

NIC NE Regional Symposium

**Enterprise Design Thinking
Session**

27-28 November 2018



AGENDA

DAY 1

- **Welcome and Introductions**
- **Enterprise Design Thinking Overview**
- **Empathy Map**
- **Need Statements**
- **Playbacks**

DAY 2

- **Welcome**
- **Day 1 Recap**
- **Big Ideas**
- **Prioritization**
- **Playbacks**



**Our experience
will be active
and fast-paced.**



HOW DOES IT WORK

**Our tools give
us equal voices**



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GROUND RULES

- **Start on time**
- **Talk less, write more**
- **Hold a marker at all times**
- **Choose quantity over quality**
- **Don't get caught up in details**
- **Embrace discomfort**
- **Use “Yes, and...”**



What is Enterprise Design Thinking?



**Design an Alarm
Clock.**

product

**Design a better way for
a college student to
wake up.**

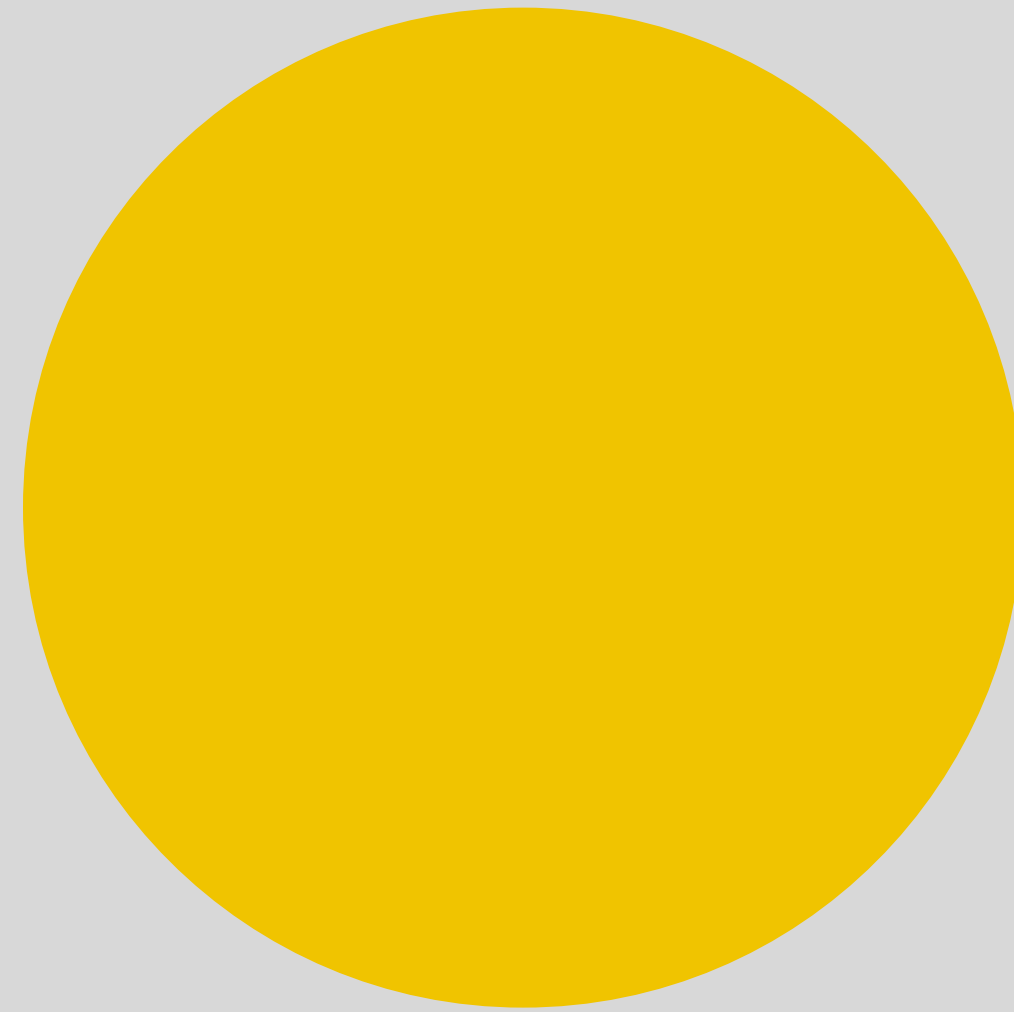
experience



What did we learn?



