

While we settle in, you can fill in

Research
Skills/Career
Sheet (part 1)

Researcher Skills Workshop

A ResearchOps community project Hashtag #researcherskills

re+ ops

Welcome!

ResearchOps?

Active community on Slack with 1,600+ members http://researchops.community/

Twitter https://twitter.com/teamreops #researchops



ResearchOps is the mechanisms and strategies that set user research in motion. It provides the roles, tools and processes needed to support researchers in delivering and scaling the impact of the craft across an organisation.

re+ ops

About this map

This map is the result of a global initiative by researchers for researchers to give shape to the emerging practice of ResearchOps. It's our V1.

It's the result of the analysis of data gathered via a survey and 33 #WhatisResearchOps workshops that ran around the world.

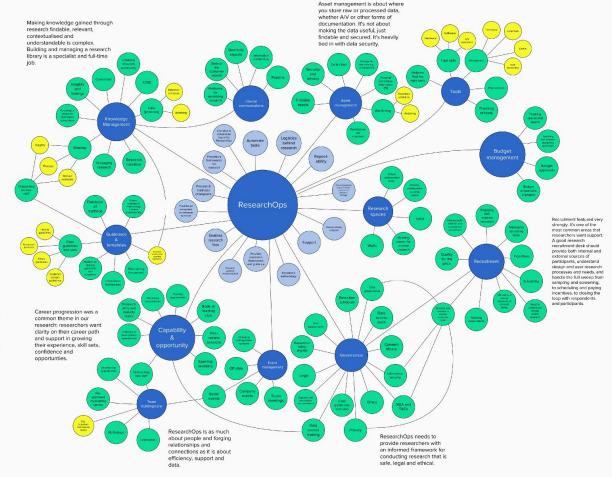
The map's intention is to give a framework for what ResearchOps is. As the practice grows, we expect this map will grow and be refined too.

What about data security, privacy, and procurement?

Data security, privacy, and procurement should be considered in every ResearchOps element you deliver. They're ubiquitous; we've therefore not set them out as discrete elements.

Consider both quantitative and qualitative needs.

The needs of quant and qual are sometimes different; consider this in delivering each ResearchOps element. For simplicity, we've not illustrated this throughout the map; take it as given.





Goals and outcomes

Give you a new frame & perspective for thinking about what it means to work as a researcher, and where your career can go.

Provide space to reflect on the nature of your work, identify specific areas worth time & attention.

Connect with other researchers, so you can learn from each others' lessons, perspectives, and approaches to the work,

Create useful data for the ResearchOps team to publish findings representing researchers around the world.



