

Hello. My name is Dug.

I was asked by a colleague whether experience design was an art or a science. I put my reply in a talk which I delivered to the BCS. I led the audience through a live cognitive psychology experiment (a demo of anchoring and adjustment) and explained how important love and empathy were to great experience creation.



I am an experienced Service Designer. I work with teams to help them deliver the best possible product and service experiences.

As designers we are privileged to be able to do this, and having the opportunity to make things better every day is why I get out of bed in the morning:-)

When I'm not guiding others, I'm busy hands-on creating multichannel service and product experiences.

My client-side experience has lead me to ground my UX work in CX and customer service processes.

This means that not only do I lead the creation of jaw-dropping products that customers fall in love with, I'm also mindful to connect business analysis and management information with analytics and commercial insight for more accountable results.

This is a sample of some of my work.

What's it like to work with me?

(Recommendations from LinkedIn: <https://uk.linkedin.com/in/goodlookslikethis>)

Director
Marks & Spencer Digital

"Dug is a visionary regarding the holistic customer experience, in particular with regards to pushing forward new forms of interaction and value exchange with customers"

Senior Vice President
Accenture

"Dug and I worked together for two years to create the Avanade Digital business in the UK. He did an outstanding job. He built a team from scratch, opened a number of new accounts and developed a pan Global network for the UK business. Perhaps most importantly, despite significant challenges, he started the company's change journey towards thinking about our customers' problems in a user-centred way."

Head of Design
HMRC Digital

"Knowledgeable, funny, geeky, articulate, artistic, and passionate - not just about user experience but about changing the world through empowering people to use technology to do what THEY want to do. One of the most remarkable people I have had the opportunity to work with."

Executive Design Leadership
EPAM San Francisco

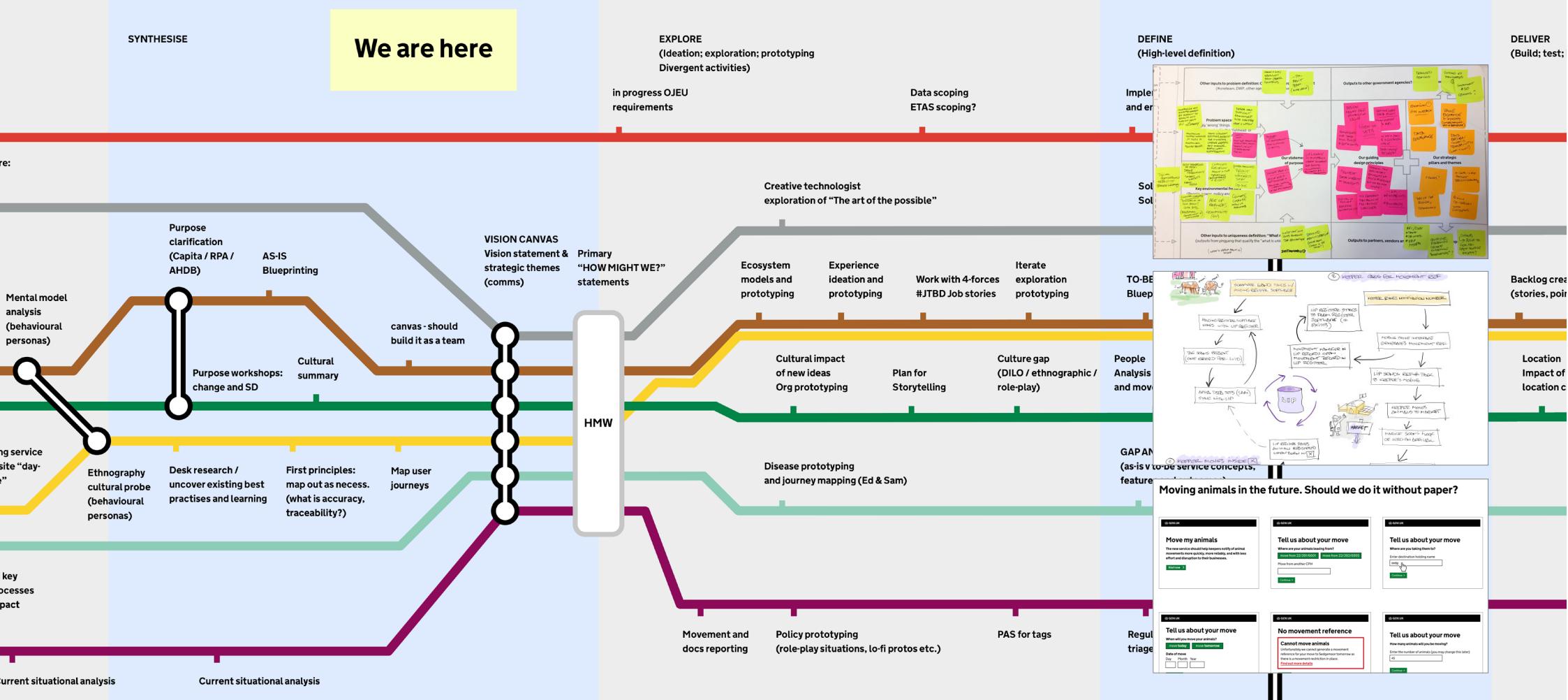
"Dug was tirelessly driven in the pursuit of delivering the best customer experience possible for Orange customers. His attention to the detail of the final design as well as the most efficient process for managing its creation and communicating his ideas exceeded expectation. A valuable member to any group or team working on cutting edge User Interface and customer experience design across any platform."

