**literature search blog**

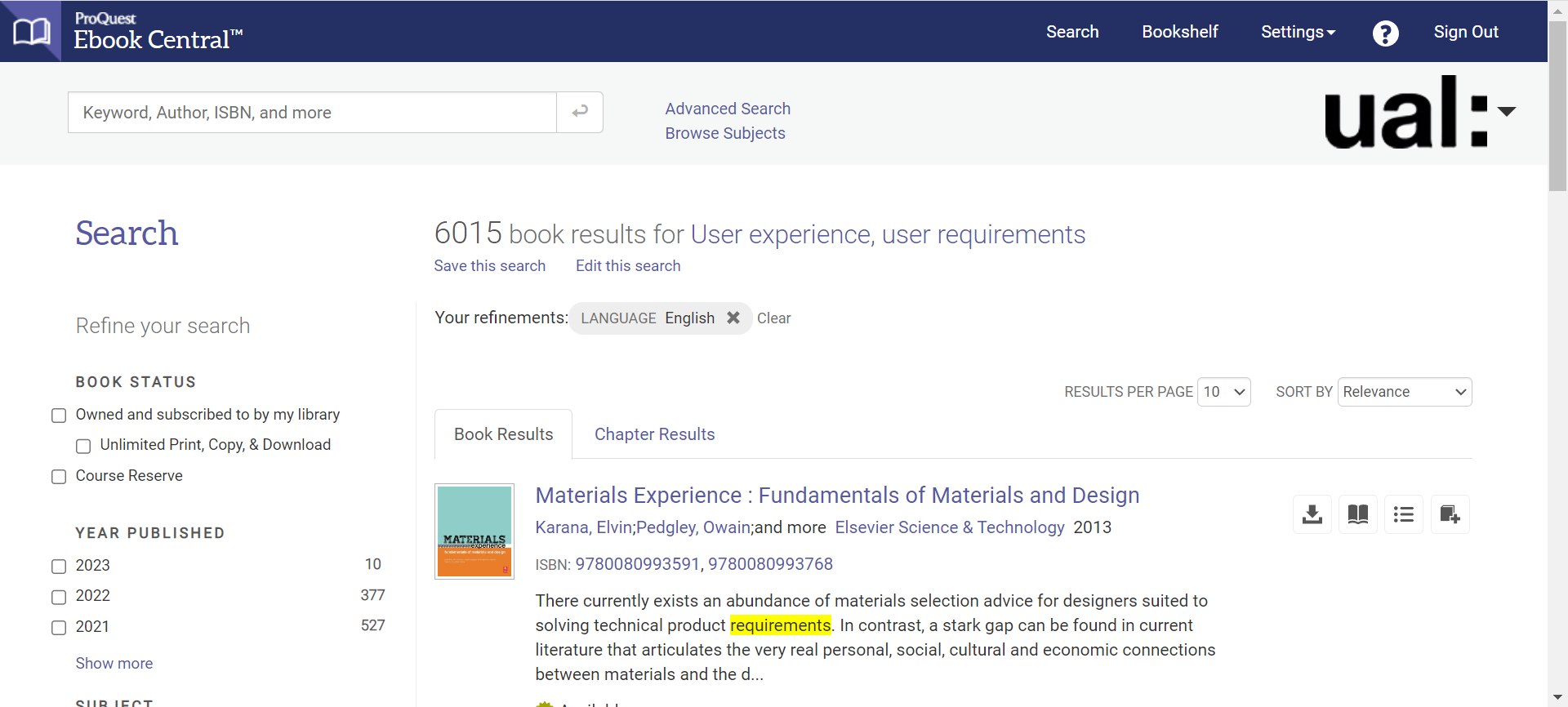
*Research direction: user requirements research methods in user experience*

* Phase I

The two preliminary keywords for the direction of this research are 'user experience' and 'research methods'. The objective of the research was to systematically compile a methodology for analysing user requirements in the context of user experience through researching online literature.