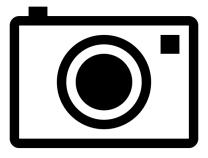
Safe space



"Friend-DA" NDA

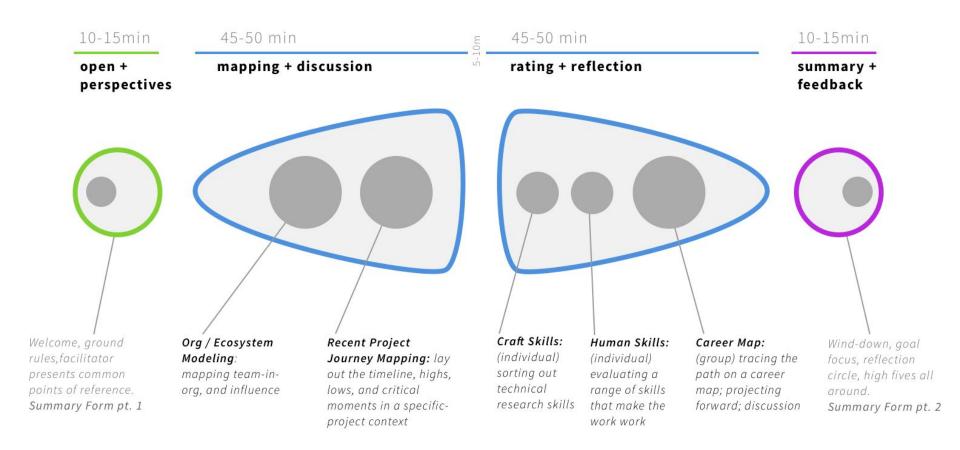


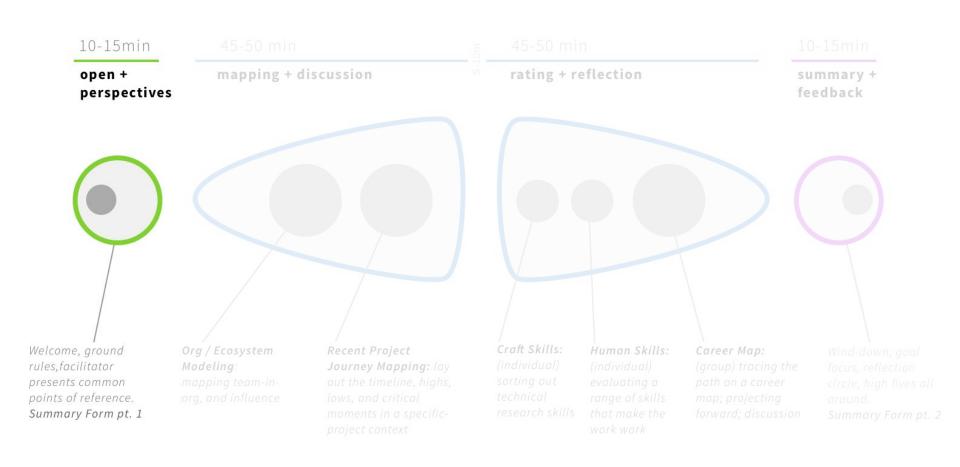
Please step outside if you need to take a call.



Consent for photos?

Outline for today:





Currently, are you...

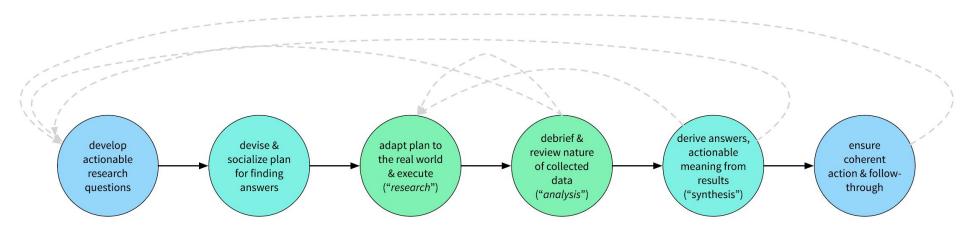
- 1. Working in-house
- 2. Working in an agency/consultancy
- 3. Working in-government
- 4. An independent/freelance

- 1. New
- 2. Have been in this field for 2+ years
- 3. For 4+ years
- 4. For 6+ years
- 5. For 8+ years
- 6. For 10+ years??

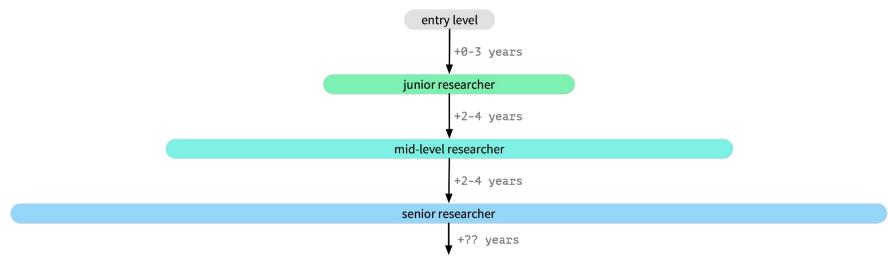


Perspectives

What is research?