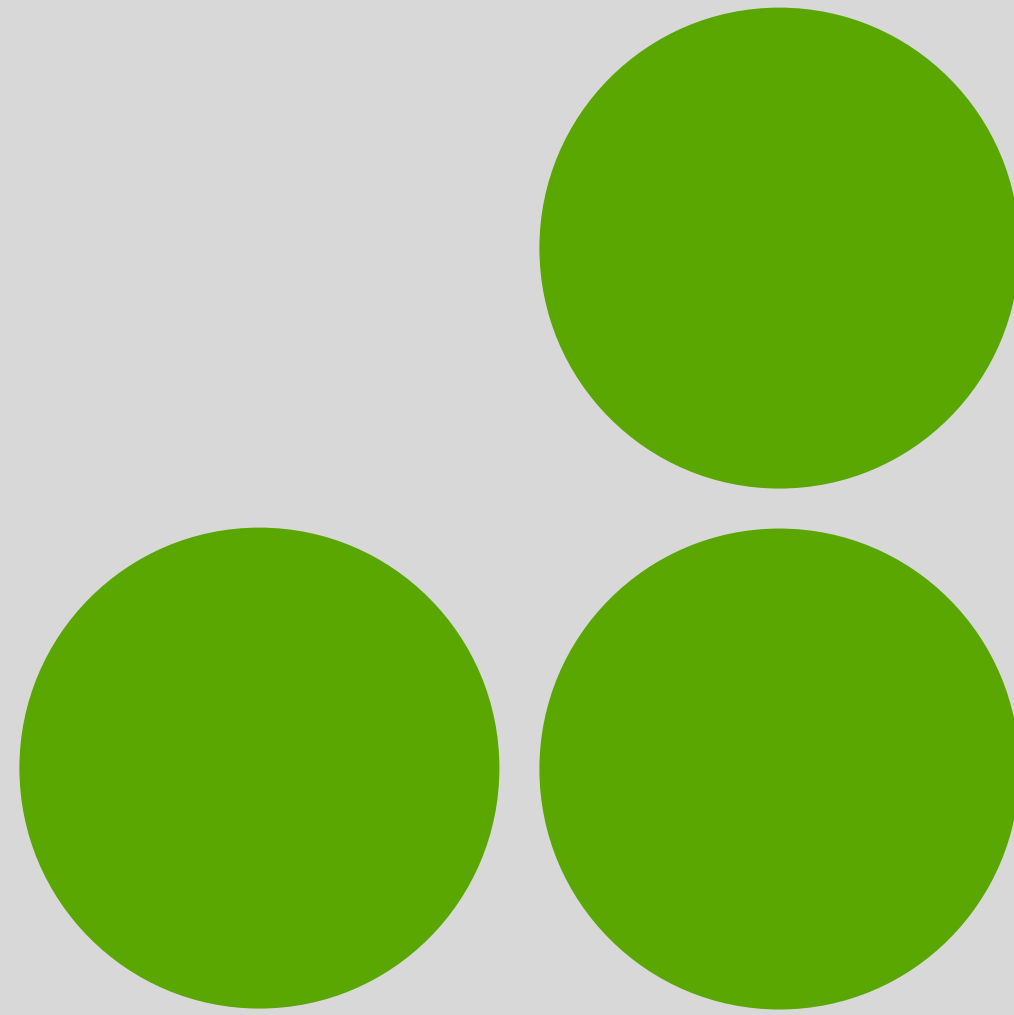
Lesson 1



**Putting people first leads
to more innovative ideas.**



Lesson 2



**Many perspectives generate
more possibilities.**



Lesson 3



**Sometimes the best way to
learn is to **make mistakes.****

(cheaply.)



**Enterprise Design Thinking is a
framework for delivering great
experiences for your users.**







How do we do it?



