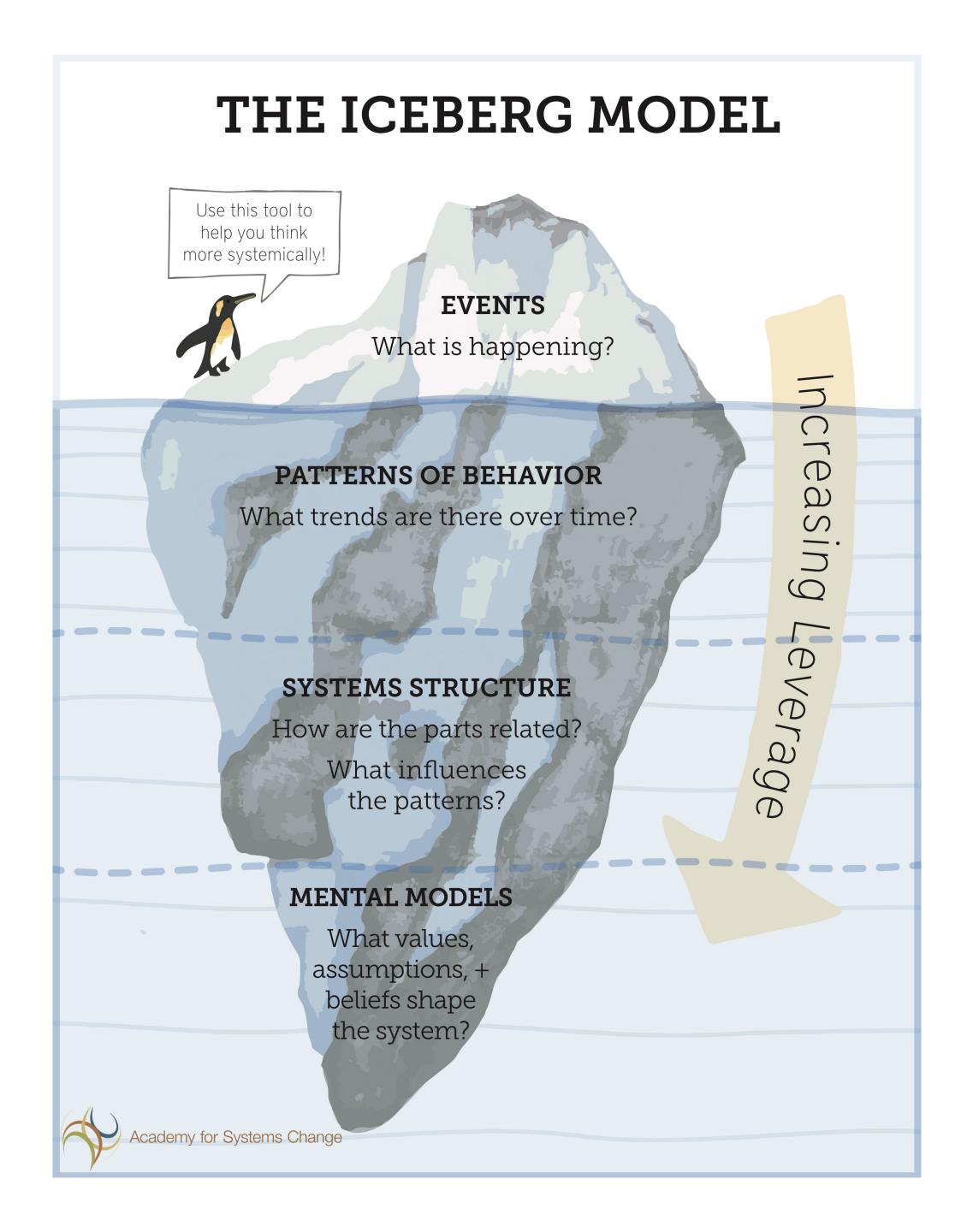
## Starting your research

8 February 2024 I Denise Ramzy



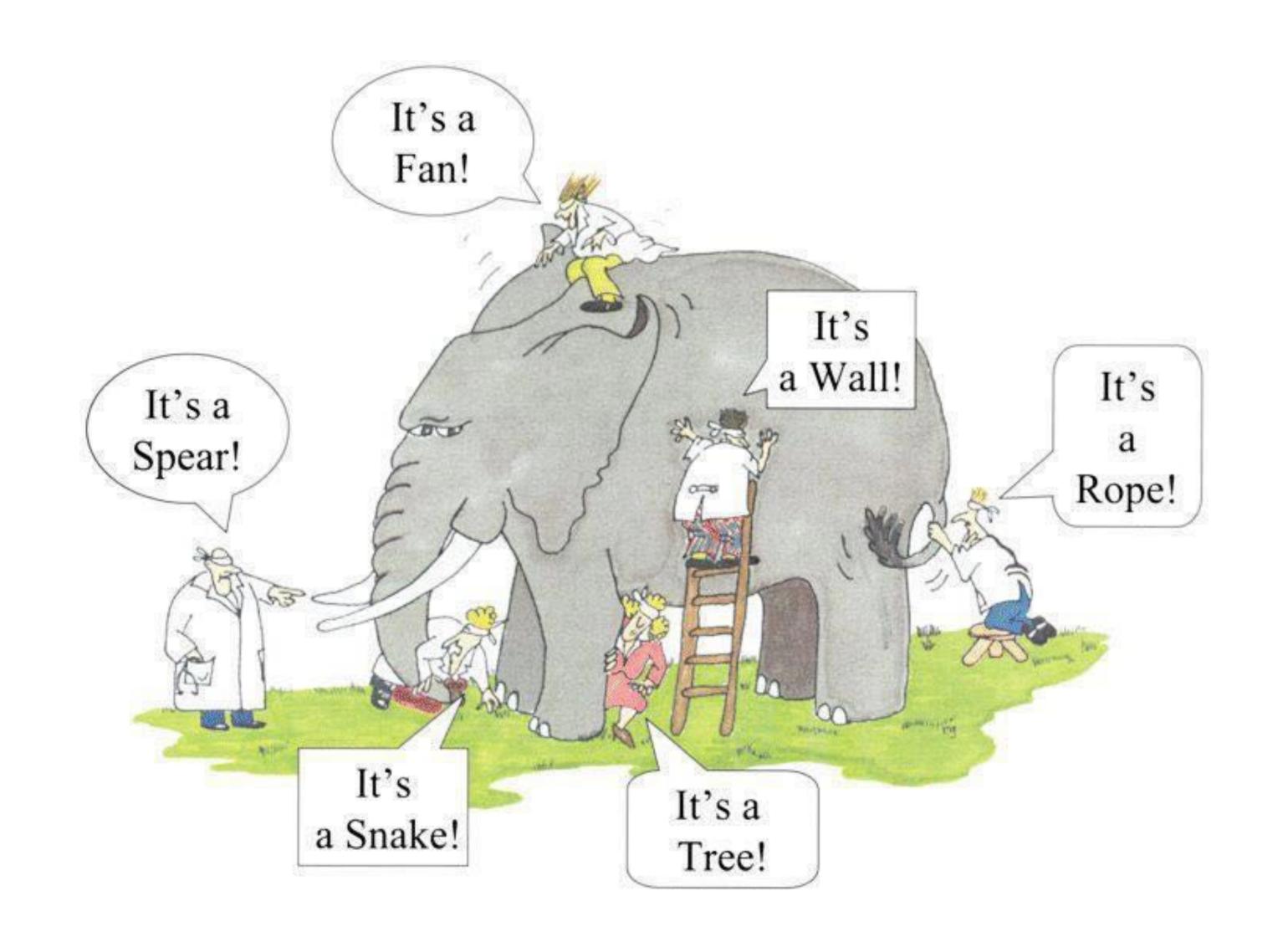
Good designers never start by trying to solve the problem given to them. They start by trying to understand what the real issues are.

Don Norman



None of us see the system. We see our own part based on our own background and history. And we all think we see the most crucial part.