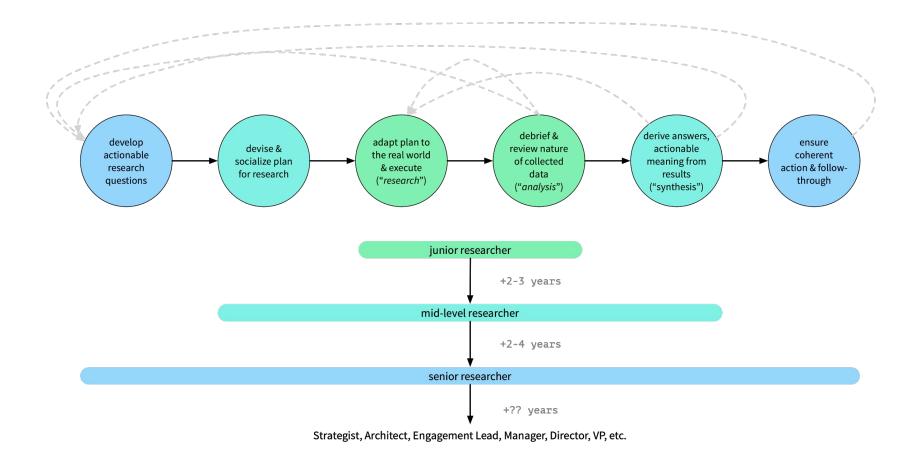


Rough-bucket career level



Strategist, Architect, Engagement Lead, Manager, Director, VP, etc.

Combined view: growth & process ownership



Challenges in the work itself

Junior researcher

- Coordination with cross-functional stakeholders
- Understanding each role's part in service delivery
- Limited set of research techniques/tools, tasks
- Honestly assessing / reflecting on work

Mid-level researcher

- Lack of influence on product decisions
- Fuzzy understanding of business strategy
- Project stakeholder management, engagement
- Weaving in / working with quantitative data

Senior researcher

- Higher-order prioritization of research work
- Stretching too thin; always adapting last-minute
- Proving value of research, establishing project ROI
- Getting ahead of the product delivery cycle
- Influencing cross-functional teams for buy-in

Clarity to excel and level-up



Barriers to level up

Junior researcher

- Figuring out what's next and how to get there
- Finding good resources and dependable mentors
- Concerned about not having a specific goal around progress

Mid-level researcher

- Not playing a more influential role in product decisions
- Lack of clarity to advance business acumen

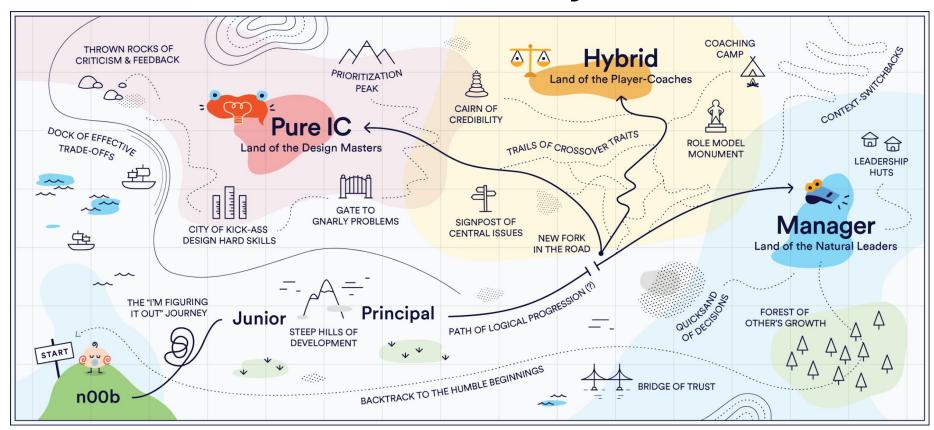
Senior researcher

- Not being able to make time to find mentorship
- Always having to adapt for everyone else / organization
- The need to always be nimble with last minute changes

What does 'better' look like?

Not clear
 Yearn to do more purposeful and impactful work
 Crave to learn how their work connects to what the business envisions
 Growing deeper into qualitative skills
 Proficiency in mixed methods
 Good at answering what 'minimum viable research' will lead to progress

