Research Plan

List 7- 10 questions in the 'what I need to find out column!'

What I need to find out	Where/How I will find the information	How this will help my designing
What products are already available? (Change products to your projects Products eg: games, mags, phones, etc.)	Magazine websites, www.myfavouritemagazines.co.uk, shops, magazine catalogues, Questionnaires, etc.	I will find out what is available already, if there are any gaps in the market or how I Could improve an existing product.
What materials will I use on my products? (List the individual elements you will make!)	Revision guide, www.lanfrancdt.co.uk, www.technology-student.com, Books.	I will know which materials are suitable for each part of my project. (List products, eg: mag: magazine - card, mag stand - wood /plastic, Free gift - wood/plastic).
What dimensions will I need to find out?	Magazines, magazine stands, Internet, www.myfavouritemagazines.co.uk, Ergonomics sizes - revision guide, list workshop tools in school, etc.	This will give me sizes that i need to design my products to. (List items to get sizes for Eg: Mag size, Mag stand size, Free gift size, etc.)
How will I make the project in school or In industry?	Revision guide, www.lanfrancdt.co.uk, www.technology-student.com, Books.	I will know what tools I can use in school to help me. I will also know what tools are needed to make the product on a larger scale in industry.
How will I know what style, theme or Design to use?	Questionnaires, list products (That you will evaluate), etc.	I will ask my target market what design elements they like about the products. I will also evaluate products myself to see what Design elements work and what does not.
List other project specific questions! Eg: What free gift should i make? What stand design should I do? What Technology should i include in my console model? What colours should i use?, etc.	Internet, library, shops, magazines, TV programmes Questionaire, product evaluations, revision guide, etc.	Simply state why this research will help you.

Fred Blogs ~ Board game project