

## 4 Research project – Implementation

*In this Chapter you should*

- *introduce, describe and explain all activities you have realized to collect data for your study.*
- *describe all your designs and implementations.*

The structure of this Chapter depends on your research project. If it is a design science project where you develop a technique you may also develop an application to demonstrate it. It can be a mobile app, a stand-alone application, a website, a game, etc. In that case, you may choose to describe the design and the technique in one Chapter, the implementation concerns in another, and the demonstration in a third.

If you are comparing two techniques in a controlled experiment you will describe the design (and implementation) in this chapter. The same is true if you are conducting a case study or perform a systematic literature study.

The goal is to describe in great detail How you collect data, data that will be the basis for answering the remaining research questions. This or these Chapters.

*Example:*

*For the thesis on Architecture Evaluation techniques for Information Security and Privacy, we devote one chapter to the new technique we propose. In the chapter we introduce the technique, the process, activities and artefacts. Further, we have one chapter reporting on the demonstration. Introducing and explaining the cases and providing step-by-step walkthrough of the technique for each case. We also planned a case study for evaluation so we describe the case study design in a separate chapter.*