

Digital researchers and data experts

We create digital tools
to explore academic
research in new ways.

KDL PRACTICES: Team, Systems, Data and Models Part 2



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Dr. Arianna Ciula

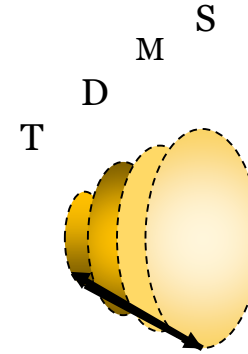
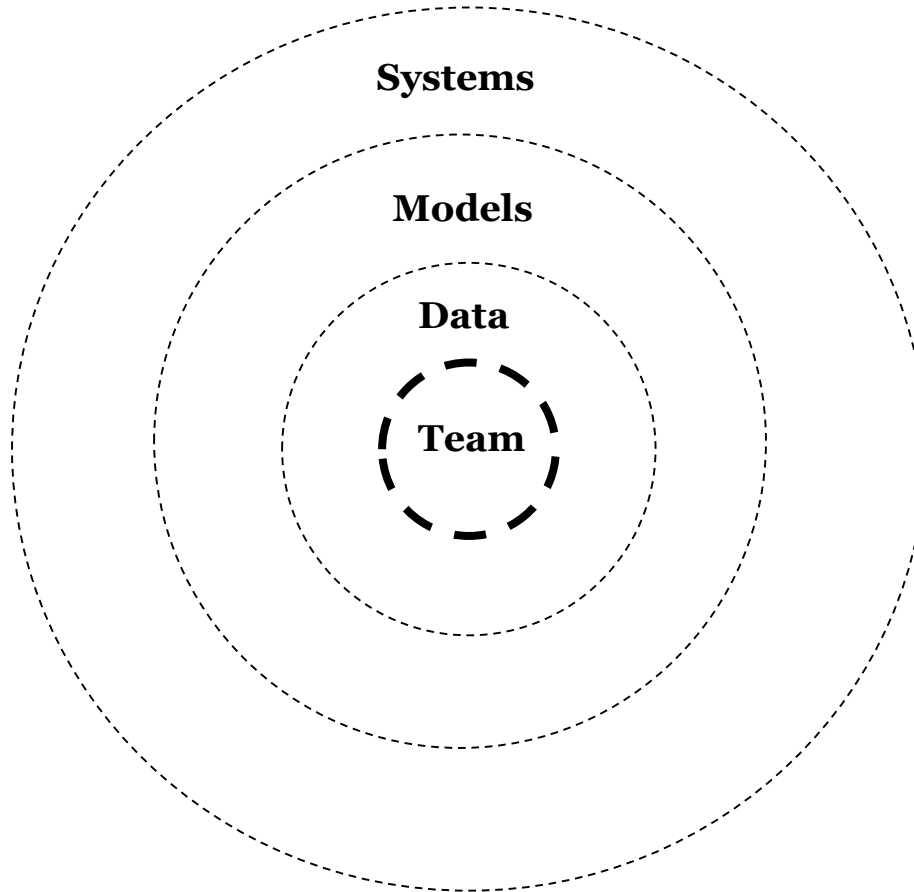
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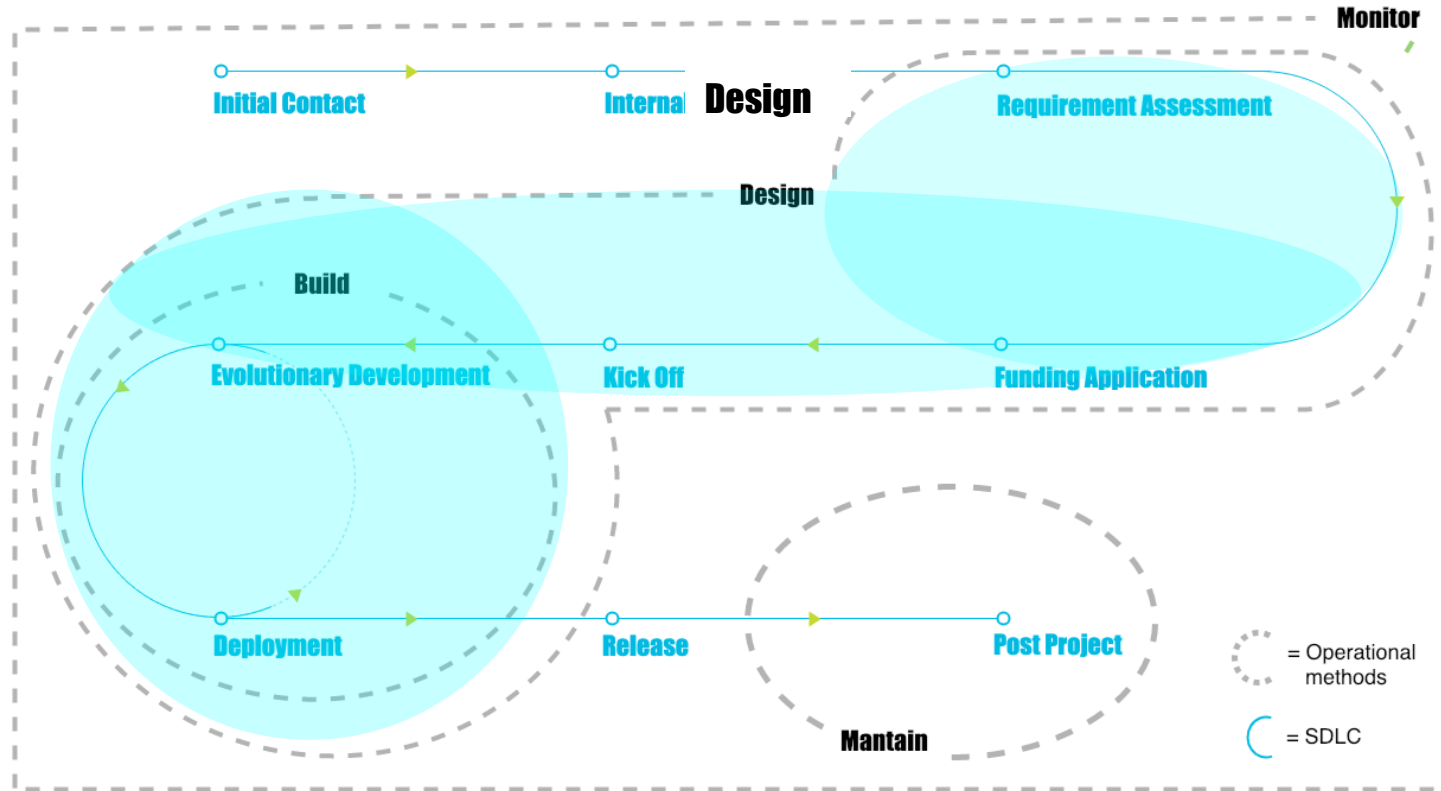




