Vocabulary of all DC4DM terms

#	Concept name	Definition of concept	External reference	DCA cluster	Why / Outcome	Type of resource	Who / Expertise	Who / Type of users	When / Phase
1	3D Prototyping	3D Prototyping is a process of showcasing solutions expressed as physical products. Individuals and organisations can use a	Screenshot 2021- 05-26 at 17 54 09.png (https://dl.airtable .com/.attachment s/306df2093828	digital	Efficiency	Process	Advanced Intermediate Expert	Entrepreneurs Business owners Students Teachers	Prototyping
2	Adopting different perspectives	The ability to observe problems and look at information from different angles, generating hypotheses and ideas from a range of diverse		cognitive	Coordination	Input	Intermediate	Entrepreneurs Business owners Students Teachers	Evaluation
3	Agile Methodology	Agile methodology is an approach focused on the idea of iterative development, where requirements and solutions evolve through	https://www.agile alliance.org/	cross-funct digital	Coordination Efficiency Integration	Process	Advanced	Entrepreneurs	Implementa
4	Analogical reasoning and association	Analogical reasoning and association is the cognitive ability to transfer or map knowledge from one domain to another		cognitive	Coordination	Process	Advanced Expert	Entrepreneurs Teachers Business owners	Prototyping Implementa Evaluation Research Ideation

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5	Brief generation canvas	Brief generation canvas is a tool that gives the possibility to a company to consolidate clearly a brief that can be used to engage people that will		strategic	Coordination	Process	Beginner Intermediate	Business owners Entrepreneurs Students Teachers	Ideation
6	Build-your-own workspace	Build-your-own workspace is an energiser, team building activity that usually takes place when teams start working together on a project. Its		cross-funct	Mobilisation	Process	Beginner	Students Teachers	Prototyping
7	Business Model	A business model describes the back-stage plan of an organization on how it creates, delivers and captures value. A business model is useful	https://www.strat egyzer.com/exper tise/business- models	strategic	Integration	Process	Intermediate Advanced	Entrepreneurs Teachers Business owners	Prototyping Evaluation Implementa
8	Circular design	Circular design is an approach to designing first introduced by William McDonough in his book Cradle to Cradle - which proposes a framework fo	https://www.ted.c om/talks/william mcdonough cradl e to cradle desig n/transcript? language=en	strategic	Optimisation	Input	Advanced Beginner Intermediate Expert	Students Teachers Business owners Entrepreneurs	Evaluation Research Prototyping Ideation Implementa

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9	Clarify objectives	Clarifying objectives is a stept in digital process that highlight the goal clearly. Building on personal knowledge and initial hunches, within thi		strategic	Coordination	Output		Business owners Entrepreneurs	Ideation
10	Clustering	Clustering is one of the first convergent steps involved in brainstorming and idea generation. It involves grouping the ideas or elements create	https://innovation english.sites.ku.dk /metode/clusterin g/	cross-funct strategic	Acceleration Integration	Process	Intermediate	Students Business owners Teachers Entrepreneurs	Ideation
11	Co-creation	Co-creation is a collaboration between a digital team and its stakeholders, whereby the participants engage in conversation together to		cross-funct	Coordination Integration	Process	Advanced Intermediate	End-users / Clie Entrepreneurs Business owners Teachers Students	
12	Codifying roles	Codifying the roles is one of the key tools used in design workshops. This helps to simplify and standardise the processes and activities, but it also		cross-funct	Coordination	Process	Advanced Expert		Ideation Implementa

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13	Collaborative design	Collaborative design is an approach that designers use in digital projects to engage people from other fields in the design process to make sure th		cross-funct	Coordination Integration Efficiency	Process	Advanced Expert	Entrepreneurs Teachers Students End-users / Clie Business owners	
14	Competences mapping	Competences Mapping is an activity that helps mapping the competences of the students. They receive a template and badges, so		cognitive cross-funct strategic	Coordination	Process	Advanced Expert	Teachers Entrepreneurs Business owners	Evaluation Research
15	Concept	A concept is an abstract or initial idea that can be part of a plan, of strategy, or a solution. It is often described as a type of mental representation. It		strategic cognitive		Input	Intermediate Advanced Expert	Entrepreneurs Teachers Students End-users / Clie Business owners	
16	Concept definition	Concept definition is a facilitated activity in which the team uses all the available information they have about the problem they are trying to solve, i		strategic cognitive	Integration	Process	Beginner Intermediate	Entrepreneurs Teachers Students End-users / Clie Business owners	

