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Introduction

Issues that Huawei Mobile Company is trying to solve

The biggest issue faced by the company was the ongoing trade war between the United States and China. It lead to the forbidding of Huawei from using American-made technology as well as pressed supporters by the US government. Huawei company has started developing its operating systems and chipset to replace American technology. The company has also made significant expenditures on research and development, intending to enhance existing products and develop new ones that can compete with its competitors. Another emerging problem that Huawei has been trying to tackle was its cybersecurity prestige. The Us government and other countries have tried to accuse the company's product of showing a threat to national safety due to their alleged links to the Chinese government. Although facing many obstacles and competing with existing competitors, Huawei continued to the innovation of new products and involve new technologies. Restriction made by the United States had create a lot of impact on Huawei's smartphone business (*Huawei Marketing Gap Analysis* 2023).

Realization of the Gap in Design Thinking Approach

It is difficult to determine exactly at which design thinking approach to innovation is failing to be utilized in business without conducting a full analysis of Huawei Mobile Company's practices and goals. Yet, there are certain potential places where gaps may develop given the common challenges firms face when employing design thinking. But, in general, issues with implementing design thinking include a lack of knowledge or support from leadership, difficulties using the approach to solve complicated issues, and insufficient employee training and support. For their teams to successfully adopt design thinking in their innovation processes, Huawei could benefit from investing in training and development. Furthermore, creating an environment where failure is viewed as a learning opportunity rather than a setback can promote more creative problem-solving and experimentation (*Customer stories* 2023).

Creativity and Innovation

Myths

Figure 1: Myths

MYTHS(CREATIVITY AND INNOVATION) INNOVATION CREATIVITY IS INNOVATION ONLY REQUIRES A ONLY FOR ARTISTS HAPPENS WITH BIG "EUREKA" MOMENT AND DESIGNERS **BUDGET** Huawei has shown that Huawei has shown that Huawei has demonstrated innovation can happen on creativity is a critical skill for that innovation is a any budget, by using design everyone in the organization, process, not a single thinking to solve problems in not just those in arts or moment. By using design creative and effective ways. design departments. The thinking, the company has The company encourages its company encourages its shown that innovation can employees to think employees to think happen through iterative creatively, regardless of creatively and to bring new experimentation, testing, their resources, and has ideas to the table, regardless and improvement, rather demonstrated that great of their role or department. than relying on a single, ideas can come from brilliant idea. anywhere within the organization.

Traditional Thinking and Design Thinking

Figure 2:Traditional Thinking Vs Design Thinking

Traditional Thinking	Design Thinking
Efficiencey	Empathy
Minimizing risk	Understanding customer needs and wants
Incremental Improvement	Unique customer experiences
Stability	Innovation
Reliance on proven practices	Experimentation and iteration

Design Thinking Approach (Action Phases)

Understanding the user's wants, goals, and pain areas is the main purpose of the empathize phase. This entails performing research and acquiring information using a variety of techniques, including user feedback, interaction, immersion, and observation. However, in general, common challenges with implementing design thinking include lack of understanding or buy-in from leadership, difficulty in applying the process to complex problems, and inadequate training and support for employees (huawei, 2022).

Figure 3 Action Phases

		ACTION PHAS	SES	
EMPATHIZE	DEFINE	IDEATE PROTOTYPE		TEST
This phase involves gaining a deep understanding of the user and their needs through research and observation. Huawei may conduct surveys, interviews, and field studies to gather insights into the pain points and frustrations of its customers.	This phase involves synthesizing the insights gathered during the empathy phase and defining the problem that the design process will address. Huawei may use these insights to identify the root cause of customer frustrations and to create a problem statement that will guide the rest of the design process.	In this phase, Huawei will generate and evaluate potential solutions to the problem defined in the previous phase. This may involve brainstorming sessions, sketching, and creating prototypes of potential solutions.	This phase involves creating a physical or digital representation of the solution to be tested with users. The prototype should be simple and low-fidelity, allowing for rapid iteration and testing of potential solutions.	In this phase, Huawei will test the prototype with a subset of users to gather feedback and validate the solution. The feedback will be used to refine and improve the solution, which will then be tested again until a final solution is identified.

