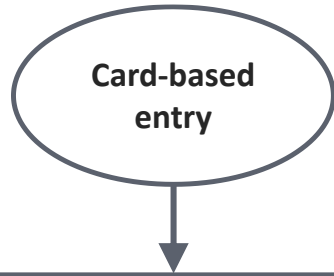
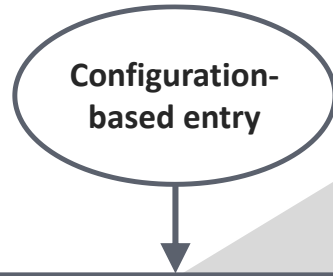


BAUSTEIN.

A Design Tool for Configuring and
Representing Design Research.

Schoormann, Möller, Chandra Kruse, & Otto (2024). BAUSTEIN – A Design Tool for Configuring and Representing Design Research. *Information Systems Journal*.

Getting Started with Baustein: Select Entry



STEP 1: SELECT A CONFIGURATION

- **Configuration 1:** Problem-solving design
- **Configuration 2:** Vision-oriented design
- **Configuration 3:** Artifact-driven design
- **Configuration 4:** Theory-driven design
- **Configuration 5:** Reflective meta-analysis

STEP 2: SELECT CARDS

Module with cards for project organization

Module with cards for grounding and evaluation

Module with cards for production and communication

Module with cards for constant activities

STEP 3: ASSEMBLE CARDS

Manual Overview

BAUSTEIN

PURPOSE: WHAT IS THIS ABOUT?

» You are planning a complex project to produce design artifacts and/or design knowledge? Great, this is the perfect method for our project!

Baustein is compatible with established DSR paradigms and it is versatile, adoptable by experienced DSR project teams as well as those who are doing it for the first time. It supports DSR project teams to span their knowledge boundaries by formulating design knowledge as they progress. Baustein's unique value proposition: flexibility and configurability in the spirit of innovation.

START: HOW TO BEGIN?

There are different points to enter the design.

- First, review the proposed configurations that help to decide on the overall procedure of the project. **If there is a suitable configuration**, select it, and start using the recommended sub-set of design cards.
- Second, in case you would like to **start with maximum flexibility**, take the entire set of cards. Please note that freely configuring cards comes with tensions, such as aberrations require additional reasoning.

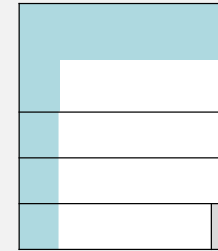
PLAY: WHAT TO DO?

There are a few rules that should be considered:

- The **guiding question** helps to identify a card that fits your specific purpose or activity to be performed.
- Inputs incl. IDs help to identify possible **follow-up** cards.
- Described techniques (how), inputs, and outputs **are examples**; it is okay to extend and operationalise them differently.
- Please, **do not write** on the cards themselves.

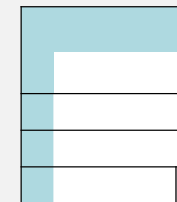
CARD STRUCTURE

Each of the cards has the same structure and elements:

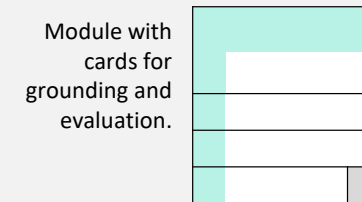


- *Title and icon*
- *ID* – Identifier of card.
- *What* – Question(s) to identify a card.
- *How* – Exemplary techniques and methods to achieve a certain card aim.
- *Inputs* – Exemplary cards and elements that are required to perform an activity.
- *Outputs* – Exemplary results that are produced by performing an activity.

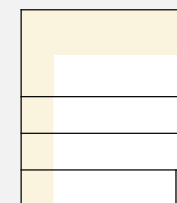
CARD TYPES | MODULES



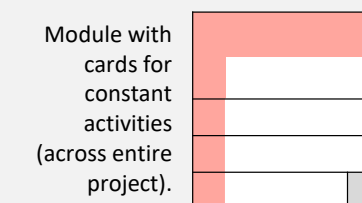
Module with cards for project organization (typically to start).



Module with cards for grounding and evaluation.



Module with cards for production and communication.



Module with cards for constant activities (across entire project).