Co-constitution
(bidirectional
influence &
dependencies)

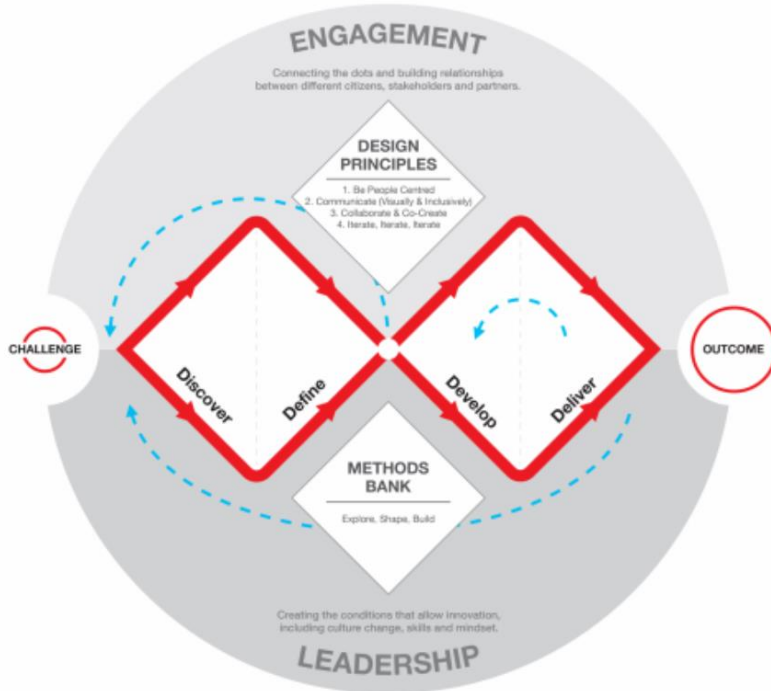
Ciula and Smithies (forthcoming).

