# NOT SO BIG: MAKING DATA LESS OVERWHELMING FOR DESIGNERS

The development of a tool for novice designers to deal with big data without overwhelmingness feeling

# **Appendix**

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Master Thesis 2020



DATA MANAGEMENT SENSITIZING BOOKLET From user research **PLATFROM Paper Version** INTERVIEW SCRIPT From user research DATA MANAGEMENT **PLATFROM** CODE BOOK OF Prototype **GROUNDED THEORY** From user research

PROJECT BRIEF

**EXPERIMENTS** 

**PROCESS** 

From Evaluation

# **SENSITIZING BOOKLET**

From user research



Hey I

My name is Jiahoo Lu. I am working an my graduation project to explore the design principles for data centric design process. (Data-centric design means engaging data through the design project) Thank you for participating in the project. Due to the COVID-19, all the interviews will be done remotely.

I created this digital booklet for you. It is meant to help me learn about your experience with data, and it helps me to learn about you before the interview. It is separated into three days. The tasks in the first day help me to understand youseff. The second day helps me to understand your general ideas on the relationship between data and design. You are free to express yourself as you want, using words, pictures, icons or any other way to share your experience.

Please feel free to make it your own, and add whatever you feel is relevant. Treat this as something like a day-to-day diary. When I do the interview, I will discuss some parts of the booklet and go a bit more in depth during the interview.

For any questions, please don't hesistet to call or WhatsApp me (+31 6 17698814) or send me an email (lujinhao1994@gmail.com).

Take a picture or draw yourself:

Name:

Occupation:

Interest Field:

Using some words to describe yourself

Take a picture or draw yourself:

Name:

Using some words to describe yourself

Toke a picture or draw yourself:

Name:

Interest Field:

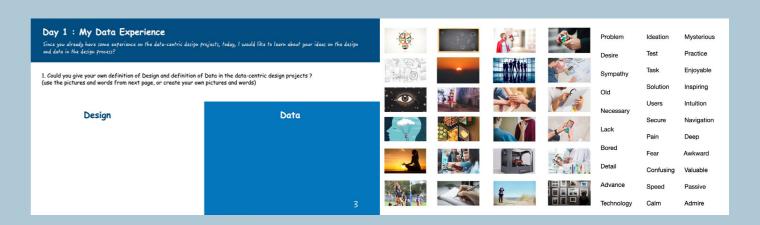
Using some words to describe yourself

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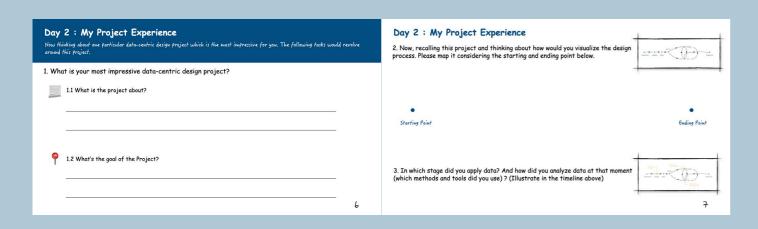
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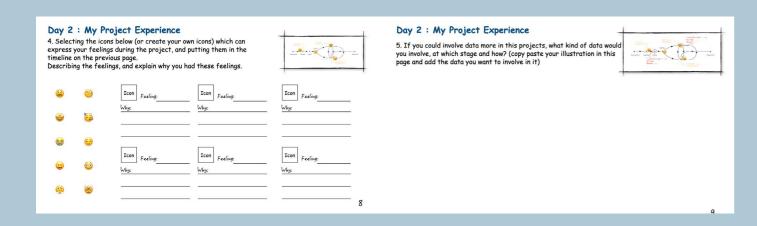
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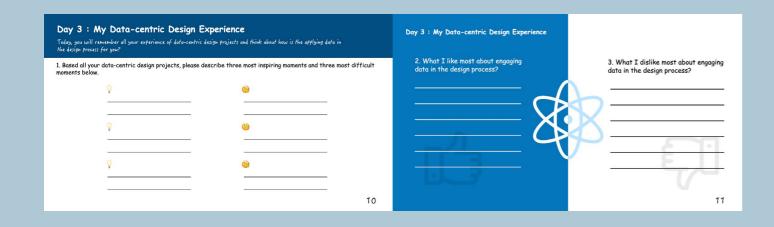
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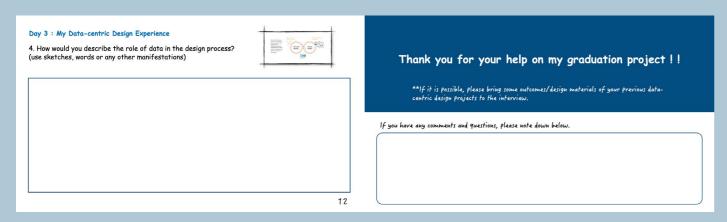












# **INTERVIEW SCRIPT**

From user research

# Interview script

### Start.

- · Introduction of interviewers TU Delft
- Thank them for filling it out
- · Reasons and goals of the research
- · This interview should take no more than one hour
- · Inform about the recording and usage of the interview
- · Consent explanation
  - Before we start, we will sign this consent form together since we will need to record this interview for further research.
  - Give the form: Please read the form and feel free to ask any question
  - Sian

### Start recording

### Interview:

# Part 1

How was your experience filling in the booklet?

