Mapping Expriences

A Guide to Creating Value through Journeys, Blueprints, and Diagrams

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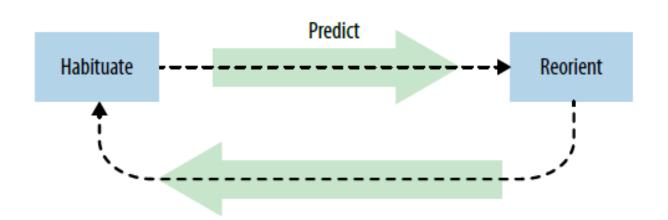
- Frame the Mapping Effort
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Fundamentals of Mapping Experiences

Don't force people to bridge gaps of your offering



If there is too much *volatility, they get lost in hyperspace..

*the degree of reorientation a person experiences when moving from page to page in website

Fundamentals of Mapping Experiences

Diagrams provide a systematic overview of the experiences you create.

Overarching aspects in mapping experiences

1. Frame the effort

The notion of an experience is by its nature all-encompassing, including actions, thoughts, and feelings over time.

2. Identify the touchpoints

Identify the various touchpoints in the system, as well as critically charged points, called moments of truth.

3. Focus on creating value

Focus on creating value. Use the diagram to improve and to innovate your offering and your business.

Frame the Mapping Effort

Experiences are holistic, personal, situational.

Definition of Experiences

Experiences are holistic

Frame the effort clearly up front. Determine the point of view, scope, focus, and structure of the diagram, as well as how you intend to use it.

Experiences are personal.

An experience is not an objective property of a product or service; it's the subjective perception of the individual.

Experiences are situational.

I like rollercoasters, but not immediately after eating a large meal. In one case, the experience is exhilarating; in the other, it's a dreadful few minutes of nausea. The rollercoaster didn't change, the situation did. Experiences differ from situation to situation. Circumstance drives experience more than disposition.

Frame the Mapping Effort



Frame the Mapping Effort	
Mapping experiences requires choice.	

it's important to understand the aspects that frame mapping efforts:

point of view, scope, focus, structure, and how a diagram will be used.

Frame the Mapping Effort : Point of View

the people involved and the types of experiences focused on.







The People

Experiences

a news magazine might serve two distinct audiences: readers and advertisers. The interactions each has with the publisher are very different. Whose experience you illustrate depends on the goals of the organization.

Once you've decided on the people to focus on—assume readers in this example—there are different experiences to choose from. Consider these three potential experiences for a news magazine reader

Frame the Mapping Effort : Scope

Scope requires tradeoff in breadth versus depth.



Frame the Mapping Effort : Focus

The ones you choose depend on how you've framed the effort

Typical Aspects for The mapmakers

Individual's Experience

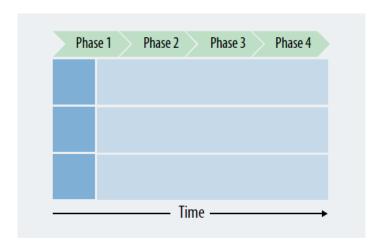
- Physical: artifacts, tools, devices
- Behavioral: actions, activities, tasks
- Cognitive: thoughts, views, opinions
- Emotional: feelings, desires, state of mind
- Needs: goals, outcomes, jobs to be done
- Challenges: pain points, constraints, barriers
- Context: setting, environment, location
- Culture: beliefs, values, philosophy
- Events: triggers, moments of truth, points of failure

organizations' Experience

- Touchpoints: mediums, devices, information
- Offering: products, services, features
- Processes: activities, workflow
- Challenges: problems, issues, breakdowns

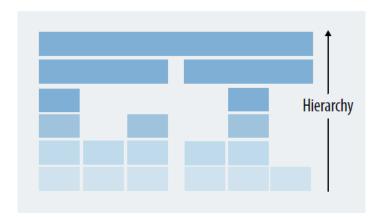
Frame the Mapping Effort : Structure

Alignment diagrams differ in structure.

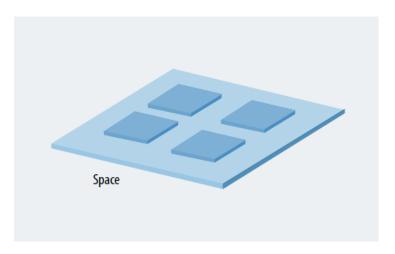


CHRONOLOGICAL:

A natural sequence of human behavior.