-Peter Senge



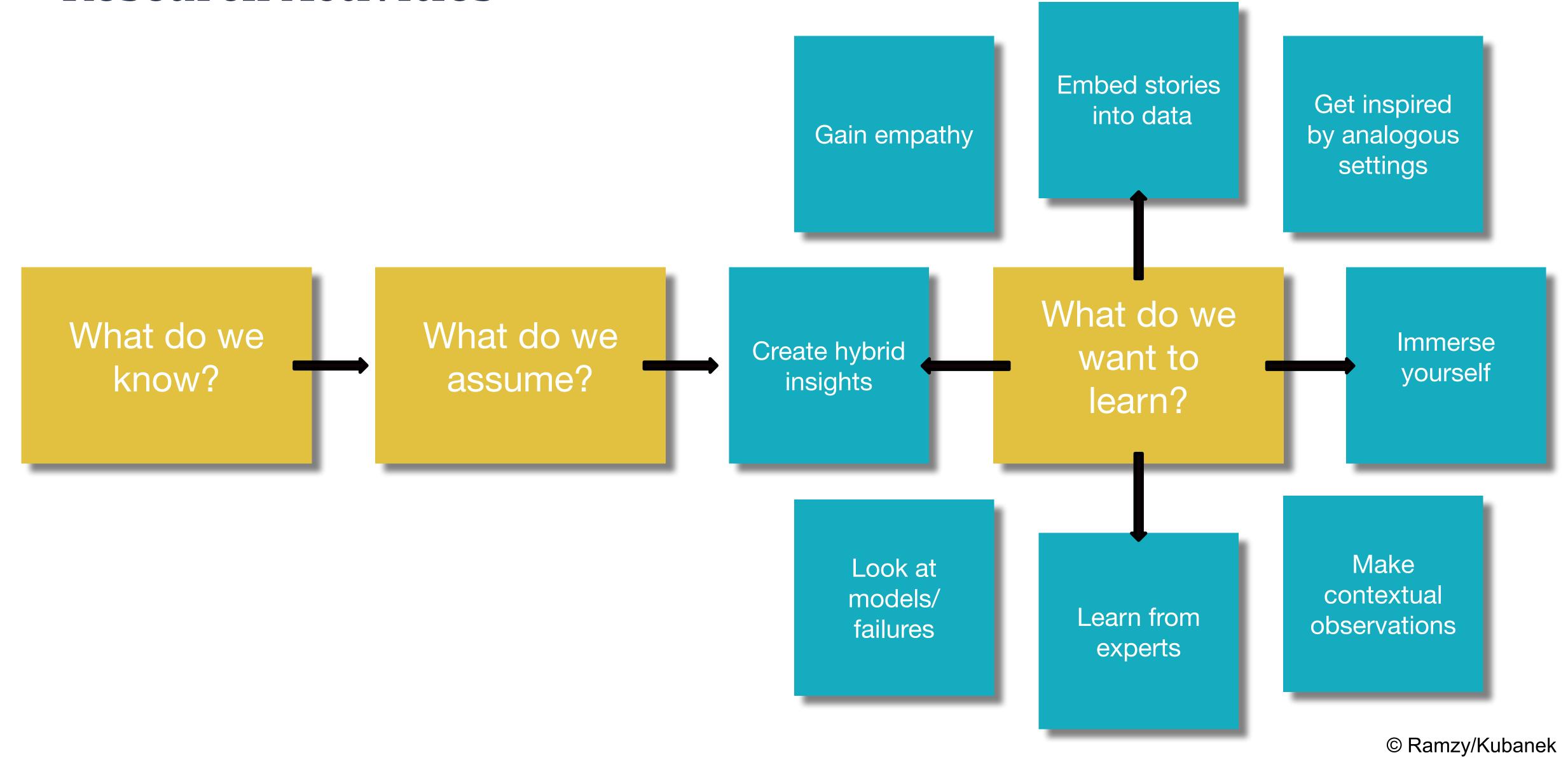
## Purpose of (Design) Research

To understand the real issues

To gain insight that will translate to opportunity

To justify your decisions (to clients, colleagues, community)

#### Research Activities





## Hybrid Insights

Collect quantitative research to supplement and support your qualitative research.

Use secondary research to get facts and figures to understand the context of your challenge.

Integrate personal stories with big data.

### Stakeholders

Stakeholders are individuals or groups who either have the power to affect, or are affected by, what you are trying to solve, improve or create.

## Define your Audience

Don't just talk to anybody, talk to the right people. Understand who you are designing for:

- Whom do you want to reach?
- Who are the people directly involved?
- What connects them with your challenge?
- What are their needs, context and history?
- Who might be your external partners?

## **Empathic Interviews**

- Explain your goals and why you are conducting the interview
- Make participant feel comfortable and treat them as an expert
- Ask open-ended questions:

Tell me about...

