1. Prototyping

Seeing how my project went, this one is the most expecting method I've used in my research. I wanted to get answers and insights by programming several prototypes. As a form of tinkering I was practically (trying to) program/code each day. I've had questions which I wanted to research; I chose to do that through programming. How do I do this? Why does something work the way it does? How can I get this thing to work like that? These kinds of questions got me really interested in the subject I chose, and I tried to get my answers by tinkering around with code and making prototypes.

I started programming in the second stage of my project. But I actually started learning things through coding at the start of the lab already. When I look at how my research went, I started by creating a concept, and when I really knew which direction I wanted to go, I started programming.

What I really need for this method are two things. An idea and a text editor to start coding, I've mostly used Visual Studio Code and PyCharm during this research.

Since I chose programming as my main focus, every other method I've used were to be used for my programming. I tried other methods in order to help me with the programming part. Such as, using tutorials, learn to use multiple operating systems and different text editors,

Now that I look back on this method, I'm really glad I chose to do everything the way I did. I did really learn a lot in the past months, and I've gotten some really valuable insights. If I chose to do things any during research.

This method was my primary activity, I used it simultaneously with:
- watching videos online (desk research)
- Looking for information on StackOverflow (desk research)
- Using different work environments (tinkering).