Project Phase	Research Goals	Research Type	Methodologies
Discovery	Understand Audience/Users Motivations, Goals, Priorities, Tasks, Mindset, Fears, Expectations, Needs, Values  Understand Business Goals, Requirements, Current State  Understand Market Landscape Business & Competitors' Strengths, Weaknesses, Positioning	Formative	<ul> <li>Audience/User Interviews</li> <li>Focus Groups</li> <li>Stakeholder Interviews</li> <li>Sales &amp; Support Interviews</li> <li>Competitive Analysis, Testing</li> <li>Analytics</li> <li>Audience/User Surveys</li> <li>Search Analytics</li> <li>Social Media Monitoring</li> <li>Contextual Analysis</li> <li>Persona Building</li> <li>Task Analysis</li> <li>Journey Mapping</li> </ul>
Ideation & Design	Develop new design direction(s) With team, stakeholders, audience/users  Develop Information Architecture	Exploratory	<ul> <li>Brainstorms</li> <li>Participatory Design Workshops</li> <li>Card Sorts</li> <li>Collaborative Sketching</li> </ul>
Evaluation, Implementation, & Testing	Gauge usability For end users, administrators  Gauge business effectiveness  Gauge value	Evaluative	<ul> <li>Heuristic Evaluation</li> <li>Prototype Testing</li> <li>First-Click Testing</li> <li>Tree Testing</li> <li>5-Second Testing</li> <li>Surveys</li> <li>Signups</li> <li>Usability Testing</li> <li>Benchmark Testing</li> <li>Soft Launches w/ A/B Testing</li> <li>Acceptance Testing</li> </ul>
Optimization	Confirm usability of implementation  Gather information for iterations	Summative	<ul> <li>Audience/User Surveys</li> <li>Analytics Review</li> <li>A/B Testing</li> <li>Feedback Review</li> <li>Sales &amp; Support Interviews</li> <li>Social Media Monitoring</li> </ul>