Design Methods



Smithies and Ciula (forthcoming).

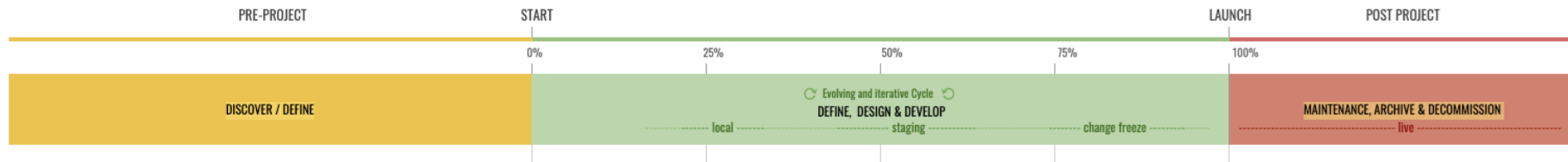
Design Integration Framework



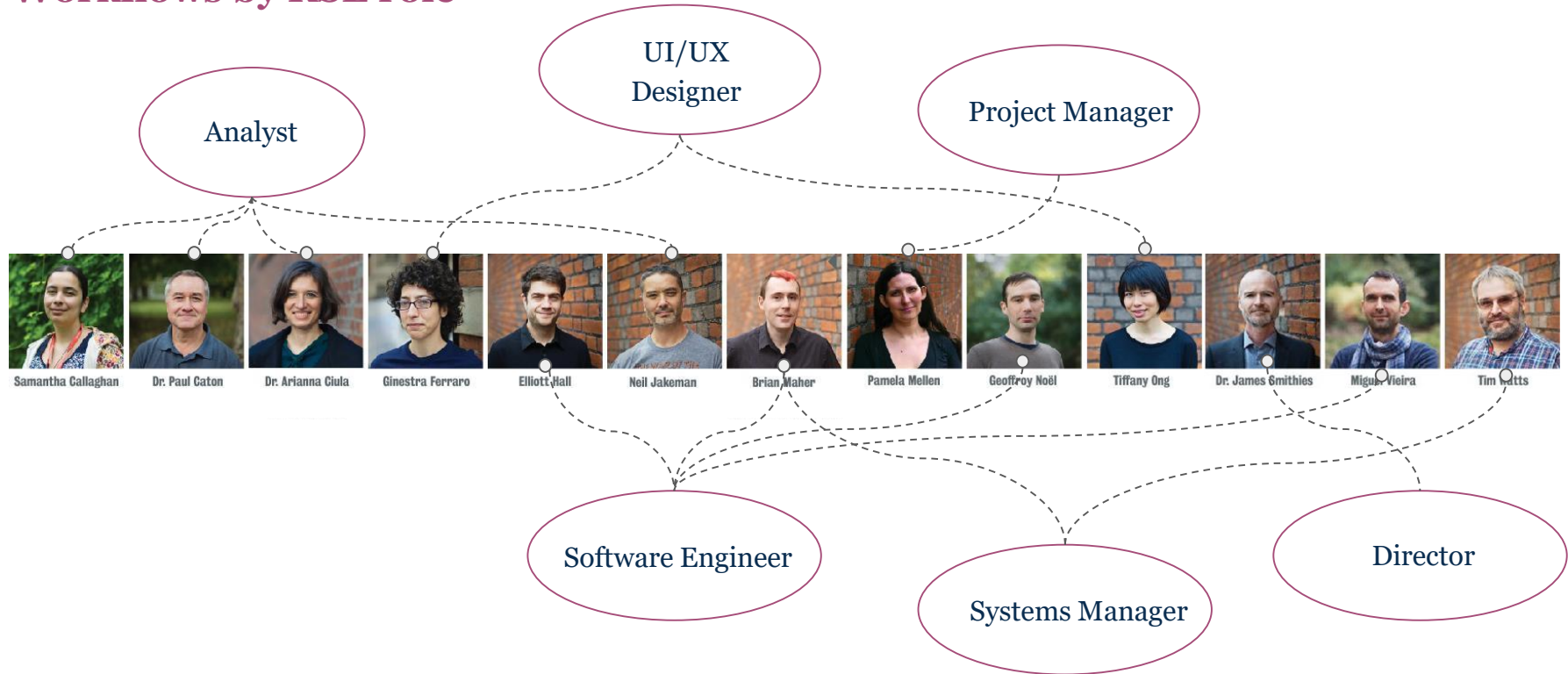
Double Diamond

Design Council (2007). [What is the Framework for Innovation? Design Council's Evolved Double Diamond.](#)