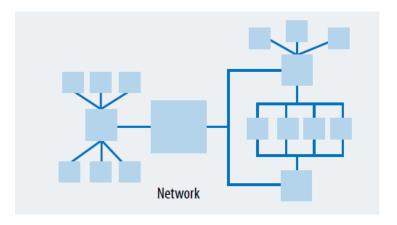


HIERARCHICAL: many aspects occurring simultaneously



SPATIAL:

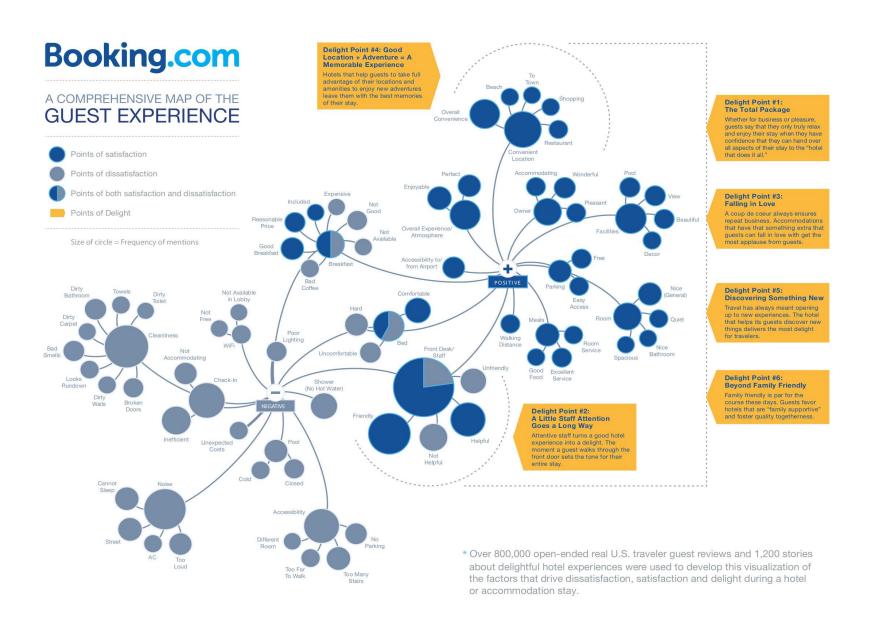
illustrate experiences spatially.



NETWORK STRUCTURE :

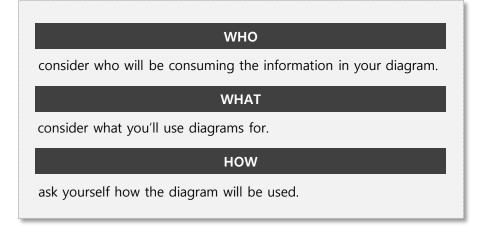
interrelationships between aspects.

Frame the Mapping Effort : Structure



Frame the Mapping Effort: USE

Keep the intended use of an alignment diagram in mind from the very beginning.



consider the relationship between individuals and an organization.

Three primary types of touchpoints

Static

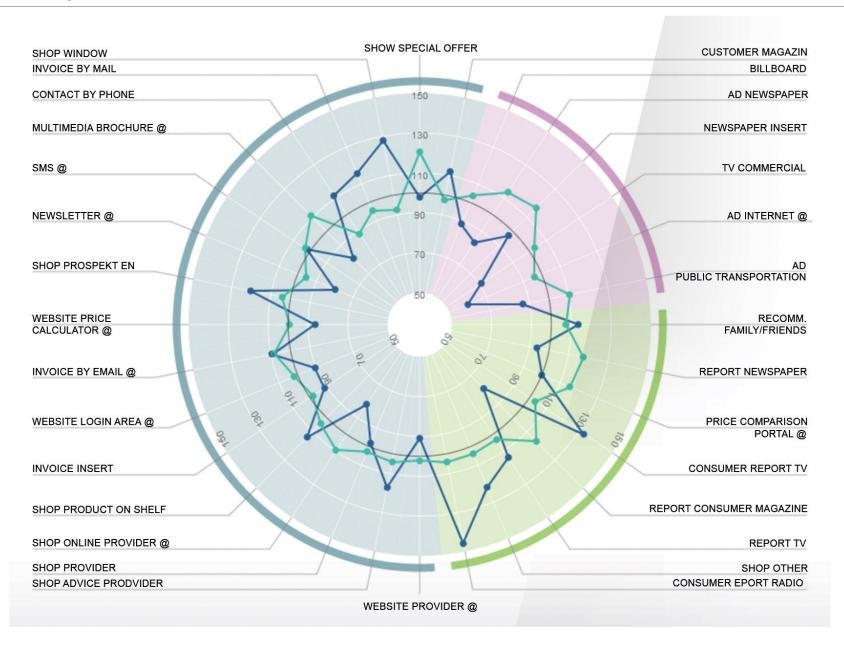
These touchpoints don't allow for users to interact with them. They include things such as an email newsletter or an advertisement.