CTO
Tesco.com

"Dug is a passionate and innovative advocate for the customer experience. His technical knowledge is a strength in creating agile solutions and engaging with the IT function"

Director,
Aspect Consulting

"Dug delivers. He understands the gulf between technology capabilities and user needs; and always finds a way to cross it"



Defra Livestock Information Programme

Project situation

The LIP programme had been running for a little over two years when I joined the team as Lead Service Designer.

While many talented professionals were involved, there was no ‘glue’ holding them together and helping them to grow. In particular, there was little or no understanding of the “diverge/converge” design thinking process, and no guiding roadmap to bring together IT, data, policy and design workstreams. The design team was large and included four user researchers but had no framework with which to usefully frame their insights and develop them into initiatives.

Action and outcomes

I engaged on multiple levels, acting as trusted advisor to the leadership team, influencing stakeholders as appropriate, training the product team leads, mentoring, coaching, and transferring knowledge to the design team.

I communicated a programme-wide ‘tube map’ to explain to everyone what had to be done. First, I guided the team through a strategy phase to agree on the actual problem to solve and the strategic themes to focus on. After that, I guided the teams through a four-phase ‘double-diamond’ design process resulting in the delivery of a series of successful prototypes and an agreed specification for the service MVP.

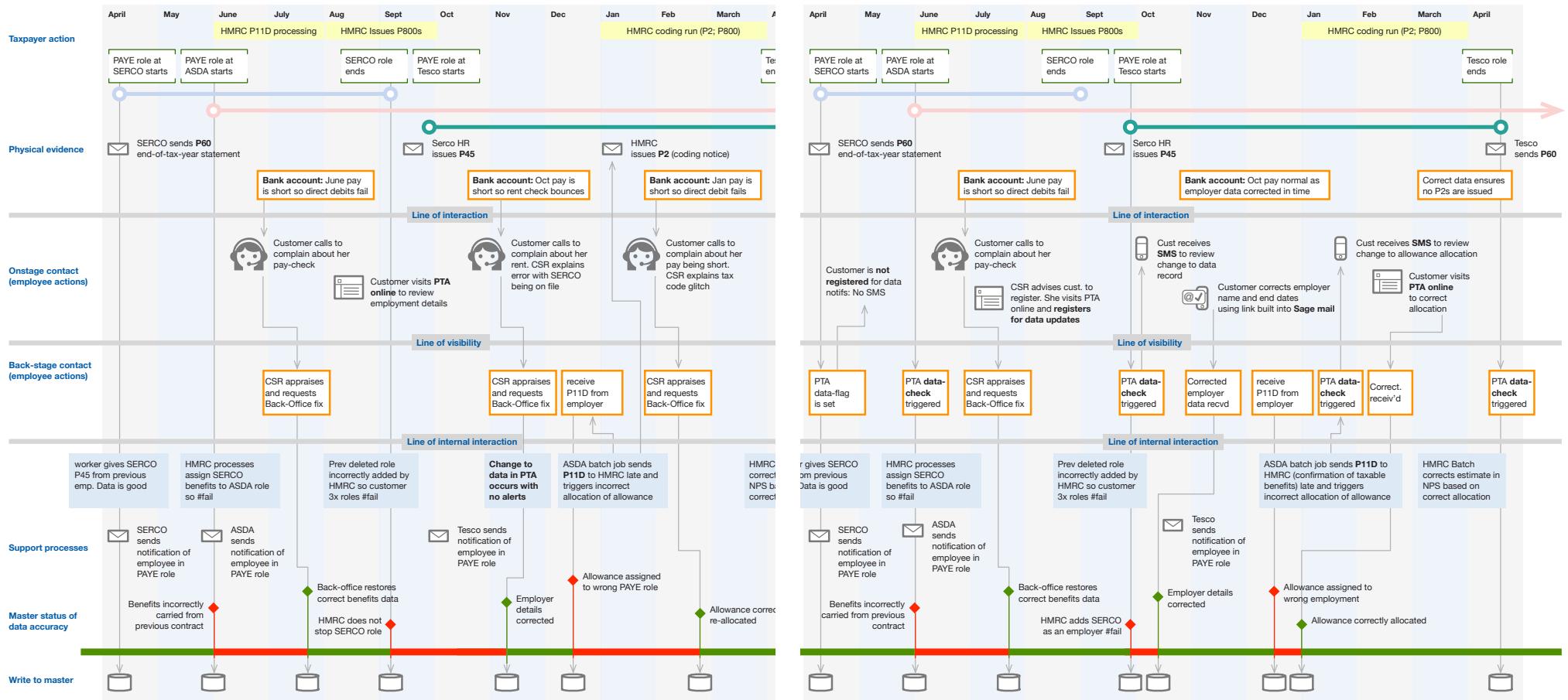
Activities

Stakeholder management
Strategy and planning
Workshop facilitation
Primary user research
As-is/to-be gap analysis
