Build Engaging Solutions Across Power Platform Using Human-Centered Design Principles

Job mapping

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Job mapping part 1:

- Transfer your job stories to post-its (1 per job/idea)

- Think about the steps around the job being performed, (these are your categories)

- Map the post-its to categories

TIPS: think about

- Actors (job performer)

- Key end-to-end scenarios (use case)

- Product phases (capabilities)

- Touchpoints and workflows – terms of interaction

- Opportunities – how we might address pain points

What is a journey map?

- A journey map supports an **alignment** of **human-centered design** and **business objectives** from the perspective of a specific user type(s), to illustrate the role design plays in helping business leaders and stakeholders reach those objectives.

- It captures the **broader context** in which a product is used. It helps us see gaps, areas of risk (e.g. for churn), and opportunities in the touchpoints that we might otherwise neglect.

What is a journey map?

- **Why is it important?** It captures the **broader context** in which a product is used.

- By highlighting user experiences that exist outside of what we have in the product today, we can understand **external influences** that affect how users interact with our product.

- It helps us see gaps, areas of risk (e.g. for churn), and opportunities in the touchpoints that we might otherwise neglect.

How does a journey map relate to JTBD?

- JTBD is a framework that provides a **lens** through which to understand **value** creation.

- Understanding the **broader context** of product usage (i.e. social and emotional jobs), in additional to functional jobs, can bring coherence and clarity to **reduce transitional volatility** in our products. Journey maps can paint a thousand words in one key frame, enabling our teams to **consume complex data** more easily.

Job canvas

JTBD / Mental model													
Functional													
Social													
Emotional													

Desired Outcomes

Actors													

Phases	Push	Pull	Define	Locate	Prepare	Confirm	Execute	Monitor	Modify	Conclude	Review	Purchase
Tools/ touch points												
Pain points/ Opportunities												

Job Map components

1. **Job stories** may comprise of functional, social (how they are perceived externally), and emotional jobs (how they feel).

2. **Desired outcomes** describe what problem will be solved when a job is done successfully.

3. **Actors** are primary user types for each job, and other stakeholders who are vested in getting that job done.

4. Each product has a distinct set of **phases** that typically begin <u>after</u> a user has determined a need to hire a product to get a job done. As such, the journey map extends beyond the in-product experience to capture the broader context.

5. **Touchpoints** describe a typical workflow of how a user does a job. Similarly, what **tools** they use for getting each job done can go here.

6. **Pain points** a user experiences, and **opportunities**.

Job Mapping Part 2: Related jobs

Overlay the Power Platform's core jobs onto the known jobs you want to solve
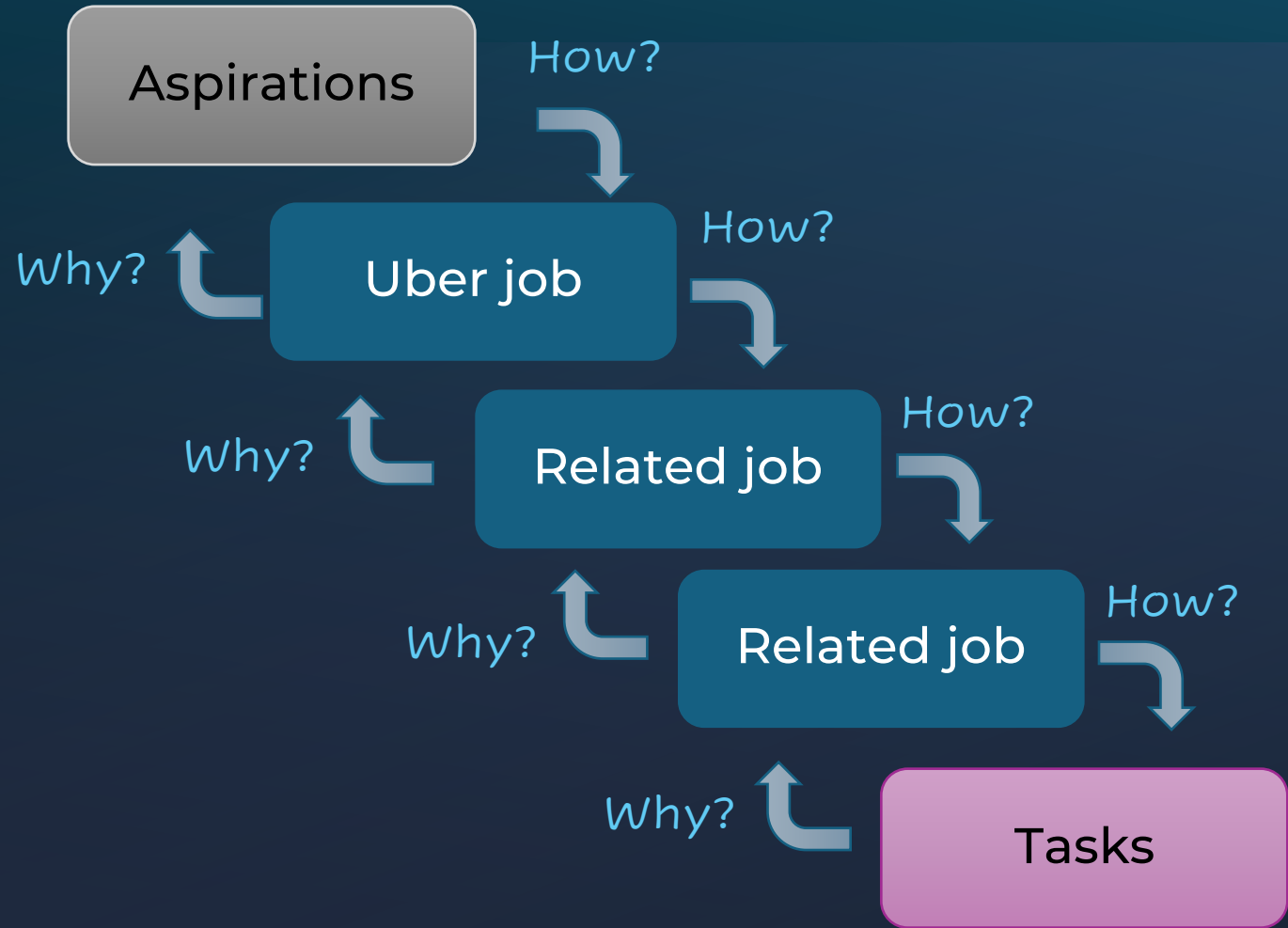
Think about

