

## THE RESEARCHABLE QUESTION

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### **A researchable question ...**

- Is not answered by “yes” or “no”
- Is not a description of process or steps to be taken
- Reflects a hierarchy among relevant concepts
- Requires a definition of terms
- Is capable of being broken down into 3-5 subquestions that suggest methodology and literature, and when answered, resolve the larger issue
- Avoids issues of “better” or “more” unless accompanied by appropriate methods that will validate such claims

## THE RESEARCHABLE QUESTION

### Relativism

Situated problems; how some aspect or element is dependent on another element, setting, or conditions

What are the salient attributes of design scenarios that are useful in teaching middle school science?

### Phenomenology

Examination of a phenomenon as perceived; we extract from experience what we perceive to be the essence of something

What roles do fantasy, social consequence, and background knowledge play in the quality of student engagement in design scenarios?

### Positivism

Knowledge that comes from positive affirmation of theory through the scientific method

To what extent does the use of design scenarios improve student performance in standardized tests?

## THE RESEARCHABLE QUESTION

### Master's students typically...

Enter graduate study with the goal of focusing their practice around personal interests or capabilities

Express interest in “speculative making” as a way of processing ideas that have been encouraged through reading, writing, and discourse in their studies

### Doctoral students typically...

Enter graduate study with the goal of expanding mature practices into new territory

Enjoy the discipline of culling through literature, framing a thesis, applying rigorous methods, doing field work, and writing compelling arguments

## THE RESEARCHABLE QUESTION

FOR THE MASTER'S STUDENT

### **Content interests**

Social networking

Analog behaviors that are not present in digital media

Socially transformative media that shape new perceptions and behaviors

Typographic annotation and marginalia as discursive spaces

### **Ways of working**

Writing short essays that express key concepts and perspectives

Making a collection of small projects to tease out key concepts and to define terms in context

Writing scenarios that describe situated problems and extracting key concepts from the specific circumstances in a compelling story

### **Future goals**

College teaching in interaction design

Sponsored research projects

Collaboration with multi-disciplinary teams

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FOR THE MASTER'S STUDENT

## Content interests

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Analog behaviors that are not present in digital media

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Typographic annotation and marginalia as discursive spaces

## Ways of working

Writing short essays that express key concepts and perspectives

Making a collection of small projects to illustrate key concepts and terms

Writing scenarios that describe situated problems and extracting key concepts from the specific circumstances in a compelling story

## Future goals

College teaching in interaction design

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## THE RESEARCHABLE QUESTION

FOR THE DOCTORAL STUDENT

Epistemology

Literature review

Conceptual framework

Methodology

**What is worth doing?**