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17	Concept validation	Concept validation is step in the process of coming up with a solution that involves sharing the concept with stakeholders (for example solution		strategic	Coordination	Process	Advanced Intermediate Beginner	Students Business owners Entrepreneurs End-users / Clie	
18	Conceptual combination	Conceptual combination is a fundamental cognitive process by which two or more existing basic concepts are mentally synthesized to generate		cognitive		Process	Advanced Expert		Ideation Prototyping
19	Cooperative behaviour	The ability to enjoy and seek working with others, both peers and experts, involving team members in decisions, listening to other's ideas and lookin		cognitive cross-funct			Beginner Intermediate	Entrepreneurs Teachers Students End-users / Clie Business owners	
20	Coping with uncertainty, ambiguity and risk	The ability to operate effectively and make decisions dealing with uncertainty and ambiguity, taking risks in the hope of great		cognitive			Intermediate Advanced Expert		Implementa

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21	Creative combination and imagination	The ability to use imagination to identify opportunities an to combine ideas, concepts, and knowledge to create original and valuable		cognitive			Intermediate Advanced Expert	Entrepreneurs Teachers Students Business owners	Ideation
22	Creative self- efficacy	Creative self-efficacy is the belief and confidence one has the ability to produce creative outcomes. Source:	https://citeseerx.is t.psu.edu/viewdoc /download? doi=10.1.1.369.46 76&rep=rep1&ty pe=pdf	cognitive		Output	Intermediate Advanced Expert	Students Business owners Teachers Entrepreneurs End-users / Clie	imperiorita
23	Creative visualization	Creative visualisation is a process that involves ideas that come from everyday thinking that are curated and transformed in visual images to provide variou		cross-funct cognitive	Coordination Mobilisation	Process		Entrepreneurs Teachers Students Business owners	Prototyping
24	Critical thinking	Critical thinking is the intellectually disciplined process of actively and skillfully conceptualizing, applying, analyzing, synthesizing, and/or	https://ugs.utexas .edu/sig/faculty/cr itical-thinking	cognitive		Input	Intermediate Advanced Expert	Entrepreneurs Teachers Students Business owners	Ideation Implementa Evaluation

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25	Cross-functional teams (cross- disciplinary or multi-disciplinary teams)	Cross-functional or Multidisciplinary teams refer to teams that are made up of members from different disciplines or departments - such as	- https://www.arj.n o/2012/03/12/dis ciplinarities-2/	cross-funct	Coordination Efficiency Integration Mobilisation	Output		Business owners Teachers Entrepreneurs	Ideation Prototyping Implementa
26	Data analysis	Data analysis is a process of inspecting, cleansing, transforming, and modeling data with the goal of discovering useful information, informing	https://aarktechu b.com/services/da ta-analytics	digital	Optimisation Acceleration	Process	Intermediate Advanced Expert	Entrepreneurs Teachers Students Business owners	Evaluation Research
27	Data Literacy	The ability to read, write and communicate data in context, including an understanding of data sources and constructs, analytical methods and	https://www.gartn er.com/smarterwit hgartner/a-data- and-analytics- leaders-guide-to- data-literacy/	digital			Intermediate Advanced Expert	Entrepreneurs Teachers Students End-users / Clie Business owners	
28	Data-driven	Data-driven is an approach that helps teams make decisions and build a solution based on the collection or analysis of data. Businesses or	https://www.cio.c om/article/34491 17/what-exactly- is-a-data-driven- organization.html	digital	Acceleration Efficiency	Output	Expert Advanced	Business owners Entrepreneurs	Evaluation Research Prototyping Implementa Ideation