Empathize

Empathize-Observation

Figure 4 Empathize -Observation



Empathize in design think is to understand other feeling and point of view and behaviors of end user. Huawei empathize observation reflects its strong market position, customer focus and technological innovation. The US restrictions have posed serious problems for the Huawei mobile company, limiting them access to vital markets and technologies and causing a fall in sales and market share (*Building a fully connected, Intelligent World* 2022).

Empathize-Engagement

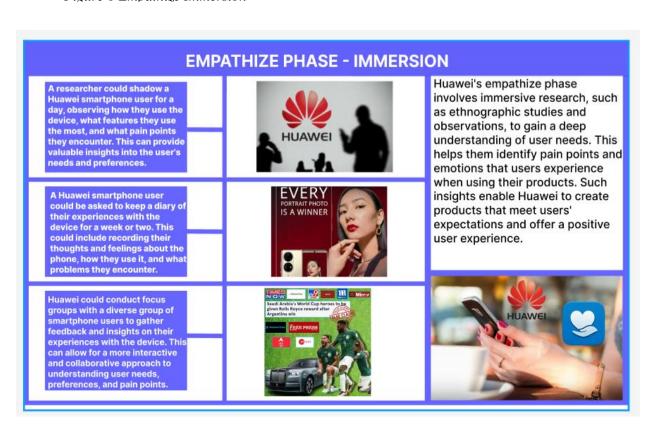
Huawei demonstrated empathy by constantly listening to customer feedback, fixing problems, and creating products with user needs in mind. They give great importance to getting to know their clients well and understanding their perspectives.

Figure 5 Empathize Engagement

EMPATHIZE PHASE - ENGAGEMENT Huawei engages with customers Huawei values user by providing innovative and feedback and wants to reliable technology, offering improve their products, excellent customer support, and seeking engagement through user interviews to conducting regular surveys and better understand their user testing to improve their needs. products. They also listen to customer feedback and use it to Huawei believes in inform their product development, collaborating with ensuring they meet the needs and customers for co-creation, expectations of their customers. ensuring products are tailored to meet their needs and preferences. HUAWEI Huawei encourages open feedback forums to create a two-way dialogue with users, and to identify areas for product improvement.

Empathize-Immersion

Figure 6 Empathize Immersion



Huawei empathize phase involves immersive research, such as ethnographic studies and observations, to gain a deeper understanding of user needs.

User feedback

The user feedback received throughout the design thinking process can be used to support or challenge assumptions about the needs, wants, and behaviors of the target user. In the end, consumer needs and preferences will define the phone's brand and model. Make an informed option that meets your demands by doing research and reading reviews from many sources.

Figure 7 User Feedback

USER FEEDBACK CUSTOMER PROFILE Hari Shah, 28 · Have one child Software Engineer Like to use new type of mobile phone Using Huawei Y6's Model · Dislikes the costly phone **QUESTIONS TO ASK:** Why do we ask those question? List of questions • This question sets the context for the discussion · What is the ongoing trade war between the United on why Huawei is affected by the trade war. States and China? • To explore the specific reasons why Huawei has Why has the US government banned Huawei from been targeted by the US government. using American-made technology? To know the impact of the ban on Huawei's ability · How has the ban affected Huawei's business to conduct business and the potential operations? consequences on its market share and revenue **USER FEEDBACK** Insights/ Actions Observation and feedback Increased awareness and concern about the · Most Huawei product are being advertised potential impact of the trade war on global · Increasing the camera quality and adding the markets and economies. more storage and increasing the ram size Fear and uncertainty regarding the impact of Good to use and affordable and fulfile the the Huawei ban on their own mobile device requirements usage and data security. Invest in research and development to improve their technological capabilities.

Customer Persona

A persona is created throughout the design thinking process to aid designers in empathizing to its target users, understanding their requirements and routines, and creating products that comply to their unique needs. A persona is created throughout the design thinking process to aid designers in empathizing to its target users, understanding their requirements and routines, and creating products that comply to

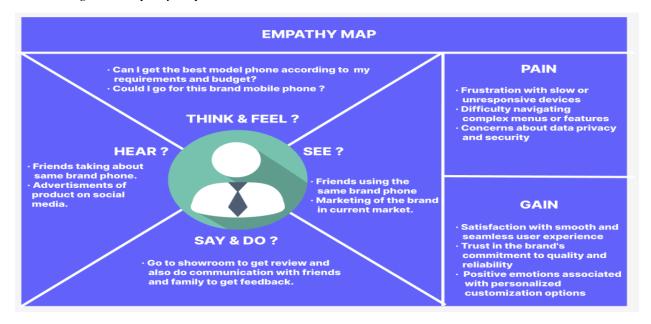
their unique needs. It also helps to guarantee that the final product is customer and provides a positive user experience.