Multi-track view of what's beyond Senior

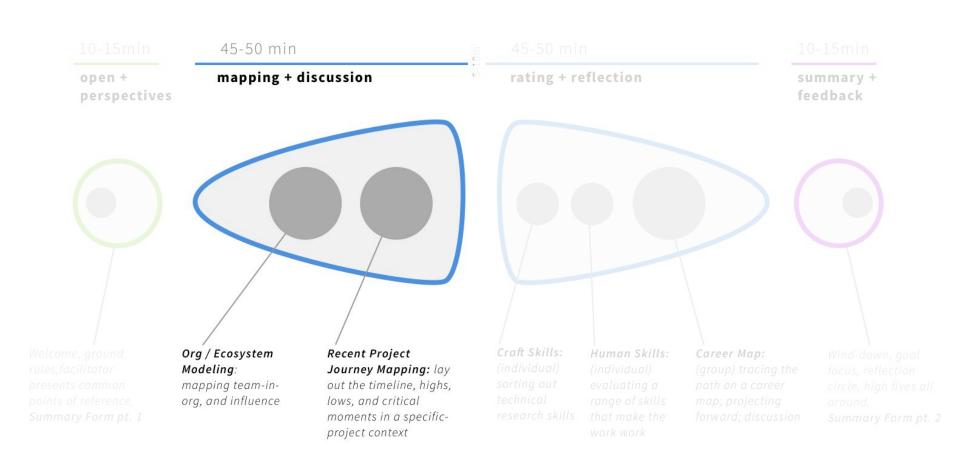


Article: "Designing a Better Career Path for Designers" – Siva Sabaretnam // Illustrations: Diana Thai Source: https://medium.com/elegant-tools/designing-a-better-career-path-for-designers-872b0aa50b5b

Another interesting look at future-paths:

	Contributor		Dri	iver	Lea	ıder	
Associate	Key	Senior	Lead		Principal		
A supporting-level player who is honing their craft and working to understand organizational context	An established performer with strong communication skills who proactively builds relationships	A high-level performer with strong relationships and the ability to lead projects	A leading performer who prefers to people.	manage projects over managing	Indispensable individual contributo	r.	
Professionalism, craft, focused effort	Communication, craft	Expertise, process, explain rationale, cross-functional	Depth, expertise, innovation, persua programs not projects	asion, strategic, confidence;	Breadth, mentorship, evangelism, t storytelling	thought leadership, visionary,	
Right out of school, quality portfolio, but little to no shipped work	Contributed to a couple of shipped projects	Contributed to multiple shipped products	Leads the delivery of shipped produte the scope of 'product areas'	ucts; Delivered successful work at	Leads teams in framing and solving innovative efforts that uncovered n experiences; presents company as	ew value with new kinds of	
Strong in 1, capable in 2 other	Strong in 2, capable in 2 others	Killer in 1, strong in 2, capable in 2 others	Killer in 2, strong in 2, capable in 1-	-2 others	Killer in 2, strong in 2, capable in 1	-2 others	
Strong and capable engagement in standard design processes	Strong and capable engagement in standard design processes	Develops the process/approach for tackling a design problem, using known methods; anticipates problems	Develops and uses facilitation skills Explores new patterns and practice toolkit; shifts from project planning	es, enhancing methodological	Completed shift to 'program,' working develops new practices that drive in design both internally and externally	ncreased value and appreciation of	
			I '				
							Executive
				Sr Manager/Associate Director	Director	Sr Director	
	Management track →	Themes	Manager An organized leader and performer who pushes convention and drives change	Effective leader focused on	Director Dynamic leader, focused on strategic vision, growing talent and execution	Sr Director Storyteller. Team Builder. Driver of cross-functional strategy.	Executive VP Articulate a compelling vision; help run the company
		Themes Keywords	An organized leader and performer who pushes convention and drives	Effective leader focused on building teams and process for high impact results	Dynamic leader, focused on strategic vision, growing talent	Storyteller. Team Builder. Driver of	VP Articulate a compelling vision; help

Mapping and discussion



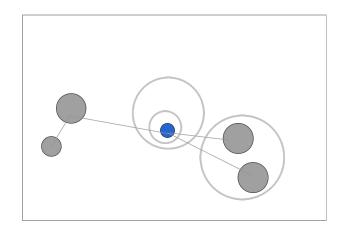
Org. Ecosystem Model — Activity #1



- Get a sheet of scratch paper and pens
- Start with a shaded dot for yourself, and add a circle around that for your team...

Org. Ecosystem Model — Activity #1

- 1. Draw a bigger circle around your team—what larger group / business unit is your team a part of? Label that group.
- 2. Add in your Design and/or Product team if they aren't already a part of the picture.
- 3. Finally, think of each team/group with direct access to customers: sales, support, consulting, etc.—add them to the map and shade them in. Draw out how they're connected to you.



