Models & Tools																	
į	s	Policy-making tage model	Five stages of the Policy Cycle (Howlett, Ramesh & Perl)	Applied Problem Solving	Design Thinking IDEO	Design Thinking d.school	Design tools (d.school)	Design Council's Double Diamond	Darden Business School	Design tools (Liedtka)	Design Innovation Pro	ocess (Kumar)		Innovation Process Danish MindLab	Danish MindLab tools	Design Process UK Policy Lab	
•		Problem dentification								Visualization; Journey mapping; Value chain analysis; Mind mapping	Research	Sense intent	Buzz Reports; Popular Media Scan; Key Facts; Innovation Sourcebook; Trends Expert Interview; Keyword Bibliometrics; Ten Types of Innovation Famework; Innovation Landscape; Trends Matrix; Convergence Map; FromTo Exploration; Initial Opportunity Map; Off ering:Activity-Culture Map; Intent Statement;		Theory of Change; Project focus; Project journey; Target group; Interview; Film & sound; People shadowing; User journey; Cultural probes; Perspective cards; Workshops;	Diagnose	Challenge setting: Data tool cards; Evidence safari; Hope and fears cards; Journey mapping: Personas; Policy canvas; User segmentation
1	L A	genda-Setting	Agenda-Setting	Problem Recognition	Discovery: I have a challenge. How do I approach it?	audience	Shadowing; Seek	Discover: insight into the problem	What is?			Know context	Contextual Research Plan; Popular Media Search; Publications Research; Eras Map; Innovation Evolution Map; Financial Profile; Analogous Models; Competitors-Complementors Map; Ten Types of Innovation; Diagnostics; Industry Diagnostics; SWOT Analysis; Subject Matter Experts Interview; Interest Groups Discussion	Research		Discover	Data science; Data visualisation; Deliberative idiologue; Ethnography; Interviews; Social media engagement; User research; Guerrilla testing; Idea days and policy jams; Open Data; Social media and data analysis
												Know people	Research Participant Map; Research Planning Survey; User Research Plan; Five Human Factors; POEMS; Field Visit; Video Ethnography; Ethnographic Interview; User Pictures Interview; Cultural Artifacts; Image Sorting; Experience Simulation; Field Activity; Remote Research; User Observations Database				
Stages	2 P	Policy Formulation	Policy Formulation	Proposal of Solution	Interpretation: I learned something. How do I interpret it?	Define: sharpen key questions.	Personas; Role objectives; Decisions; Challenges; Pain points	Define: the area to focus upon	What if?	Visualization; Brainstorming; Concept development	Analysis	Frame insights	Observations to Insights; Insights Sorting: User Observation Database Queries: User Response Analysis; ERAF Systems Diagram: Descriptive Value Weit: Entitles Position Map; Venn Diagramming: Tree/Semi-Lattice Diagramming: Symmetric Clustering Matrix, Activity Network: Insights Clustering Matrix, Semi-Lattice Diagramming: Symmetric Clustering Matrix, Cambrille Profile; User Groups Definition; Compelling Experience Map; User Journey Map; Summay Framework; Design Principles Generation; Analysis Workshop	Analysis	Project focus; Target group; Film & sound; User Journey; Portraits; Patter recognition; How might we?; Priority grid;	Develop	Change cards: Crowdsourcing; Hack days; Idea days and policy jams; Idea development sheet; Sketching
:		Policy Legitimation	Decision-making	Choice of Solution	Ideation: I see an opportunity. What do I create?		Share ideas; All ideas worthy; Diverge/converg e; "Yes and" thiking; Prioritize	Develop: potential solutions	What wows?	Visualization; Assumption testing; Rapid prototyping	Synthesis	Explore concepts	Principles to Opportunities; Opportunity Mind Map; Value Hypothesis; Persona Definition; Ideation Session; Concept-Generating Matrix; Concept Metaphors and Analogies; Role-Play Ideation; Ideation Game; Puppet Scenario; Behavioral Prototype; Concept Prototype; Concept Sketch; Concept Scenarios; Concept Scorting; Concept Grouping Matrix; Concept Catalog	Ideation	Perspective cards; Brainstorm; Explore your ideas; Concept poster; Proto- & provotypes; Future scenarios; Workshops; Test your ideas		
												Frame solutions	Morphological Synthesis; Concept Evaluation; Prescriptive Value Web; Concept-Linking Map; Foresight Scenario; Solution Diagramming; Solution Storyboard; Solution Enactment; Solution Prototype; Solution Evaluation; Solution Roadmap; Solution Database; Synthesis Workshop			Deliver	Prototyping: Tabletop prototyping: Touchpoint prototyping: Experience prototyping
		Policy mplementation	Policy Implementation	Putting Solutions into Effect	Experimentation: I have an idea. How do I build it?		Mockups; Storyboards; Keep it simply; Fail fast; Iterate quickly	Deliver: solutions that work	What works?	Visualization; Customer Co- Creation; Learning Launch		Realize offerings	Strategy Roadmap: Platform Plan; Strategy Plan Workshop; Pilot Development and Testing; Implementation Plan; Competencies Plan; Team Formation Plan; Vision Statement; Innovation Brief	Testing	Interview; Cultural probes; Provo-& prototypes; Future scenarios; Workshops; Test your ideas		
	5 P	Policy Evaluation	Policy Evaluation	Monitoring Results	Evolution: I tried something new. How do I evolve it?	Test: test ideas and gain user feedback.	Understand impediments; What works?; Role play; Iterate quickly							Implementation	Theory of change: Project focus; Project journey; Effect focus		