Figure 8 Persona

PERSONA		
NAME:HARI SHAH,28		
PROFILE/LIFESTYLE	CHARACTERISTICS	
 Senior Software Engineer, Married Exploring the technology is his passion Owns an apartment in Chitwan 	 He is a good listener and enjoys having meaningful conversation with people Active and have good communication skills . 	
GOALS/AMBITIONS	BEHAVIOURS/HABITS	
He want's to advance his career and become a top software engineer in his compnay	 He enjoys reading tech blogs. Have a intention to know about new things Up to date about technology 	
FEARS/CHALLENGES	INFLUENCERS & ACTIVITIES	
 Hari is concerned about the impact of technology on his childrens. Hari struggles with work-life . 	 Hari is influenced by his family and colleagues. Hari also volunteers at a local charity and participates in community events 	

Empathy Map

Figure 9 Empathy map



It is a road map designed to comprehend and share the experiences of customers. The Huawei mobile corporation can utilize an empathy map to assess and understand the viewpoint of its customers.

Huawei can benefit from empathy by being able to comprehend the requirements, wants, and problems of its customers. This can guide the creation of goods and services that more effectively satisfy those needs, boosting client happiness and loyalty.

Define

The Six Sigma Methodology's Define stage is the first stage, and it seeks to enhance business procedures by decreasing defects and variability. The goals set, scope, and stakeholders are identified during this phase, and a project is formed to guide the team's efforts. The Define phase establishes the framework for the remainder of the Six Sigma process.

Design Brief

Figure 10 Design Brief

DESIGN BRIEF

USER PRECEPTION/FEEDBACK

- Hari need a new model phone with affordable price having more storage and good camera qualities
- He wants the mobile having all features and with more storage

PROBLEM STATEMENT (POINT OF VIEW)

• Connection with Chinese government as well as prospective active participation in spying have resulted in negative response in market

DESIGN GOAL/ OBJECTIVE (HOW MIGHT WE)

 How might we make our product affordable forever one with high quality and less price and get the customer satisfication?

DESIGN REQUIUREMENTS

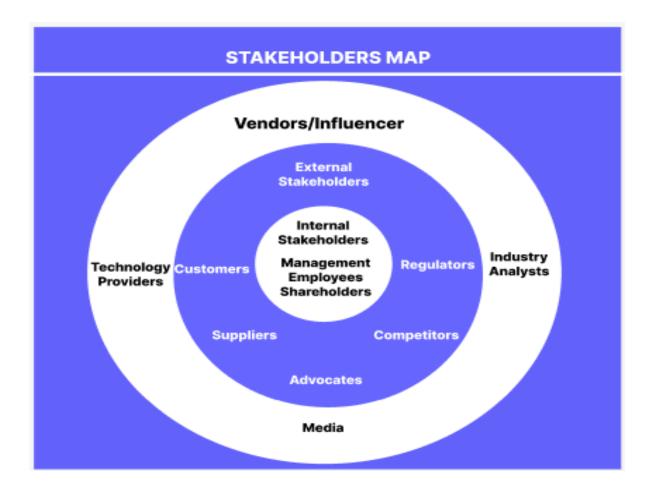
- Design should be intuitive and user-friendly, allowing for easy navigation and operation of the device.
- The screen should have high resolution, good color accuracy, and appropriate brightness levels for use in different lighting conditions.
- High-quality materials should be used to enhance durability and aesthetics.
- The battery should have a long life and support fast charging to minimize downtime and maximize convenience.

