



### **Design Thinking**

Understanding end-users' needs better in order to discover their real problems

# Disruption is Rampant

Design Thinking is a Roadmap to Innovation

Process of discovering real problems & co-creating real solutions













# END-TO-END CLIENT EXPERIENCE









# End to End Design

# NOT INCORPORATING END TO END CLIENT EXPERIENCE







# Service Design





# SERVICE DESIGN

- Trend towards value in service
- Increase in customer expectations
- Growth of digital means change in service

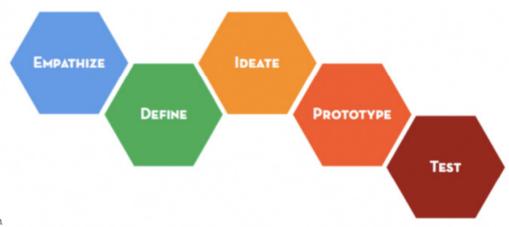
Achieve business objectives:

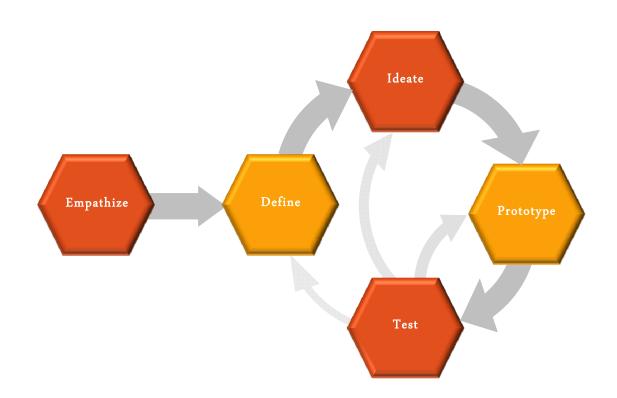
- Lower cost to serve existing & new customers
- Increase customer retention
- Create new sales or upsell opportunities
- Successfully launch product & service innovations into market

Book: Service Design For Business by Reason, Lovlie & Flu

## DE-RISK THROUGH DESIGN THINKING

- Solution based thinking
- Set of principles, practices, and processes that attempts to understand & deliver on needs of users by building empathy, understanding root causes and delivering on what is possible







# APPLICATIONS OF DESIGN THINKING

- Team building and buy-in
- Culture change
- New product creation
- Service design / re-design
- Future mapping



# UNDERSTANDING THE PURPOSE OF DESIGN THINKING

- Offers a structured approach to problem solving
- There is more than one right answer
- Helps you make the best decision, not just the right one

# DESIGN THINKING

- It involves helping individuals make a new set of choices:
  - Seek deep insights & be user driven
  - Keep looking for great solutions even after hitting upon a good one
  - Risk not getting it right the first time
  - Continue to try in the face of failure
- Uses ethnographic methods such as interviewing & observation to help us escape our mental models by immersing us in the lives of end users & giving us access to the mental models of our users

Solving Problems with Design Thinking (Jeanne Liedtka, Andrew King, Kevin Bennette)

# PROCTER & GAMBLE























































# **Empathize**

- Personas
- Empathy Map
- Journey Map



### **Define**

- Mind Mapping
- 5-Whys
- Fishbone
- Affinity Diagram
- Entity Diagram
- SWOT Analysis



