

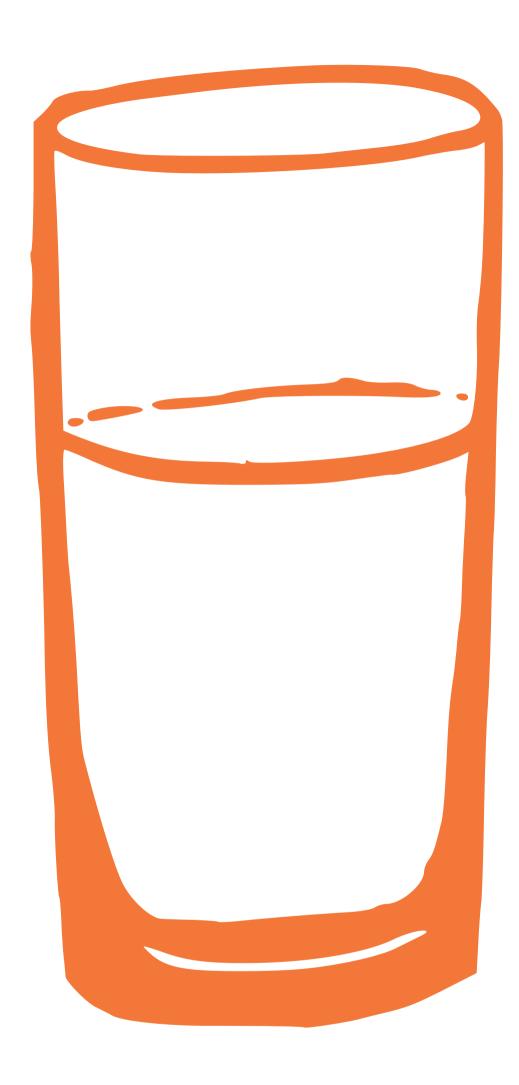
START WITH NEEDS

USER NEEDS, NOT GOVERNMENT NEEDS

Design principles

Government Digital Service

1 Start with needs (user needs, not government needs) 2 Do less 3 Design with data 4 Do the hard work to make it simple 5 Iterate. Then iterate again 6 This is for everyone 7 Understand context 8 Build digital services, not websites 9 Be consistent, not uniform 10 Make things open: it makes things better



DO LESS

Design principles

Government Digital Service

1 Start with needs (user needs, not government needs) 2 Do less 3 Design with data 4 Do the hard work to make it simple 5 Iterate. Then iterate again 6 This is for everyone 7 Understand context 8 Build digital services, not websites 9 Be consistent, not uniform 10 Make things open: it makes things better

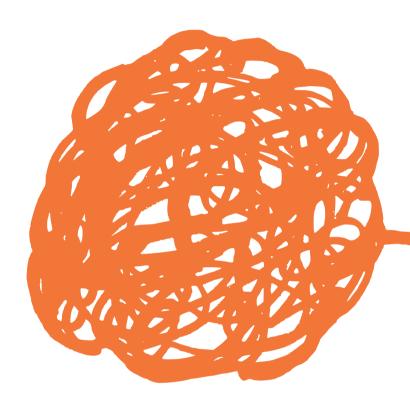


DESIGN WITH DATA

Design principles

Government Digital Service

1 Start with needs (user needs, not government needs) 2 Do less 3 Design with data 4 Do the hard work to make it simple 5 Iterate. Then iterate again 6 This is for everyone 7 Understand context 8 Build digital services, not websites 9 Be consistent, not uniform 10 Make things open: it makes things better



DOTHE HARD WORK TO MAKE IT SIMPLE

Design principles

Government Digital Service

1 Start with needs (user needs, not government needs) 2 Do less 3 Design with data 4 Do the hard work to make it simple 5 Iterate. Then iterate again 6 This is for everyone 7 Understand context 8 Build digital services, not websites 9 Be consistent, not uniform 10 Make things open: it makes things better



