

Order	Activity	Description	P	Why	Strength	Improve Strength	Weakness	Improve Weakness
1.	pressure cooker 1	short cycle from research to ideation to concept	1st 2nd 3rd	quick accessible way of gathering info and experience on subject mourning	in a short time getting a holistic view on the project	would have used a 2nd person perspective	less in-depth info on the subject	switch to 2nd person perspective
2.	pressure cooker 2	short cycle with M from research to ideation to concept	1st 2nd 3rd	getting more info and feeling for the experience of mourning	in a short time getting in depth view on the experience	talking to more people (than 1)	n=1 too qualitative	talking to a group of people instead of 1
3.	research on rituals	personal experience of own culture literature study on other cultures	1st 2nd 3rd	finding criteria that are cross cultural	provided criteria for project	talking to people of other cultures (2nd pp)	literature study can be shallow due to given info	2nd person perspective more in depth info on other cultures
4.	ideation	creating a scala of ideas with lego and M and A (experience experts)	1st 2nd 3rd	validating and discovering criteria related to project and possible designs	finding new criteria		time consuminh to find the right method	finding expertise and building experience
5.	research (papers)	the quest for papers	1st 2nd 3rd	validating the found criteria	scientific foundation for project	help with finding the right keywords	time consuming (due to inexperience)	building experience and consulting experts
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6.	analysis of ideas	decision ans appraisal of valuable ideas with regard to criteria	1st 2nd 3rd	objective selection of ideas that have a basis for further exploration	objective analysis of subjective ideas	could be more objective by involving others	my perspective only	involve more people that do not know the project
7.	research by including people	interviewing (experience) experts (co-constructing stories method)	1st 2nd 3rd	in depth information on concepts and their development	gives points of improvement by feedback and new insights	more focus on people with the same context	too much diversity among background people	more coherent group of experience experts
8.	concept exploration	handson exploration on different concepts	1st 2nd 3rd	further development of concept, taking realization into account	concretisation (tangible and finding unforeseen aspects)	share outcomes with (experience) experts	unforeseen that the props could also work as feedback trigger	reflection in action
9.	creating experience videos, scenarios	using the props to create concrete realistic scenarios	1st 2nd 3rd	Concretisation and tool for feedback on the concept	forcing myself to make it concrete; translate idea in to real thing	creating more scenarios and chose most suitable	attention for feedback can go to wrong aspects	carefull thinking about what to show
10.	chosing final concept	making a decision based on given feedback	1st 2nd 3rd	objective decision making to chose final concept	objectivity	sit together with people outside project while making decision	being objective on your own is hard!	sit together with people outside project for decision making
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11.	technology exploration and decision making	searching and chosing the right technology by experiencing	1st 2nd 3rd	creating proto's and realizing the concept	understanding what will work and what will not work		too early in process, concept was no developed for this step	keeping the overview; reflection in action
12.	aesthetic exploration and decision making	finding the right materials, shapes (also ergonomics)	1st 2nd 3rd	enhancing the experience of the design through materials colours etc	exploring and seeing the options; foundation for decision making for their view	incorporating experience experts for their view	not incorporat- ing experience experts -> too much subjective	asking experience experts
13.	prototyping	putting technology and aesthetics together to show effect and experience	1st 2nd 3rd	show and experience the design; see the points of improvement	shows points of improvement	show the design to other experts to get more feedback	time consuming to create details	gaining experience and seeing the right details to show by reflection
14.	interaction exploration and decision making	defining the interaction parameters (time, input , output)	1st 2nd 3rd	to find and decide upon interaction parameters (tuned into experience experts)	finding meaningful interaction	conducting this earlier in the process	was too late in the process with this step	interaction should be explored before technology and aesthetics
15.	fine tuning the ritual surrounding the design	investigating how receiving the design can add to the concept	1st 2nd 3rd	completing the design by involving experience experts	completing the design by involving experience experts	taking more time for this part involve more experience experts	was too late in the process with this step	explore before techno and aesthetics
16.	final scenario and design	creating video of final design	1st 2nd 3rd	show the concept as a whole, details and experience	shows concrete experience and use	functional prototype so no after effects	no prototype that functioned as the whole concept would	start with experience and interaction before techno and aesthetics