Image ©Design Council



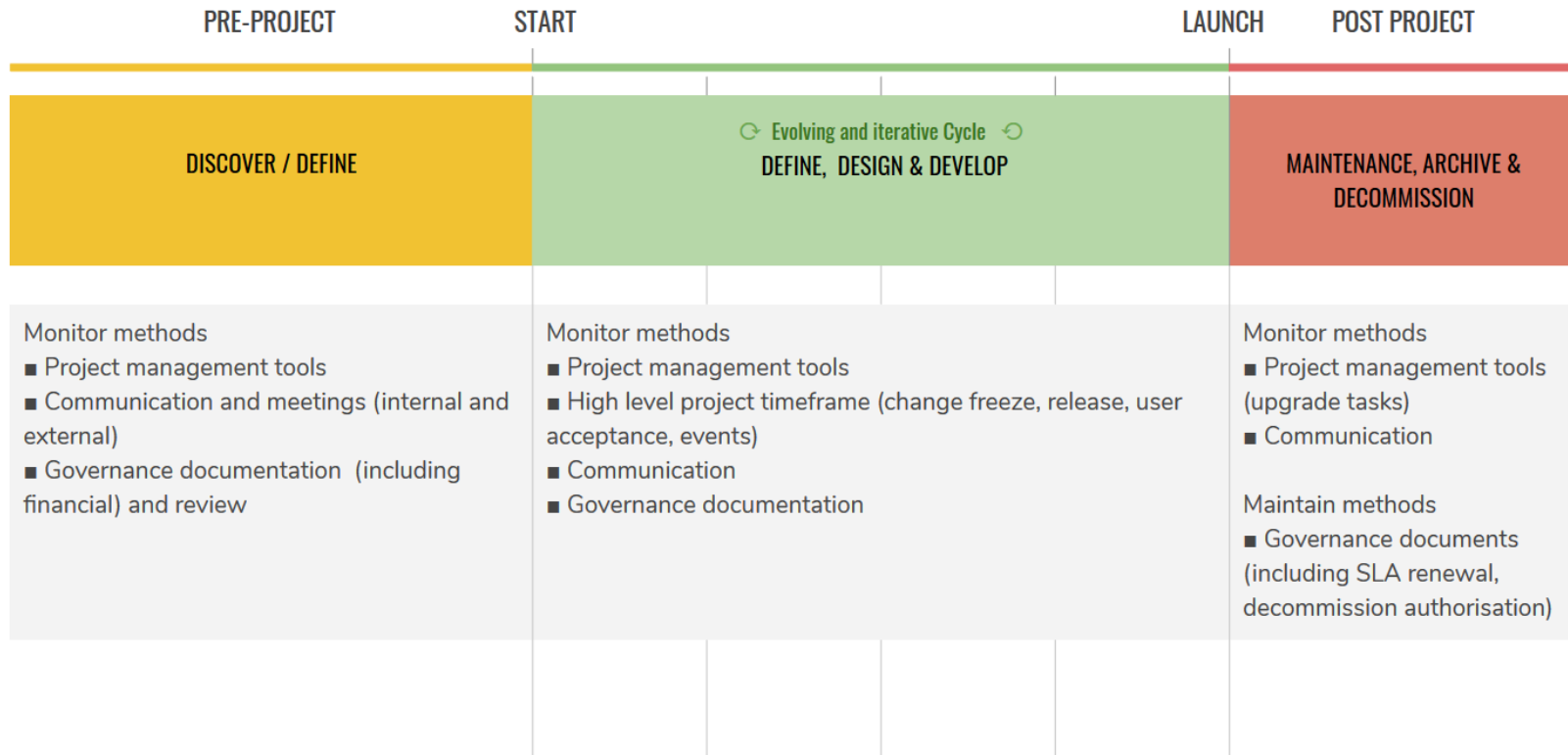
Workflows by RSE role