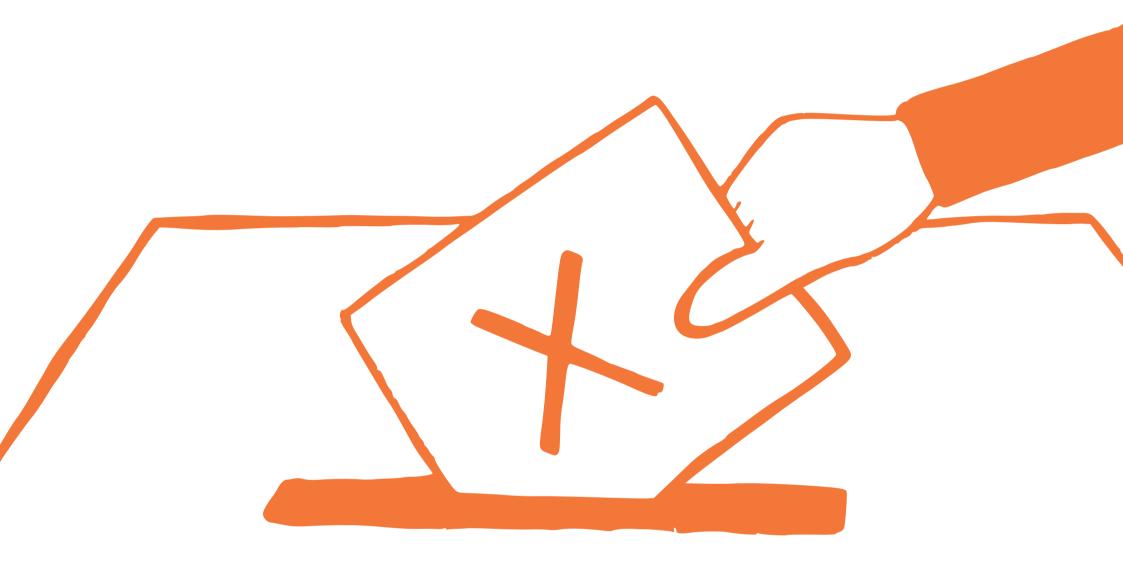


ITERATE. THEN ITERATE AGAIN



Design principles

1 Start with needs (user needs, not government needs) 2 Do less 3 Design with data 4 Do the hard work to make it simple 5 Iterate. Then iterate again 6 This is for everyone 7 Understand context 8 Build digital services, not websites 9 Be consistent, not uniform 10 Make things open: it makes things better



THIS IS FOR EVERYORE

Design principles

Government Digital Service

1 Start with needs (user needs, not government needs) 2 Do less 3 Design with data 4 Do the hard work to make it simple 5 Iterate. Then iterate again 6 This is for everyone 7 Understand context 8 Build digital services, not websites 9 Be consistent, not uniform 10 Make things open: it makes things better