Stakeholders Map

Stakeholders map is the visual reflection of the stakeholder interest and their influences on project. Stakeholder are divided into internal and external stakeholders where internal stake holders

Figure 11 Stakeholders Map

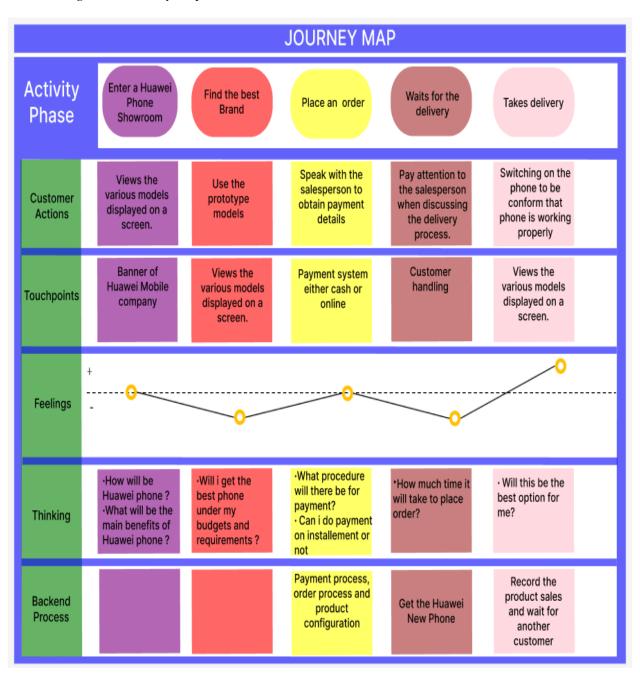
involve employees, management, and shareholders and on other side external stakeholders includes suppliers, communities, customers, and regulators.



Journey Map

This journey map reflects the journey of the customer from beginning to end phase as a customer, it shows that how the customer is engaged with the company. Also, the interaction done between the salespersons man and customer journey/experience with the company.

Figure 12 Journey Map



Context Map

The context map facilitates understanding of the limitations, relationships, and interactions of each subsystem with other systems. The context map provides a high-level perspective of the system's architecture and may be employed to identify potential weak points or dangerous circumstances.

Figure 13 Context Map

CONTEXT MAP				
TARGET USERS/ USERS NEEDS TECHNOL		OGY FACTORS		
 Elderly, aged 65 and above Living alone at home in village Young teenage childrens 	set for med • Health che		nealth, a mobile alarm can be cine schedule. k up from mobile . rens can know about technology	
BUSINESS FACTORS	TRE	NDS	UNCERTAINTIES	
 Competition with others mobile companies. Launch of new brands Government Regulations 	 Rising demand for new brands Durable Phone with more features and storage 		Rising demand for new brandsSecurity ConcernsSupply Chain Disruptions	
OTHER QUESTIONS ?				
What is the company doing to	ensure access to	key technologies	and components?	

• What steps is Huawei taking to overcome the challenges posed by the US trade ban?

Opportunity Map

Figure 14 Opportunity Map

OPPORTUNITY MAP

Opportunity to develop and market mass-market tech solutions that do not rely on US-made technology, catering to the growing demand for privacy and security.

Opportunity to collaborate with non-US tech companies, such as Huawei, to develop and promote joint solutions that meet customer needs and preferences.

Mass

Opportunity to develop and market home-based tech solutions that do not rely on US-made technology, catering to the growing consumer demand for privacy and security.

Opportunity to offer tech support and consultancy services to businesses and individuals affected by the Huawei ban, helping them to transition to alternative solutions.

Home Based

Retail

Opportunity to sell alternative, non-US tech solutions and providers to customers concerned about data security and the Huawei ban.

> Opportunity to increase sales of Huawei products in countries not affected by the ban, as the company seeks to expand its market share.

Area of Opportunity

Increased investment in research and development for alternative technologies that do not rely on American-made components.

> Expansion into new markets, such as Europe and Asia, where Huawei is not facing the same level of scrutiny and regulatory pressure.

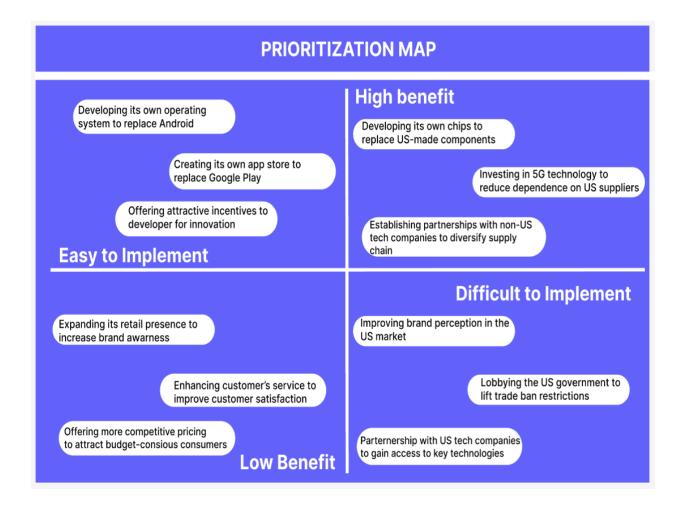
The above opportunity map shows the opportunity places for the Huawei Mobile Company according to the Retail based, area of opportunity, Home Based and in Mass that leads to innovation of the company.

