

# Resources Budget Framework: What will you need to build your design expression?

Use one of these frameworks for each design concept you've decided to build an expression for and test. What will you need to make this design concept a reality? Be honest here! It's much better to realize at this point that you do not have the resources, whether that's time or skill or access, that you need to do good work than it is to forge ahead and not reach the best possible expression of your design concept.

## Name of your design:

### Description of design

Briefly describe your design in this space. Refer back to your Concept Breakdown framework, if you need to.

### Team members

Who will focus on this design and its testing? What are their roles? No less than 2 people, no more than 4, per concept.

Name \_\_\_\_\_ Role \_\_\_\_\_

Name \_\_\_\_\_ Role \_\_\_\_\_

Name \_\_\_\_\_ Role \_\_\_\_\_

Name \_\_\_\_\_ Role \_\_\_\_\_

### Design skills the team has:

What skills do you have that will help make this design a reality? List them from your sort here.

### Design skills the team **needs\***:

What skills do you need to make this design a reality? Check against your Concept Breakdown

### Timeline for design & testing

On this timeline, schedule your timeframes for first round design making, recruiting your participants to test with, scheduling the tests, testing itself, evaluation for each test, and a realistic idea of refinement and retesting for each of the 3 recommended iteration rounds. If you start this timeline

and realize you don't think you'll have enough time in your overall schedule to get through three iteration rounds, go back and do another Concept Breakdown framework for the concept you started here to make your concept smaller and more manageable.



\*If you can't get the skills you need quickly, you must choose another concept to build that you can realize with your current resources. Don't be afraid to simplify your concepts; there is always a way forward.