- Touchpoints and workflows – one to one, one to many, many to one

- Where could AI help?

- What are the biggest blockers? (not just functional, but can also be social and emotional in nature)
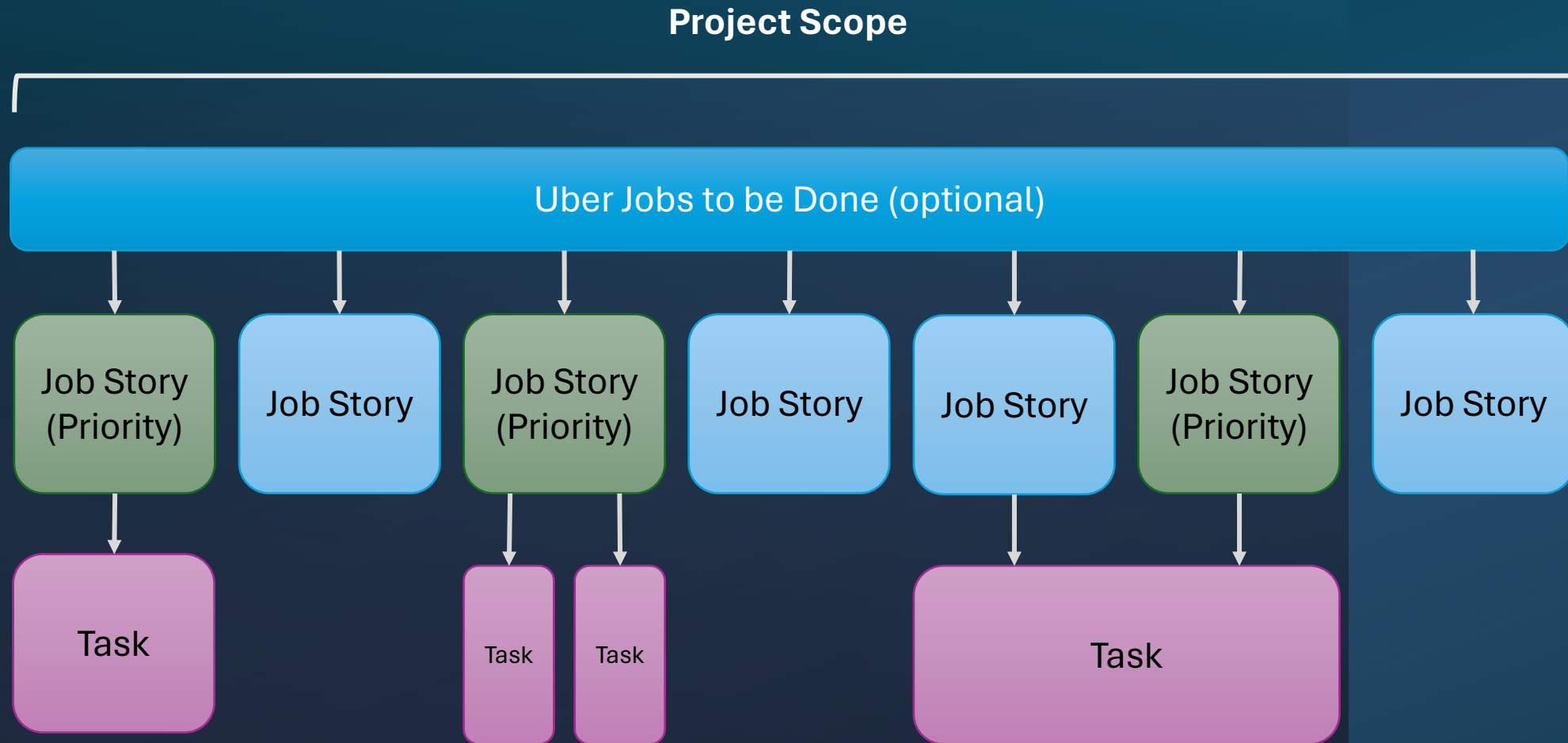
Altitude of jobs

Ask "Why & How" to determining job level

Aspirations

How?

Uber job

How?

Why?

Related job

How?

Why?

Related job

How?

Why?

Tasks

Why?

How?

Why?

Job hierarchy

Project Scope

Uber Jobs to be Done (optional)

Job Story (Priority) — Job Story — Job Story (Priority) — Job Story — Job Story — Job Story (Priority) — Job Story

Task — Task — Task — Task

Job Mapping Part 3: Jobs to Capabilities

Flip the Power Platform cards with product capabilities side facing up.

Think about

- Any "A-ha" moments

- What surprised you?

- What are your blockers if you were to implement the idea tomorrow?