- Were there any challenges you encountered when filling in the booklet?
- Were there any impressive things for your when filling in the booklet?

Now that you have done the sensitive booklet,

could you tell me what is the "data-centric design" for you?

### Q 1-1:

Why....

# Q 1-3:

(show the content of this page)

Why did you choose these methods to deal with data?

- What kind of data did you use with this method?
- · What were the results?
- Were there any difficult/ inspiring moments when you used these methods?
- Which methods/tools have been the most valuable and helpful for you?

# Q 2-2

# Lets look at the project you described in the booklet at day 2

How did you decide to involve data in this project?

Why did you choose to use this data at this stage?

- How did you get this data?
- Did you meet any difficulties during using this data?
- Which tools or methods did you use to understand and apply the data? Why?

# Did you evaluate the project?

- · How did you do that?
- Did the data play any role in evaluation?

How did you work with the other teammates like data scientist?

· How was the communication going

# Q 2 - 4 :

# At day 2, you described some moments, let's look at them

What did you do when you feel clueless?

Did you use any tools/methods or ask for help? ( use this prompt only if the participant has trouble answering)

What did you do when you feel confused?

Did you use any tools/methods or ask for help? ( use this prompt only if the participant has trouble answering )

What kind of insights did you get when you feel inspired?

How did you apply data at that moment ? ( use this prompt only if the participant has trouble answering )

What kind of insights did you get when you feel enjoyable?

How did you apply data at that moment ? (use this prompt only if the
 set this prompt only if the

To what extent it was useful to apply data in this project?

### Q 3 - 1:

# Let's look at the page 11, you recalled these particular

### moments.

Could you tell me why do you think it is difficult/inspiring for you to apply data in the design process?

- In what project did you meet these difficult moments/ inspiring moments?
- What kind of data did you use at these moments? Why did you think that this data is valuable for your project? How did you get this data?
- How did you deal with that data (methods/tools) during the design process?

### Q3 - 4:

Why did you describe the role of data in this way?

How do you think about the relationship between the data and design? Did you meet any challenging moments when try to manage their relationship?

- · When was it ?
- · How did you solve the situation?

Do you think it is valuable to involving data in the design process? why?

How did you deal with the relationship between data and design?

### Ending of part 1

- Could you name the two most important insights on applying data in the design projects based on your projects experience?
- If I want to start a data-centric design project, could you tell me what to do first.
  - Why do you think it is important?
  - Which tools or methods would you highly recommended for datacentric design projects?

• Wh

Based on your previous experience, what would you do differently on dealing with data in a future project?

# Part 2

How did the applying data in the design process changed overtime for you?

- · what impact has this had on you?
- What are the differences between involving data in the design process and not?

What can data contribute to design based on your experience?

 What are the unique contributions that data has to the design project, comparing with other design materials?

How is the relationship between the QL and QT?

# Ending

- I've asked everything I wanted to. Is there anything you would like to add?
- Stop recording
- Thanks

Did you encounter any related researches about the data-centric design? If you did, could you share the related information with me?

# CODE BOOK OF GROUNDED THEORY

From user research

ode System ode System						Frequency 387
	Experts	technical people in the team fast t	he iterative loop			41 1
		work with technology people help involve users/experts to iterate th	s get new ideas			1
		need data scientists in the team	programmer help the designers ur	adorstand date and dark to		33
			involving programmer makes the	process flexible and fast		1
			data scientist helps the design pra programers are essential in the so	ftware project		1 1
			a mixed team helps you fast the it mixed team makes the process ef			1
			learn from data scientists along wi communicate with data scientist of			
			data scientist way is not generating data scientist's abilities			1 D
				technical people brings new perpe working with data scientists balance	ctive and inspirations	1
				data scientists help on data analys	is very well	1
				raw data is a mess and not cleaner need the data scientist to work tog learn about data from data scientis	pether on technical stuff	1
				data scientist : high quantity of dat	a :	1
			lack of communication between d	No communication tool for designe	ers to talk with DS	
				tool for designers and DS commun designers and programmer separa	nted makes the process hard	1
				data scientist do not know what the the commincation between the de	signers and DS is poor	1
			work with people who are good at	do not know the data scientists' ca t deal with QT		1
			work with data scientists data scientists are quite helpful an			
			data scientists are required for sor designers are not the data scientis	its		
			involving data scientists in the des work with data scientist	ign team is efficient		1
		work with different experts work with different stakehoders				1
		work with other teammates is imp invite experts on data collection (s				1
	OT data & QL data	experts are important are all needed in the design proces	ss			1 105
		Thick data	Features of thick data			0
				qualitative research is necessary QL is necessary for a good design		
				users may not be honest or forget		1
				QL is subjective form participants QL data is rich datasets monthize with users		1
				empathize with users empathy is important data helps the empathy	1	1
				humanscale makes the projects co	ncrete and easy to communicate	1
				creativity and empathy rely on the interview help empathize with use	rs and get information	1 1
		Big data	relationship between big data and		•	77 9
				design is a process which makes d data-centric: use design to underst	tand data	1
				design is not driven by data, but er data in design is humanscale aspe	abled ct of technology	1
				data decides the facts, designers d data is available>how to use the	e possibilities	1
				data is important, but not determine role of data getting more and more		1
				data is a necessary component of	a design process.	1 11
				Deal with QT is difficult data connects with each other		1
				quantative data cannot reveal the leading the design process by "Wh		1 1
				data has its limiations data is unorganized information		1
				quality of QT data depends on the big data is not good for empathzin	context and the collection	1
				Quantitative data is clinical data is produced instead of collect		1
				data is also unpredictable, challeng		1
				big data is more and more availab	le and have a bright future	4
						1
				data is used in the whole design pr	less and less on collecting data	14
					data in different stages of design process	
					data in design solution	6 1
					data as part of the solution	1
					data types decide the role of data in the design process	
				data as an inspiration		5
					data triggers the in-depth research	1 2 1
					data provides inspirations	1
					coding helps designers to design and implement concepts quickly	1
					data provide another sense than hearing, vision	
					provide insights on the possibilities	1
					data provides openness to the project	1
					data can make descisions sometimes	1
				data is the important design mater		7
					data is the foundation of the design project	1
					QT is a good tool, although it's complex	1 1
					data as material in the design process facilitate the design	
				data provides strong arguments		10 1
					design with data is very logical and without the intuition data is the foundation of your design, core elements hlep designers make decisions	1 1
						1
						1
						1 1
					QT data privides strong arguments	
					use data to define the patterns	1
					QT only explain the facts	1
		use thick data and big data togeth	ier		use data as part of research to undertsand behavior	
			design and data support each othe Data-centered: the goal need to b	er e defined at the healning		1
			QL research to prepare data collect use QL data to understand QT dat	tion		1 1 1
			use QT data to design the intervie	w structure		
			doing research help designer to ge Mix, QT for conviencing stakehold	lers, QL for understand&develop	1	1
			Qt data is concrete and solid than mixing QL and QT in the design pro	ocess		
			the reasons behind QT miss, difficuse QL to undersyand QT			1
			QL data and QT data both has the need both QT and QL in design res			1
	before the data co	llection & analysis	mix QL and QT			1 39
			do the researches on the target gr			1
			learn about what data source desi	gners want, then collect		1
7						
-						

