creation of comic characters
technology probe			"simple, exible, and adaptable technologies with three interdisciplinary goals: the social science goal of understanding the needs and desires of users in a real-world setting, the engineering goal of field-testing the technology, and the design goal of inspiring users and researchers to think about new technologies"	SK	87	
weighted matrix			"matrix ranks potential design opportunities against key success criteria" & "help identify and prioritize the most promising opportunities" [18]	SK	97	
wireframing			"schematic diagramming: an outline of the structure and essential components of a system" [20]	SK	98	
MISC	Ideas to get from: https://mckennapsean.com/website-resources/supplemental/design-activity-framework.pdf					