

References

Nametag Exercise

- <https://universaldesignguide.com/method/draw-your-name/>

Who Owns this Song?

- Dillion, J. (2023, June 30). Song Sync - Fun Icebreaker Ideas & Activities. *Fun Icebreaker Ideas & Activities*.
- <https://www.icebreakers.ws/small-group/song-sync.html>

Tall Tales

- Kafash. (2023, July 4). Tall Tales "Suddenly" Story - Fun Icebreaker Ideas & Activities. *Fun Icebreaker Ideas & Activities*.
- <https://www.icebreakers.ws/small-group/tall-tales-suddenly-game.html>

Desk Research

- <https://universaldesignguide.com/method/desk-research/>

Personas

- <https://universaldesignguide.com/method/personas/>

Negative Brainstorming

- <https://universaldesignguide.com/method/negative-brainstorming/>
- Brown, R.V. and Paulus, B.P, 2002, Making group brainstorming more effective: Recommendations from an associate memory perspective.

Brainstorm Box

- <https://www.sessionlab.com/blog/brainstorming-techniques/>
- Brown, R.V. and Paulus, B.P, 2002, Making group brainstorming more effective: Recommendations from an associate memory perspective.

Silent Brainstorm

- <https://www.sessionlab.com/blog/brainstorming-techniques/>
- Brown, R.V. and Paulus, B.P, 2002, Making group brainstorming more effective: Recommendations from an associate memory perspective.

Design Games

- Brandt, Eva, 2006, Designing Exploratory Design Games: A Framework for Participation in Participatory Design

Game Piece for Design Game

- <https://uxdesign.cc/a-board-game-design-process-8c2313493ab1>

Actor Network

- <https://universaldesignguide.com/method/actor-network/>

Actor Worlds

- Jørgensen, U. & Sørensen, O. (2002) Arenas of Development - A Space populated by Actor-Worlds, Artefacts and Surprises
- Clark, A. & Star, S. (2008). The social worlds framework: a theory-methods package

Messy Map

- Clark, A. (2005). Doing Situational Maps and Analysis - Situational Analysis: Grounded Theory after the Postmodern Turn

Ordered Map

- Clark, A. (2005). Doing Situational Maps and Analysis - Situational Analysis: Grounded Theory after the Postmodern Turn

Relational map

- Clark, A. (2005). Doing Situational Maps and Analysis - Situational Analysis: Grounded Theory after the Postmodern Turn

Basketball

- <https://universaldesignguide.com/method/basket-ball/>

The Human Knot

- wikiHow. (2022, November 10). *How to Play the Human Knot Game: 10 Steps (with Pictures)*.
- <https://www.wikihow.com/Play-the-Human-Knot-Game>

Circle of Stretch

- *Circle of stretch*. (n.d.). Playbook for Universal Design.
- <https://universaldesignguide.com/method/circle-of-stretch/>

Body Tapping

- <https://www.youtube.com/shorts/tOVvy6aKSIE>

User Journey

- <https://universaldesignguide.com/method/journey-map/>

Evaluation Matrix

- <https://universaldesignguide.com/method/matrix-sorting/>

Development Arena

- Jørgensen, U. & Sørensen, O. (2002) Arenas of Development - A Space populated by Actor-Worlds, Artefacts and Surprises

Concept development - Idea with/ Idea in

- Hansen, C.T. & Andreasen, M.M. (2003). A proposal for an enhanced design concept understanding

Idea Parking Lot

- <https://universaldesignguide.com/method/parking-lot/>

Prototyping

- <https://universaldesignguide.com/method/prototyping-build/>
- Bergman, M., Lyytinen, K. Mark, G., 2007, Journal of the association for information system: Boundary objects in design: an ecological view of design artifacts.

Poster Template

- No source own idea.

Present your Neighbors

Build - Measure – Learn

- <https://innovation.sites.ku.dk/model/the-lean-startup/>

The Difference that Matters

- Hansen, C.T. & Andreasen, M.M. (2003). A proposal for an enhanced design concept understanding

Pros and Cons

- Hansen, C.T. & Andreasen, M.M. (2003). A proposal for an enhanced design concept understanding

Strengths and Weaknesses

- Hansen, C.T. & Andreasen, M.M. (2003). A proposal for an enhanced design concept understanding

Icebreaker: Present your partner

- <https://universaldesignguide.com/method/present-your-partner/>

Ability prompt cards

- <https://universaldesignguide.com/method/ability-prompt-cards/>

Create empathy: video of user as example

- <https://www.interaction-design.org/literature/article/stage-1-in-the-design-thinking-process-empathise-with-your-users>

Bulls eye categorization

- <https://miro.com/templates/bulls-eye-diagram/>