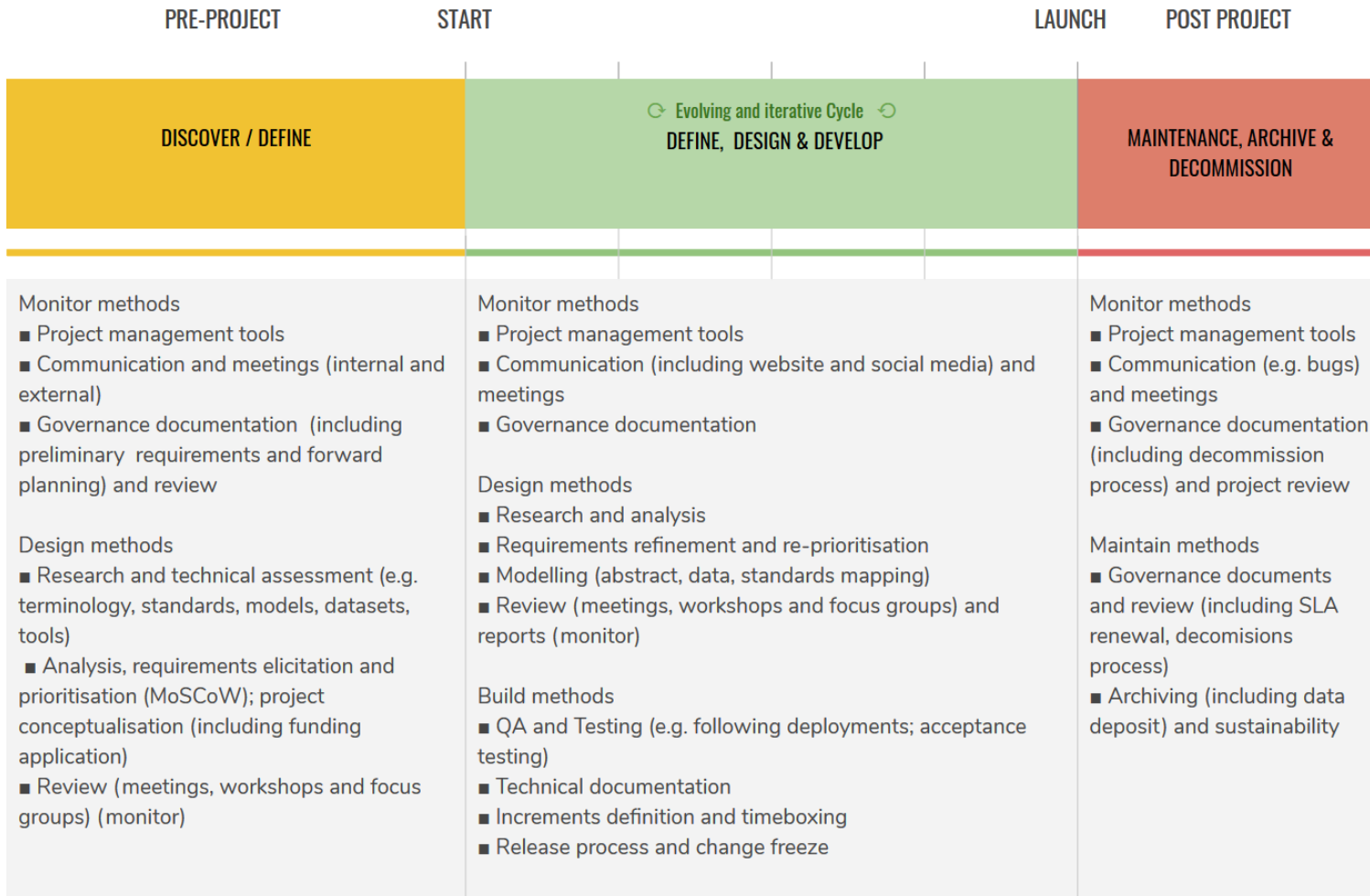


Smithies (2019), [The Continuum Approach to Career Development](#).