Agile ceremony design
Team mentoring
Service blueprinting
HTML coding

Above: Service design process showing organisational silos expressed as tube lines. Overlaid graphics: Vision Canvas; Journey flow diagram; prototype for user testing.

HMRC Personal Tax Account rethink

"As-is" and "to-be" service design blueprints of the Personal Tax Account service showing "moments of truth". These include: Registration for alerts will avoid call centre interactions; Reduced data errors will avoid triggering notification letters and ensuing support calls.



Project situation

The HMRC "Personal Tax Account" was suffering from a number of existential challenges. Owners and managers could not identify exactly what problem the service solved, nor could they pinpoint any specific needs it addressed.

Over time, it had become a portalised dumping ground for elements of tax code communications, PAYE, and pensions information display. This lack of clear purpose led the leadership team to kick off a phase of visioning work and I was recruited to lead this exploration.

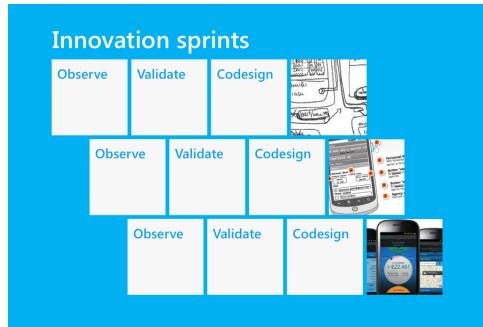
Action and outcomes

I was engaged as a service designer working across teams in the Newcastle Digital Delivery Centre. In order to bring together a large and complex network of stakeholders, I created design tools and led teams through strategy workshops: problem space; purpose definition; and vision canvas. These workshops resulted in greater clarity and a much simpler purpose statement centred on reducing costs while building citizen trust.

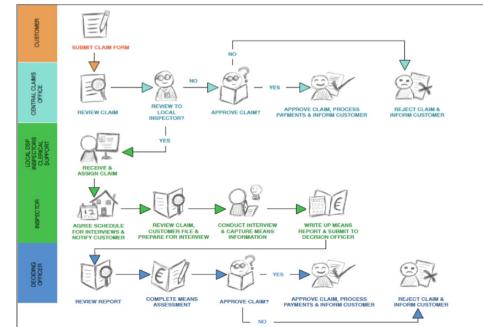
With the vision successfully in place, I expressed the as-is/to-be gaps in a series of service blueprints and wrote the next phase briefing with technical architects, business and delivery teams.