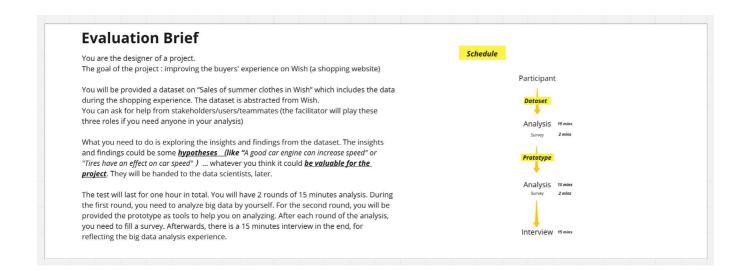
		think about the trustworthy of data			
		collect the good quality data, undse	erdtand if i cann trust		
	exsiting data	data source as another layer			1
		explore the existing data and find the relationship		1	1
		learn about what is known and not, before research look into the existing datasets first			1
		understand existing data and how it could be used for projects			1
		use the existing database is a easy way to get data understand users' needs and existing dataassets help collect		through undertsand better on the users' needs, the data that is required will	1
				be more and more clear. designers can make plans on data collection based	
		some projects start with existing data insteand of users needs			1
	know which data are needed before	re collecting understand customer needs before data			1
		It always analyzing and researching for information First Step		1	1
	make plans on data collection and	make plans on how to collect data without bother users forehand analysis foreahead			1 11
		start with qualitative Research			1
		know how to use data is the biggest problem learn about how the data is collected		1	1 1
		make plans for the data scientists on data collection&analysis		deisgners define the data types to be collected and analyzed. the purposes of data application, find the data sources and capabilities of data analysis	1
		making plans on data analysis designers focus more on collecting, dont know how to analysis			1
		do research with appropriate methods make plans on how to analyze data in advance			1 1
		know how to collect data and how to analyze			1
	understand the context before loc	know what data will be used for, and how to collect, in advance			1
		deceide the data type in advance			1
		learn about the project background(knowledge) first  Make sure that I Understand the context than the neat			1
	understand the value and possible	ties of data at the begining		designers may not need to learn about the data itself. while it is important for the designers to think about how the data could be used to meet the	7
				customers needs, what kind of data lacks and the possibilities of	
		learn about the technology and data at the begining		combination of different data types	1
		make sure there are enough data a		1	1
		need to understand data and know learn about the relevant knowledge		how to collect data and what kind of data should be collected	1
collaborate with	users on deal with data	understand the value, potential of data and technology			1
CONDUCTE WITH	Don't overload people with Irrele			1	1
	involve users in the design proces share the data, design in design p				1
data analysis	unserstand the importance of dat				1
ueid dridfySiS	analysis methods				5
		analysis on the wall is a valuable method analyze data with DIKW			1
		data sharing helps generate more insights and possibilities		1	ı
		use ground theory to analyze data Use DIKW to analyze the product and services			1 1
	data analysis makes data meanir	gful for projects			32 16
		cleaning and organizing data  Data provides possibilities with Org	ganizing and connecting		1
		connecting different data to make	it meaningful add more dimension to the data makes interpretation clear		1
			combine more data to make it percise is how knowledge generated	giving the data context and combining with each other can change data into	
		1	trying out to find the connections	information , knowledge	1
		I	use 3-D to inteprete data	1	1
			find the connection between data is difficult understand data needs to connect with different data sources		1
		making arrangements is the creath	data can not be used alone		1
		organzing data is an opportunity to	find the possibilities	it's an opportunity for designers and designers are good at it	1
		relevant data matters instead of da organize, reorganize, move and ag			1
		organize data to make it clear and i	understanable	1	1
		raw data is a mess and need to be of data is affected by many elements	cleaned and organized		2
		the context affects the meaning of			1
		different contexts explain data in di data needs to be translated into information			11
		analyzing data is empathing with the intuition can be very useful when a			1
					1
		difficlut to divide information and k			
		understand the reasons behind the			1
		understand the reasons behind the	behavior is more essential	there are endless nowadays, while it is difficult to make full of them. It could	1
