

What we do

Who we are

How we roll

**Bureau
Crats**

Prelude

We want to be positive designers
and be mindful with your time*.

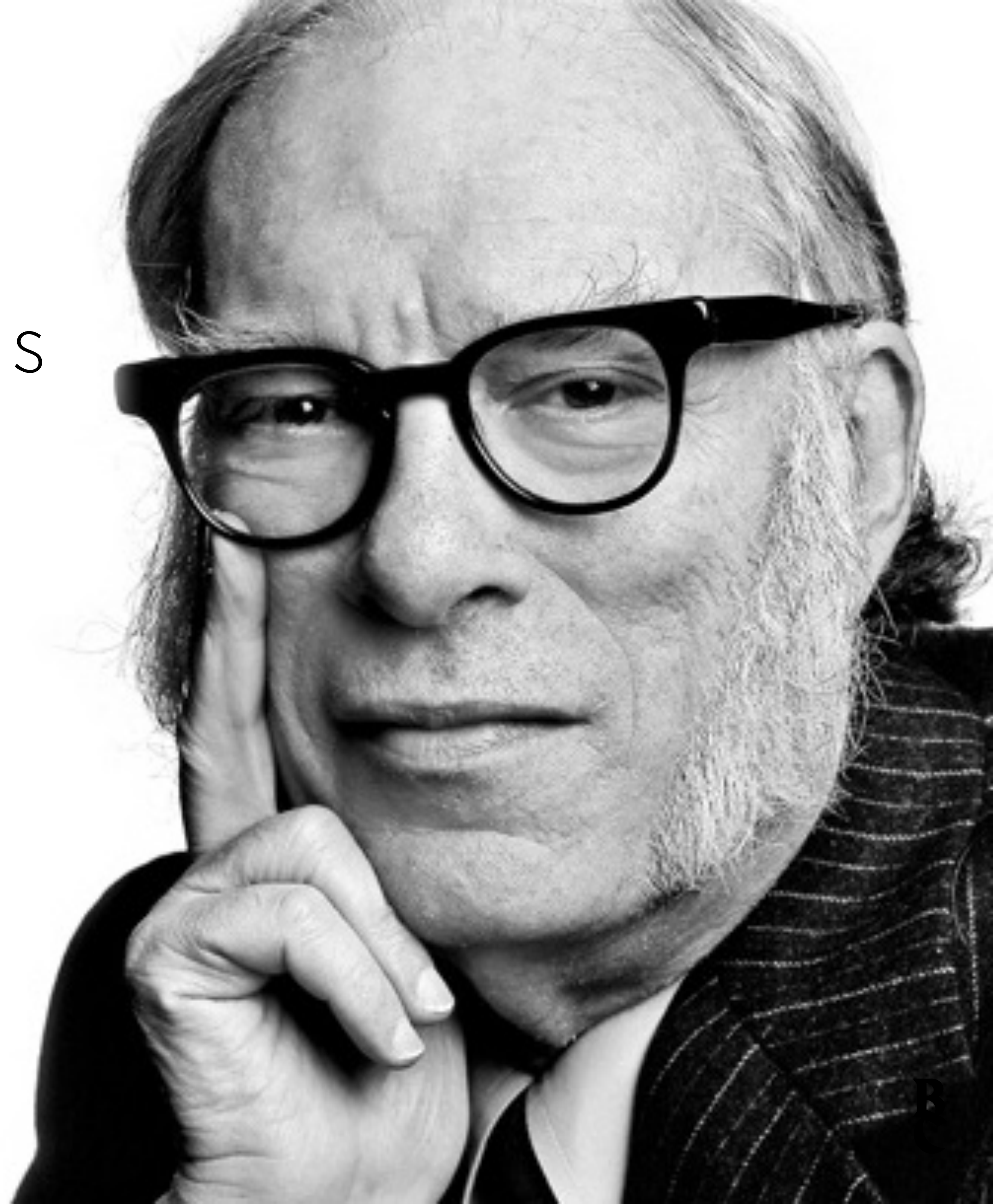
That's why we start with the
services we offer and then
explain who we are.

*Sorry, we cannot give up an opportunity to start with a wise-ass quote

“The true delight is
in the finding out
rather than in the
knowing.”

Wise and generally impressive human Isaac Asimov

Did you know that he wrote and/or edited more than 500 books? 500 books! So even if you count the earliest stuff at the age of 11 (eleven!) that comes down to 8 books per year for 60 years.



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Bureau
Crats of
Design

We are **Bureaucrats of Design**, a strategic design advisory based in Berlin and connected to talented folks all over the world.

Our services come in three flavors:
Strategic design, co-design, and
education.

Let's start with

Strategic design

Strategic design

What we mean by this

As proponents of open-source culture, and open-source everything, we define strategic design as decision-support. This means we look at a problem holistically. We accumulate all kinds of information, both public and proprietary, research findings, expert knowledge as well as crowd wisdom, then re-consider the solutions we create and if they truly serve our human needs.

If this sounds familiar, there is another term for it. **Systems thinking**

It goes a bit further than design thinking as it studies all interdependent parts of a problem space (system), drivers and influence factors. Sounds good, right? It really is but also a lot of hard work, patience and diligence.

Here's how we put our sane thinking approach to practice...

Strategic design

Tiny Audit

Expert review of 1 page and its place in the overall service.

We look at navigation, brand consistency, UX pitfalls and whatever calls to our awareness.

500 €

Full Audit

Deep dive into anything you throw at us. Website, app, conversion funnel, competitor review, you name it.