Activities

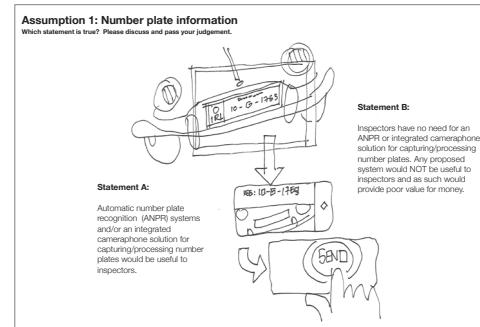
- Stakeholder management
- Strategy and planning
- Workshop facilitation
- As-is/to-be gap analysis
- Team coaching and knowledge transfer
- Service blueprinting



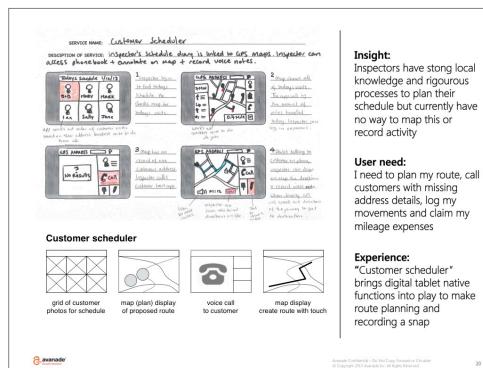
A new kind of business and service design consultancy engagement, the agile service innovation sprint. Sprints cycle rapidly between three phases, observe; validate; codesign. Checkpoints happen every two weeks.



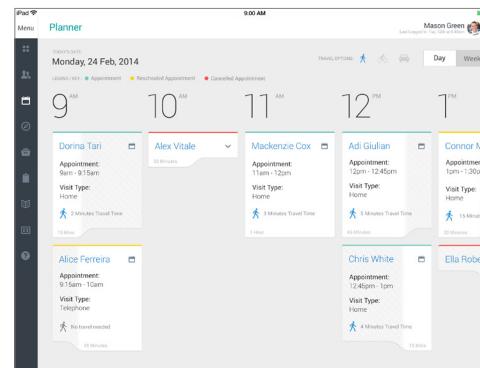
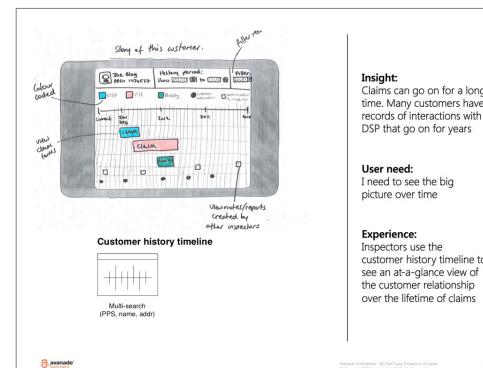
The DSP told us employees worked in different contexts so my team shadowed inspectors in urban, suburban and rural offices to ensure we took account of a full range of service usage contexts.



I created a new "cultural probe" design tool ("which one is true"). The outcome was insights fed into codesign were already approved by the users so they were more likely to adopt the services based on them.



Codesign outputs were mapped to insights using my "insight to experience" framework. I grouped the elements of the proposed solutions into design patterns. The customer had expressed a need to know "what app should I build?" and understanding the potential for both high adoption and high re-use was helpful for them. Once we had a candidate, that app was prototyped.



An Roinn Coimirce Sóisialaí (Dept. of Social Protection)

Project situation

This is the first time I helped a public sector customer execute a new kind of service design project: Agile service innovation sprints. The challenge from the Irish Department for Social Protection was that the team of inspectors were all over sixty and therefore would not tolerate a digital transformation. The fear was not only would the team simply refuse to use any new services but even if they did, the cost and time to train the workforce would be prohibitive.

Action and outcomes

Service design director. I framed the solution, defined our strategy and led the engagement. I engaged a team of two business analysts and three UX researchers and acted as a designer, shadowing workers, running interviews, creating workshop assets (including inventing new tools like "which one is true") participating in codesign and presenting our findings to the department's leadership.