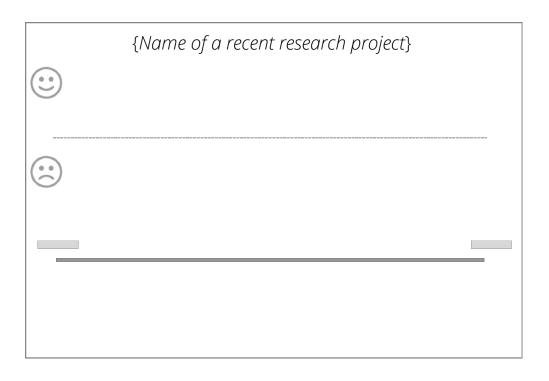


Org. Ecosystem Model — Discussion

- Where does your team fit into the org?
 How does that arrangement affect the work that you take on?
- 2. Which other team has the strongest connection to customers/users? Why? What happens to their knowledge & experience?
- 3. From your perspective, who has the most impact on your work?



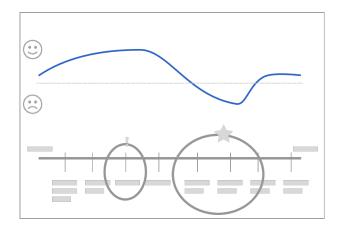
Project Journey Map — Activity #2



- Get a sheet of scratch paper and pens
- Start with two lines: an emotion line on top (add your favorite happy/sad faces), and a project timeline line on the bottom

Project Journey Map — Activity #2

- 1. Start by filling out a timeline of major project events, anything that changed the state/course of the project.
- 2. Now think through and fill in the "emotional state" journey map line—how were you feeling throughout the course of this project?
- 3. Where did you feel the most frustration? Circle that area and draw an exclamation mark on your timeline here
- 4. Finally, where did you feel you had the great impact? Circle your timeline & draw a "!" on your timeline here





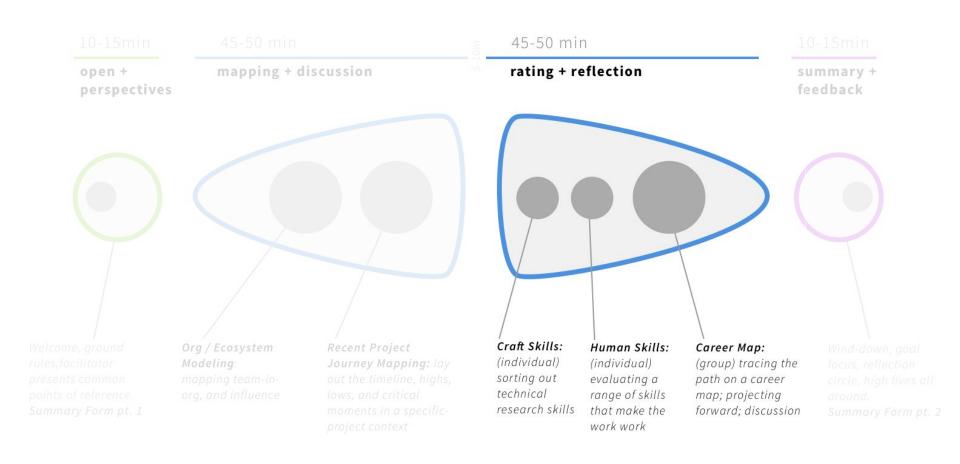
#2 Project Journey Map — Discussion

- 1. How did your involvement in the project get started? How much influence did you have over how that?
- 2. What type of event, action, or outcome made you feel the most impactful?
- 3. What conditions led to stress or difficulty in the project? Why?
- 4. How did your involvement close? What were the ultimate outcomes?



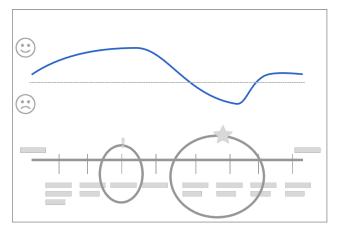
Optional—need a short break?