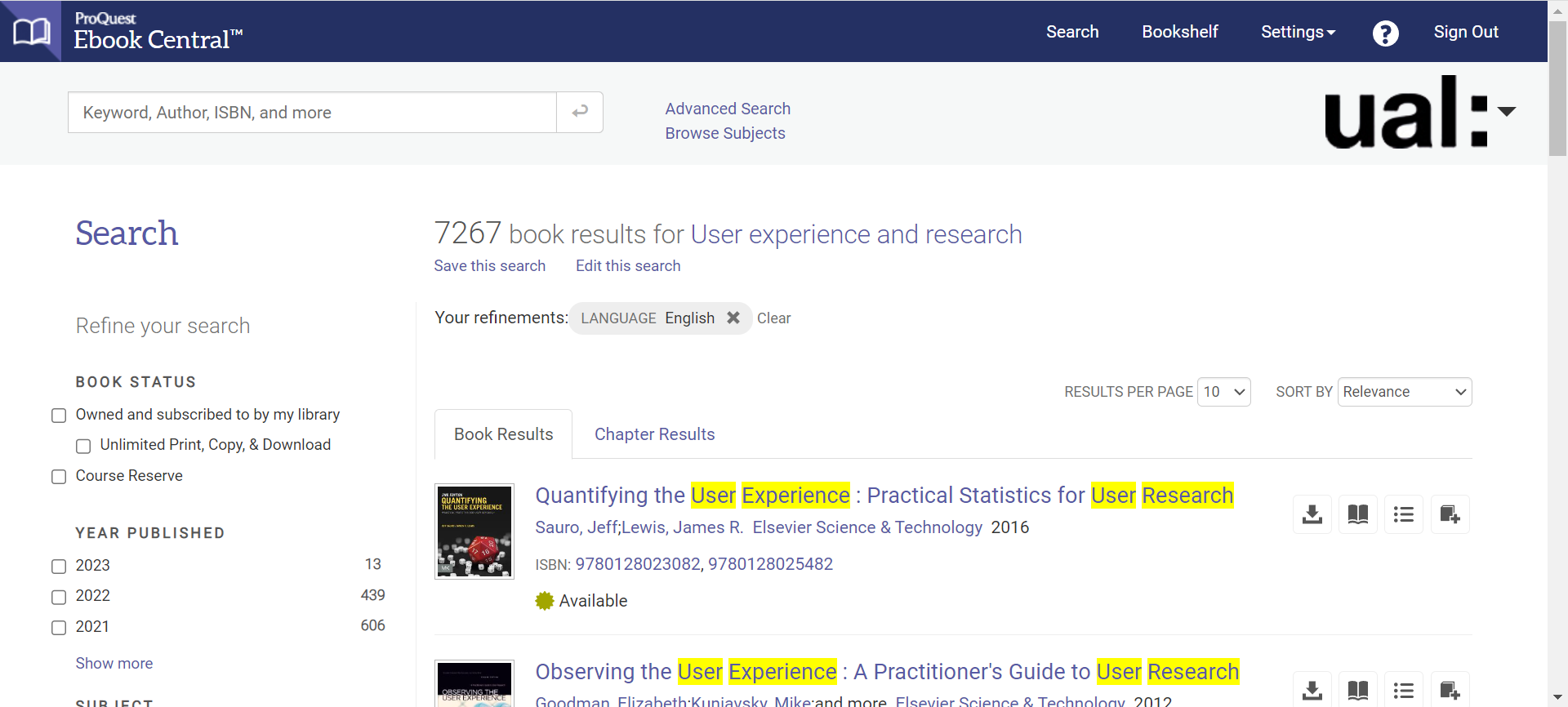
At first, I chose to search for the 'Product design' and 'user requirement' keywords on the Proquest Ebook Center platform. Because I prefer to use Proquest Ebook Center than The Web of Knowledge.

After searching for articles in English using the keyword 'user experience, user requirement', I got 6015 articles. However, most of these articles did not have much relevance to my keywords at the title level.