### **Ideate**

- Future Journey Map
- Brainstorming Techniques



# **Prototype**

- Low Fidelity Prototypes
- High Fidelity Prototypes



### **Test**

A/B Testing



# Supplementar

Communication Plan

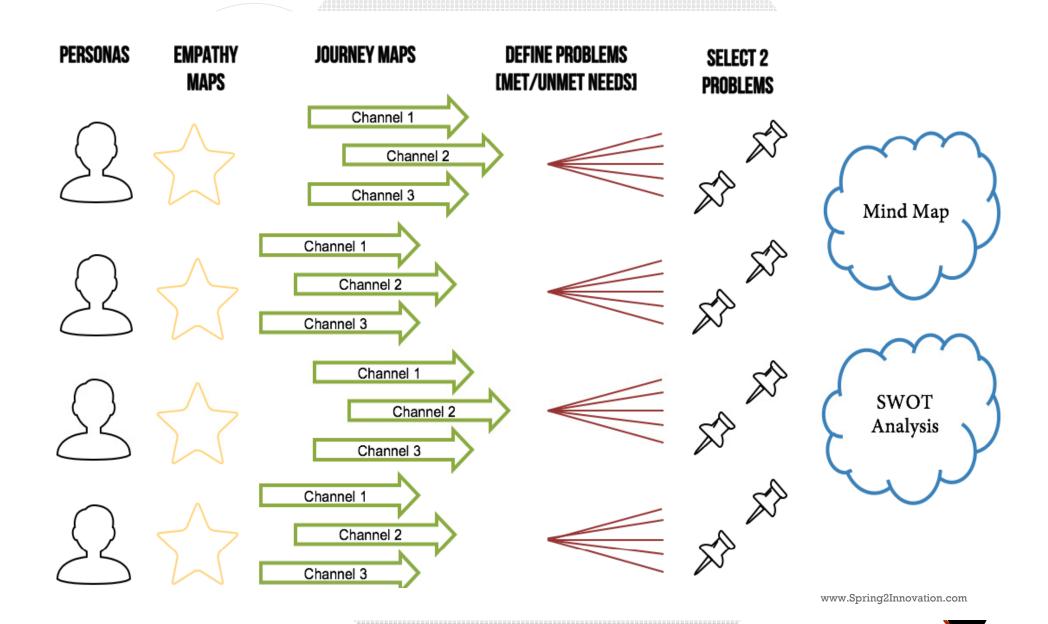


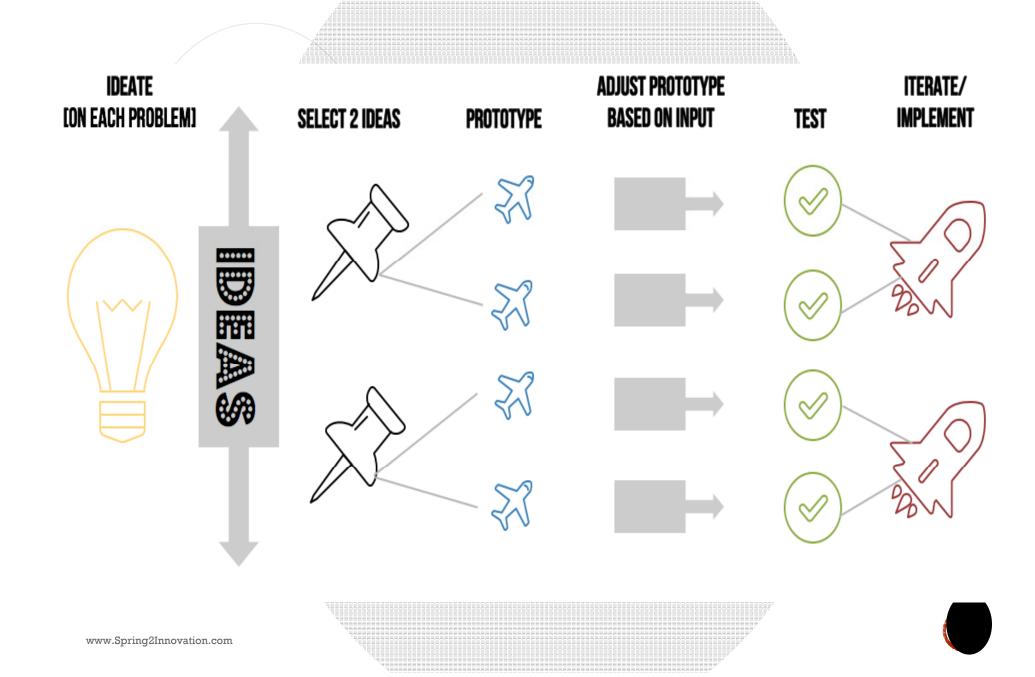
# BREAKFAST PERSONAS



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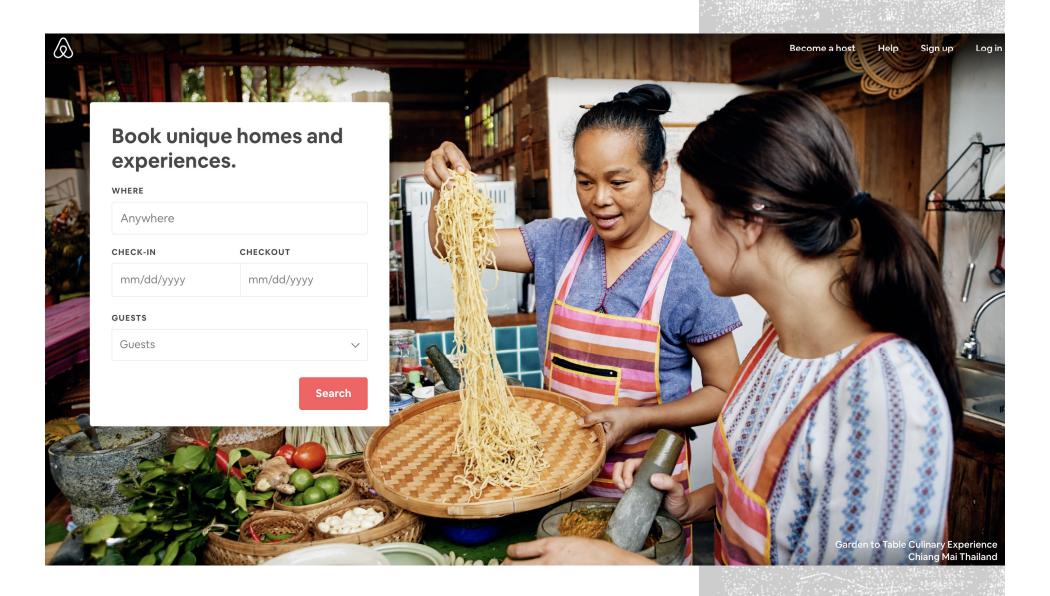




# {REFRAME}







# PCO INNOVATION HUB: SERVICE DESIGN TO IMPROVE EXPERIENCE OF SPOUSAL IMMIGRATION

- Assume Nothing, no pre-determined solution
- Listen to sponsors, applicants, consultants, legal clinics, community centres, professors,...
- Then generate 100s of ideas
- Filter ideas for users pains, feasabiltiy, etc...
- Prototyping: Presenting final concepts to users in real time for feedback



### DESIGN THINKING IN ACTION



- Departments: CFR, HC, TBS, ISED
- Goal: Create a user-centric design process to support presentation of guidance information & ease for users to find guidance information on new Canada.ca website
- Outcomes: Unanimously accept agreement of ADM Web Steering Committee on definition of regulatory guidance & templates to support finding guidance information & presentation of guidance information

Number of workshops: 5 interactive workshops

Number of total hours of workshops: 22 hours

Duration: July 2015 to January 2016 (7 months)

Number of participants (combined): 174
Departments and Agencies Involved: 17
External Stakeholder Groups: 18

# UNDERSTANDING CUSTOMERS & CITIZENS

- UK Revenue & Customs authority mantra:
  - 'If you think it's expensive to do customer research, what do you think it costs not to understand our customers?'
- UK Digital Government Services is using performance metrics which include citizens' ratings of services
  - User satisfaction
  - Cost per transaction
  - Completion rate
  - Digital take-up
- Once service is launched, systems are continuously updated and improved based on user feedback, performance data, best practices & service demand

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Gather as much data available at the beginning!!!



Are there metrics already being gathered? What are they and why are they being taken?





What metrics will need to be gathered in order to showcase progress? And results?



Are you measuring yourself? Or are other's measuring you? What are their metrics? What are your metrics?