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Enterprise Design Thinking



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Principles



A focus on
user outcomes



Diverse
empowered teams



Restless
reinvention

The Loop



Observe

Reflect

Make

The Keys



Hills



Playbacks



Sponsor Users



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Questions?



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Empathy Maps



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What is an
empathy
map?

**Enables us to gain a
better understanding
of the user.**

The Problem

You \neq



The upside?

**Everyone on the
team knows
something
about the **user**.**

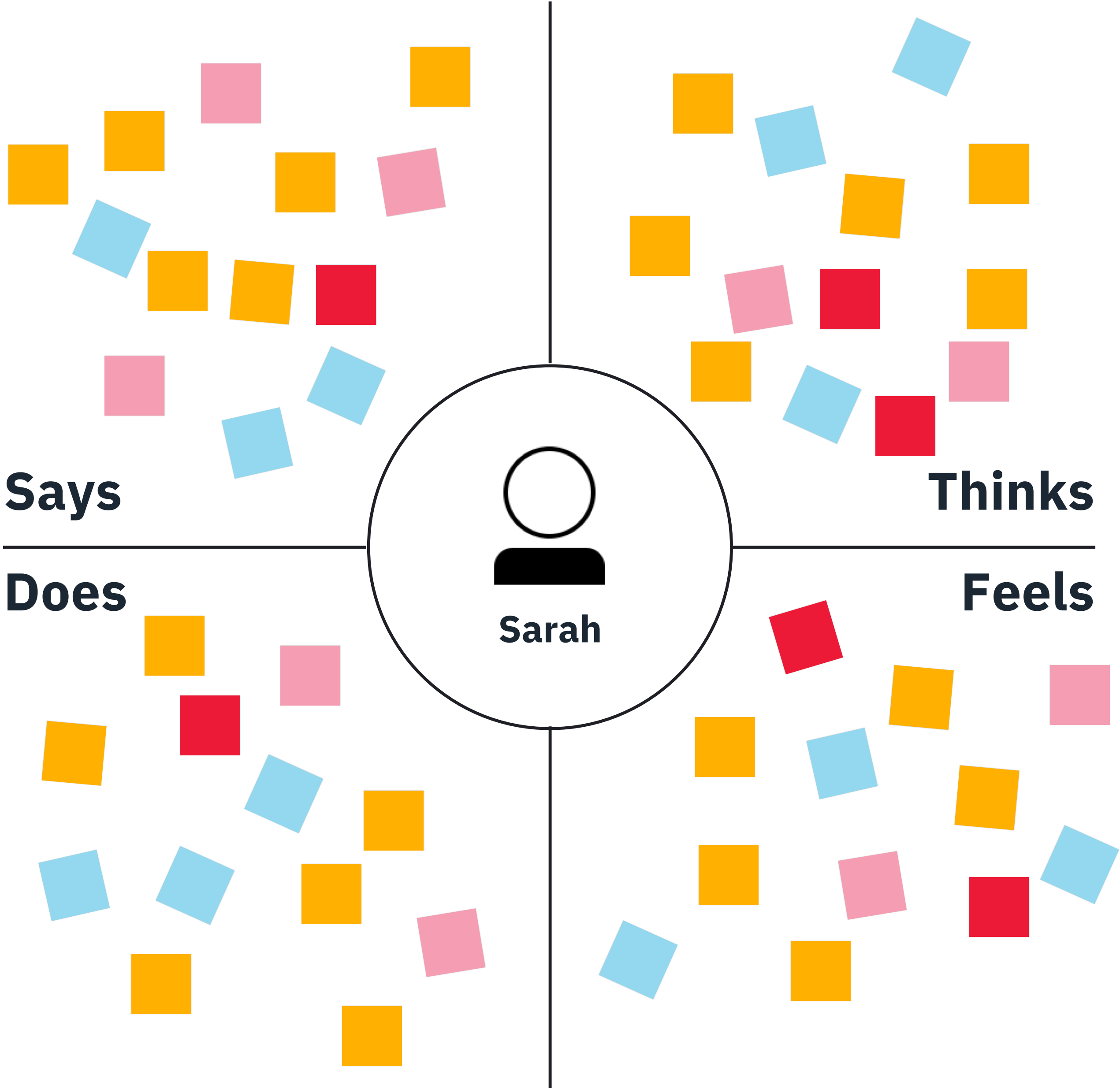
**Think of it as
steppping into your
user's shoes.**

What
makes a
good
empathy
map?