Workflows by role

Project Manager





PRE-PROJECT

START

LAUNCH

POST PROJECT

DISCOVER / DEFINE

↻ Evolving and iterative Cycle ↻
DEFINE, DESIGN & DEVELOP

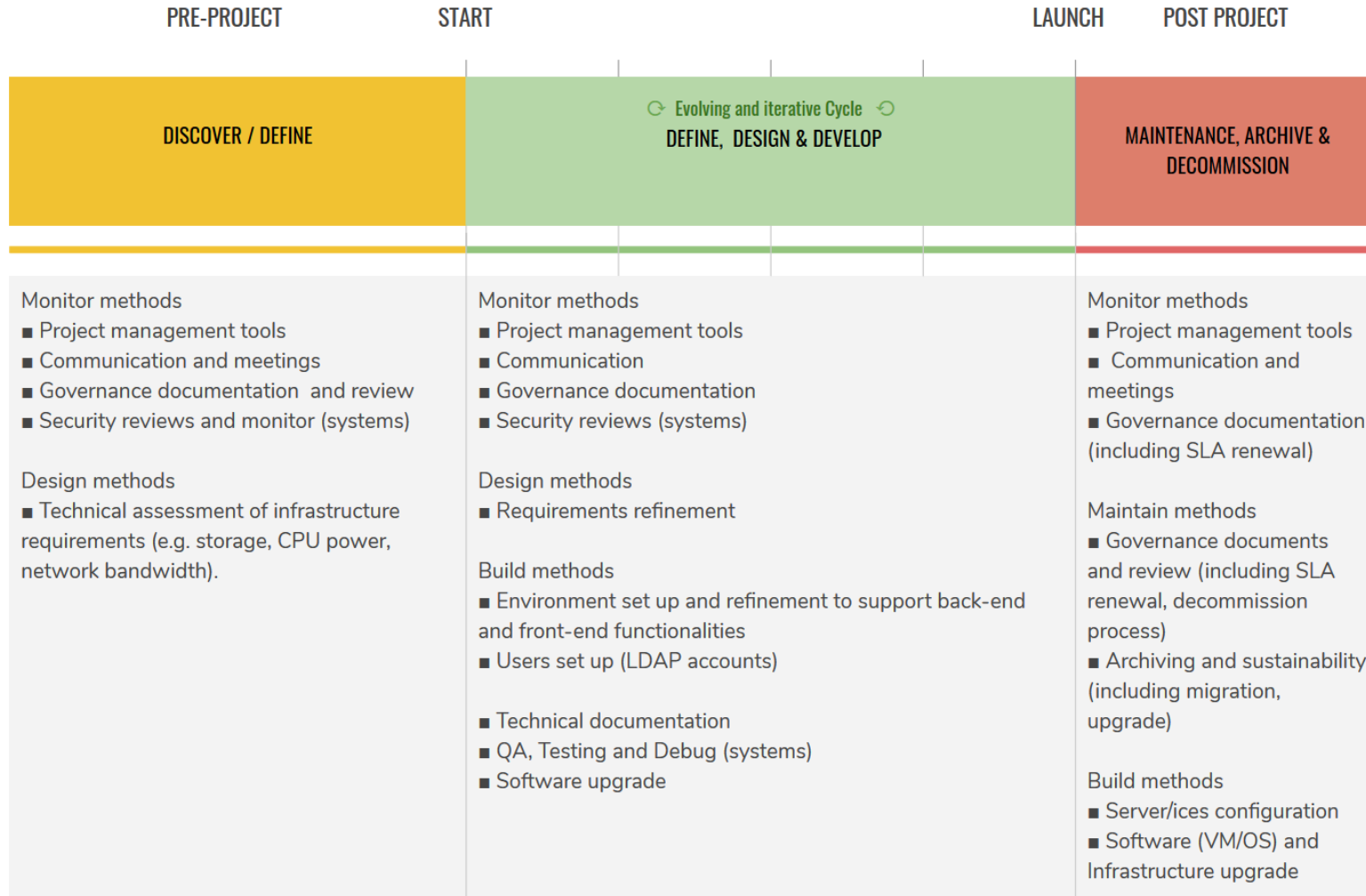
MAINTENANCE, ARCHIVE & DECOMMISSION

- Monitor methods
- Project management tools
 - Communication and meetings
 - Governance documentation and review
- Design methods
- Research and technical assessment (e.g. terminology, standards, models, datasets, tools, re-usability of components)
 - Analysis (e.g. mapping requirements to architecture and datasets), requirements elicitation and prioritisation; project conceptualisation and preliminary modelling (including high level solution architecture)
 - Review (meetings, workshops and focus groups) (monitor)