Basically, this is a systems view on what it is you do. Not just design but money, people, ecosystem, your entire delusions of grandeur :=)

5000 €

Check-ins

Have us check in with you or your design/dev team. Pick the brains of people who's advice you don't want to discard - without flying them in.

Think of it as your own special line to the Whitehouse, except our house is in Berlin and our proposals don't have to go through Congress. Okay, enough with the jokes.

100 € per hour

Fly-ins

Fly us in for an intense work session. Invite who else you want to join the session and let's embrace the creative chaos :-)

Ideally, we would take at least 3 days to work closely with your product team, run some tests and have a lot of fun experimenting.

(X days * X people) + expenses

Next up

Co-design

Co-design

What we mean by this

Co-design is close to what you are used to when hiring someone to create designs for you - except afterwards you'll feel a lot smarter, not dumber.

We believe the only way to create great products is together, with everyone involved, in an open form. This makes everyone a designer. In the end, design is function and choice, not only how it looks. What does it do? And for whom? Why? Is this the best possible solution?

Instead of pretending we know everything we do the opposite. We pretend we know nothing. This frees us (and you) from the assumption that whatever has been done before is great (or shit - both tendencies are common).

In co-design sessions we invite everyone to be a designer. Managers, support staff, your customers. And don't worry. We'll guide the process and take care of the polish.

Co-design

Co/D Session

Co-design sessions are mixed-team workshops on a mission to explore a specific design problem. The participants have diverse backgrounds to create a holistic view.

E.g. to explore solutions to mobility problems in urban spaces we'll invite urban planners, architects, biologists, sociologists and teachers.

Custom pricing

Continuous Co/D

Think of this as remote team members who do certain things for you. Or a lab you are running (at a fraction of the cost).

This could be an experiment to improve UX. Or a user test before a major feature launch. Or a weekly video session to sketch ideas on a virtual whiteboard.

Custom pricing

Last one

Education

Education

And last quote (pinky swear)

“A teacher is one who makes himself progressively unnecessary.”

Thomas Carruthers

We follow a real world approach to teaching. In our research we like to accumulate and assess as many diverse topics and sources as possible to make sense of a given problem. We give in to the same curiosity when we teach others. It's not top-down but explorative, inclusive.

Your curiosity stems from and hopefully reflects your ambition. So let's not pretend your work, passion and learnings can be separated. Let's discuss areas you'd like to explore, tools to try and how it can fit into your ambition.

Education

Workshops

We run two kinds of workshops.
Deep-dive into specific problems you have, e.g. multi-device service design. Or ideation workshops to understand problem spaces and find new ways to solve them.

They can be on-site or at a location of your choosing.

Custom pricing

Coaching

Personalized development programs for designers and founders. We'll integrate learning goals into daily work activities.

Example: a brand designer working on a mobile app wants to learn UX. Based on the product release plan we'll identify areas where experiments benefit both the designer and the product.

Custom pricing

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Bureau
Crats of Design




MIX &
MATCH
CREWS

Bureaucrats are strategic designers
experience designers and positive
designers. Bureaucrats are open
designers and co-designers. Bureaucrats
are strategists. Bureaucrats are
researchers. Bureaucrats are
sociologists and psychologists.
Bureaucrats are public servants.
Bureaucrats are construction workers and
bus drivers. Bureaucrats are writers.

B
C

Bureaucrats are bikers. Bureaucrats are rebels. Bureaucrats are humans.

Bureaucrats have been created by this guy  as a breeding ground for ideas and experiments under the hopeful premise of open-source, open everything and positive design. And on the foundational believe that sane, strategic advice should be more accessible. We are a network of talented folks who use the best current thinking **B**

to solve the problems of our time. We have a systematic approach to problem-solving and apply collaborative research methods to tough questions. For this to work, we solicit the help of experts and Regular John's alike. The most value we can bring is by questioning everything. We accept the role of design in all of it. Certainly in the health of mind and body. And the way our systems present

themselves. We acknowledge the internet as today's fighting ground against the evil in the world. We pledge to support groups and individuals who strive for the protection of our freedom online and offline, who work towards a world that works for all of us. This makes Bureaucrats public servants. And we accept this stewardship and work hard not to compromise away our human needs.



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Yes, we are hip, young (new) and
 everybody wants to party  with us.

But...

We are serious about working in the open. So we will put more of our work into the public domain to free us from it and let others build upon it.


Anything we create will be on Github.
Our thinking on Medium.



Lastly, a mind game we want to share

What can we learn from video games?

The list is also on [Github](#)

 If you push for it
better be focussed.

Be careful. But not too much.
Sometimes you need speed and
agility not do die.

Even if not,
being
cautious
and
hesitant,
things will
take forever.



Careful
on the
elevator


There are always rules.
There are always loopholes.

    Keep some energy for tough times.

 Unicorns are bitches.


Don't play with
effervescent assholes.




There is no
escaping the .

Flying a
helicopter
is
hard. 

Be quick 

 Co-op is a
different game. 

Monkeys
 are
fun.

Enjoy your
streak
while it
lasts.   

Get good first, then
develop your own style.



Thanks for skipping through ;=)

love@bureaucrats.co

A photograph of a brown monkey sitting on a concrete ledge, looking out over a city and a large body of water. The monkey is positioned in the foreground, with its back to the camera. The city below is densely packed with buildings, and the water is filled with ships and boats. The sky is hazy and yellowish, suggesting a sunset or sunrise. The text "Bureau of Crats" is overlaid on the image in a large, bold, black serif font. The word "Bureau" is on the top line, and "Crats" is on the bottom line. The word "of" is smaller and positioned to the right of "Crats", and "Design" is below "of".

Bureau Crats

of
Design