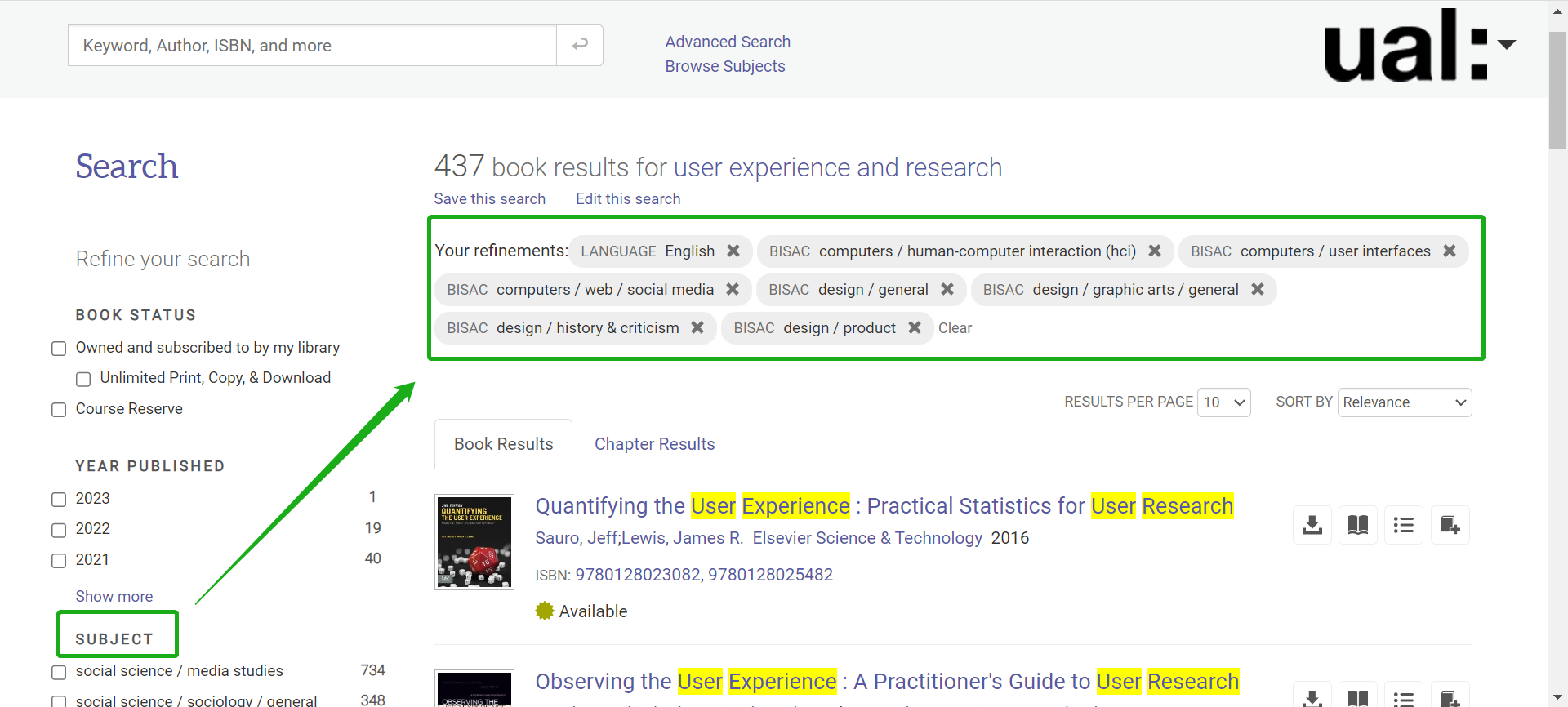


* Phase II

Perhaps there was a problem with the phrase 'research method', so I tried changing the keyword to 'user experience and research', again with English articles as the search term, and I got 7267 high matches. The problem was solved.



By this point, I was still getting too many search results. So I started to experiment with Helen Newing's strategy of adding additional qualifiers to filter the literature. I selected seven specific subject areas and the search was successfully narrowed down to 437 results with these criteria.



Obviously, there were still too many search results, so I limited the years of publication to between 2020 and 2023 and the search was successfully further narrowed down to 61. This search strategy worked, and it saved me a lot of time. I decided to start by browsing for articles from these three years and if there were no suitable articles in this, I would expand the year search.

