

5. MAKER/  
EXPERIMENTER  
(Building objects)

4. STORYTELLER  
(Building narratives)

6. HUMANISER  
(Building relationships)

7. EXPERIENCE  
PROTOTYPER  
(Building experiences)

[DOUBLE SIDED]

#### 4. Contribution

Communicating someone's story with others in an imaginative way.

Evokes emotions through storytelling.

Putting other people in the heart of the conversation.

BUILDING

#### 5. Contribution

Testing and re-testing potential scenarios to make ideas tangible.

Generating ideas.

Bringing positive energy to the team.

Encouraging creativity.

BUILDING

#### 7. Contribution

Working between physical and digital platforms.

Making things to generate and refine ideas.

Communicates ideas to others in a tangible, interactive way.

Knowledge of various materials and making processes.

BUILDING

#### 6. Contribution

Through empathy, a humaniser works to understand each individual participant and create a relationship.

Being the voice of other people when they are not there.

BUILDING

[DOUBLE SIDED]

## 2. SHAPER

(Organising research aims and objectives)

## 3. PROBLEM SOLVER

(Organising context)

## 1. COMPLETER / FINISHER

(Organising tasks)

[DOUBLE SIDED]

### 3. Contribution

Having optimism and positive attitude towards challenges.

More innovative ideas might succeed.

Solves the practical issues of organising the research.

ORGANISING

### 2. Contribution

Empowers and inspires the team.

Understands of the bigger picture.

Brings out the best in people.

Listens critically and shapes the research.

ORGANISING

### 1. Contribution

Gets things done.

Turns the team's ideas and concepts into practical actions and plans.

Pushes the team to make sure the work is completed on time.

ORGANISING

[DOUBLE SIDED]

8. THEORY/  
PRACTICE  
BRIDGER  
(Learning from theory)

10. CROSS-  
POLLINATOR  
(Learning from people)

9. CONTEXT-  
UTILISER  
(Learning from context)

[DOUBLE SIDED]

### 10. Contribution

Understands people with different perspectives, needs and expectations.

Draws associations and connections between seemingly unrelated ideas.

Having the ability to share inspiration with others.

LEARNING

### 8. Contribution

Being able to relate to a concept or theory and visualise how it might inform practice.

Understands theoretical positions from different disciplines.

Combines theories from different disciplines in a novel way to inform design research practice

LEARNING

### 9. Contribution

Reframes a problem in a new way.

Understands a context.

Seeking inspiration in unusual places.

Experienced in ethnographic practices.

LEARNING

[DOUBLE SIDED]