

Project Methods, Data Collection, and Required Skills – Reflective Summary

1. Which of the methods described in this week's reading would suit your purpose?

The most suitable method for this research project is Design Science Research (DSR). This methodology supports the creation and evaluation of conceptual artefacts like the proposed gamified, bilingual AI agent. It provides a structured approach to synthesising literature, developing frameworks, and evaluating them in context. (Hevner et al., 2004; Venable et al., 2016).

2. Which data collection methods would you consider using?

Although no empirical data will be collected at this stage, document and literature analysis will be the primary method for gathering information. In future studies, focus groups or classroom observations could help evaluate the relevance and cultural alignment of the proposed framework (Sim and Waterfield, 2019).

3. Which required skills will you need to have or develop for the chosen project?

Key skills include critical analysis of academic literature, conceptual design thinking, ethical awareness (e.g., GDPR and child protection laws), academic writing, and contextual sensitivity to Qatari educational needs and bilingualism.

References

Hevner, A.R. et al. (2004) 'Design science in information systems research', **MIS Quarterly**, 28(1), pp. 75–105. Available at: <https://doi.org/10.2307/25148625>

Sim, J. and Waterfield, J. (2019) 'Focus group methodology: Some ethical challenges', **Quality & Quantity**, 53, pp. 3003–3022. Available at: <https://doi.org/10.1007/s11135-019-00914-5>

Venable, J.R., Pries-Heje, J. and Baskerville, R. (2016) 'FEDS: A framework for evaluation in design science research', **European Journal of Information Systems**, 25(1), pp. 77–89. Available at: <https://doi.org/10.1057/ejis.2014.36>