		understand the reasons behind the	behavior is more essential involves sense and a malysis discover the value of data discover the value of data the reason/emotion behind the behavior essential for designers	there are endless nowadays, while it is difficult to make full of them. It could be the designers' abilitiles	1 1 1
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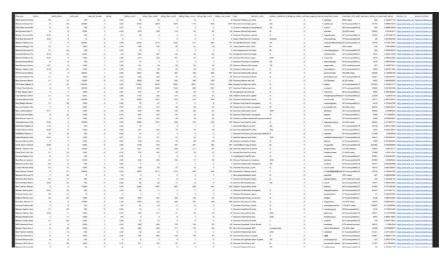
	understand data and organize it is difficult		1
	learn about the function of code it's difficult to learn coding for designers		1
	its amicuit to learn coung for designers read codes is easier than write codes		1
the design activit			12
the design activity	HCI: has a clear goal and function, make it easy-to-use		1
	The Lines a Lees i goes and unknown in lake it easy-to-use connectivity is important for a data-centric design project		1
	connect the design work with implementation		1
	DESIGN activity is changing		1
	design is a uncontrollable process		1
	design is more about experiment than creativity		1
	human is the centre of design		4
	solution is based on customer's needs		1
	user's needs is the centre of design		2
	the world is transferring into digital		1
	design activities (methods and approachse) in the design proces		1
the role of desing	ers ers		45
	designers focus on the specialized fields		1
	mix of both design and tech skills		1
	designers are good at seeing big picture & connect specialists		1
	designers become teamleader		1
	designers need to hold the project		1
	designers become the team leader to facilitate communication		1
	designers facilitate the communication between parties		23
	different mindsets between designers and technical people		1
	designers are communicator		0
	working at same space helps the communication		1
	communication is the biggest problem in design process		1
	cant make sure that teammates understand bulid communcation bridge between end-users and data scientists		1
	uona communication minge decement entropers and oran scientos.  communicate relevant and meaningful info with stakeholders		1
	Communicate reevant and Theatings in its wint scakernooters  communication between designers and DS is a challenge		1
	Communication retween designing and us a claiming of find right communication ways with end-users		7
	condense data for communication		1
	numbers donot mean anything for users, translating is necessary		1
	test is a way to communicate with the end-users in designproces		1
	users have access to their own data: more insights and ownershi		1
	designers decide what information should be shared with users		1
	communication with users is important		1
	the communication between data collection and data analysis		1
	the goal of communicaton:	get inisght on developemnt; forsee dangerous situation; show the results of	1
	translation between practice and computer data	the thing which is being working on.	1
	uansiation between practice and computer data understand each other, through understanding data		1
	unuersania eatri onen, intogri minersanianing uata designi of difficult to communicate sometimes		1
	bad communcaiton makes the solution uncertainty	there is a gap between designers and data scientists on knowledges (both	-
	and Common and Common one Commy	side)	-
	designers connect the end-users and data scientists		1
	designers help communication between DS and end-users		1
	designers play an important role in communication	designers could be the bridge between experts/end-users and data scientists.	1
	learn about the user's needs and realize the design		7
	designers are better in empathize with the users		1
	designers are more about feeling and human perception		1
	designers could create things that are close to people		1
	empathy with users and know how to use information		1
	understand customers' needs and make trade-off		1
	design for the users,not designers make decisions themslves		1
	the role of designer is changing		3
	designers' role havent been recoginzed still		1
	designers are replaced		1
	the roles between data colletion and data analysis	the role of data collection and the role of data analysis should be seperated clearly. If it is one person who switches between the roles, the person need to change the mindsets in time and thoroughly. If there are two people, they	6
		need to communicate very well.	
	designer are analysts		0
	designers are good at data analysis		1
	designers : high quality of data and intimate with data analysis QL data is the feature of designers		1
	analysis LL data is the reature or designers mindsets between collection and analysis in time and thoroughly		1
	minoco octiceli ciriculori ana anaysis in unic ana unicogniy		-