Activities

- Define agency proposition and approach
- Stakeholder management
- Primary research
- Shadowing (day in the life study)
- Validation and codesign workshops
- Creative direction (for finished UI)
- Prototyping

Insight

From insight to experience

Customer insight	User needs	Experience concept
Financial services products are too complex	"I need to understand before I decide"	"Learning stack" structures information to gradually reveal complexity
Customers are mostly time-poor	"Why can't you work around my schedule or call me back?"	"360° viewpoint" All parts of the FPS are visually connected for rapid reference
Customers need trusted opinions	"How can I be sure this is the best product for me?"	"Social IFA" Information comes from trusted source supported by bank



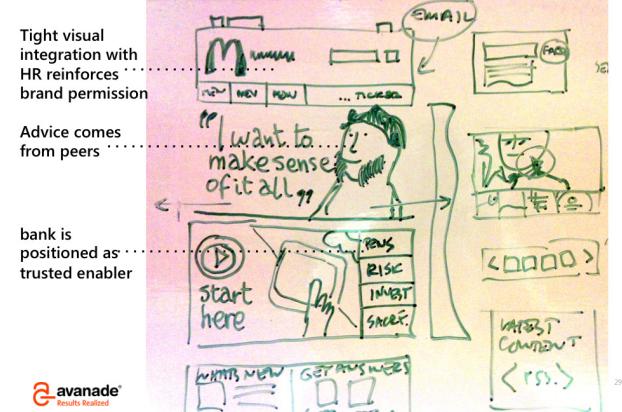
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OTHER (Gym Brights)

Under very tight deadlines I converted the insights into user needs, then proposed experiences I believed were most aligned and most likely to delight.

Concept

"Social IFA" concept



In the pitch document I explained and illustrated all three concepts but the "Social IFA" concept was a massive winner with the customer. You know you're on to a winner when the customer starts repeating the concept names.

Delivery

The concept in a nutshell is that because nobody trusts banks anymore, it's better to buy your pension from Colin in logistics. It's all about telling the story so I went with a fairly hi-fidelity comp.

Barclays workplace pensions

Project situation

This is one of those projects where things went strangely (starting in the wrong place, most of the work was done at 3am) but ended up with fabulous results. The challenge from the client was how to promote the uptake by their customers' employees of company pensions. Our approach was to analyse the market and consumer base, identify the most useful insights and then turn those insights into proposed experiences that would deliver the required uptake.

Action and outcomes

Creative director leading the pitch. I worked with planners and researchers, created the concepts and their UX then briefed UI a Visual designer. I was running a young agency and pitching against a top-5 creative powerhouse so was super desperate to impress.

On the day the client preferred our work, so happy team:-)

Activities

- Lead pitch
- Define strategy
- Creative direction
- Sketching, UX concepts and interactions
- Present to client

Mobile service provider call-centre improvement

Project situation

The client had invested heavily in a customised version of a tool to show call-centre operators information about customers from many sources in one place while they handled the support calls.

They were unhappy with the performance results, the challenge from the customer was "why hasn't my investment reduced my team's average call-handling time?"

Any solution I designed would have to leverage the existing investment in dashboard software customisation and ensure scalability and a high level of adoption by operators.

I had shadowed call-centre operators many times before and always found game-changing insights by simply listening-in and observing calls. It was no different at this customer.

Action and outcomes

I consulted on the customer's digital application creation process, helping avoid recreating the same problem in future services. I suggested changes to their project governance, so for example, BAs at this company had never challenged business stakeholder requirements.

I acted as UX Architect, working onsite with the customer and leading discovery and ideation workshops. My user research led to the discovery of a defining insight: It turned out that 80% of operators used the software in such a way as to hide the dashboard. In other words, no-one was even using the thing that the customer had already spent a large budget developing.

I redesigned the dashboard tool to replace show/hide behaviour with responsive behaviour and proposed innovative ways to summarise business metrics in a single row of controls enabling better usability and flexibility.



Operator workstation. CCA is not visible (compressed)

Responsive dashboard in fully extended mode.

Activities

Stakeholder management

User research

Contextual analysis

Day in the life study – shadow call-centre operators

UX concepts

Wireframe specification

Art direction

On the left, a screengrab from the new MVP (minimum viable product) website with focus on Nile's "why" statement. Dug made the right choices about what needed to be done first, how to cement the new proposition quickly and how to express the attitude and the thinking across social media.

