Innovative, Iterative, Interdisciplinary! Journey to Design Thinking.

KMD | SAP Innovation Challenge April 2016

"Empathy is the key for better [software] solutions."

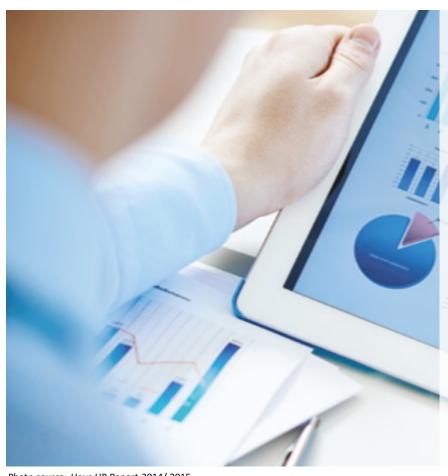


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"Design Thinker" since 2012 China, India, GB, USA, Switzerland, Netherlands

SAP <u>Mentor</u> since 2014 in my role as DT Expert

Challenges for enterprises in a digitized world

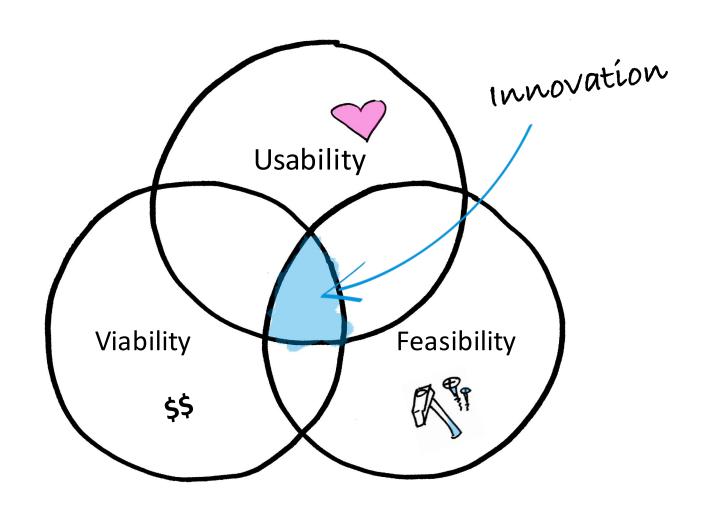


- Highly volatile markets
- Fast proceeding technological developments and lacking technical competence
- Cultural and social transformation
- Need for new business models
- Shorter product life cycles
- IT is no longer 'only for experts' –
 Industry 4.0 requires Leadership 4.0
- Innovative, agile, social competence, user centric

Photo source: Hays HR Report 2014/2015



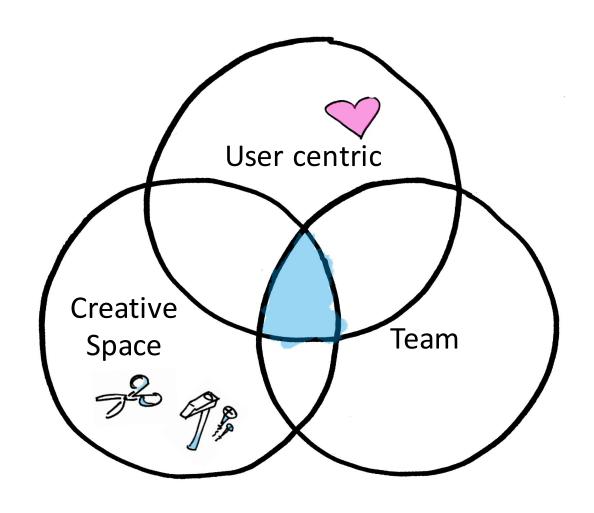
Design Thinking | Dimensions



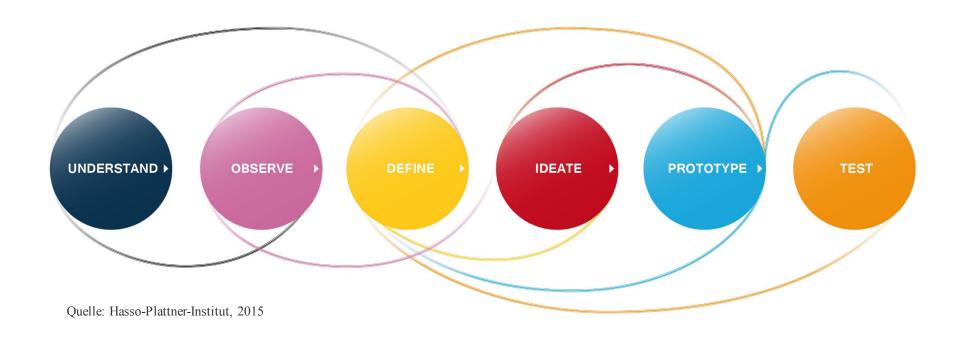
"Design Thinking can be described as a discipline that uses the designer's sensibility and methods to match people's needs with what is technologically feasible and what a viable business strategy can convert into customer value and market opportunity."

