Order	Activity	Description	P	Why	Strength	Improve Strength	Weakness	Improve Weakness
1.	recall rituals that made personal impact	own memory and internet validation	1st 2nd 3rd	get personal bearing of the topic	point of reference for myself within context	deeper investigation of personal side	personal memories differ from general reality	distinction: is it about my experience or 'general' reality?
2.	ask others to share rituals thath made personal impact	interview and internet validation	1st 2nd 3rd	not designing for myself, so need for other perpectives	adds a lot to frame of reference	deeper investigation of personal values	verification came in too early	make the distinction between personal value and info clear
3.	search for other, general rituals on the internet	research	1st 2nd 3rd	see what else is out there and what it stems from	expansion of frame of reference, role of rituals	better analysis of values associated	may have investigated time into 2nd perspective, which was main focus	better consideration of what is truly necessary
4.	idea generation	create ideas for different perspectives	1st 2nd 3rd	celebrating loved one and individual wellbeing are both valuable	open to multiple directions, not stuck	more ideas per direction	within perspectives not much variation	more idea generation
5.	benchmark	search for products that help with administrative and emotional matters	1st 2nd 3rd	no point in designing something that already exists	time efficiency and inspiration (what is good or bad and why?)	contact with suppliers about the products	may limit creativity, push in a direction	have creative idea generation sessions with absurd ideas to break free
6.	idea generation	create ideas based on phases in life and mourning from 3 perspectives	1st 2nd 3rd	preparation should be an option, but if possible there should be more options	exploration of multiple phases of life and needs	how to prepare and guide others to design with me?	less depth in each direction	spend more time on it, better preparation
7.	create context for design	interview with s, create abstraction of context needs and values	1st 2nd 3rd	to get a focus point, create user, real user forvalida-tion	direct feedback, switch from divergence to focus	better preparation and focus driving process	feedback of only one individual	get more feedback from similar individuals (in terms of context)
8.	read scientific papers	find and study relevant research, take what is relevant	1st 2nd 3rd	for validation and inspiration for ideas	interesting psychological insights, balance personal and scientific			
9.	idea generation and concept development	generate and develop ideas within context with feedback by s	1st 2nd 3rd	validation, keep concept relevant within context	constant review of ideas, adaptability, protect relevance, critical view on ideas	ideas from s, not just feedback	time	find expert with commitment, more time investment from s
10.	feedback from peers and expert	present concepts & receive feedback from peers and expert	1st 2nd 3rd	perspective before developing final concept	find overlooked weaknesses and new inspiration	do it earlier in process and make structural	be careful not to blindly accept all feedback, reflect!	reflect!
11.	develop final concept and prototype	refine and validate concept and build form model and technical model with user	1st 2nd 3rd	create something to get validated				
12.	feedback by business expert and user	interview each expert individually	1st 2nd 3rd	validation	different perspectives on final concept	more experts	too personalised solution	more abstractions