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29	DC4DM model	A project that aims to implement, apply and spread a human-centred design model to facilitate and guide strategically the ongoing process of digit	https://www.dc4d m.eu/about/	cognitive cross-funct digital strategic	Coordination Autonomy Mobilisation Integration Access Acceleration	Process	Intermediate Advanced Expert	Students Teachers Business owners Entrepreneurs	Evaluation Research Prototyping Implementa Ideation
30	Define	Definition is a stage in the Design process. The aim of this step is to converge the in-depth information collected and analysed during the design		strategic		Process	Intermediate Advanced Expert Beginner	Entrepreneurs Teachers Business owners	Prototyping
31	Design (Service) Safari	An immersive observation and insight-gathering exercise that is carried out in the real world. The observation can be done either in an environment	Screenshot 2021- 05-26 at 17 42 28.png (https://dl.airtable .com/.attachment s/a700d03d9b8	cross-funct	Mobilisation Efficiency Access	Process	Intermediate Advanced Beginner	Students End-users / Clie Entrepreneurs Business owners	
32	Design challenge	A design challenge articulates the problem you are trying to solve, and helps you define a scope that is neither too narrow nor too broad.		strategic	Mobilisation	Process	Intermediate Advanced Expert Beginner	Entrepreneurs Teachers Students Business owners	Ideation

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33	Design Jam	A design jam is a collaborative brainstorming activity or event, geared towards generating solutions in a fun and creative	https://participedi a.net/method/462 0	cross-funct	Mobilisation Coordination		Intermediate Advanced Expert Beginner	Teachers Students Entrepreneurs	Ideation
34	Design Thinking in Flipped	Design Thinking in Flipped is a concept derived from the term "The Fllipped Classroom" methodology which aims to help students explore the		cognitive		Process	Intermediate Advanced Expert Beginner		Ideation
35	Diagnostic thinking	Diagnostic thinking is a way to make careful examination of a situation, describing the nature of a design problem and making decisions about		cognitive	Optimisation Mobilisation	Input	Intermediate Advanced Expert	Entrepreneurs Teachers Students Business owners	Ideation Research Implementa Prototyping Evaluation
36	Digital Creativity	Digital creativity is about using digital tools and technologies to explore creative ideas and new ways of displaying your ideas, research, or work	https://subjectgui des.york.ac.uk/skil ls/digital- creativity	cognitive	Acceleration Integration Mobilisation	Output	Intermediate Advanced Expert Beginner	Entrepreneurs Teachers Students End-users / Clie Business owners	Evaluation Research Prototyping Implementa Ideation

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37	Digital Ethics	Digital ethics is the field of study concerned with the way technology is shaping and will shape our political, social, and moral existence. In developing	https://www.proc ess.st/digital- ethics/	strategic	Optimisation	Process	Intermediate Advanced Expert Beginner	Entrepreneurs Teachers Students End-users / Clie Business owners	
38	Digital intelligence	Digital intelligence is the ability to acquire and apply new knowledge and skills related to digital technologies, to improve operational efficiency an		strategic	Access	Input	Intermediate Advanced Expert Beginner	Entrepreneurs Teachers Students End-users / Clie Business owners	
39	Digital knowledge sharing	It's a way of exchanging information and expertise for the creative teams while considering content from multiple digital sources, with the purpos		cross-funct digital	Access Coordination	Process	Intermediate Advanced Expert Beginner	Entrepreneurs Teachers Students End-users / Clie Business owners	
40	Digital Maturity	Digital maturity is a measure of an individual and organisation's ability to create value through digital, which usually is predictor of success for	https://www.bcg.c om/en- es/capabilities/dig ital-technology- data/digital- maturity	cognitive cross-funct digital strategic		Output	Advanced Expert	Business owners Students Entrepreneurs	Implementa