Ideate

In this ideate phase Prioritization map, Affinity Map and Idea Evaluation is done for developing the new ideas. Brain Storming, experimentation, and exploration on the basic of different perspectives is done to come up with new solutions.

Prioritization Map

Figure 15 Prioritize Map

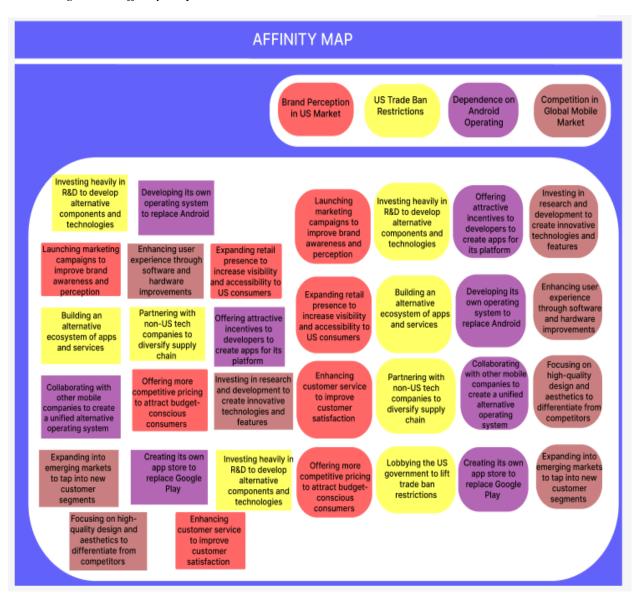


Huawei Mobile Business can identify the most important issues and opportunities and then rank them according to their likelihood of occurring and practicality using a prioritized map. By capitalization on the most promising innovations and increasing the likelihood of success, this strategy can direct the innovation process.

Affinity Map

Huawei can find trends and insights from a lot of data, like feedback from customers or market research, by using an affinity map. Huawei can find significant topics and prospects for development and problem-solving by arranging and grouping associated concepts.

Figure 16 :Affinity Map



Idea Evaluation

The Huawei Corporation evaluates concept ideas to determine the viability, impact, and potential of new product concepts. This assessment considers the possible market success, practicality, and effects on customers and businesses. Huawei wants to develop fresh concepts and launch new goods that will set it apart from rivals and satisfy consumer demand.

Figure 17 Idea Evaluation

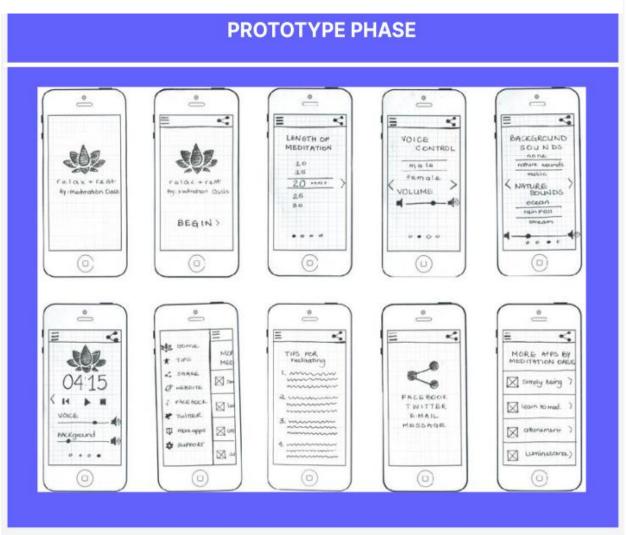
EVALUATION CRITERIA	IDEA A	IDEA B	IDEA C	IDEA D	IDEA E
Customer Impact	Unique experience, convenience of tablet and smartphone in one device	Interactive and immersive experiences	Appeal to eco- conscious consumers	Secure and transparent platform for managing data and transactions	Access to latest smartphone models and features without purchasing new device
Business Impact	Differentiation from competitors, new revenue stream, attract tech enthusiasts	Stand out from competitors, new revenue streams, strengthen brand image	Differentiation from competitors, enhance brand image	Differentiation from competitors, new revenue stream, enhance brand image	New revenue stream, increase customer loyalty differentiation from competitors
Potential Improvement	New innovations in display technology, battery life, and user interface	New innovations in mobile user interface and applications	New innovations in materials, design, and energy efficiency	New innovations in mobile security, data management, and financial transactions	New innovations in mobile financing and customer service
Feasibility	Developing a foldable smartphone is feasible for Huawei, given the company's resources and expertise in developing advanced smartphones.	Investing in AR technology is feasible for Huawei, given its resources and expertise in mobile technology development.	Developing eco- friendly smartphones is feasible for Huawei, given its resources and expertise in mobile technology development.	Developing a blockchain- based smartphone is feasible for Huawei, given its resources and expertise in mobile technology development and blockchain technology.	Launching a subscription-based smartphone upgrade service is feasible for Huawei, given its resources and expertis in mobile technology ar customer service.
Innovativeness	Differentiates from competitors, unique foldable design	Emerging technology, demonstrates commitment to innovation	Appeals to growing segment of eco-conscious consumers	Unique and secure mobile experience	Unique and convenient mobil experience.