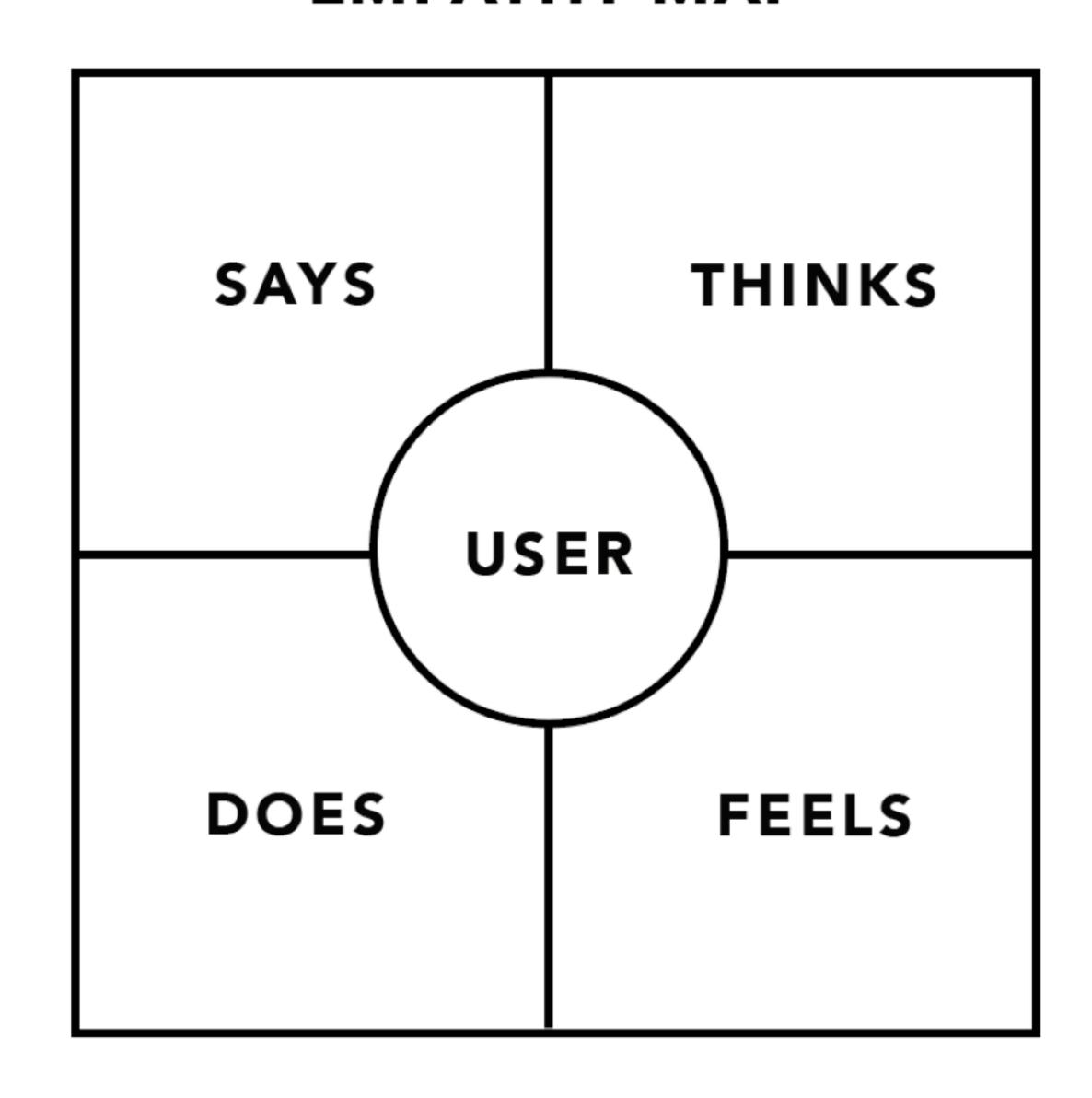
Describe the time when...

Walk me through your experience...

What was the your best/worst...