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41	Digital Mindset	Digital mindset refers to a set of attitudes and behaviors that enable people and organizations to lead with purpose, innovate and achieve	https://home.kpm g/xx/en/home/ins ights/2020/07/kp mg-digital- mindset.html	cognitive digital		Input	Intermediate Advanced Expert Beginner	Entrepreneurs Teachers Students End-users / Clie Business owners	
42	Digital Sustainability	Digital sustainability is an approach taken by entrepreneurial organisations to develop digital services that contribute to solving	https://www.resea rchgate.net/public ation/338776466 Digital Sustainabil ity and Entrepren eurship How Di	digital strategic		Process	Intermediate Advanced Expert	Entrepreneurs Teachers Students End-users / Clie Business owners	
43	Digital technologies	Digital technologies are electronic tools, systems, devices and resources that generate, store or process data. Well known examples include social	https://www.educ ation.vic.gov.au/s chool/teachers/te achingresources/ digital/Pages/teac h.aspx	digital		Process	Intermediate Advanced Expert Beginner	Entrepreneurs Teachers Students End-users / Clie Business owners	
44	Digital transformation	Digital transformation is a continual process of knowledge and skills development that's aimed to take place after reaching the target of		strategic cross-funct digital		Output	Advanced Expert	Business owners	Implementa

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45	Driving change and innovation	The ability to see opportunities and persevere for continuous improvement through innovation generates in others the willingness or		strategic		Process	Advanced Expert	Entrepreneurs Teachers Students Business owners	
46	Effective communication	Effective communication is communication that is clear, coherent, concrete, engaging and consistent. In multidisciplinary teams, effective communication		cross-funct		Process	Intermediate Advanced Expert Beginner	Entrepreneurs Teachers Students End-users / Clie	
47	Empathy	The ability to be aware of, sensitive to, and supportive of one's own another's feelings, needs and concerns.		cognitive		Input	Intermediate Advanced Expert Beginner		
48	Enabling Trust	The ability to understand another's behaviour and be positively inclined to other's competencies, knowledge, skills and actions. Motivation,		cognitive		Process	Intermediate Advanced Expert Beginner	Entrepreneurs Teachers Students Business owners	

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49	Engage	Engage is a step in the design process preliminary to starting to work on the design problem or challenge. It consists of involving all		cross-funct		Process	Intermediate Advanced Expert Beginner		
50	Entrepreneurial skills	Entrepreneurial skills involve knowing how to make decisions, making change happen, being proactive and developing creative ideas for the		strategic		Input	Intermediate Advanced Expert Beginner		Prototyping Implementa
51	Envisioning future scenario	The ability to visualise, develop and bring to life a future scenario, envision new tech applications and turn a vision into action.		strategic		Process	Intermediate Advanced Expert		
52	Envisioning Tech Opportunities	The ability to observe the application of digital technologies and understand their potential in terms of social and cultural opportunities to		strategic		Process	Intermediate Advanced Expert		

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53	Ethical and Sustainable Thinking	The ability to understand and assess the ethical and sustainable implications of digital ideas, opportunities and projects.		cognitive strategic		Input	Intermediate Advanced Expert Beginner		
54	Ethical Design Thinking	Ethical Design Thinking is a new methodology that allows designers and product teams to focus on human values throughout their design process	https://www.hum anetech.com/	cognitive strategic		Input	Intermediate Advanced Expert Beginner		
55	Ethical skills	Some of the key skills that allow designers to take action in an ethical way to create digital solutions. For instance ethical skills like empathy and the		cognitive		Input	Intermediate Advanced Expert Beginner		
56	Evaluative thinking	Evaluating thinking is an assessment of the ideas generated in term of reasonableness, quality and appropriateness taking in consideration		strategic cognitive		Input	Intermediate Advanced Expert		

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57	Experience prototyping	Another prototyping tool used in the workshop is experience prototyping. This allows us to understand how their idea plays out when a user		cross-funct strategic digital		Process	Intermediate Advanced Expert	Entrepreneurs Business owners Students	Prototyping
58	Feedback loops	Feedback loops are relationships between different variables in a digital designed system that are interdependent. One action in the system	https://www.inter action- design.org/literat ure/topics/feedba ck-loops	digital cross-funct		Process	Intermediate Advanced Expert		Ideation Prototyping Implementa Evaluation
59	Future-oriented mindset	The ability to orient thinking and actions on the future.		strategic cognitive		Input	Intermediate Advanced Expert Beginner		Implementa Ideation Evaluation
60	Futures Thinking	Futures thinking is a mindset that helps teams offer better services through understanding the long-term issues or challenges shaping the	https://medium.c om/touchpoint/fu tures-thinking-a- mind-set-not-a- method- 64c9b5f9da37	strategic cognitive		Input	Intermediate Advanced Expert Beginner		Implementa