-Tim Brown, CEO and president of IDEO

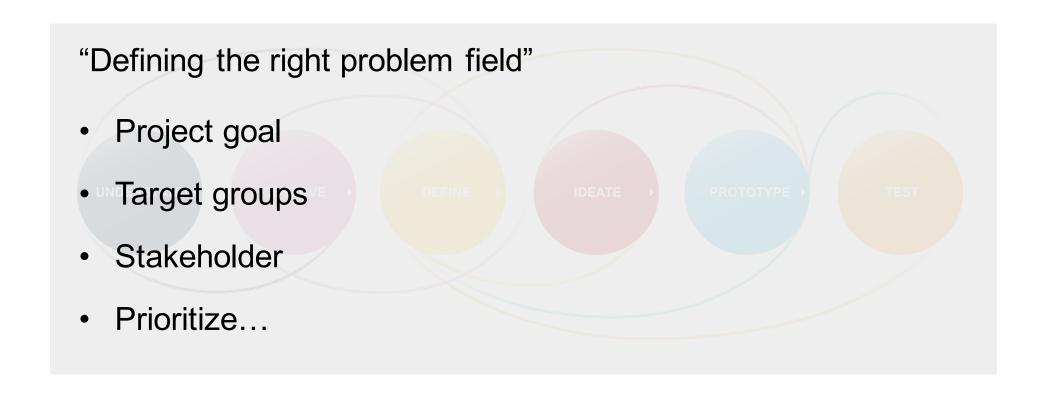
Design Thinking | Ingredients



Design Thinking | The Process



Understand...



Understand...

Finding the right questions – methods • Kick-off workshops • Content analysis • Desktop research • Market analysis

Observe...



Explore the problem space – value-free & neutral

- Observe perceptions
- Explore needs and opinions of the target group concerned
- Collect facts and artifacts

Observe...



Explore the problem space – methods

- Qualitative interviews
- Focus group discussions
- Quantitative surveys

- Observations
- Shadowing

Define (Synthesis)

Define – knowledge sharing

- Abstract and summarize observations
- Identify correlations
- "Define the perspective (of the user)"

Define (Synthesis)

Define – methods

- Persona
- Storytelling
- Sequence Models
- Use Cases

- Interaction Cases
- Storyboards
- Flow Models

Ideation

Explore the solution space – "storm your brain for ideas"

- Collect ideas as visual as possible
- Go for quantity no evaluations yet!
- Apply creativity techniques

Ideation

Explore the solution space – methods

- Brainstorming
- Brainwriting
- Mind Mapping
- 6-3-5 Method

- Future Perfect Thinking
- 6 Thinking Hats

Prototyping

Fast prototyping – "fail early & often"

- Select ideas
- Concretize and find new insights
- Discard prototypes
- Pursue useful prototypes

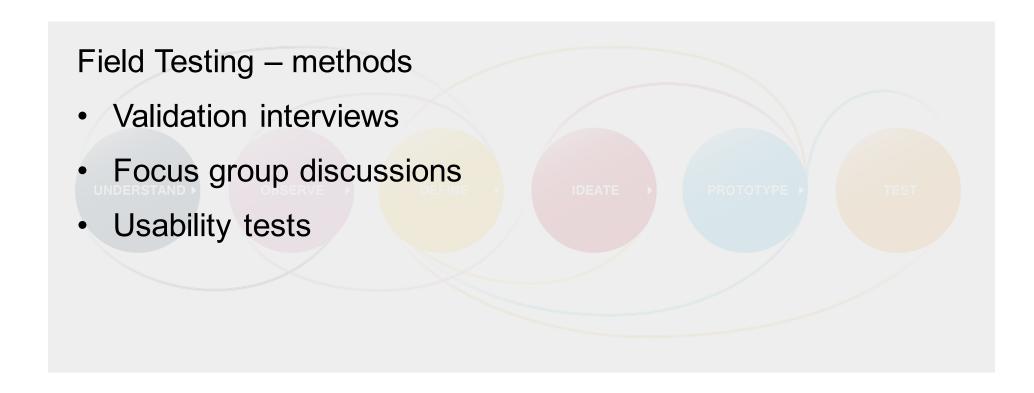
Prototyping

Fast prototyping – methods

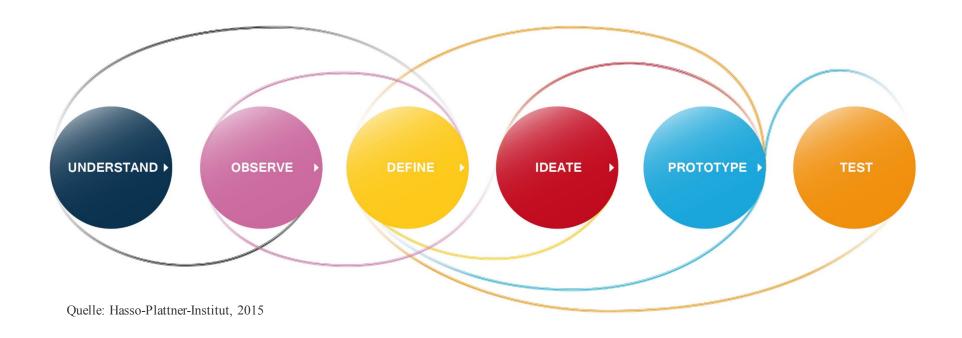
- Paper prototyping
- Wireframes
- Click dummies

- Visual prototypes
- 'Scenic' prototypes

Testing



Design Thinking | ..it's your turn now ©





References

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