# **EXPERIMENTS PROCESS**

From Evaluation

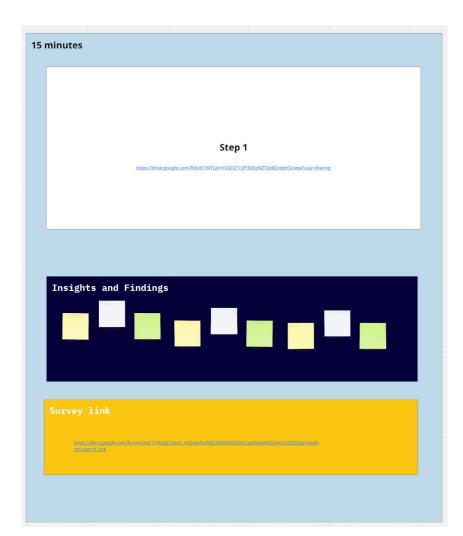
# **EXPERIEMNT 1**

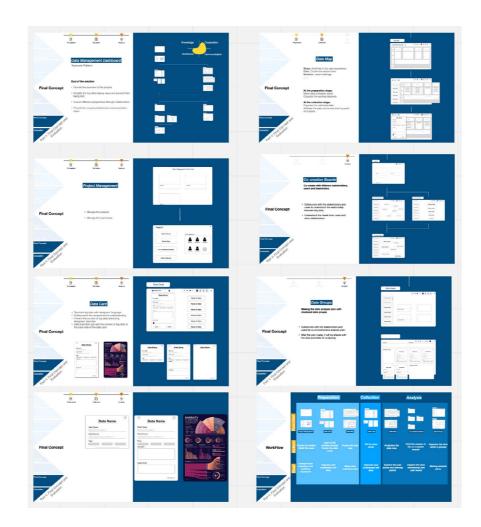


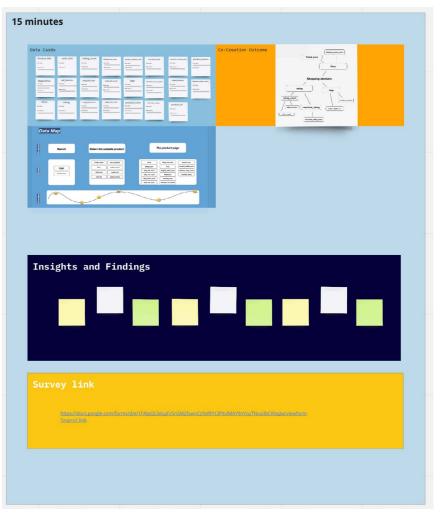


# Whole Sheet

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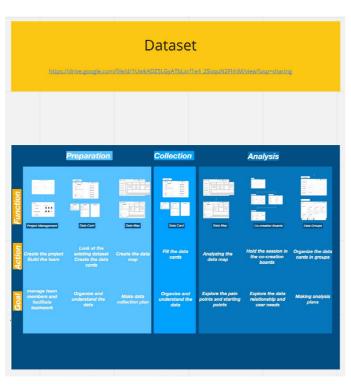


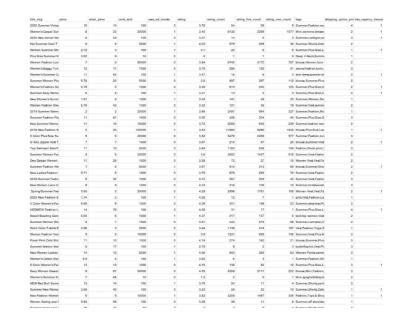




# **EXPERIEMNT 2**



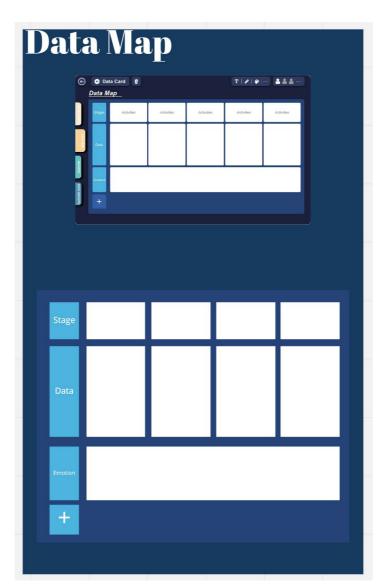


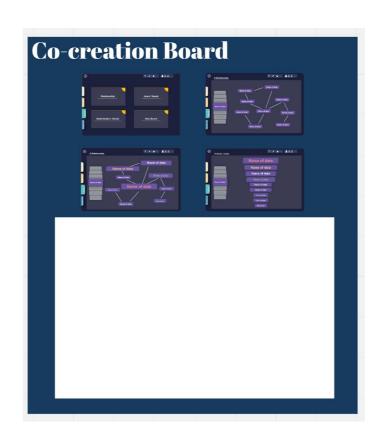


# Whole Sheet

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# DATA MANAGEMENT PLATFROM

Prototype



# DATA MANAGEMENT PLATFROM

Paper Version

Data	Name			 			
Data Type	Data Source		Data Source	Data Type	Data Source		Data Source
Keywords:		Keywords:		Keywords:		Keywords:	
Data Type	Data Source	Data Type	Data Source	Data Type	Data Source	Data Type	Data Source
Keywords:		Keywords:     		Keywords:     		Keywords:     	
21				[		<u> </u>	22

	Print at the	back si	de of the data car	ds .
: <b>1</b> u	Janoo	Content:	Content:	Content:
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STAGE	 	 	
DATA		Stick Data Cards Here	

# Draw the emotion curve

Descriptiopn

Comments

Relationship Map

Draw the relationship among Data Cards Here

Stick Data Cards Here

Stick Data Cards Here

# PROJECT BRIEF





# **IDE Master Graduation**

# Project team, Procedural checks and personal Project brief

This document contains the agreements made between student and supervisory team about the student's IDE Master Graduation Project. This document can also include the involvement of an external organisation, however, it does not cover any legal employment relationship that the student and the client (might) agree upon. Next to that, this document facilitates the required procedural checks. In this document:

- The student defines the team, what he/she is going to do/deliver and how that will come about.
- SSC E&SA (Shared Service Center, Education & Student Affairs) reports on the student's registration and study progress.
- IDE's Board of Examiners confirms if the student is allowed to start the Graduation Project.