Prototype Phase

Prototype

The Huawei Corporation assesses concept ideas to gauge their likelihood of success, significance, and possibility as new product ideas. This evaluation considers the likelihood of commercial success, viability, and effects on consumers and enterprises. To differentiate itself from competitors and meet consumer demand, Huawei seeks to create novel ideas and introduce new products.

Figure 18 Prototype Phase



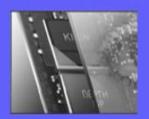
Storyboard

Figure 19 Story Board

STORY BOARD

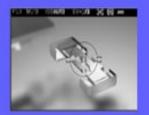














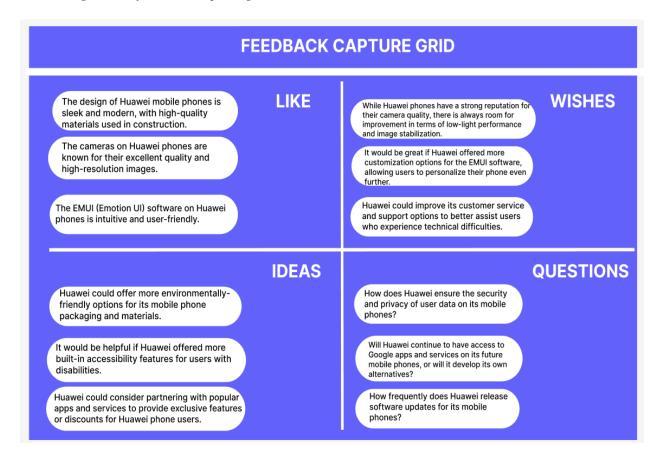




Test Phase

Feedback Capture grid

Figure 20: feedback Capture grid



To better future product creation and satisfy consumer needs, the Huawei mobile corporation employs feedback capture forms to obtain information from users regarding their encounters with their goods and services.

Observer's Note

Figure 21: Observer Feedback Note

OBSERVER'S ON FEEDBACK OF HUAWEI Y6'S

CUSTOMER PROFILE/BACKGROUND

- · Hari Shah, 28
- · Software Engineer, Married
- Interested in new brand Mobiles and with more features

PROS OF CONCEPT/PROTOTYPE

CONS OF CONCEPT/PROTOTYPE

- Ultra power saving mode is more better
- Long time battery capacity
- · Affordable by everyone
- · More features

- Hari Shah, 28
- Software Engineer, Married
- Interested in new brand Mobiles

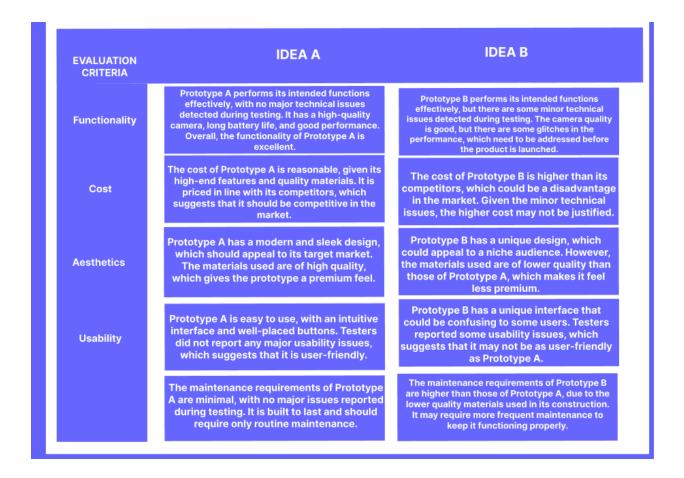
OTHERS FEEDBACKS

 Huawei should add more ram with affordable price mobile and should increase camera quality

Prototype Evaluation

Overall, Huawei's strategy of generating more reasonably priced smartphones with high-end characteristics has the potential to positively impact customers, improve business operations, and position the company as an innovative leading company. The idea's viability makes it a viable scheme for Huawei to continue pursuing in the future.

Figure 22: Prototype Evaluation



Impact of Design Thinking in Huawei Mobile Company

As it focuses consumer, empathy, and creative problem-solving, design thinking has most probably had a massive effect on Huawei mobile company. Huawei might have been capable of creating more inventive as well as user-friendly products which successfully serve customer needs and preferences by prioritizing these principles.

Figure 23: Impacts of Design Thinking

AGILE COLLABORATIVE **USER-FOCUSED RADICAL DEVELOPMENT CULTURE APPROACH** INNOVATION Design thinking's user-A collaborative culture Radical innovation may be Adopting an agile centered approach can necessary for Huawei to within Huawei can be development approach overcome the challenges instrumental in fostering help Huawei create that prioritizes user posed by the US trade ban. products better suited to a user-focused approach. feedback and By thinking outside of the By working together the market, identify new collaboration can help box and developing entirely across teams, opportunities, and Huawei quickly adapt to new technologies and departments, and with overcome the changes caused by the solutions, Huawei can technological limitations external partners, Huawei US trade ban. By potentially disrupt the can share knowledge, caused by the US trade constantly iterating and market and differentiate resources, and insights to ban through partnerships improving their products themselves from develop innovative and research and competitors. This approach and services, Huawei can solutions that meet the development. requires a strong focus on stay ahead of their needs and preferences of user needs and a competitors and better willingness to take risks and their target users amidst meet the needs of their experiment with new ideas. the challenges posed by customers. the US trade ban.

Critical Reflection on Achieved Achievement and Proposed Recommendations

Throughout the years, Huawei has grown into a leading global technology provider. But it has also been the subject of various debates and difficulties, notably with its purported connections to the Chinese government and data security fears. Huawei's technological and service contributions should be considered while thinking about the company's accomplishments. Several nations across the globe have adopted Huawei's 5G devices since the company is a pioneer in the field. The corporation has also spent substantially on R&D, and its innovations have helped push the telecoms industry and allied industries forward. Data security and espionage concerns have been a point of contention for Huawei. Huawei has been under fire for allegations that it has used its equipment to spy on governments and citizens of other nations; as a result, several countries have prohibited their usage out of worries for their citizens' personal information. Taking these issues into consideration when evaluating Huawei's offered suggestions would help guarantee that the firm will be responsible for its decisions. Suggestions may call for the corporation to be more open about its inner workings, undergo third-party audits of its data security procedures, and adhere to global norms in this area.

Reviewing Huawei's influence on society, as well as its accountability and obligation for safeguarding the security and privacy of its goods and services, is essential to a critical reflection on the company's accomplishments and offered solutions. In order to maintain its leadership position in the digital sector and earn the respect of its stakeholders, Huawei must address their worries about data security and transparency.

Conclusion

In summary, Huawei mobile has benefited from the implementation of design thinking. By taking a customer strategy for product creation, the business has managed to design mobile devices that fit the individual demands of its users, resulting in greater customer happiness and loyalty. Huawei has been able to promote an innovative culture, expedite its manufacturing process, and set itself apart from its rivals thanks to design thinking. Huawei can also create a design thinking team that will be responsible for implementing this approach across all the company's business units. Huawei could preserve its position in the market and increase its market share as a result. In a quickly changing technological environment, the use of design thinking has offered Huawei with a significant instrument for remaining ahead of the competition and continuing to build creative products that satisfy the increasing requirements of its consumers.

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