* Phase III

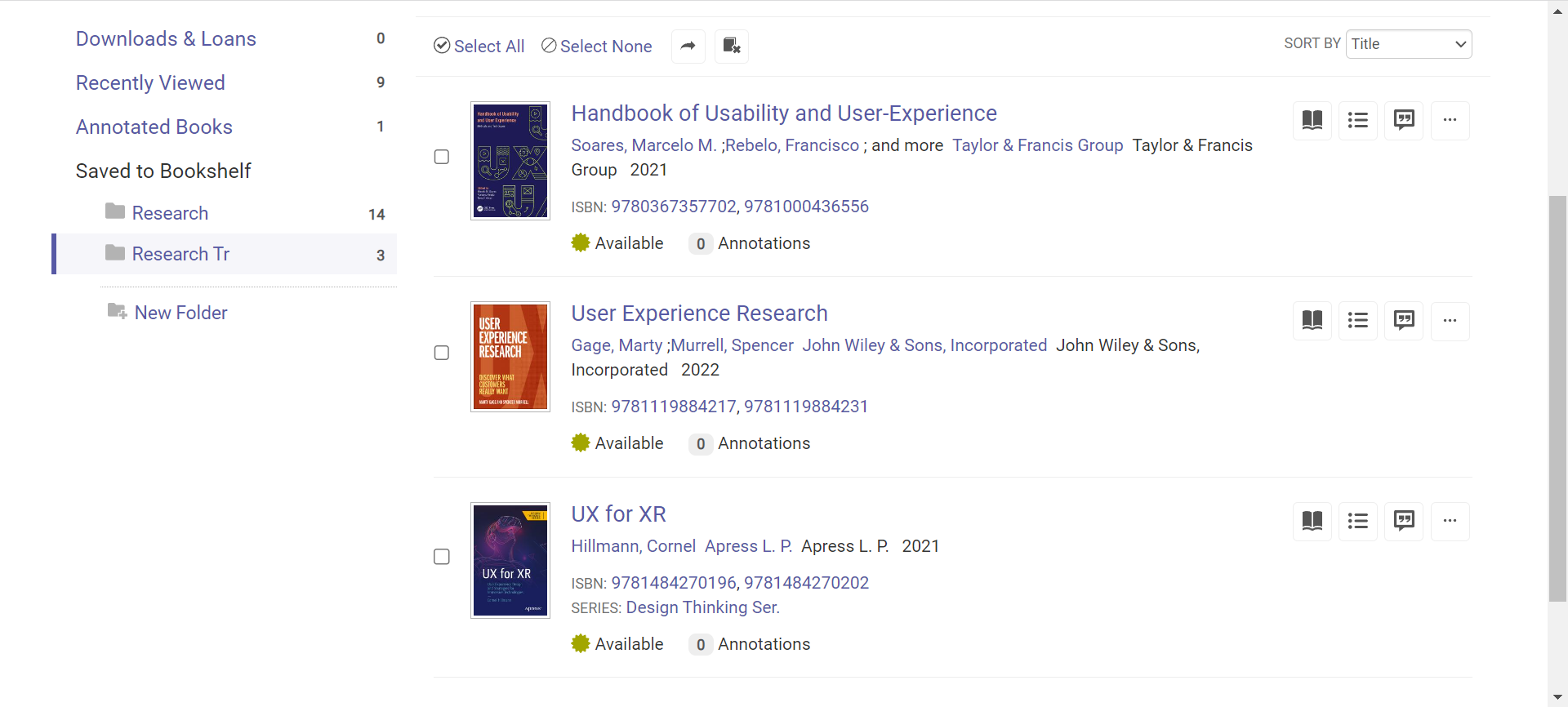
Next I did a quick scan of the titles, descriptions and abstracts of the 61 papers. After a quick browse I selected 3 papers that were useful to me:

Hillmann, C 2021, UX for XR : User Experience Design and Strategies for Immersive Technologies, Apress L. P., Berkeley, CA.

Gage, M, & Murrell, S 2022, User Experience Research : Discover What Customers Really Want, John Wiley & Sons, Incorporated, Newark.

Soares, MM, Rebelo, F, & Ahram, TZ (eds) 2021, Handbook of Usability and

User-Experience : Methods and Techniques, Taylor & Francis Group, Milton.



Handbook of Usability and User-Experience: Methods and Techniques would be a good tool book. I was thrilled to find User Experience Research: Discover What Customers Want, which was the best match for my search terms. Immersive Technologies is an additional technical area of interest to me, and therefore equally important.

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