

The Design Situation

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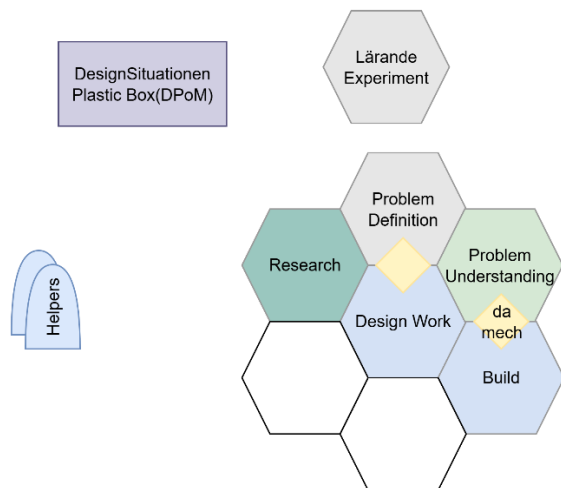
Need to be established separately from the project.

Consists of two parts:

- The combine: I Purpose II EverythingThatNeedsToBe III EverythingThatNeedToBecome IV The Product V The Workbench
- A Design Thing, i.e. the team and their place and how they work.

'Plastic Box' comes from the concept of putting all the artefacts, creating the space and place, in a small plastic box, as a minimum.

The Board Thing



Research. This is a 'wicked mess' and need just collect every kind of knowledge. Do in 'the Particle Cloud' then cluster and arrange to become 'the Periodical System'.

Problem Definition. Problems are often un-defined and work start with 'Problem Understanding' which is something else and also often too narrow, e.g. 'User Driven Design'.

Problem Understanding. A 'wicked mess' is way too complex to be analyzed, it can only be discovered. This is the nature of digital product development in almost all cases. Instead, re-framings are done to discover, and also the whole perspective for a digital product must be done via frameworks such as 'Edgy' or 'EDF'.