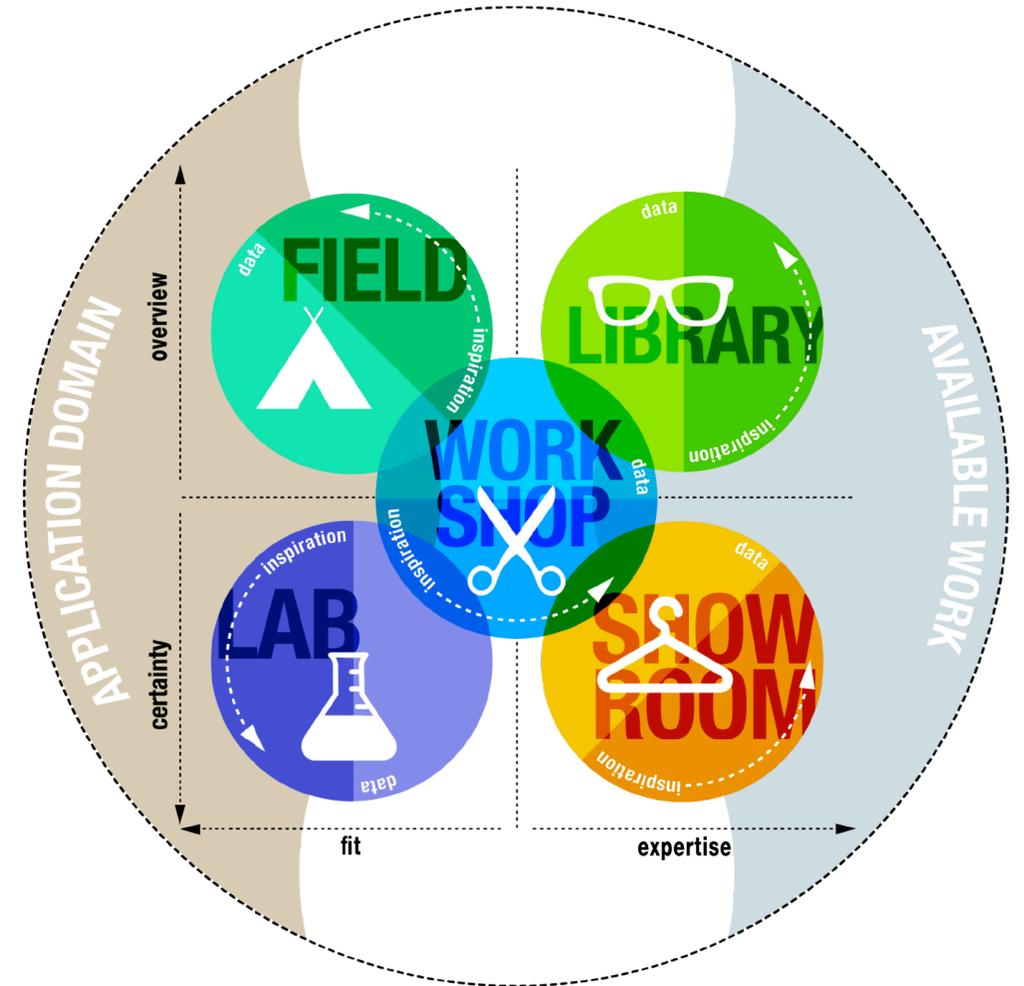


CMD projects typically strive for novel things of high quality such as products, applications or services. Design research methods are needed to advance these quests for novelty and quality. During a design project you typically try to learn about three things.

1. You may want to know what has already been done by others. This includes not only all existing products or writings about these products, but also the responsible experts and authors. You could look at the competition, try to find best practices or design guidelines to make sure you design is indeed new and in some ways better than what has come before. Activities include reading, experiencing the existing work for yourself, and consulting with experts. When asking questions during these activities the DOT-Framework claims you are investigating the context of available work.
2. You may want to know about those people who are going to use your product and/or the context where your product will be in use. You might want to investigate the work processes you need to support or the people who are going to be your customers. Activities include observing, mapping out the context of use, and consulting your target group. When you are asking questions about (future) use of your product, you are investigating the application context according to the DOT-Framework.
3. Rather than the former two you might want to investigate your solution itself. You can research possibilities. Maybe you want to explore and compare several ways of solving the problem with ideation or prototyping techniques. During these activities you can include your target group as well as experts. According to the DOT-framework you are now researching the innovation space.



Further reading:

<https://cmdmethods.nl/more-info>

<https://cmdmethods.nl/>

About

 Library

Standing on the shoulders of giants

To ensure **rigor** in your design explore what is already done. Watch what competitors are doing or get an **overview** of existing guidelines, patterns and theories. Sometimes called deskresearch.

 Field

Understand your users

Explore the application context. You apply a field strategy to get an **overview** of your users, know their needs, desires and limitations so your design is **relevant** to them.

 Showroom

Know & show your contribution

Be **certain** your ideas are better than what is already done. Proof the **rigor** of your design by showing it to experts, test against guidelines or decide on its USPs.

 Lab

To measure is to know

Be **certain** your solution works and is **relevant** for the end-user. Will your design work out the way you intended it to?

 Workshop

Seek variation and improvement!

Explore opportunities. Prototyping, sketching and co-creation activities are all ways to innovate and to gain insights in what is **possible** and how things could work.

 Stepping Stones

Condense, communicate, combine

Condense your insights into **tangible** representations that can be re-used in the rest of the project and help to communicate findings to the team and client.