Reflection and rating



Craft Skills: Worksheet #1

Add r	Circle each skill you've used in the last -3 months on real project work, add a star to any skills you could teach & explain to others Add numbers, "1, 3" meat to the three skills you think are the most important for your work right now Add letters, "A, B, C" next to three skills you think would be most helpful for advancing as a researcher						
levelop act	ionable research questions						
501.	develop research questions from team needs	505.	build customer / user group / advisory council				
502.	interview stakeholders	506.	collaborate with front-line (sales, support, consulting				
503.	run design discovery workshops	507.	establish relationships with x-functional counterpar				
504.	participate in product roadmap planning						
evise & so	cialize plan for finding answers						
301.	develop study protocol from research questions	308.	work with outside vendor/providers				
302.	define participant criteria / develop screener	309.	run lean/hypothesis mapping workshops				
303.	survey development	310.	set up product beta testing				
304.	plan end-to-end research project	311.	communicate project status/progress outward				
305.	run stakeholder kickoff/assumption workshops	312.	train others to conduct evaluative research				
306.	set up live product A/B testing	313.	conduct product heuristic analyses				
307.	set up quantitative analyses (e.g., NPS)						
lapt plan i	to real world and execute ("research")						
101.	interview users	107.	conduct prototype / concept testing				
102.	conduct product usability testing	108.	conduct IA testing (e.g., card sorts, tree tests)				
103.	set up unmoderated usability testing	109.	conduct exploratory / unstructured research				
104.	take notes, record audio & video	110.	run field/ethnographic research				
105.	conduct remote usability testing	111.	run longitudinal: diary studies / experience samplin				
106.	conduct wizard-of-oz testing	112.	evaluate product accessibility				
	view nature of collected data ("analysis")						
201.	manage & organize raw research data	205.	conduct affinity mapping workshops				
202.	run session topline debrief meetings	206.	open-ended qualitative data analysis				
203.	analyze / evaluate usability video	207.	develop usability study reports				
204.	catalog / centralize research insights						
401.	vers, actionable meaning from results ("synthesis") develop conceptual models	405.	f f b. b f d b				
401.	develop conceptual models develop service blueprints	405.	develop behavioral archetypes (e.g., personas) develop use-centered archetypes (e.g., JTBDs)				
402.		405.					
	develop journey maps		run sensemaking / synthesis workshops				
404.	develop mental models	408.	combine qualitative with product analytics				
601.	erent action & follow-through present/share study findings	606.	establish rolling/cadenced user studies				
602.	align research to development cycles	607.	set up rapid-iterative-testing cycles				
603.	present findings organization-wide	608.	track issues/defects in bug tracking system				
604.	evangelize the value of research	609.	model user needs for wider org.				
605.	facilitate design sprints	009.	model user needs for wider org.				
605.	racilitate design sprints						

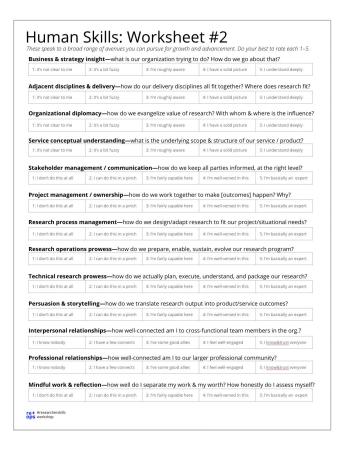


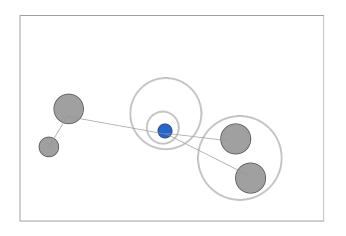
Craft Skills: Worksheet #1

- 1. **Circle** each skill you've used in the last ~3 months on real project work
- 2. **Add a star** to any circled skills you feel "very comfortable" with—could teach or explain to others
- 3. Add **numbers** "**1**, **2**, **3**" next to the three circled skills you think are the most important for your work right now
- 4. Add **letters** "**A**, **B**, **C**" next to three uncircled skills you think would be most helpful for advancing as a researcher

Solo 7 min

Human Skills: Worksheet #2



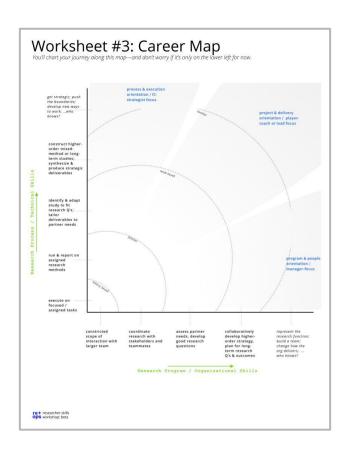


Human Skills: Worksheet #2

- 1. **Circle** each skill you've used in the last ~3 months on real project work
- 2. **Add a star** to any circled skills you feel "very comfortable" with—could teach or explain to others
- 3. Add **numbers** "**1, 2, 3**" next to the three circled skills you think are the most important for your work right now
- 4. Add **letters** "A, B, C" next to three uncircled skills you think would be most helpful for advancing as a researcher

Solo 7 min

Career Map: Worksheet #3



Career Map: Worksheet #3

- When did you start as a researcher?
 —place a dot, add a date. In that first role, where do you think you got to?
 Place a dot and trace the progression.
- 2. Move on to your next year or next job, whichever first: think about how you were working—place a dot.
- 3. Now continue dot-ing and tracing your progress for each year & career event, until you reach today
- 4. Finally, draw forward a few years...