Interactive

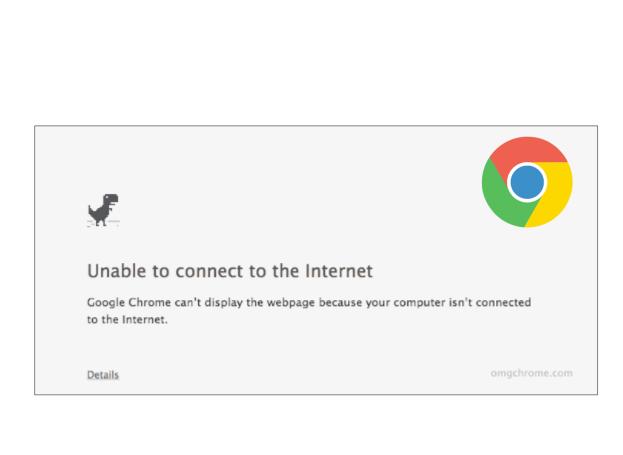
Websites and apps are interactive touchpoints, as are online chats.

Human

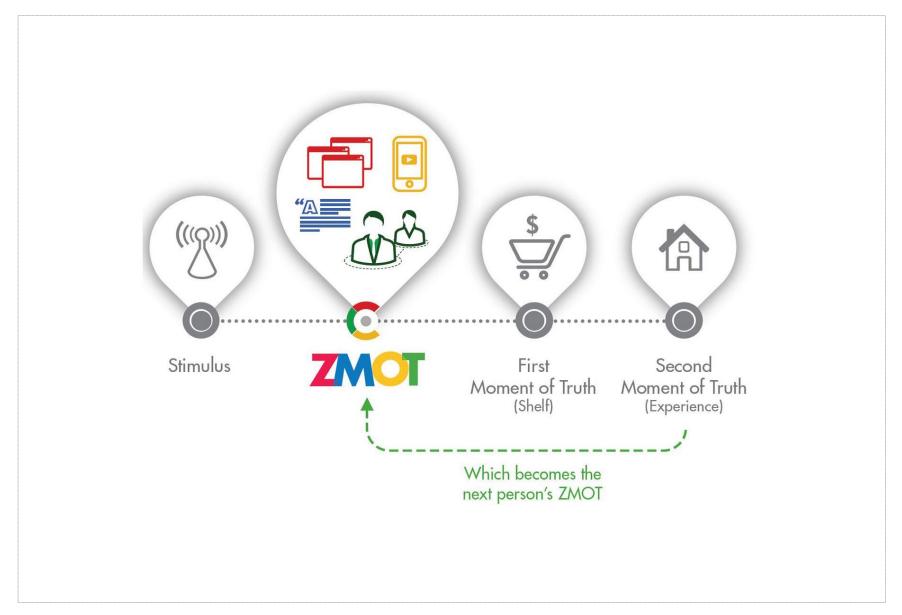
This type involves human-to-human interaction. Examples include a sales representative or a support agent on the phone.



Moments of Truth, to identify and to understand critical points in the experience



ZMOT: Zero moments of Truth



Focus on Creating Value

Diagrams illuminate the human dynamics of value creation at all levels.

Value is Important

Individual's perspective value is a much richer, more dynamic concept than cost, involving human behavior and emotions. Value is a perceived benefit.

Diagram; value centered design

As a class of documents, alignment diagrams foster value centered design. They allow you to visualize and locate value within your offering ecosystem

What's the value?

From this you can ask, what is your value proposition at each point in the experience? Or, how is the organization meaningfully unique from the customer's perspective? And, what meaning can you create for customers?