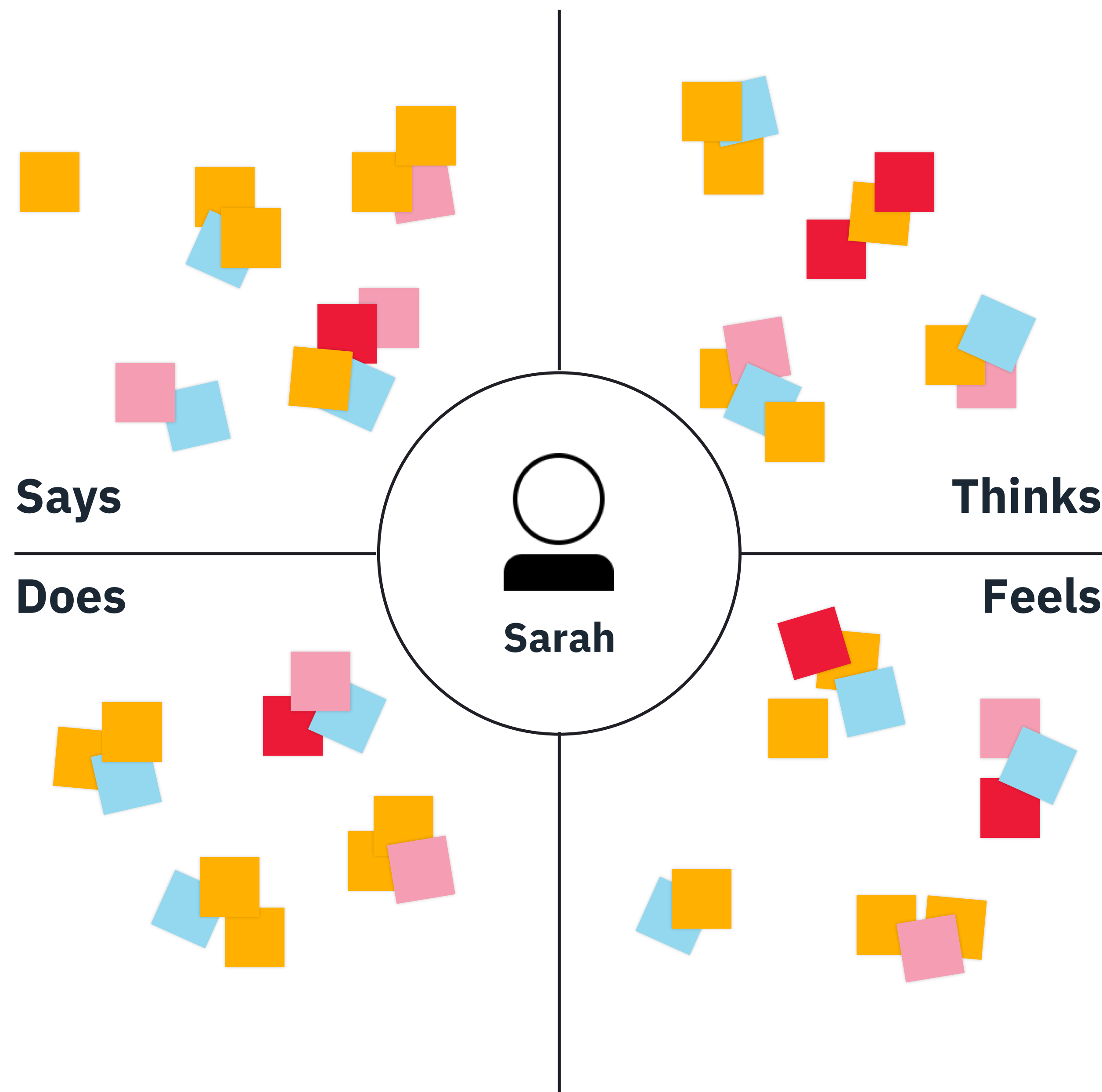
- 1. It explores multiple user dimensions**
- 2. It describes more than the user's job title**
- 3. It captures both the positive and the negative**

EMPATHY MAPS

Name and draw your user
Ideate silently



Name and draw
your user
Ideate silently
Cluster



Pro-tip:

- Any level of detail is good
- Don't just consider their role
- Build using small vignettes



Need Statements



What is a
need
statement?