- Monitor methods
- Project management tools
 - Communication and meetings
 - Governance documentation
- Design methods
- Research and analysis
 - Requirements refinement and re-prioritisation
 - Modelling (conceptual, data, standards mapping, algorithms)
 - Review (meetings, workshops and focus groups) (monitor)
- Build methods
- Logical and physical data modelling (including data structures and formats)
 - Information architecture
 - Translation and re-use of algorithms/software modules & packages
 - Data workflows pre-processing tools (e.g. import/export/cleaning/validation)
 - Environment set up
 - Back-end interface and functionalities (including search) and mapping to CMS
 - Front-end templates and functionalities
 - Code and other technical documentation (Github - monitor)
 - QA, Testing (e.g. browser testing; unit tests; acceptance testing) and Debug (including server stack side)
 - Optimisation and code refinement
 - Increments definition and timeboxing (monitor)
 - Deployments (to development, staging and live environments)
 - Software upgrade
 - Release process and change freeze (monitor)

- Monitor methods
- Project management tools
 - Communication (e.g. bugs) and meetings
 - Governance documentation (including SLA renewal) and project review
- Maintain methods
- Governance documents and review (including SLA renewal, decommission process)
 - Archiving and sustainability (including curation, backup, migration, upgrade)
- Build methods
- Server/ices configuration
 - Software upgrade

PRE-PROJECT	START	LAUNCH	POST PROJECT
DISCOVER / DEFINE	↻ Evolving and iterative Cycle ↻ DEFINE, DESIGN & DEVELOP		MAINTENANCE, ARCHIVE & DECOMMISSION
<p>Monitor methods</p> <ul style="list-style-type: none"> ■ Project management tools ■ Communication and meetings ■ Governance documentation and review (including sign off) <p>Design methods</p> <ul style="list-style-type: none"> ■ Research and technical assessment ■ Analysis, requirements elicitation and prioritisation; project conceptualisation ■ Review (meetings, workshops and focus groups) (monitor) 	<p>Monitor methods</p> <ul style="list-style-type: none"> ■ Project management tools ■ Communication and meetings ■ Governance documentation <p>Design methods</p> <ul style="list-style-type: none"> ■ Research (e.g. identity) and analysis (including user research and analytics if applicable) ■ Requirements elicitation (e.g. via questionnaire) and prioritisation; project conceptualisation and preliminary modelling (including content map, user flows and journeys/paths, site map) ■ Requirements refinement and re-prioritisation ■ Modelling (conceptual, refinement of content map, user flows/journeys/paths, site map) ■ User testing ■ Review (meetings, workshops and focus groups) and report (e.g. usability) (monitor) <p>Build methods</p> <ul style="list-style-type: none"> ■ Style (e.g. concepts and colours) and design (e.g. project title) ■ Prototyping (wireframes, mockups) ■ Translation and re-use of software modules & packages ■ Environment set up ■ Back-end templates (e.g. Django) ■ Front-end templates and interfaces ■ Code (HTML, CSS, Javascript) and other technical documentation (Github - monitor) ■ QA, Testing (e.g. browser testing, devices portability; staging environment testing; instructions for partners; acceptance testing) ■ Optimisation and code refinement ■ Increments definition and timeboxing (monitor) ■ Deployments (to development, staging and live environments) ■ Release process and change freeze (monitor) ■ Add analytics 		<p>Monitor methods</p> <ul style="list-style-type: none"> ■ Project management tools ■ Communication (e.g. bugs) and meetings ■ Governance documentation (including SLA renewal) and project review <p>Maintain methods</p> <ul style="list-style-type: none"> ■ Governance documents and review (including SLA renew) ■ Archiving and sustainability



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