**Weekly Status Report – Niles Guo Aug 20, 2017**

**This week’s activity:**

1. Continued to work on building a taxonomy for CADS and other models. Presented the first iteration of building the model using a set of principles/axes. After our meeting on Monday I decided to branch out to find other

**Issues/Agenda for next meeting**

1. We don’t have a meeting for next week,

**Next week’s activity:**

1. Mostly orientation activities at EPP throughout the week.

**Journal Article Review**

Céret, Eric, Sophie Dupuy-Chessa, Gaëlle Calvary, Agnès Front, and Dominique Rieu. "A taxonomy of design methods process models." Information and Software Technology 55, no. 5 (2013): 795-821.

The authors saw a need to create a formalized taxonomy of design methods in the software design/development field due to the increasing number of available design approaches. The lack of a classification system made it difficult for designers and developers to select the most appropriate one for their specific project. By studying existing process models in the existing academic field, the authors came up with a classification model based on six main axes: collaboration, artefacts, flexibility, cycle (describing iteration, top-down/bottom up approaches etc.), maturity, and finally recommended use. For each of these axes, the authors then defined the different classifications that would distinguish each model with.

While these axes do not all apply to our inventory of models and techniques, and we will want to add additional axes here, this paper does present a starting point to think more rigorously about how to classify and categorize our models. In particular, collaboration, artefacts, and flexibility can and should all apply as axes for our model taxonomy. Other axes should also include quantitative methods and targeted audience.