- Write down exactly what the person says (pull quotes), not what you think they might mean
- If possible, meet the person (in teams of two) in their own environment

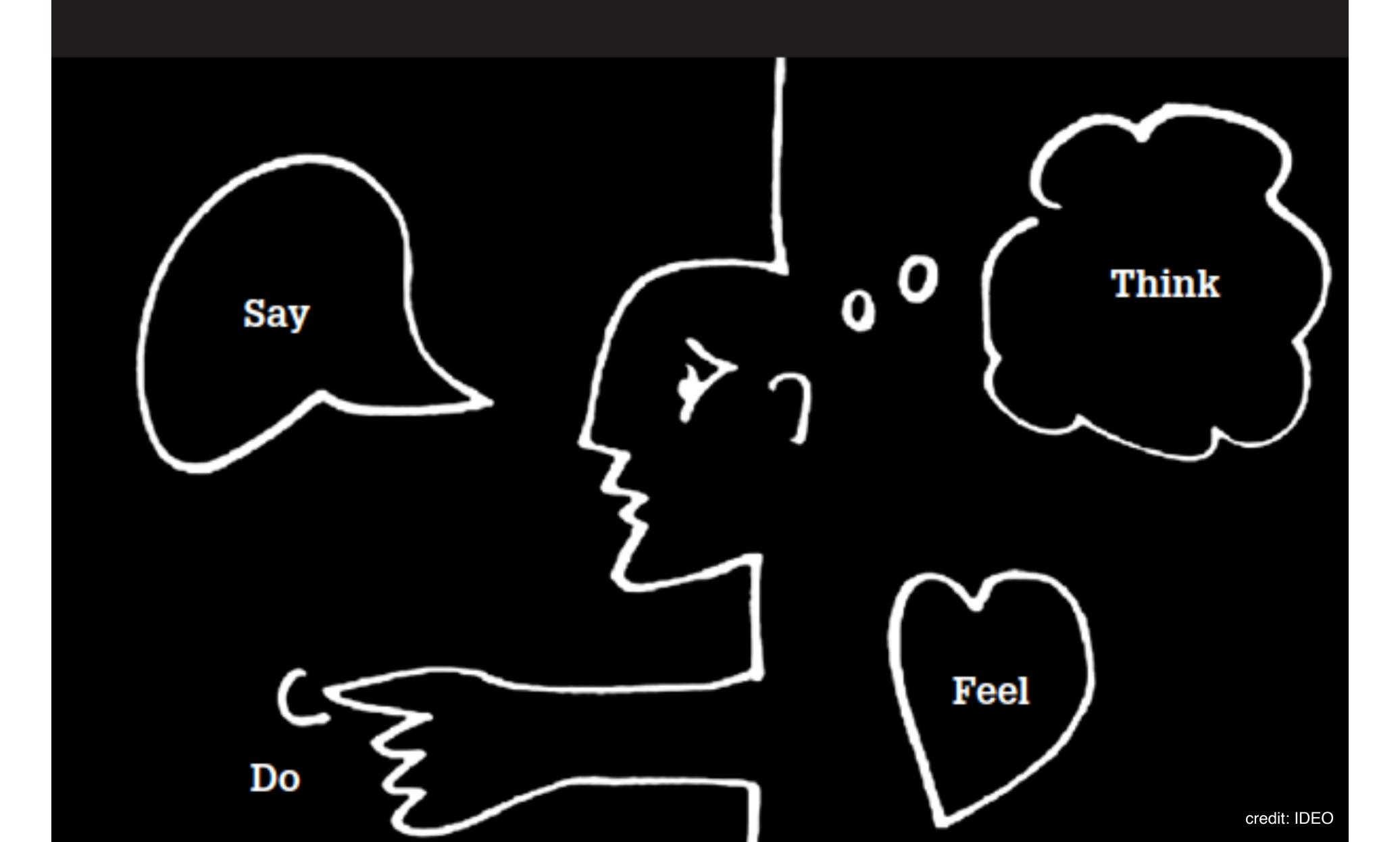