#### **Personas**



Melanie Small Business Owner

#### **Demographics**

- Age 30-45
- Female
- \$75,000 per/year
- Urban Location
- Undergrad Degree
- Married with children

- Business Card purchaser
- Key Decision Maker

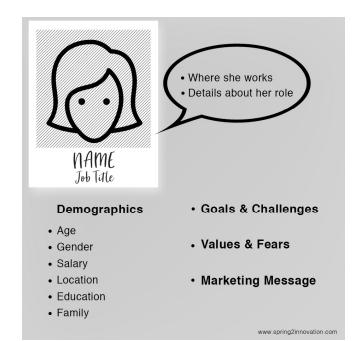
#### **Goals & Challenges**

- · Fast, quality printing
- Unique design to stand out from competitors
- Maximize networking opportunities

#### How We Can Help

- Create innovative business card design
- Highlight contact information for networking purposes
- Research/review printing options (with one-day printing available

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# PERSONAS — SUPER HEROES





https://www.rock.com/p/wonder-woman-closeup-button



Art by Jack Burnley.



SAY THINK **EMPATHY** MAPS DO .....> inferred

# JOURNEY MAPPING

Current State and Future State



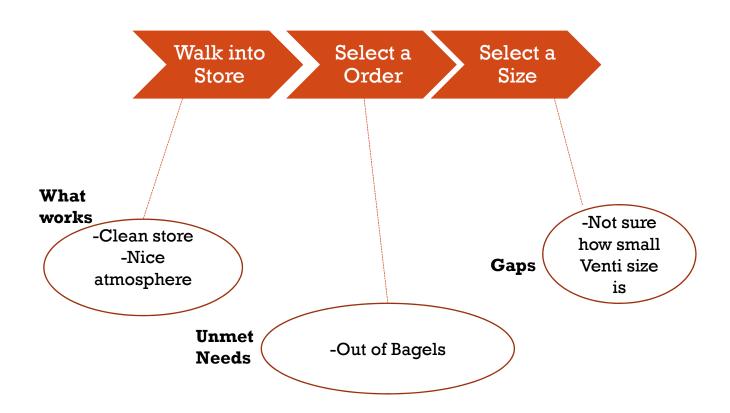
# CUSTOMER JOURNEY MAPS

• How are customers interacting with the business?

**Identify All Channels** 

- Life cycle
- Channels
  - Online
  - Mobile
  - Call centre
  - Retail

# JOURNEY MAP EXPERIENCE



# DEFINE



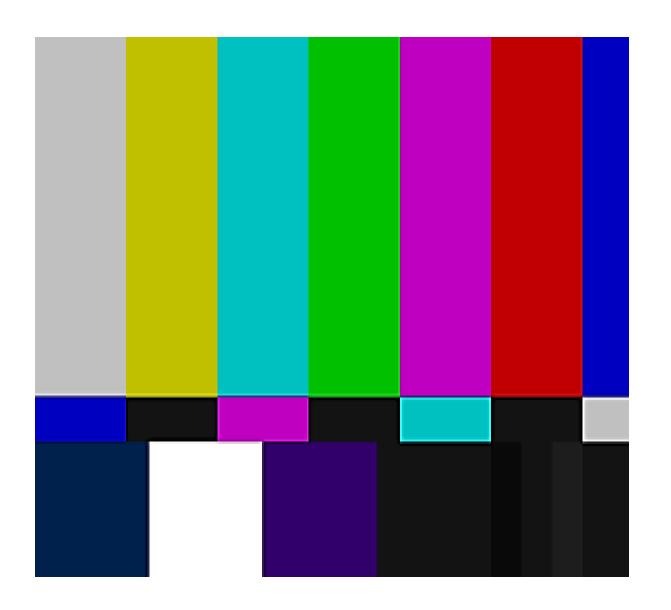


# PROTOTYPING VS POC VS PILOT

- Prototype
- 'An early sample, model, or release of a product built to test a concept / process / to act as a thing to be replicated or learned from'
- Used to evaluate a new design

- Proof of Concept
- Showcasing things working within the actual system

- Pilot
- Actual sub set of users using the solution



# Test





# IMPLEMENT & ITERATE



# RESOURCES

- Designing Your Life by Bill Burnett & Dave Evans
- Change by Design by Tim Brown

#### Picture Credits:

- http://wpmedia.ottawacitizen.com/2015/03/120120-drivers-attempting-to-park-at-bayshore-mall-are-compl1.jpg
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