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61	Growth mindset	Growth mindset is a way of thinking in which individuals who believe their talents can be developed through hard work, good strategies, a	- https://hbr.org/20 16/01/what- having-a-growth- mindset-actually- means	cognitive		Input	Advanced Expert		Implementa Evaluation
62	Healthy Use of Technology	The ability to understand the benefits and harms of technology on one's mental and physical health and to use technology while		strategic cognitive digital		Process	Intermediate Advanced Expert Beginner		Ideation Implementa Evaluation
63	Human-centered	Human-centered is a term that refers to the processes or approaches to developing digital-driven products or services with the needs,	https://www.desig nkit.org/human- centered-design	strategic cognitive	Coordination Optimisation		Beginner Intermediate Advanced Expert		Ideation Evaluation Implementa
64	Human-Machine Collaboration	Machine-human collaboration is a model in which humans co-work with artificial intelligence (AI) systems and other machines rather than	https://whatis.tec htarget.com/defin ition/machine- human- collaboration	cognitive digital		Process	Advanced Expert		Prototyping

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65	Human-Machine Interaction	Human–machine interaction (HMI) refers to the communication and interaction between a human and a machine via a user interface	https://www.scien cedirect.com/topi cs/engineering/hu man-machine- interaction	cognitive digital		Technology	Advanced Expert		Prototyping
66	Humanity Problem Solving	The ability to solve complex challenges of our century with a strategic approach that consider the needs of humans and society at large.		cognitive digital strategic cross-funct		Process	Intermediate Advanced Expert Beginner		
67	Hypothesis generation	Hypothesis generation is a quick exercise that allows designers to reflect on all the already-known assumptions and insights related to user needs an	https://servicedesi gntools.org/tools/ hypothesis- generation	strategic		Process	Intermediate Advanced Expert		Research
68	ldea clustering	Ideas clustering consists of categorising ideas to gain a clear overview and better understanding on a project.		cross-funct strategic		Process	Intermediate Advanced Expert		Ideation

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69	ldea stealing	Idea stealing is a divergent thinking workshop activity that involved exploring the ideas of other teams or participants in the		cross-funct		Process	Intermediate Advanced Expert Beginner		Ideation
70	Ideation (or Idea Generation)	Idea generation is the creative process of generating, developing, and communicating new ideas in a visual, concrete, or abstract format that w		cross-funct		Process	Beginner Intermediate Advanced Expert		Ideation
71	Ideational thinking. Divergent thinking.	Ideational thinking is an explorative thinking which consists of flowing from idea to idea leading towards the production of a novel and original		strategic		Input	Intermediate Advanced Expert Beginner		Ideation
72	Information literacy	The ability to effectively navigate, critically evaluate and synthesise information encountered online and their sources, examining reliability and		digital cognitive		Input	Intermediate Advanced Expert Beginner		Ideation

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73	Information sorting	Information sorting is a process that creates a group of information based on organising similar and contrasting ideas in a way that helps		cross-funct strategic		Process	Intermediate Advanced Expert Beginner		Research
74	Information visualisation	Information visualization is the process of representing data in a visual and meaningful way so that a user can better understand it	https://www.inter action- design.org/literat ure/topics/inform ation-visualization	digital		Process	Intermediate Advanced Expert		Research Prototyping
75	Iteration	Iteration is a design methodology that includes the whole process of prototyping, testing, analysing and refining a product or	https://www.inter action- design.org/literat ure/article/design -iteration-brings- powerful-results	digital		Process	Intermediate Advanced Expert Beginner		Implementa
76	Journey mapping	The journey map is a synthetic representation that describes step-by-step how a user interacts with a service throughout its touchpoints	https://servicedesi gntools.org/tools/ journey-map	cross-funct strategic		Process	Intermediate Advanced Expert	Students Teachers Business owners Entrepreneurs	Prototyping