# USE ADOBE ACROBAT READER TO OPEN, EDIT AND SAVE THIS DOCUMENT

Download again and reopen in case you tried other software, such as Preview (Mac) or a webbrowser.

# STUDENT DATA & MASTER PROGRAMME

Save this form according the format "IDE Master Graduation Project Brief\_familyname\_firstname\_studentnumber\_dd-mm-yyyy".

Complete all blue parts of the form and include the approved Project Brief in your Graduation Report as Appendix 1!

1	i	
(	ļ	)

family name	<u>Lu</u> 41	78 Your master program	mme (only select the options that apply to you)
initials	J given name Jiahao	IDE master(s):	() IPD () Dfl () SPD
tudent number	4877136	2 <sup>nd</sup> non-IDE master:	
street & no.		individual programme:	(give date of approval
zipcode & city		honours programme:	Honours Programme Master
country		specialisation / annotation:	Medisign
phone			Tech. in Sustainable Design
email			Entrepeneurship
SUPE	RVISORY TEAM **		
Fill in	the required data for the supervisory team	members. Please check the instructions of	n the right!
FIII IN	the required data for the supervisory team	members. Please check the instructions of	n the right!

\*\* chair Jacky Bourgeois dept. / section: loT/SDE

\*\* mentor Milene Gonçalves dept. / section: MOD/DOS

2nd mentor organisation: city: country:

Chair should request the IDE Board of Examiners for approval of a non-IDE mentor, including a motivation letter and c.v..

Second mentor only applies in case the assignment is hosted by an external organisation.

Ensure a heterogeneous team. In case you wish to include two team members from the same section, please explain why.

IDE TU Delft - E&SA Department /// Graduation project brief & study overview /// 2018-01 v30

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Personal Proje	ct Brief - IDE	Master Graduation
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Procedural Checks - IDE Master Graduation	in				
<b>APPROVAL PROJECT BRIEF</b> To be filled in by the chair of the supervisory team					
L. S. Janka Davina ata					
chair <u>Jacky Bourgeois</u>	. date <u> </u>		SIQ	nature	
CHECK STUDY PROGRESS To be filled in by the SSC E&SA (Shared Service C The study progress will be checked for a 2nd time				oproval of the project brief by th	e Chair.
Master electives no. of EC accumulated in total:  Of which, taking the conditional requirements	30	EC	T) YES	all 1 <sup>st</sup> year master courses	passed

Of which, taking the conditional requirements nto account, can be part of the exam programme	_30 EC	NO missing 1st year	r master courses are:
List of electives obtained before the third semester without approval of the BoE			

name <u>C. van der Bunt</u> date <u>02 - 06 - 2020</u> signature \_\_\_\_

# FORMAL APPROVAL GRADUATION PROJECT

To be filled in by the Board of Examiners of IDE TU Delft. Please check the supervisory team and study the parts of the brief marked \*\*. Next, please assess, (dis)approve and sign this Project Brief, by using the criteria below.

- Does the project fit within the (MSc)-programme of the student (taking into account, if described, the activities done next to the obligatory MSc specific courses)?
- Is the level of the project challenging enough for a MSc IDE graduating student?
- Is the project expected to be doable within 100 working days/20 weeks?
- Does the composition of the supervisory team comply with the regulations and fit the assignment?

APPROVED	NOT APPROVED
APPROVED	NOT APPROVED

name _	Monique von Morgen	date	09 - 06	- 2020	signature	
IDE TU Delft - E&SA Department /// Graduation project brief & study overview /// 2018-01 v30						Page 2 of 7
Initials 8	& Name <u>J</u> Lu		4178	Stude	nt number <u>4877136</u>	
Title of F	Project <u>Data-Centric Design Toolbox</u>	for app	lying data in	the design p	rocess	

# Data-Centric Design Toolbox for applying data in the design process

project title

Please state the title of your graduation project (above) and the start date and end date (below). Keep the title compact and simple. Do not use abbreviations. The remainder of this document allows you to define and clarify your graduation project.

start date <u>20 - 05 - 2020</u> end date

# INTRODUCTION \*\*

Please describe, the context of your project, and address the main stakeholders (interests) within this context in a concise yet complete manner. Who are involved, what do they value and how do they currently operate within the given context? What are the main opportunities and limitations you are currently aware of (cultural- and social norms, resources (time, money,...), technology, ...).

From the internet to the sensors in wearable devices, people leave their digital traces behind both online and offline. Data is getting ubiquitous and cheap. Through analyzing business data, companies could have a better understanding of their business and markets, and timely business decisions could be made. To make full use of data, companies start to put pressure on their design agencies to incorporate data into their ways of working (Schwartz 2019).

According to Christian Rudder (Rudder 2014), "It's like looking at Earth from space; you lose the detail, but you get to see something familiar in a totally new way." Using data properly provides designers a more comprehensive view of the problems. However, design does not rely on the data but also on the ideas, intuition, and innovations. Too much data may trap the designers in a state of analysis paralysis (Pavliscak 2015). The project could help the designers understand how to apply data in the design process well and how to perceive the positions of data and design in each project and even in each stage of the project properly. The relationships between data and design could be categorized into three terms: data-driven design; data-informed design and data-aware design. Managing the relationship for the different situations need the designers to have the data mindset (figure 1) (King, Churchill, and Tan 2017). A data mindset is essential for balancing the relationship between the data and design.

