

2. SHAPER

(Organising research aims and objectives)

3. PROBLEM SOLVER

(Organising context)

1. COMPLETER / FINISHER

(Organising tasks)

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 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

5. MAKER/
EXPERIMENTER
(Building objects)

4. STORYTELLER
(Building narratives)

6. HUMANISER
(Building relationships)

7. EXPERIENCE
PROTOTYPER
(Building experiences)

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

Tests and re-tests potential scenarios to make ideas tangible.

Generates ideas.

Brings positive energy to the team.

Encourages creativity.

BUILDING

7. Contribution

Works between physical and digital platforms.

Makes things to generate and refine ideas.

Communicates ideas to others in a tangible, interactive way.

Has 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

8. THEORY/
PRACTICE
BRIDGER
(Learning from theory)

10. CROSS-
POLLINATOR
(Learning from people)

9. CONTEXT-
UTILISER
(Learning from context)

10. Contribution

Understands people with different perspectives, needs and expectations.

Draws associations and connections between seemingly unrelated ideas.

Has the ability to share inspiration with others.

LEARNING

8. Contribution

Is 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 context.

Seeks inspiration in unusual places.

Has experience in ethnographic practices.

LEARNING