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77	Key Performance Indicator (KPI)	A Key Performance Indicator is a measurable value that demonstrates how effectively designers achieve key objectives of the digital solutions	https://www.klipf olio.com/resource s/articles/what-is- a-key- performance- indicator	strategic		Process	Intermediate Advanced Expert		Implementa Evaluation
78	Long term vision	Long strategic planning (5-10 years) as an intentional response to the changes emerging in the digital landscape.		strategic		Input	Advanced Expert		Implementa
79	Look outside, inside, beyond	Looking outside is an approach that gives opportunity of a company to systematically look outside the boundaries of an existing digital solutio		cross-funct strategic		Process	Intermediate Advanced Expert Beginner		
80	Mental model	Mental model represents a set of beliefs that the user has about a given system or interaction. For example when a person uses a mobile app to	https://www.nngr oup.com/articles/ mental-models/	cognitive		Input	Intermediate Advanced Expert Beginner		Evaluation Ideation Implementa

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81	Mentorship	Mentorship is a relationship in which a more knowledgeable or experienced person guides and nurtures the professional developme	https://cs.lbl.gov/ diversity-equity- and- inclusion/csa- mentoring- program/what-i	cross-funct		Process	Intermediate Advanced Expert Beginner		Ideation Implementa
82	Metrics	Metrics is a way of assessment and helps designers tracking the status of a specific digital process. To make relevant decisions, designers nee	https://www.klipf olio.com/blog/bu siness-metrics-vs- kpis#:~:text=KPIs %20are%20measu rable%20values	strategic digital		Process	Intermediate Advanced Expert Beginner		
83	Mind Gym	Mind Gym is a creativity tool that aims to encourage the building of analytical and synthetical skills among less experienced designers in		cognitive		Process	Beginner Advanced Expert	Students	Ideation
84	Moral creativity	Moral creativity in the digital environment is defined as the conscious transformation of moral values into innovative digital-driven services or		cognitive		Input	Intermediate Advanced Expert Beginner		

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85	Moral sensitivity	Moral sensivity is an individual's capability of identifying moral issues and acting according to them in the design process.		cognitive		Input	Intermediate Advanced Expert Beginner		
86	Multidisciplinary collaboration	Multidisciplinary collaboration is an approach used in team work when designing digital services or products. It takes place		cross-funct strategic		Process	Intermediate Advanced Expert Beginner		Implementa Ideation
87	NECSTCamp	NECSTCAMP is format of mentoring or training based on the idea that technical skills are only one of the key elements that make up personal				Process	Intermediate Advanced Expert Beginner		
88	Oficina Poliempreende	Oficina Poliempreende is a format for teaching, promoting and developing creative business-oriented projects with the objectives to				Process	Intermediate Advanced Expert Beginner		

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89	Open data	Open data is data that can be freely used, re-used and redistributed by anyone on a specific topic, with the requirement to attribute and sharealike	https://opendatah andbook.org/guid e/en/what-is- open-data/	digital cross-funct		Input	Intermediate Advanced Expert		
90	Passion in Action courses	Passion in Action courses is a training activity that develops a set of transversal, soft and social skills and supports creative work.				Process			
91	Personas and user scenarios	Personas are a digital tool of creating fictional characters, which you develop based upon your research in order to represent the different	https://www.inter action- design.org/literat ure/topics/person as	strategic		Process	Intermediate Advanced Expert		Prototyping
92	Pitching ideas / solutions	A pitch is a presentation of a business idea that helps to persuade potential investors. People pitch a business because they need resources. If t	https://study.com /academy/lesson/ business-pitch- definition-types- importance.html	cross-funct digital strategic		Process	Intermediate Advanced Expert		Evaluation

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93	Positive affect	Positive affect is the pleasant state that can be induced by small things that happen in everyday life. The findings suggest that there is the potentia	http://psychology. iresearchnet.com/ social- psychology/emoti ons/positive- affect/	cognitive		Input	Intermediate Advanced Expert Beginner		
94	Positive mood	The ability to keep a positive attitude and to experience and display positive emotions, feelings and expressions, including optimism, pride,		cognitive		Input	Intermediate Advanced Expert Beginner		
95	Prioritisation	Prioritisation is the action or process of deciding the relative importance or urgency of an idea or another in designing digital led solutions.		strategic cross-funct		Process	Intermediate Advanced Expert		Evaluation
96	Problem Statement/Desig n Problem	A design problem is a major need or a gap in the digital system that needs to be taken into consideration. Defining a problem - through a		strategic		Input	Intermediate Advanced Expert Beginner		Research

