

Research Plan

What to include: (Note: You may get this information onto the previous sheet if you have room!)

Research Plan (Primary research 1): This sheet is a checklist or a table to see how you will start your research and how you will achieve your research. Create yourself a check list:

More info: See your revision guide page 28 (Planning your research)

- o Page title and your name.
- o Create a table with three columns:
 - Column 1: What I need to find out?
 - Column 2: Where/How I will find the information?
 - Column 3: How this will help my designing?
- o Within your check list ensure you:
 - Summarise what you have found out.
 - Ensure you gain your evidence from a range of materials websites, questionnaires, books, magazines, shops, catalogues, etc.
 - Research measurements you might need.
 - Compare products you might evaluate how will you get hold of them?

What I need to find out	Where/How I will find the information	How this will help my designing
What games are already available?	Websites, questionnaires, books, magazines, shops, catalogues, 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
Next point >>	Next point >>	Next point >>