The primary stakeholder of the project is the designers. They are always developing new possibilities for delivering a better design outcome. Integrating data is the direction where some designers have already tried to explore and it could bring new perspectives in the design process. Companies and users are secondary stakeholders. Companies are interested in exploring the value that data can bring to their products. For the users, they want more precise questions to be targeted and solved, and better user experiences to be provided.

There are some opportunities that I noticed from the current situation. Data is a new field for the most of the designers. They often lack the knowledge and expertise to deal with data effectively and appropriately. When data is involved in the design process, designers do not know how to manage the relationship between data and design to make sure that they will support each other in the design process. At the same time, since my main network is within the faculty, it will be a challenge for me to contact the designers from design agency or companies to take apart in the research under the COVID-19 situation.

- 1. King, Rochelle, Elizabeth F. Churchill, and Caitlin Tan. 2017 "Designing with Data: Improving the User Experience with A/B Testing" 369
- 2. Pavliscak, Pamela. 2015 "Data-Informed Product Design." 39.
- 3. Rudder, Christian. 2014. Dataclysm: Who We Are When We Think No One's Looking. First edition. New York: Crown Publishers.

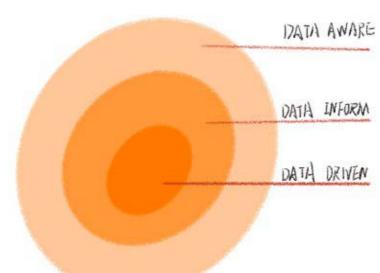
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[	IDE TU Delft - E&SA Department /// Graduation project brief & study overview /// 2018-01 v30					Page 3 of 7
ıl	nitials & Name	J	Lu	4178	Student number 4877136	
T	Title of Project Data-Centric Design Toolbox for applying data in the design process					

# Personal Project Brief - IDE Master Graduation



introduction (continued): space for images



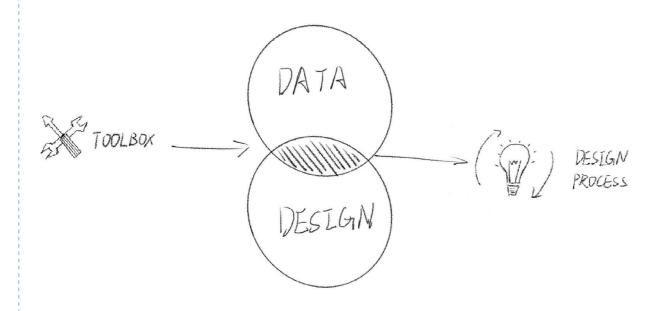
DATA AWARE

Being data aware means recognizing that there are many related questions and also many related kinds of data that you can draw on to answer and influence a variety of questions.

Being data informed allows you to understand how your data-driven decisions fit into a larger design space of what can be addressed.

Data-driven answers well-targeted questions, where data alone can help drive decision making.

image / figure 1: Data mindset (King, Churchill, and Tan 2017)



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Initials & Name J Lu 4178 Student number 4877136

Title of Project Data-Centric Design Toolbox for applying data in the design process

image / figure 2: The goal of the project

# **TU**Delft

# Personal Project Brief - IDE Master Graduation

# PROBLEM DEFINITION \*\*

Limit and define the scope and solution space of your project to one that is manageable within one Master Graduation Project of 30 EC (= 20 full time weeks or 100 working days) and clearly indicate what issue(s) should be addressed in this project.

The problem I would target in the graduation project is not if designers should use data in the design process, but how to use it. The answer of the problem will help designers position the data and design properly in each project. There are already some researches on how to use data in the research stage like collecting customer insights from data, but it lacks some tools or principles to instruct designers to apply data in their design process. There are some of the solutions I could achieve in this graduation project.

To come up with the solution to the problem, I would research the following questions:

- 1. How could data be applied in the design process?
- 2. What kind of role data will play in the design process?

Through Research Question1, I will learn about how designers deal with data in their projects now. I will focus on which stage of the project involves data and what kind of approaches are used. With Research Question 2, I will understand what kinds of relationship between design and data could augment the whole design process and be beneficial for the project.

This project will take place in the context of designing for wheelchair user's wellbeing. Internet-connected wheelchairs will provide data material for the study. Therefore, the toolbox will be verified with this data material in the end.

### ASSIGNMENT \*

State in 2 or 3 sentences what you are going to research, design, create and / or generate, that will solve (part of) the issue(s) pointed out in "problem definition". Then illustrate this assignment by indicating what kind of solution you expect and / or aim to deliver, for instance: a product, a product-service combination, a strategy illustrated through product or product-service combination ideas, .... In case of a Specialisation and/or Annotation, make sure the assignment reflects this/these.

For the project, I will come up with the design principles for the designers to apply data in the design process and help them build a data mindset. Research studies and case studies on the data related design projects will be conducted to understand how designers deal with data now. Co-creation sessions will be held with designers to understand their experiences and needs. Some tests will be designed to test the feasibility fo the principles in the end.