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97	Propensity to be creative	Propensity to be creative refers to skill sets that encourage creativity and ability to remember large amount of information more accurately. They ar		cognitive	Mobilisation	Input	Intermediate Advanced Expert Beginner		
98	Propensity to share knowledge	Propensity to share knowledge is a belief that the individuals with higher expertise tend to be more willing to share information in team work.		cognitive		Input	Intermediate Advanced Expert Beginner		
99	Prototype	Prototyping refers to first drafts towards the final product, which are expressed into tangible or visual forms to test and validate design		digital cross-funct		Process	Intermediate Advanced Expert		Prototyping
100	Prototype iteration	Prototype iterations is a process that appears when the solution has already been prototyped - either as an interactive UX/UI prototype, as a		digital cross-funct		Process	Intermediate Advanced Expert		Prototyping Evaluation

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101	Prototype testing / validation	Prototype testing is a process that involves sharing the prototype with potential users to get feedback that will contribute to the		digital cross-funct		Process	Advanced Expert		Prototyping Evaluation
102	Rapid prototyping	The definition of rapid prototyping is an analogy for proof of concept — it's a process of quickly creating the future state of a product, be it a	https://xd.adobe.c om/ideas/process /prototyping/rapi d-prototyping- efficient-way- communicate	digital cross-funct		Process	Intermediate Advanced Expert		Prototyping
103	Relationship management	The ability to skilfully manage one's relationships, online and offline, through cooperations, conflict management, and		cognitive strategic			Intermediate Advanced Expert		
104	Resilience	In simple terms, resilience is the capacity of recovering after a disturbance or interruption. Resilient design is the intentional		cognitive		Input	Intermediate Advanced Expert Beginner		

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105	Resource allocation	In design resource allocation is be used to describe the process of assigning people, materials, tasks and so on based on availability and		strategic cross-funct		Process	Advanced Expert		Prototyping Implementa
106	Resource mapping	Resource mapping is a strategy for identifying and analyzing the people, services, organisations and other resources that can be related to the		strategic cross-funct		Process	Advanced Expert		Research
107	Scaling experiments	Scaling experiments is a process mainly used to predict the outcome of full scale behaviour by performing experiments on a small scale model t		strategic		Output	Expert		Implementa
108	Scenario exploration and evaluation	Scenario exploration and evaluation is a stage in the process that consists of recombining and reorganising information to create insight. Definin		strategic		Process	Advanced Expert		Ideation Evaluation

#	Concept name	Definition of concept	External reference	DCA cluster	Why / Outcome	Type of resource	Who / Expertise	Who / Type of users	When / Phase
109	Scenario mapping	Scenario mapping is the process of outlining all the steps a user will take to complete a task, which creates a scenario. User scenarios are stories whi		strategic		Process	Advanced Expert Intermediate		Ideation Research
110	Self-confidence and self- awareness	The ability to believe in one's personal performance, skills and characteristics, and keep developing.		cognitive			Intermediate Advanced Expert Beginner		
111	Set up	Set up is a stage that happens before work, that consists of planning the work to be done and the tools to be used in the different steps of the		cross-funct		Process	Intermediate Advanced Expert Beginner		Ideation
112	Shadowing	Shadowing is a method of observation in the field, that structured in a way that helps designer get useful and real information from the		cross-funct		Process	Intermediate Advanced Expert Beginner	Students Business owners Entrepreneurs	Research

#	Concept name	Definition of concept	External reference	DCA cluster	Why / Outcome	Type of resource	Who / Expertise	Who / Type of users	When / Phase
113	Shared mental model	A shared mental model is a representation of knowledge structures that are shared among team members. Shared mental models		cognitive strategic cross-funct		Output	Advanced Expert		Implementa Evaluation
114	Shifting perspective	Shifting perspective is an approach in design which is related to perceiving a problem or a possible solution from a different, even contrasting angle		cognitive strategic		Output	Intermediate Advanced Expert Beginner		Implementa
115	Storytelling	Storytelling is the process of using fact and narrative to communicate something to your audience. Some stories are factual, and some ar	https://blog.hubs pot.com/marketin g/storytelling	strategic cognitive		Process	Intermediate Advanced Expert		
116	Strategic management of impact	The ability to plan design actions to guide tech applications and scenario evaluation.		strategic		Process	Expert		Implementa

