### PREREQUISITES

CAPABILITY DRIVEN DESIGN

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#### General

- 1. Triangulate for data reliability and validity
- 2. Establish a multidisciplinary design team
- 3. Establish local partnerships
- Get the team, client and translator on board for obtaining comprehensive user insight
- 5. Follow qualitative research training
- 6. Learn the themes and questions by heart
- 7. Plan for conducting CDD activities

### Activity specific

- Select a variety of participants with different characteristics for a broad range of insights
- 9. Conduct activities in pairs and preferably record them
- 10. Conduct activities in participants' natural setting
- 11. Keep the activities engaging and interactive
- 12. Use insights of each activity to inform the next
- 13. Critically reflect on activity limitations
- 14. Discuss outcomes in a bigger group for data verification and improving reliability

## ETHICS CAPABILITY DRIVEN DESIGN

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- 1. Participants' interests are central to the study
- 2. Diminish bias in participant selection
- Be open and honest, frank and realistic about the research, its constraints and outcomes
- 4. Obtain informed consent from participants
- Respect and secure participants' privacy, dignity, rights and sensitivities
- 6. Limit inequalities
- Appreciate varying contexts and be open to learn without judgement
- 8. Time is valuable. Properly thank and compensate participants and local assistants
- 9. Limit bias, preconceptions, assumptions and misinterpretation
- 10. Critically reflect on limitations of the data, the approach, the methods, the design team and the project
- 11. Outcomes should be transparent, genuine and honest and provided back to the community
- 12. Acknowledge the contribution of everyone involved
- 13. Keep the people involved in an accessible and understandable manner

### INTERVIEW STEPS

**OPPORTUNITY DETECTION KIT** 

### **INTERVIEW STEPS**

- 1. Assign roles
- Decide on time and place
- 3. Bring along the required supplies
- Introduce & ask for consent.
- 5. Ask for the participant's introduction.
- Conduct a touchstone tour.
- 7. Sit down and... build dialogue / document
  - > Start with personal details
  - > Continue with the timeline(s)
  - > Continue with the question cards
  - > Conclude with the sorting exercise
- 8. Thank the participant
- 9. Analyse, interpret, discuss and reflect immediately after each interview

## FACILITATOR TIPS & TRICKS

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### **FACILITATOR TIPS & TRICKS**

### Interview flow

- 1. Keep the interview relaxed, interactive and engaging
- 2. Start and end the interview with easy themes and questions
- 3. Discuss all themes, but keep the interview flow flexible
- 4. The questions are options to start conversation, not a strict list to follow. If questions limit dialogue, change or skip the question
- 5. Follow-up on the unexpected: go deeper into interesting topics by posing how, why, what, who, where, when questions
- 6. Limit deliberations in your mother tongue or with the translator

### Attitude & Behaviour

- 7. Be open minded and a bit naïve, do not assume anything
- 8. Show respect and interest, listen carefully
- 9. Mind your body language and habitual behaviour
- 10. Mind wording and terminology

# NOTE-TAKER THINGS TO DOCUMENT

**OPPORTUNITY DETECTION KIT** 

### NOTE-TAKER: THINGS TO DOCUMENT

### Note down:

- > Participant's name, age, gender, job, race, place of residence, religion
- > Interview setting, audience present, translator details

### Pay attention to:

- Everything that is seen: objects present, objects cared about, body language, factual behaviour, things that change behaviour, interactions with environment, adaptations, work-arounds
- Everything that is heard: language, vocabulary, words, categories, expressions, motivations, perceptions, issues, difficulties / obstacles, interactions, social actors, events / circumstances that shape experiences, prior / current experiences, intonation
- 3. Everything that is felt: emotions, feelings, moments or things that participants react upon emotionally
- 4. Everything that is smelled
- 5. Everything that is tasted
- 6. Anything surprising that changes assumptions or seems irrational
- 7. Observable, explicit, tacit and latent needs and wants