

IAT 834 Mixed Methods in Design Evaluation

Research Assignment 6: Definitions, (De)Limitations and Significance

Due: Sunday

Read: Creswell (2013) pp. 42 – 46.

1. Define at least seven and at most twelve key terms you will use in your research proposal.

For terms related to your people, activity, context or technology provide a definition. Examples: children, tangible, persona, telemetry, auditory cue, game mechanic, geon, analysis process, visual encoding, visual representation, online social games, healthy lifestyle, m-commerce, categorization task, fabrication lab.

For each definition related to constructs or variables in your research questions or hypotheses, please include both a meaning part (i.e., what it means) and an operational part (i.e., how you will measure or determine it). For the “what it means” part include at least one reference. It should be clear from your definition both what exactly the construct is and how you will measure or determine it with references to support your claims. Examples of constructs: effective, efficient, satisfying, enjoyable, attitude (about ...), cultural awareness, trust, privacy, learning, valuable, cohesive, experience, engaging.

2. Write about half a page discussing how you will delimit or focus the scope of your study.

3. Write a small paragraph for three potential limitations of your methods to address your research questions.

4. Based on previous work, revise and write up the following (1-2 sentences for each way or reason)

2-3 ways in which your study adds to scholarly research in your subfield.

2-3 reasons why your study will improve design practice.

Be specific.

Hand in: All of the above with a proper header and footer including course, assignment title, your name, ID and page numbers. Use headings and subheadings to delineate your answers as appropriate. Please pay attention to graphical layout.