ÖUTS

University of Technology Sydney

(32557) Enabling Enterprise Information Systems

Design Thinking & IS-Enabled Solutions (Part 2)

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Contents

1	Question 11.1 Uber Trip Journey Map Activity	1 1
2	Question 2 2.1 Joint Value Proposition for a Mental Health Web Tool	3
	Question 3 3.1 Level-2 Lotus Blossom Diagram for Oantas Service/Product Ideation	4

1 Question 1

1.1 Uber Trip Journey Map Activity

Journey of a What changes for them? **Game-Changer** Outcome Uber Provide a brand new way of transportations Uber have given experiences which impact to both consist of Compact Cars, SUV, Luxury and Helicopter themselves and customers. which are convenience for variety of the customer. The list below are what they have done. What are their key goals and needs? What are they able to do now? Convenient & Book & Access All System: App, Partner: See all Efficient to Online **Driver with Uber Variety** Schedule information book ride Services just his/her own **Payment** prior to start **Ride From** through with a tip of journey Gateway car smartphone **Phone** finger. What do they struggle with most? What can they finally avoid doing? **Stand Out** Taking Labor and Reputation Worst **Expensive Find Uber** from **Employment Accidents** Customers reputation **Traditional** traditional Taxi Issues (Competition) Taxi What changed in my environment? What tasks do they have? Responding Create & Determine Enrich **How People** Transportation environment Develop the Operations **Legal Issue** transportation Options (Covid-19) **Uber app** Costs

Journey Map of Uber Trip

Figure 1: Journey Map Identification

Both Figure 1 and Figure 2 are made based on Rosenbaum et al. (2017).

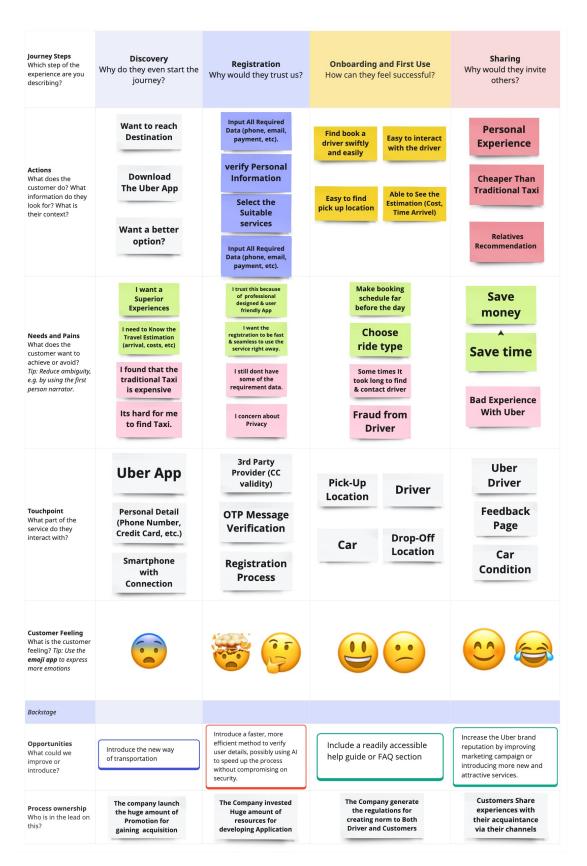


Figure 2: Journey Map Table

2 Question 2

2.1 Joint Value Proposition for a Mental Health Web Tool

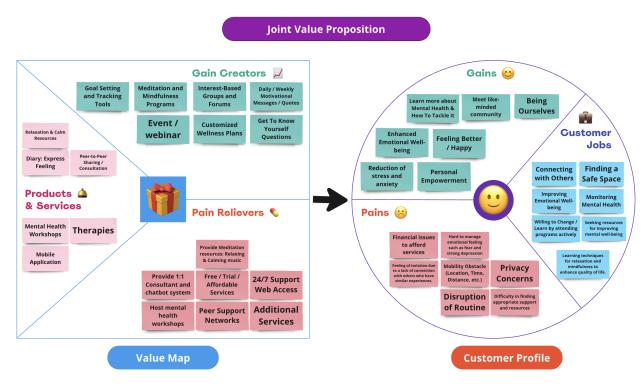


Figure 3: Joint Value Proposition Canvas

This diagram is made based on Schlecht and Schneider (2019).

3 Question 3

3.1 Level-2 Lotus Blossom Diagram for Qantas Service/Product Ideation



Figure 4: Empathy Map Result

This image is made based on:

- Reyck et al. (2005).
- Flyvbjerg and Budzier (2011).
- ?.

References

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