A data-centric design toolbox will be delivered as the final outcome of my project. It will be a collection of the design principles with some guidance. Through research studies and case studies on how designers deal with data, Some insights on the relationship between data and design will be captured. From that, design principles will be deduced. And some sessions will be hold to iterate and develop them. To help the designers understand and implement the designers principles better, some methods might be provided at the end of the project, as the guidance.

The final solution will provide designers some insights on how to apply data in the design process and balance the relationship between data and design. Designers will have a strategic way of thinking about if applying data is beneficial for the project, at the very start, and they will know when and how to apply data in the design process.

IDE TU Delft - E&SA Department /// Graduation project brief & study overview /// 2018-01 v30					Page 5 of 7	
Initials & Name	J	Lu		4178	Student number 4877136	
Title of Project	Data-C	entric Desi	gn Toolbox for applyii	ng data in the	design process	

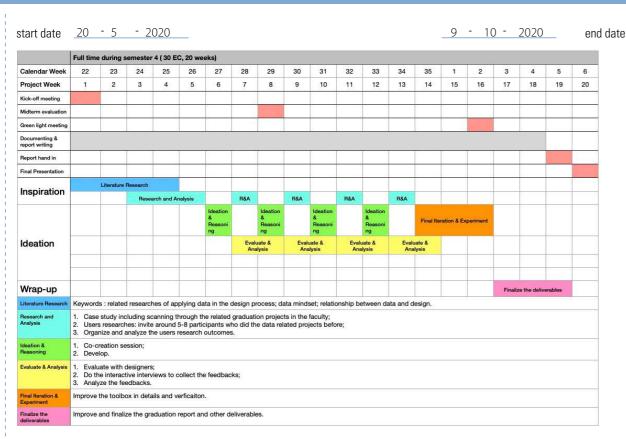




# **τυ**D

# PLANNING AND APPROACH \*\*

Include a Gantt Chart (replace the example below - more examples can be found in Manual 2) that shows the different phases of your project, deliverables you have in mind, meetings, and how you plan to spend your time. Please note that all activities should fit within the given net time of 30 EC = 20 full time weeks or 100 working days, and your planning should include a kick-off meeting, mid-term meeting, green light meeting and graduation ceremony. Illustrate your Gantt Chart by, for instance, explaining your approach, and please indicate periods of part-time activities and/or periods of not spending time on your graduation project, if any, for instance because of holidays or parallel activities.



The project process can be mainly divided into three stages: Inspiration; Ideation; Wrap-up.

During the Inspiration, I will do the literature review, case study and surveys. Through these research studies and case studies, insights on how to manage the relationship between data and design would be provided.

During the Ideation phase, several iterations will be conducted to help me formulated better the design principles.

During the ideation phase, several iterations will be conducted to help me formulated better the design principles. Designers will be invited to take part in the sessions to review and evaluate the principles. At the end of the stage, a data-centric design toolbox will be designed and verified.

In the last phase which is the 4 weeks after the Green Light, I will wrap up the project, finalize the graduation report and work on the poster and other deliverables. Last but not least, I will prepare the final presentation.

Note: Considering the outbreak of COVID-19, to maintain the social distance, some design methods and sessions can not be conducted as it should be. To be able to work under this condition, there are some special measures:

1. Interviews will be done with online video calls; 2. Sessions will be held online with some digital tools such as Miro and Skype.

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Title of Project	Data-Centric Design Toolbox for applying	data in the de	esian process	

# MOTIVATION AND PERSONAL AMBITIONS

Personal Project Brief - IDE Master Graduation

Explain why you set up this project, what competences you want to prove and learn. For example: acquired competences from your MSc programme, the elective semester, extra-curricular activities (etc.) and point out the competences you have yet developed. Optionally, describe which personal learning ambitions you explicitly want to address in this project, on top of the learning objectives of the Graduation Project, such as: in depth knowledge a on specific subject, broadening your competences or experimenting with a specific tool and/or methodology, .... Stick to no more than five ambitions.

# Motivation:

Data is a topic that is hot and can not be ignored in every industry. Especially, the design industry, as an interdisciplinary major, should always be open and explore the possibilities. During my internship in the customer experience department at KLM, I noticed that the design team collaborates with the IT team to understand their customers better. They collect users' data from Twitter, Facebook, and other social media and analyze these data to look for the pain points and needs. Although the relationship between the designers and data scientists is simple and flat in the department, It is still a brand new experience for me and I start to think about the relationship between design and data.

This project focuses on data application in the design process. With the development of the technologies, data is easier and easier to get. According to the data-centric design lab, "It is becoming a critical design material." It is time for the designers to realize the multiple possibilities that data can provide. Personally, I am also very interested in data science and learning python by myself now.

# Ambitions:

Through working on this project. I would like to practice my skills in project management. The graduation project would be organized by myself. It is the change that I can learn more about project management from the beginning to the end, especially on the time management and resource organization.

I believe that involving data in the design process is the coming trend of design. I would like to help the designers to go through this transition. I hope that my final deliverables of the project could help the designers explore the value of data in the design process. Meanwhile, I would like to learn more about the data mindset and practice it during the project. It would be a necessary quality in this age of information explosion.

Last but not least, I would like to improve my English academic writing skills. I plan to keep doing the research on the related fields as a Ph.D. after graduation. It requires good writing skills. I will take this chance to practice it.

# **FINAL COMMENTS**

In case your project brief needs final comments, please add any information you think is relevant

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