



The Design Science Research Model (DSRM), a theory-based research paradigm for developing a directly applicable solution in the form of an innovative artifact to solve a (practical) problem, comprises six successive activities: problem identification and motivation, objectives of the solution, design and development, demonstration, evaluation, and communication. Additionally, it includes the three underlying control steps to ensure continuous refinement of the artifact: evaluation of the problem statement and design goals, evaluation of the design specification, evaluation of the first trend radar instance.