

Checklists

From the book: This is Service Design Methods: A Companion to This Is Service Design Doing

Book by Marc Stickdorn, Markus Edgar Hormess, Adam Lawrence, Jakob Schneider

Use at least one method from each of the following categories in your research

Resea	arch	
DESK	RESE	ARCH
		ratory Research
		ndary Research
		the research question or topic
		fy sources.
		ate the reliability of sources
		uct a search.
		eeper into the potential sources
		narize and visualize
	_	ize actions
	Devel	op an implementation plan
SELF-	Autoe Online Define Plan a	OGRAPHIC APPROACH ethnography e Ethnography e the specific research question and prepare uct the research yup
PART	ICIPAI	NT APPROACH
		Participant Observation
		Contextual Interview
		In-Depth Interview
		Focus Groups
		Define specific research questions.
		Identify participants
		Plan and prepare
		Conduct the approach.
		Followup

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NON-PART	Non-Participant Observation Mobile Ethnography Cultural Probes Specify research questions. Plan and prepare Conduct observations Followup
CO-CREAT	TIVE WORKSHOP
	Co-creating Personas
	Co-creating journey maps
	Co-creating system maps
	Plan and prepare
	Welcome and split into smaller groups
	Create personas or maps
	Discuss and merge
	Visualize and validate
	Iterate
	Followup
METHODS	OF DATA VISUALIZATION, SYNTHESIS, AND ANALYSIS
	Building a research wall
ā	Creating personas
<u> </u>	Mapping journeys
	Mapping systems
	Developing key insights
	Generating jobs-to-be-done insights
	Writing user stories
	Compiling research reports
	Prepare and print out data
	Define actors, scale and scope
	Visualize research wall personas, maps, insights
	Cluster, merge and prioritize
<u> </u>	Link the result to data
	Find gaps and Iterate
	Followup
Ideation M	ethods
PRE-IDEA	
	Slicing the elephant and splitting the ideation challenge
	Ideas from future-state journey mapping
	Ideas from future-state system mapping
	"How might we?" trigger questions from insights and user stories



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GENE	RATII	NG MANY IDEAS
		Brainstorming
		Look at your starting point for ideation
		Choose the right method
		Identify the way to bring previous knowledge into the room
		Define and invite participants
		Share information
		Show the key question
		Run the method Select ideas
	-	Select ideas
ADDIN	NG DE	EPTH AND DIVERSITY
		Bodystorming
		Using cards and checklists
		Ideation based on analogies and association
		Look at your starting point for ideation
		Choose the right method
		Define and invite participants
		Warm-up
		Run the method
		Reflect on the ideas
		Decide on the next idea to repeat
UNDE	RSTA	ANDING, CLUSTERING, AND RANKING OPTIONS
		Octopus clustering
		Benny Hill sorting
		Idea portfolio
		Choose the right method
		Define and invite participants
		Explain and run the method
		Cluster, merge and select Decide on the next idea to repeat
	1 1	Decide on the next idea to redeal



REDUCING	OPTIONS
	Quick voting methods
	Dot voting
	Nose-picking
	Barometers
	Physical commitment
	☐ Floor Gallery
_	Change the right mathed
	9
	Define and invite participants Find a starting point
ū	Decide on the next idea to repeat
Prototyping	n Methode
•	PING SERVICE PROCESSES AND EXPERIENCES
	Investigative rehearsal
<u> </u>	_
	Desktop walkthrough
	·
	Find a starting point
	Create a safe space
	Set up teams, room, and initial story
	Document and Iterate
PROTOTY	PING PHYSICAL OBJECTS AND ENVIRONMENTS
	Cardboard prototyping
<u> </u>	Choose a user
_	Review the scope and clarify prototyping questions
	Build the necessary parts
	Assign roles and prepare
	Test the prototype
	Keep a list of bugs, insights, ideas and review issues Revise
	Decide on the next task and iterate
	Document
–	Dodinient
PROTOTY!	PING DIGITAL ARTIFACTS AND SOFTWARE
	Rehearsing digital services
	Paper prototyping



	Interactive click modeling
	Wireframing
	Choose a method
	Decide or reflect on purpose or questions
	Create a safe space
	Prepare
	Find a starting point
	Run the method
	Digitize the experience
	Keep a list of bugs, insights, ideas and review issues
	Document
PROTOTYF	PING ECOSYSTEMS AND BUSINESS VALUE
	Service advertisements
	Desktop system mapping (Business Origami)
	Business Model Canvas
	Choose a method
	Choose participants
	Review scope and questions
	Prepare space and materials
	Define key features
	Run the method
	1 5
	Feedback
	Document
GENERAL I	METHODS
	Sketching
	Mood boards
	Wizard of Oz approaches
	Choose a method
	Review the scope and clarify prototyping questions
	Choose participants
	Prepare space and materials
	Run the method
	Present and Feedback
	Keep a bug list/idea sheet
	Revise, iterate
	Document
FACILITATI	ION METHODS
	Three-brain warm-up
	Color-chain warm-up



	"Yes, and" warm-up
	Choose a method
	Choose participants
	Put them into groups
	Run the activity
	Debrief the warm-up
	Red and green feedback
	Give the presentation or proposal
_	Audience ask to understand
	Audience ask to understand Green feedback, what they liked
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About Flexiana

We help companies improve and build digital services - **We are The Service Builders**. We provide quality and professional full-cycle applications, web applications, mobile applications and custom software. We specialize in solving real problems and using opportunities to increase customer satisfaction and gain new customer groups, from idea to long-term cooperation. Drive and dedication have ensured Flexiana has delivered true value to business since 2016. Our values are Craftsmanship, Transparency, Autonomy, Diversity, Remote Work and Agility.

To deliver consistently, we have lots of things, for example, checklists like these ones. To deliver the best practices, we read, we process information, we discuss and share and teach. And to improve continuously, learning, teaching, processing and building knowledge is an integral part of our operations.