

1. ARTICLES / BLOG POSTS

Introduction to the discovery phase in design projects

Rosala, Maria. "The Discovery Phase in UX Projects", 2020.

www.nngroup.com/articles/discovery-phase

An excellent blog series on organizing, planning and running a discovery

Myddelton, Will. "Three Ways to Run Better Discoveries", 2017.

www.myddelton.co.uk/blog/three-ways-to-run-better-discoveries

On asking the right questions to frame the problem

Holliday, Ben. "Asking the Right Questions to Frame the Problem", 2015.

www.hollidazed.co.uk/2015/07/28/frame-the-problem/

Outline of the discovery phase in U.K. and Australian Gov

www.gov.uk/service-manual/agile-delivery/how-the-discovery-phase-works

www.dta.gov.au/help-and-advice/build-and-improve-services/service-design-and-delivery-process/discovery-stage-exploring-problem

On the problem space versus the solution space

Young, Indi. "When and Why to Explore the Problem Space", Unknown.

indiyoung.com/when-why-to-explore-the-problem-space/

Retrospective notes on how to improve discoveries

Colfer, Scott. "10 experiments you can try to improve discovery", 2017.

scottcolfer.com/2017/08/19/improve-discovery.html

Reflections on good discovery traits

Ahmed, Nabeeha. "6 thoughts from 15 discoveries", 2019.

medium.com/@nabeeh.ahmed11/6-thoughts-from-fifteen-discoveries-171bb5e165a9

4. TALKS

On problem framing

Anderson, Stephen. "Stop Doing What You're Told (Reframing the Design Problem)", IAC: Information Architecture Conference, 2013

www.theiaconference.com/talk/stop-doing-what-youre-told-reframing-the-design-problem/

Another one on problem framing (slides only)

Tarling, Kate. Moarif, Ayesha. "The Actual Problems to be Solved", Workshop at Service Design in Government Conference, 2017.

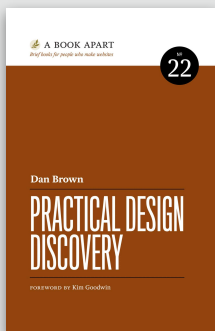
<https://govservicedesign.net/2017/sessions/index.php?session=85>

An overview of product development philosophies, and the emergence of product discovery

Torres, Teresa. "The Evolution of Modern Product Discovery", Productized, 2016.

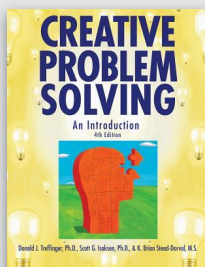
<https://www.producttalk.org/2017/02/evolution-product-discovery/>

4. BOOKS



Brown, Dan. ***Practical Design Discovery***. A Book Apart, 2017.

A short (130 page) book on discoveries which covers defining problems, planning discoveries, common activities and documenting discovery work.



Treffinger, Scott G. Isaksen, and K. Brian Stead-Dorval. ***Creative Problem Solving: An Introduction***. Prufrock Press, 2006.

A fairly old, but still relevant and easy-to-read book (only 80 pages) on creative problem solving. Chapter 4 is the most useful chapter as it talks about strategies for framing and defining the problem.