#### **EMPATHY MAP**



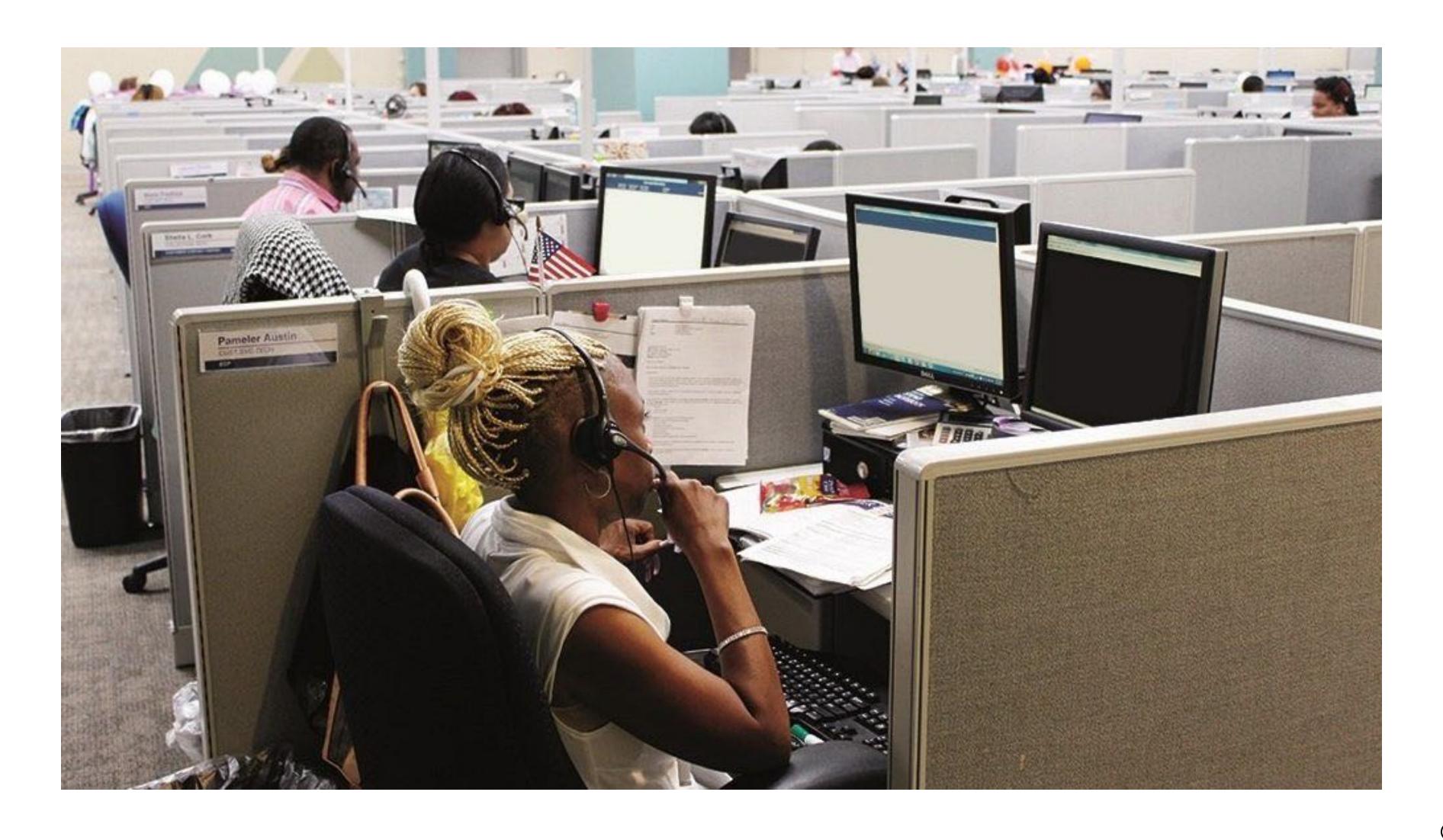
People don't do what they say they do.

People don't do what you think they do.

People don't do what they think they do.