Above, the messaging on social media including the linked LinkedIn activity around the new platform's readiness and the MVP status of the website. This initiative was a major part of reinvigorating client relationships and attracted many positive comments from customers.

Nile Service Design proposition transformation

Project situation

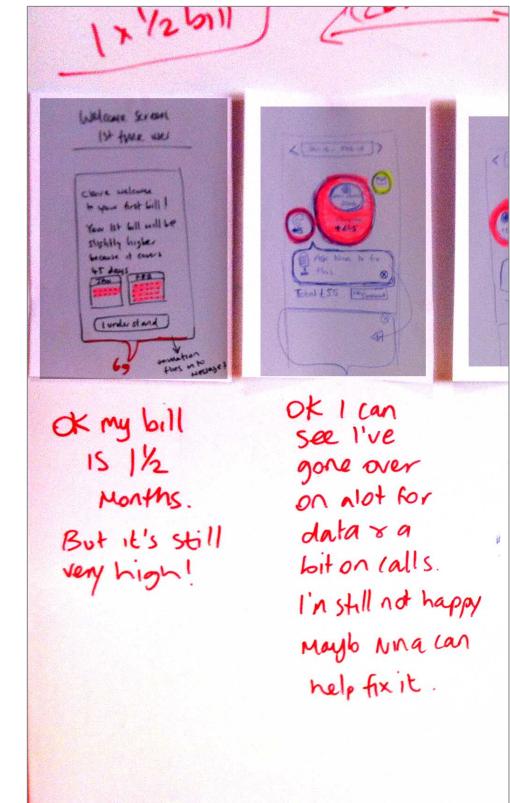
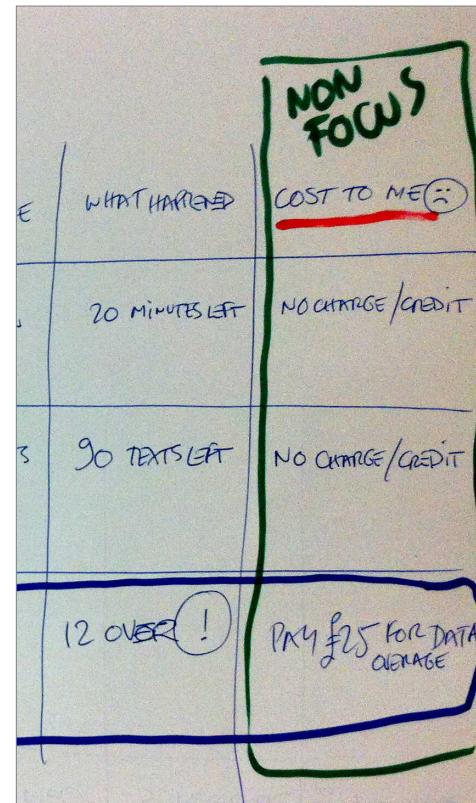
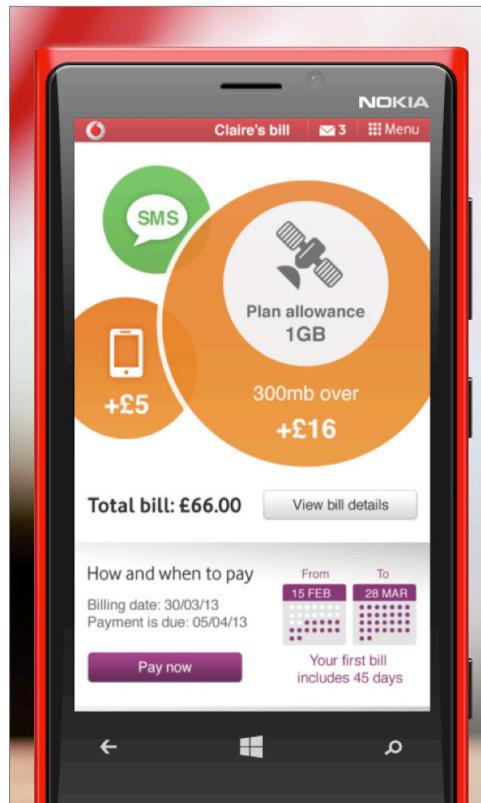
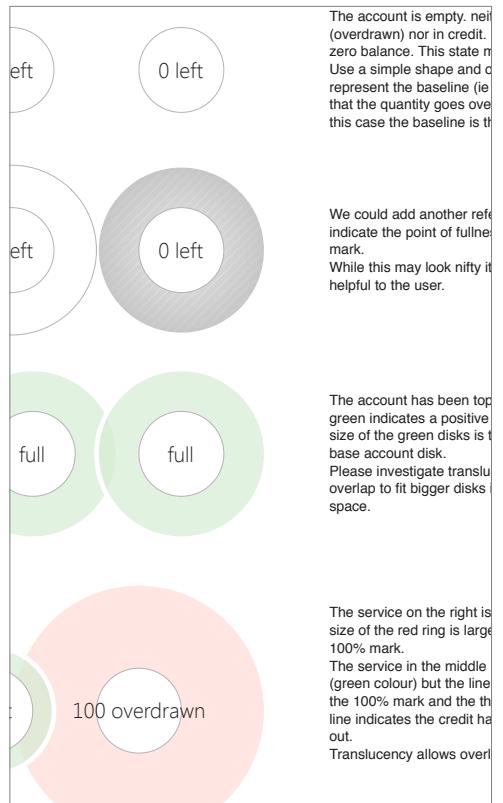
Nile had just completed two years of aggressive and profitable growth but was hampered by its perceived position in the market and was keen to overcome this challenge to be ready for the next phase in its development. To achieve this business readiness, the company needed to recruit the right people, transform its proposition and agree its strategic roadmap. Additionally, the result of all of this effort would need to be communicated in a coherent and impactful way.