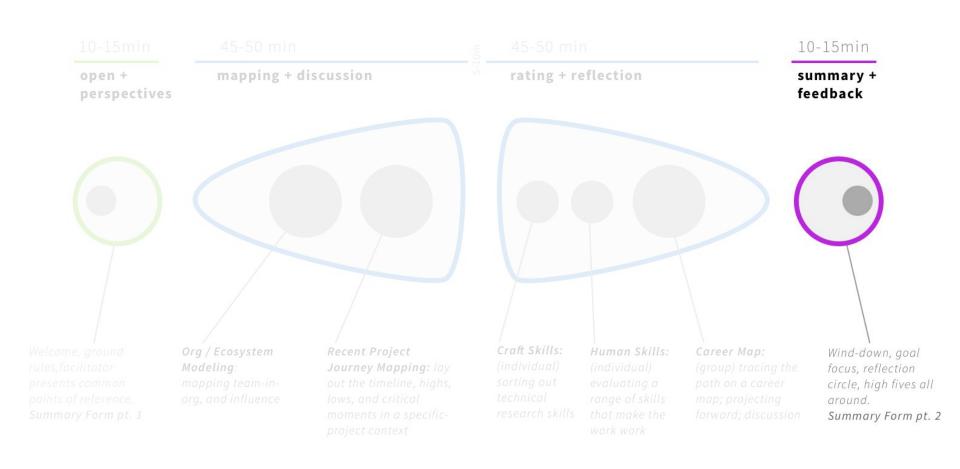


#3 Career Map: Worksheet #3

- 1. Where are you now, and how did you get there?
- 2. What's the most interesting (best, worst, hardest, unusual) part about your journey so far?
- 3. Where do you think you'd like to push towards? How will you get there?



4. Reflection



Self-reflection

- What did you learn today?
- What next steps do you want to take tomorrow?
- What are the questions you want to explore?



Reflection circle: —go around the room

And share whatever you're comfortable sharing

if your workshop is greater than 10-12 in size; consider breaking out into two or three groups

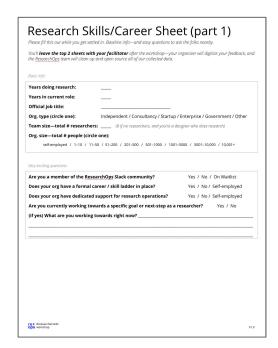


The final step!

Fill out page 2; leave both with facilitator

Take photos for yourself, and you can keep all the other worksheet materials

Your organizer will also send you a workshop feedback form (digital) tomorrow



	Craft Skills coding—copy over the code (e.g., 101) for your numbered & lettered skills. Note your write-ins that we missed.		
Most important Craft Skills :	1	2 3	
Most desired Craft Skills:	A	B C	
Write-ins: what did we miss?			
Human Skills ratings—copy over your ratings	from the 1–5 sc	ales; circle the 1 area you'd like to improve the most:	
Business & strategy insight:		Research operations prowess:	
Adjacent disciplines & delivery:	_	Technical research prowess:	
Organizational diplomacy:		Persuasion & articulation:	
Service conceptual understanding:	_	Interpersonal relationships:	
Stakeholder mgmt / communication:	_	Professional relationships:	
Project management / ownership: Research process management:		Mindful work & reflection:	
Open-ended reflection			
What's the biggest challenge I face in	n doing the v	vork of a researcher?	
What do I want to explore next? Wh	at am I excit	ed about?	
		ed about?	
What one specific step will I take ne:	xt to move f		

Thank you

- + Follow @teamreops
- + Join the Slack waitlist
- + Come to one of our town halls
- Watch town hall videos on Vimeo
- + Join the conversation: #ResearchOps and #researcherskills

https://researchops.community

https://twitter.com/teamreops

https://vimeo.com/user89807865

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