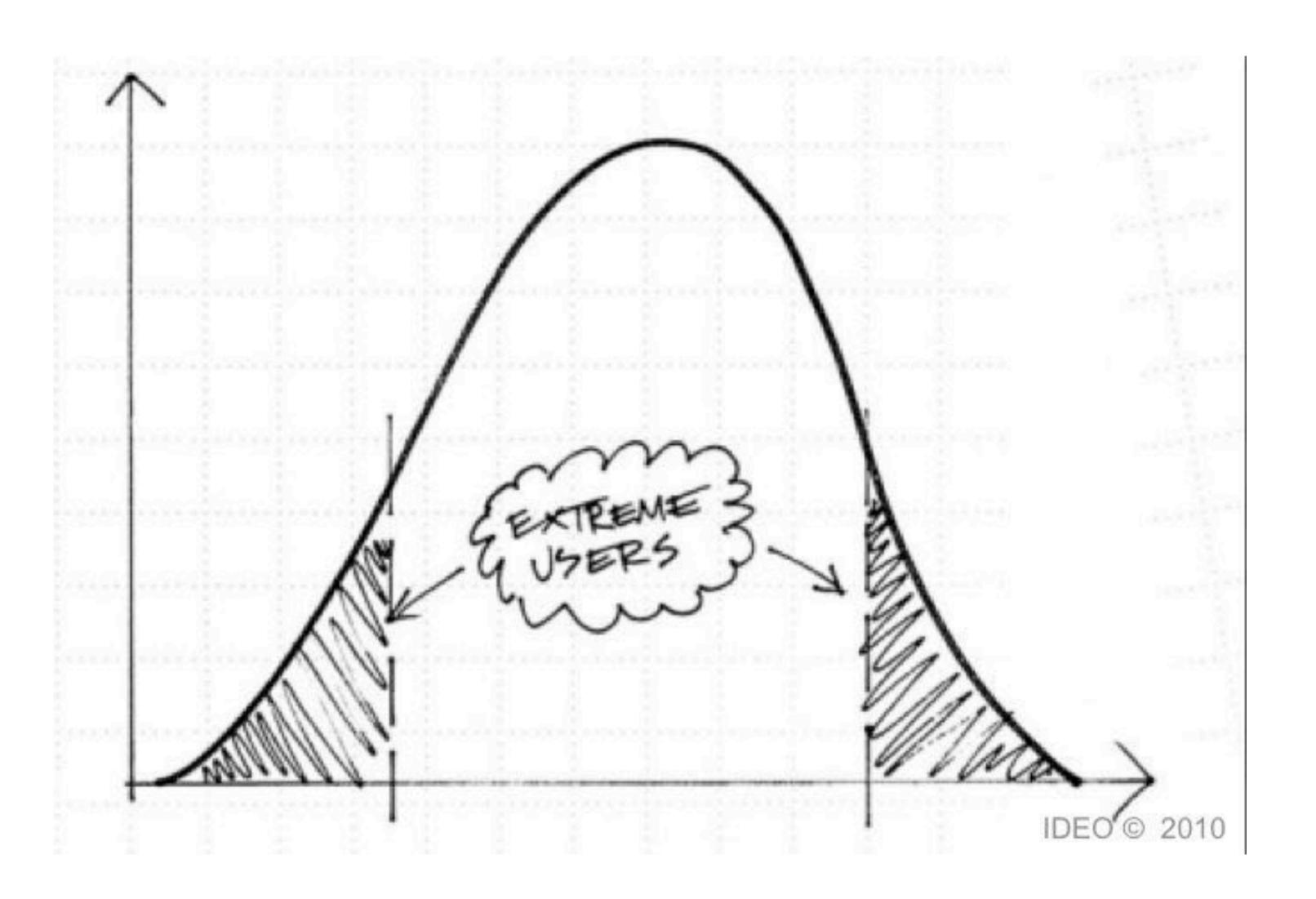
## **Contextual Inquiry**



#### **Observations**

- See what you can learn from the environment
- Observe body language and surroundings
- Look at behaviours and interactions
- Pay attention to details
- Zoom out and zoom in
- Be curious about Why things are the way they are, Why things don't work, or Why people act in the way they do
- Look for work-arounds

# Get inspired by the extreme users and other experts.





https://vimeo.com/106963722

## **OXO Good Grips**



Image Credit: Smart Design

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#### IMMERSION MOVES INNOVATORS . . .

#### FROM A MINDSET THAT IS . . .

#### TO A MINDSET THAT IS . . .

Egocentric

Certain about the accuracy of one's own perspective

Detached and distant

Impatient; anxious to problem solve and generate solutions

Accepting of the obvious and conventional definition of the problem; treating it as a given