Action and outcomes

Dug took an interim directorship with responsibility for giving new focus to the consultancy practise and during this period, he led the effort to redesign the proposition. Part of his programme of work was to lead the redesign of the website and social media presence. To deliver quickly and with the right outcomes, Dug migrated Nile's efforts from a traditional platform to a continuous deployment environment on GitHub and replaced the existing CMS with Jekyll, a static site generator.

Activities

- Define proposition
- Co-Define strategy
- Creative direction
- Copywriting for social and website
- Define solution architecture



Vodafone fix my bill with my finger

Project situation

Create a concept for Vodafone Group that the mobile operator could use to fuel its race to electronic self-care on the mobile platform and deploy to local markets.

The customer had already developed useful market and customer insights: A high percentage of call-centre volume globally was down to misunderstanding bill content, disagreeing with bill content or other billing query. Also, an important insight was that there was a spike in service requests during the first 90 days of the customer lifecycle.

I was able to convert these customer insights into user needs and proposed experiences that solved these problems while reinforcing the core brand message of "power to you".

Action and outcomes

Experience lead setting the strategy, writing the brief, joining in sketching and guiding delivery.

I proposed two ideas in the planning brief: First, that just because everyone is using data visualisation doesn't mean that customers understand it. I got the team to work on defining the precise meaning conveyed by the graphics as components went from the "out of focus" to "focus" states in order to remove as much information as possible.

Second, that people hate their mobile operator because they never preempt problems. Why should we make a fancy UI to describe a problem when we could use the same UI to fix the problem (as avoiding the problem in the first place wasn't realistic) in a way that hid the billing complexities from the customer and just let them know when things were OK.

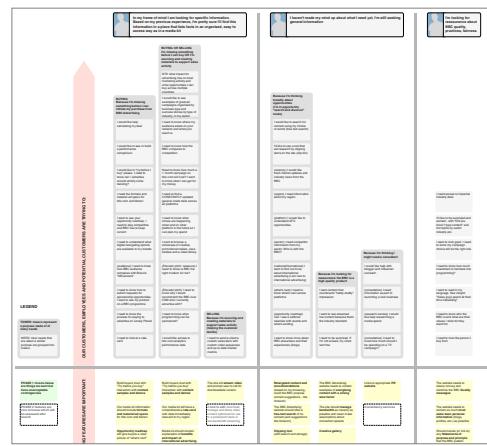
Activities

- Creative direction
- Stakeholder workshops
- User needs analysis
- Research
- