

Further reading

Richard Rumelt, **Good Strategy/Bad Strategy**

Lots more examples and advice on good vs bad strategy

Jared Spool, **Beyond the UX Tipping Point**

<https://www.uie.com/brainsparks/2016/05/26/jared-spool-beyond-the-ux-tipping-point-live/>

Becoming a user-centred organisation

Sophie Dennis, **The Art of Things Not Done, NUX5**

<https://www.youtube.com/watch?v=jh-hvPtqN54>

Product strategy with story-mapping and the Kano model

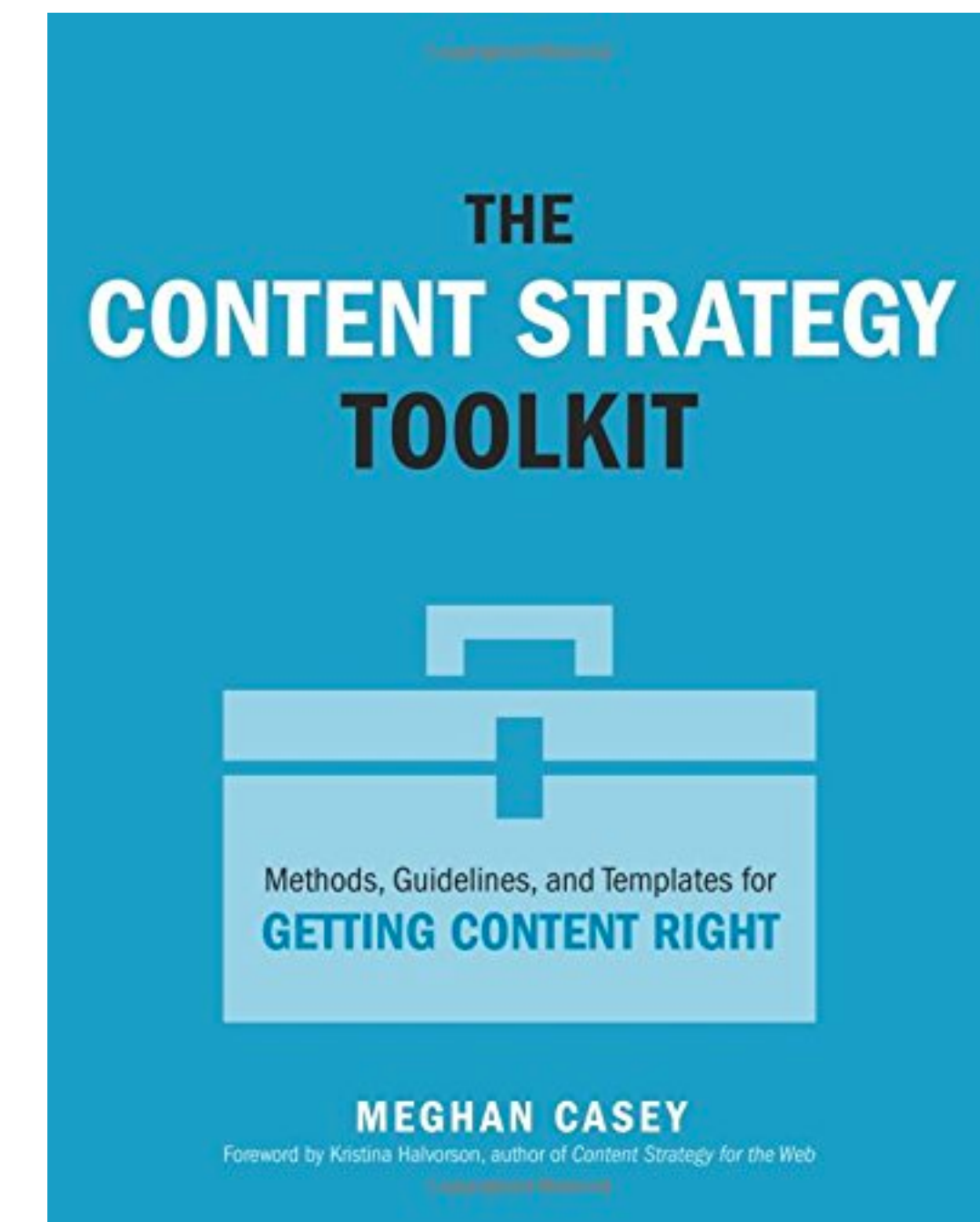
Megan Casey, **The Content Strategy Toolkit**

Advice, templates and methods for getting buy-in and working with stakeholders. Useful for any kind of design or UX project.

Dan Brown, **Documenting Design Discovery**

medium.com/eightshapes-llc/documenting-design-discovery-db14da1b0627#.24ud09pj0

More on structuring findings. He's also written a book about it.



Download the worksheets

<http://bit.ly/2FqWHeK>