Empathetic

Aware of personal biases

Curious and personally engaged

Willing to invest time to understand current reality before developing solutions

Critical of the obvious definition; treating it as a hypothesis

## AEM 4375 / Business Design / FA23

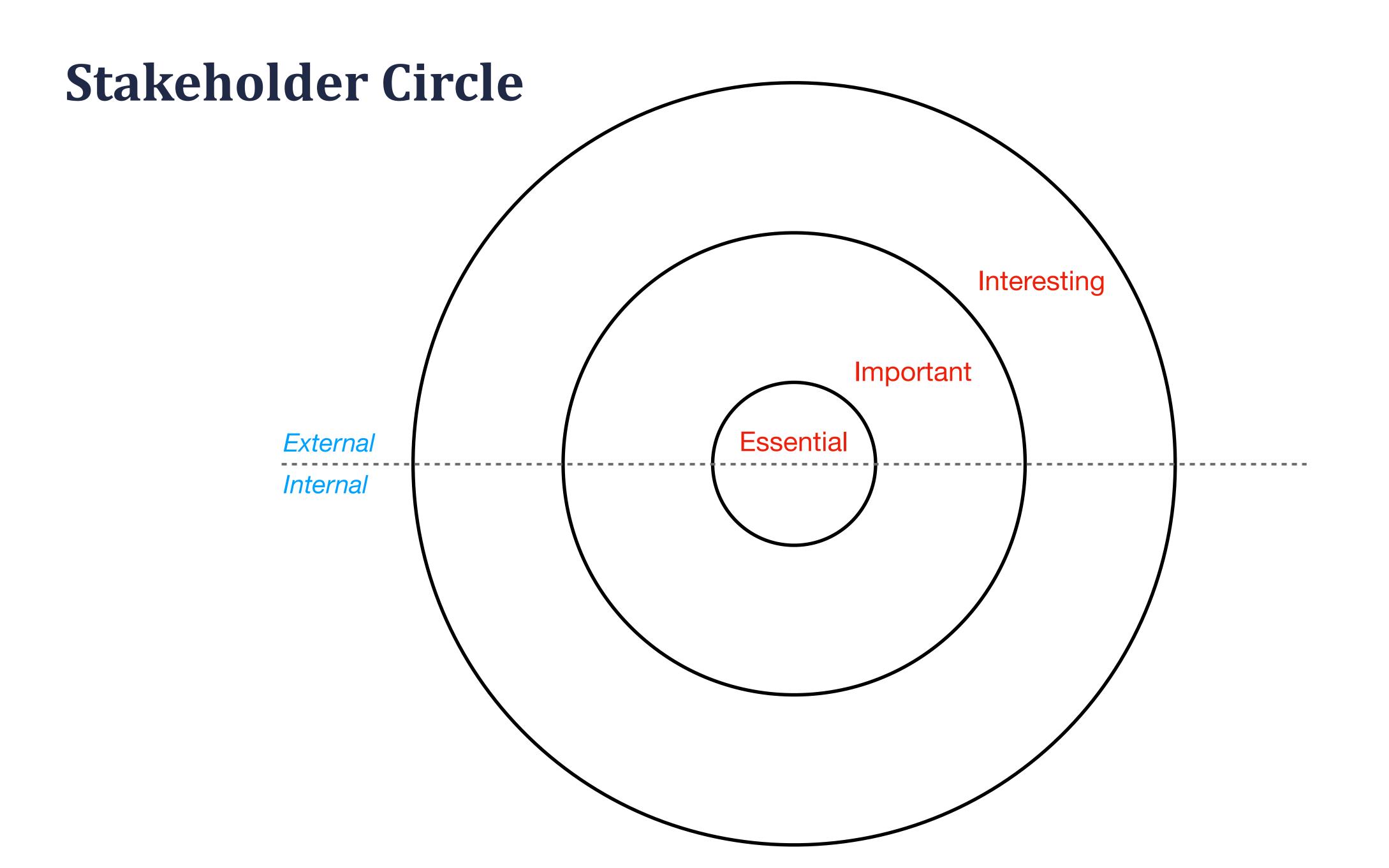
Challenge: how might we make a systemic shift from disposables to reusable dishware and food containers across a diverse range of food businesses that use a variety of containers throughout Tompkins County, and, in doing so, provide a model for other municipalities?

# The Danish Deposit System

- Managed by Dansk Retursystem
- Targets single-use containers like plastic bottles and cans containing beverages.
- Producers and importers pay deposit for each new container introduced to the market.
- Retailers, restaurants and various establishments participate as return points for consumers.
- Consumers buy drinks with a deposit and are encouraged to return containers.
- Attached to trash cans there is usually a storage that allows consumers to give their bottle further, for those in need that might want to use the bottles to take out money at the supermarket.







## questions?

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