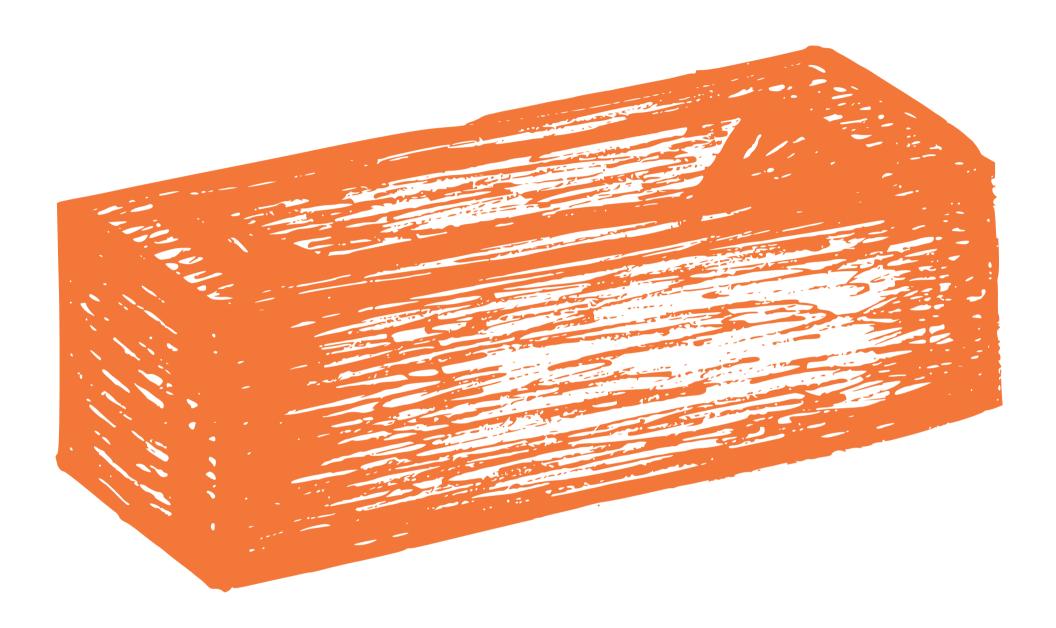


UNDERSTAND CONTEXT

Design principles

Government Digital Service

1 Start with needs (user needs, not government needs) 2 Do less 3 Design with data 4 Do the hard work to make it simple 5 Iterate. Then iterate again 6 This is for everyone 7 Understand context 8 Build digital services, not websites 9 Be consistent, not uniform 10 Make things open: it makes things better



BUILD DIGITAL SERVICES NOT WEBSITES

Design principles

Government Digital Service

1 Start with needs (user needs, not government needs) 2 Do less 3 Design with data 4 Do the hard work to make it simple 5 Iterate. Then iterate again 6 This is for everyone 7 Understand context 8 Build digital services, not websites 9 Be consistent, not uniform 10 Make things open: it makes things better

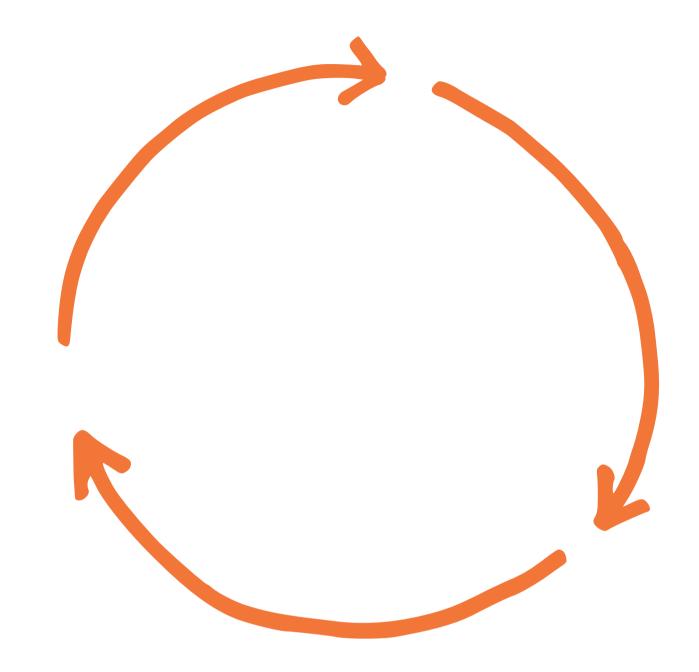


BE CONSISTENT NOT UNIFORM

Design principles

Government Digital Service

1 Start with needs (user needs, not government needs) 2 Do less 3 Design with data 4 Do the hard work to make it simple 5 Iterate. Then iterate again 6 This is for everyone 7 Understand context 8 Build digital services, not websites 9 Be consistent, not uniform 10 Make things open: it makes things better



MAKE THINGS OPEN

IT MAKES THINGS BETTER

Design principles

Government Digital Service

1 Start with needs (user needs, not government needs) 2 Do less 3 Design with data 4 Do the hard work to make it simple 5 Iterate. Then iterate again 6 This is for everyone 7 Understand context 8 Build digital services, not websites 9 Be consistent, not uniform 10 Make things open: it makes things better