**A statement that frames
your user's actual needs,
desires and goals.**

What does it look like?

User
_____ **needs a way to** _____ **do something**
that addresses _____ **so that** _____ **the user**
their need _____ **benefits**
directly _____.



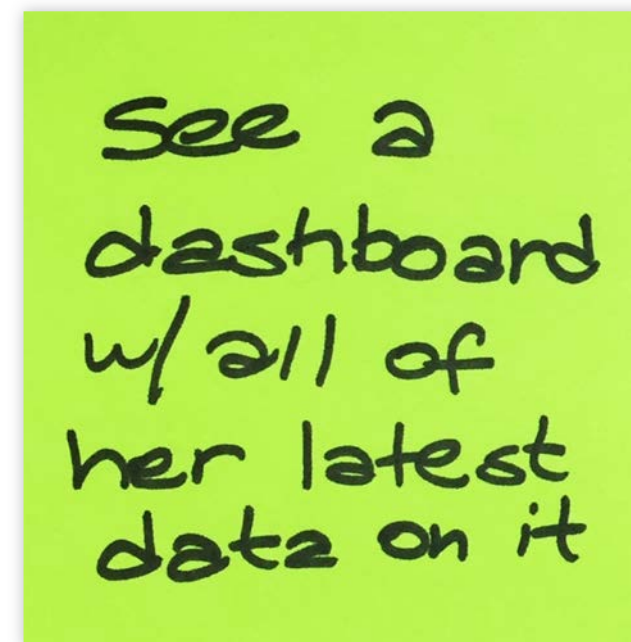
What
makes a
good need
statement?

- 1. Focuses on a user's real pain points**
- 2. Does NOT focus on features**
- 3. Can be either specific or general**

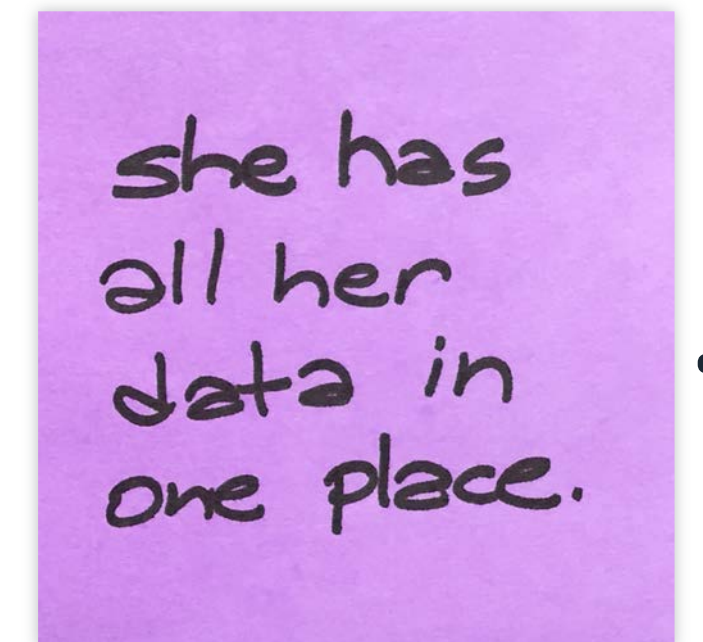
A bad example



needs a way to



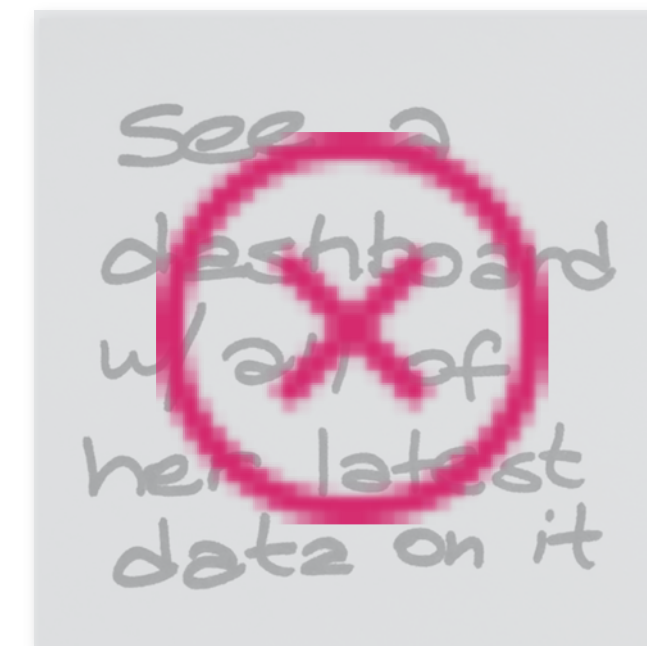
so that



A bad example



needs a way to



so that



A better example



needs a way to

better manage
her customers'
changing business
requirements

so that

she can spend
her time doing
more important
things •

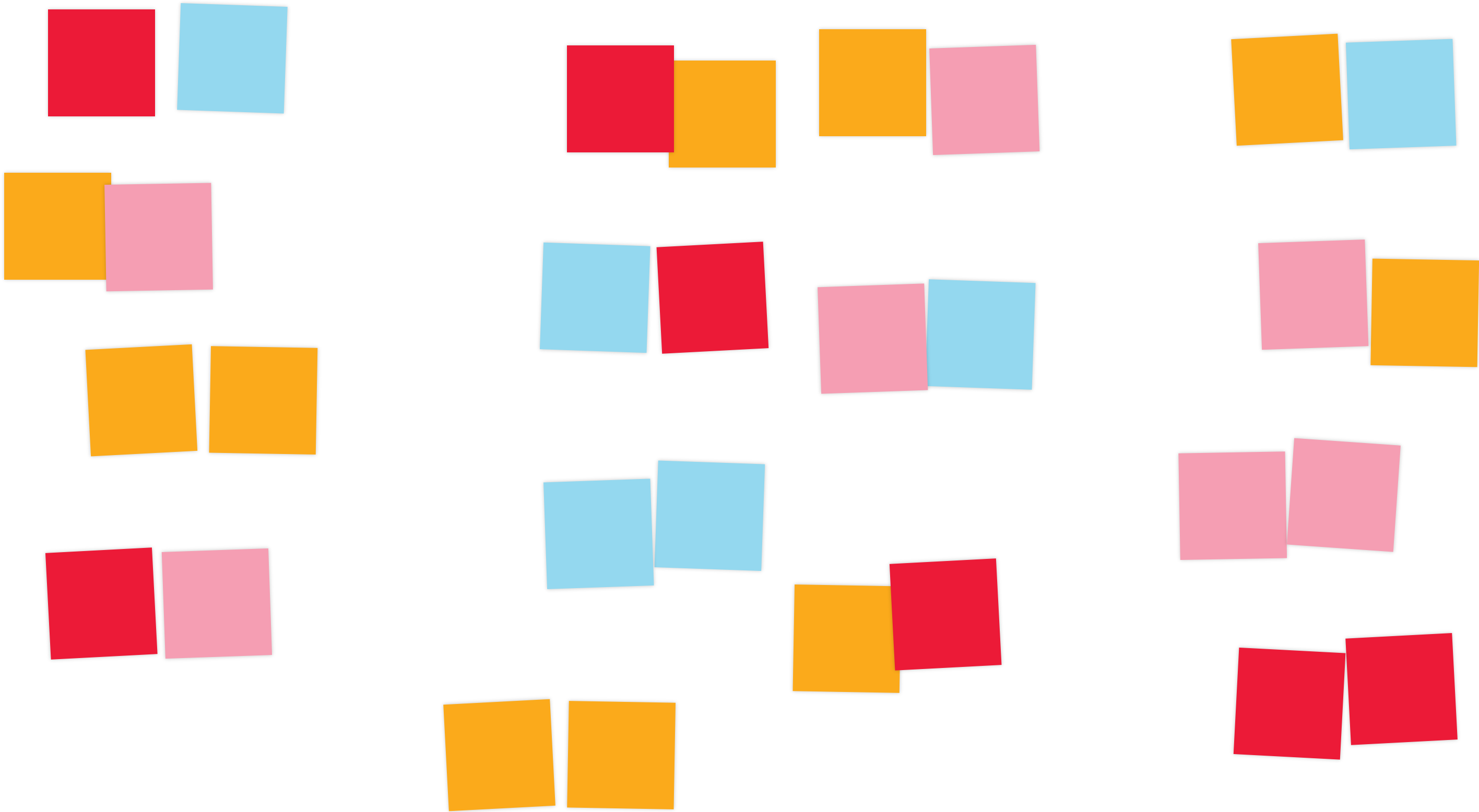
Template

[User Name] needs a way to _____ so that _____.



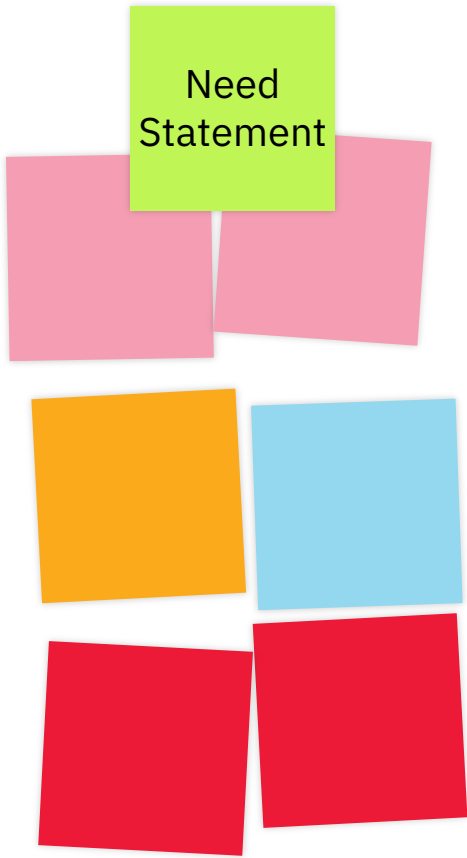
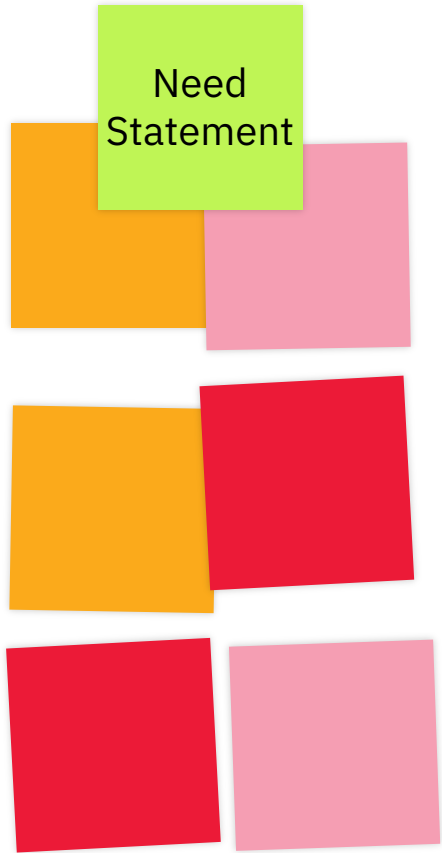
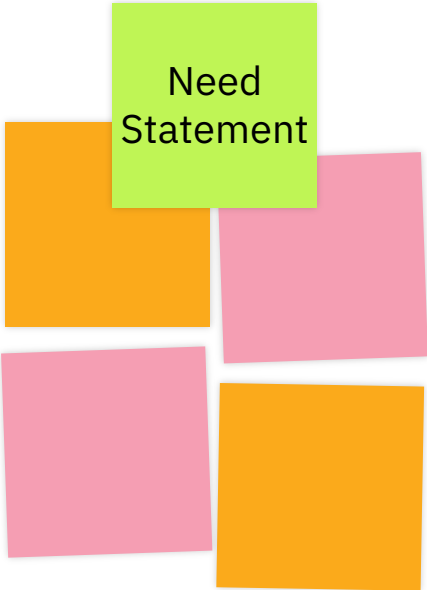
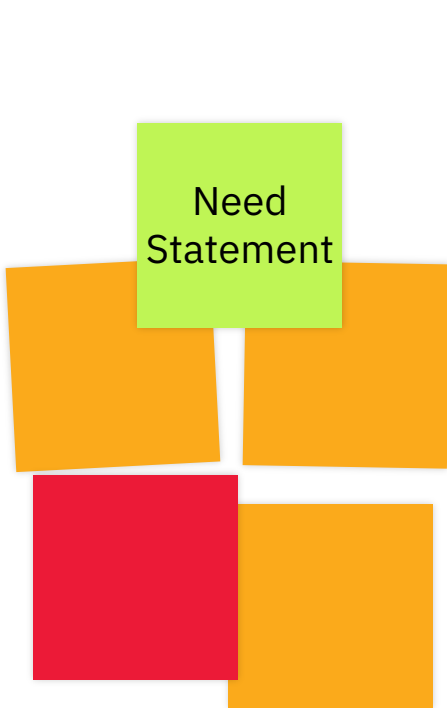
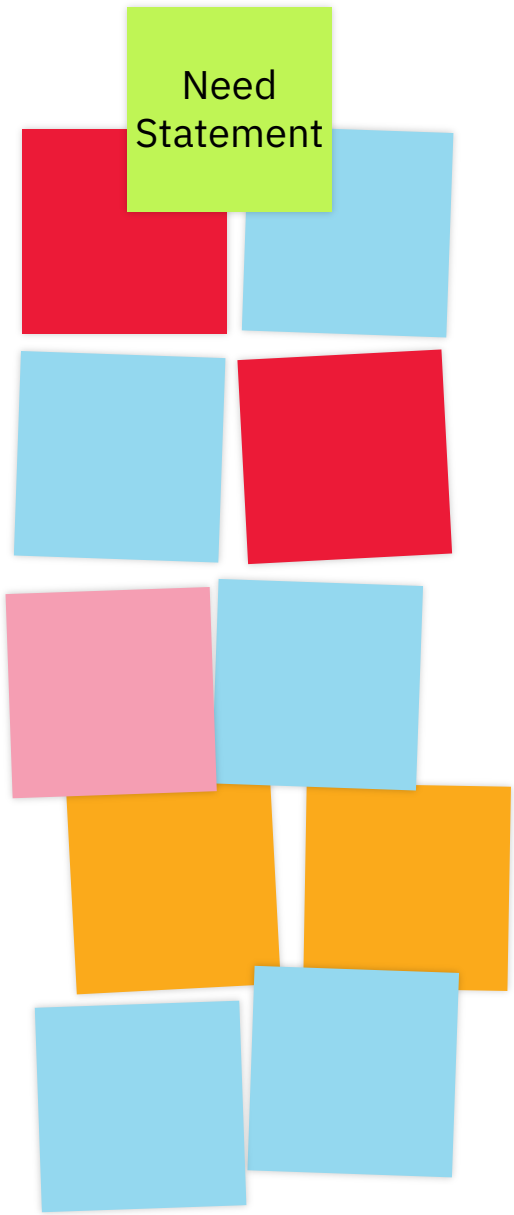
Template
Ideate silently

[User Name] needs a way to _____ so that _____.



Template
Ideate silently
Cluster

[User Name] needs a way to _____ so that _____.



Playback

For presenters:

- Tell us a user-focused story
- Keep it down to a few minutes
- Summarize and prioritize insights

For the audience:

- Pay attention to stay aligned
- Ask about uncertainties
- Point out assumptions