#	Concept name	Definition of concept	External reference	DCA cluster	Why / Outcome	Type of resource	Who / Expertise	Who / Type of users	When / Phase
117	Strategic thinking	Strategic thinking is a mental process of identifying the critical issues that must be addressed and pathways needed to move toward		strategic cognitive		Input	Intermediate Advanced Expert		
118	Sustainable (responsible) digital creativity	The concept of sustainable digital creativity is a strategic idea that points out creating digital resources that maximise their value		cognitive digital cross-funct		Output	Intermediate Advanced Expert		Ideation Implementa
119	Sustainable Development	The ability to understand the potential of digital technologies to develop sustainable, long-term, social, cultural and economic innovation		cognitive digital cross-funct		Output	Advanced Expert		Implementa
120	Sustainable Thinking	The concept of sustainable thinking is about out creating, using, and regulating digital resources with the focus of bringing value value f		strategic cognitive digital		Input	Intermediate Advanced Expert Beginner		Ideation Implementa Evaluation

#	Concept name	Definition of concept	External reference	DCA cluster	Why / Outcome	Type of resource	Who / Expertise	Who / Type of users	When / Phase
121	System Mapping	Systems mapping is a tool that consists of creating visual representations of a system, showing relationships and feedback loops, actors	https://medium.c om/disruptive- design/tools-for- systems-thinkers- systems- mapping	strategic cognitive digital cross-funct		Process	Expert		Research Prototyping
122	Team Digital Creativity	Team Digital creativity is a skill that is related to using digital tools and technologies to explore creative ideas and new ways of displaying your	https://subjectgui des.york.ac.uk/skil ls/digital- creativity	cognitive digital cross-funct		Output	Intermediate Advanced Expert Beginner		
123	Team facilitation	Team facilitation is the process of using a facilitator, coordinator in a meeting to lead a team achieve a specific outcome such as		cross-funct		Output	Advanced Expert		Implementa
124	Technical skills	Technical skills refer to the specialized knowledge and expertise needed to accomplish complex actions, tasks, and processes relating to any	https://www.inves topedia.com/term s/t/technical- skills.asp	digital		Input	Intermediate Advanced Expert Beginner		Prototyping Implementa

#	Concept name	Definition of concept	External reference	DCA cluster	Why / Outcome	Type of resource	Who / Expertise	Who / Type of users	When / Phase
125	Theory of change	A theory of change is a description of why a designed solution will be effective, showing how change happens in the short, medium and long	https://knowhow. ncvo.org.uk/how- to/how-to-build- a-theory-of- change	strategic		Process	Advanced Expert		Implementa
126	Translating knowledge and storytelling	The ability to easily convey a specific domain of knowledge to people with diverse backgrounds to build a shared understanding.		cross-funct cognitive		Process	Intermediate Advanced Expert		
127	Transversal Skills	Skills that are not related only to a job, task, academic discipline or area of knowledge and that can be used in a wide variety of situations and	https://inee.org/ei e- glossary/transfera ble-skills	cross-funct cognitive		Output	Advanced Expert		Evaluation Research Prototyping Implementa Ideation
128	User interviews	User interviews involve a set a questions that the designer researcher addresses to the potential users whose answers provide an understandin	https://www.nngr oup.com/articles/ user-interviews/	digital		Process			

#	Concept name	Definition of concept	External reference	DCA cluster	Why / Outcome	Type of resource	Who / Expertise	Who / Type of users	When / Phase
129	Virtual collaboration	Virtual collaboration is the method of collaboration between virtual team members that happens through the mediation of technology.		digital cross-funct		Process			
130	Visionary thinking	Visionary thinking is related to innovative thinking in a digital setting, and it's an approach of looking towards the future or		cognitive strategic		Input			
131	Work environment	A work environment refers to the elements that comprise the setting and the atmosphere influenced by the relationships between	https://www.glass door.com/blog/g uide/work- environment/	cross-funct		Input			