

## Research Methods

Research plan for the **Reflective**, an app for purchasing glass materials with custom designs.

**Participatory Design:** We will give the participants various glass materials in order for them to construct their ideal online experience and come up with what matters

**Interviews:** We will ask the participants on why and how do they acquire glass materials for their custom projects.

**Usability Benchmarking:** We will ask participants to use the online software to shop for materials to track how to make a fast transaction process.