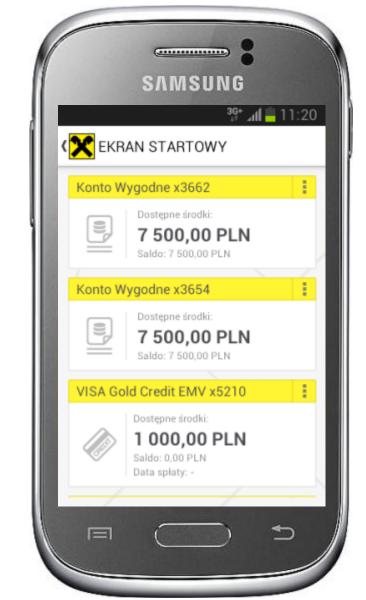
Service Design

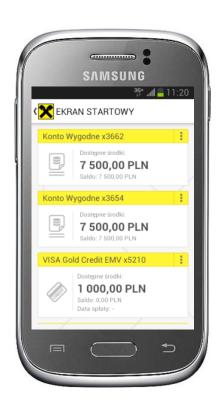
Agile Warsaw





































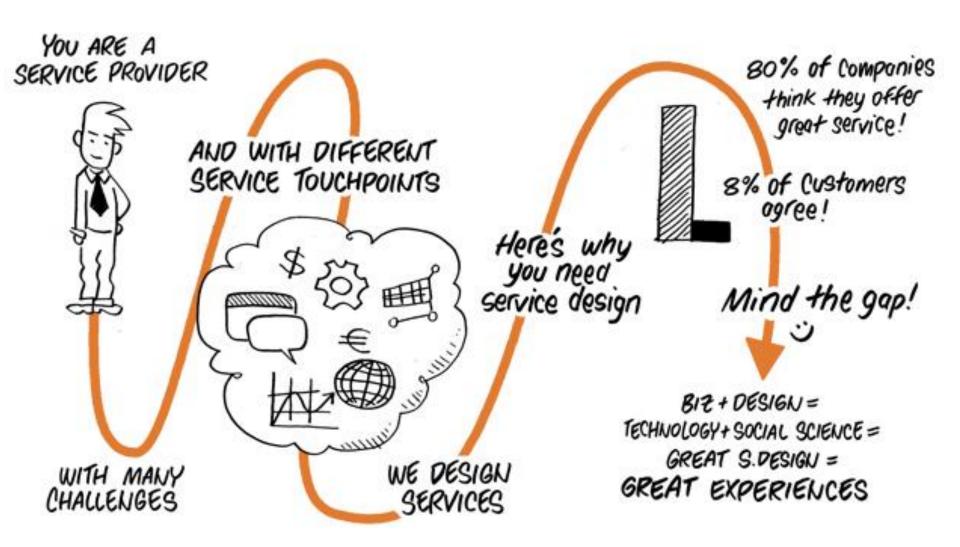




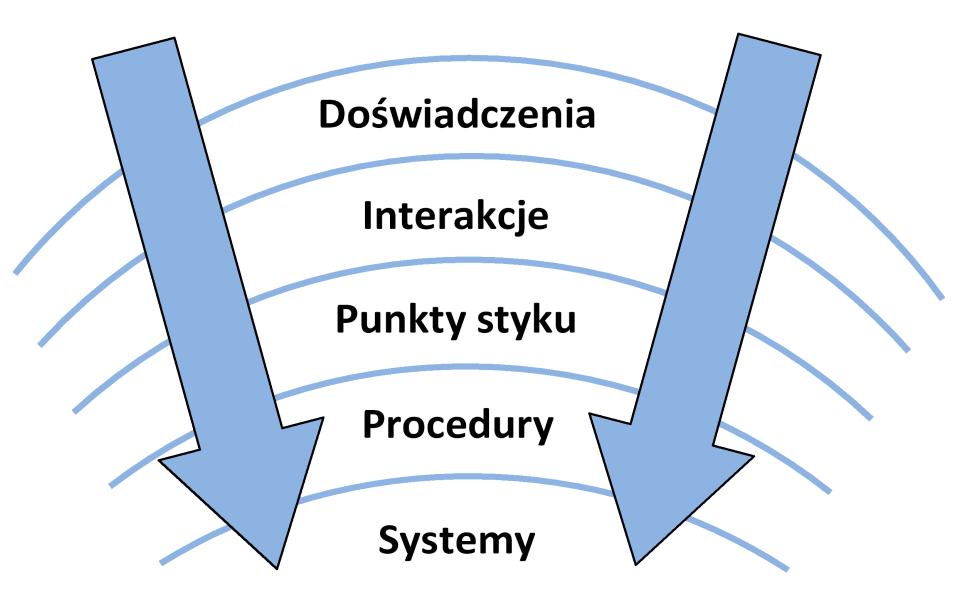












Service Design projektuje pożądane doświadczenia przy kontakcie Klienta z usługą.



Definicja problemu



Badania



Kreowanie pomysłów



Prototypy i testy



Wybór rozwiązań



Wdrożenie



i nauka

Projektowanie usług, to proces

- 1. Iteracyjny
- 2. Interdyscyplinarny
- 3. Zorientowany na użytkownika











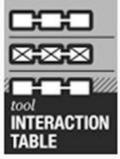




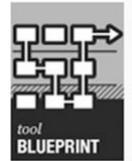




























PRE-PURCHASE

PURCHASE

POST-PURCHASE

CUSTOMER EXPERIENCE

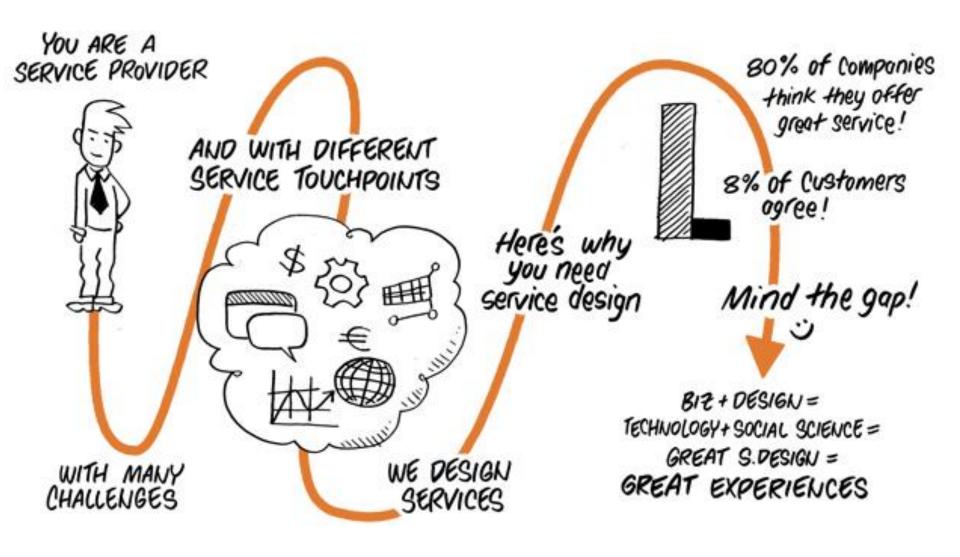


PRE-PURCHASE

PURCHASE

POST-PURCHASE



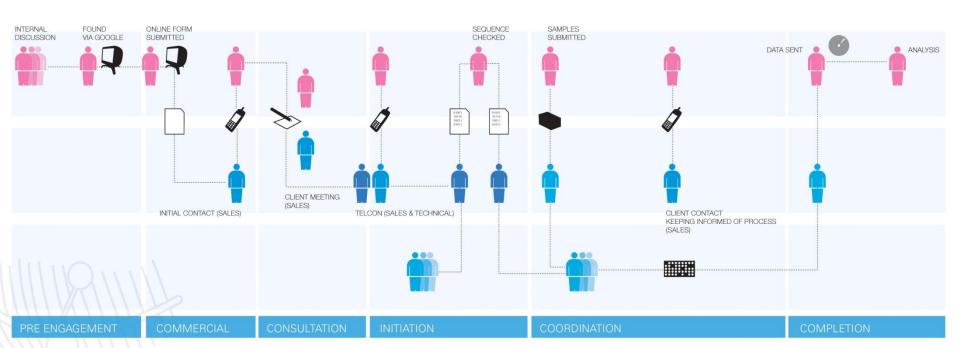




Definicja problemu



Badania

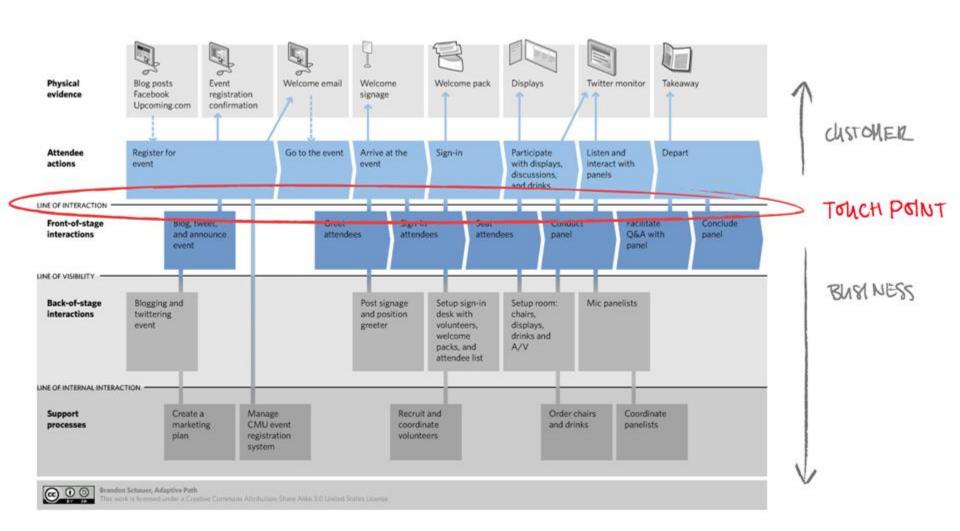






nform.com







Kreowanie pomysłów



IDEA-LINKS

the

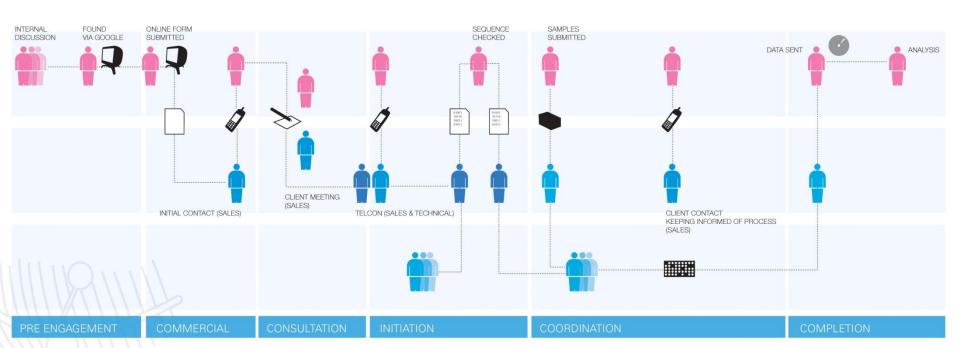
new

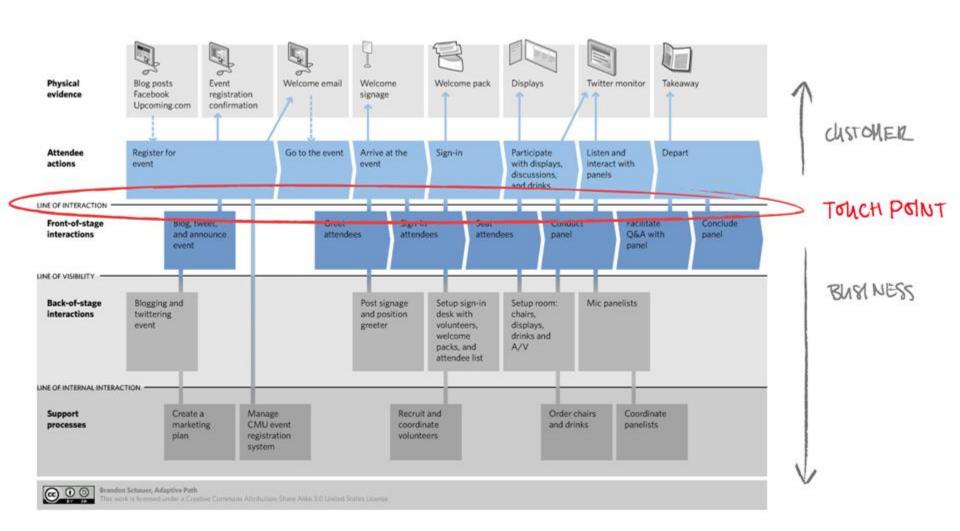
creativity

JIM LINK















Wnioski i nauka





FLIGHT: SQ202 GATE: 16



20 DEC 2013

Mr Peter Smart

FROM: ARN

Stockholm

TO: SYD

Sydney



BOARDING AT

08:45AM

TERMINAL

GATE 16

SEAT

56E



20 DEC 2013

Mr Peter Smart

ARN > SYD



FLIGHT: SQ202

GATE: 16 SEAT: 56E (Aisle)

















THE FIVE PRINCIPALS OF THINKING SERVICE DESIGN THINKING



1. USER CENTRED

Services should be experienced through the customer's eyes



3. SEQUENCING

The service should be visualised as a sequence of interrelated actions

5. HOLISTIC

The entire environment of a service should be considered













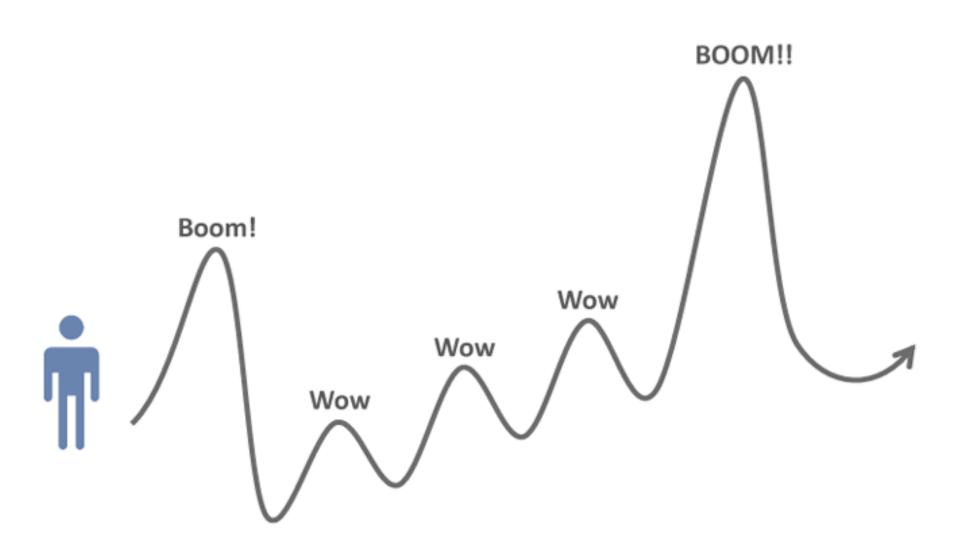


All stakeholders should be included in the service design process



4. EVIDENCING

Intangible services should be visualised in terms of physical artefacts



www.service-designtools.org www.service-design-network.org/case-study



linkedin.com/in/martagrochowska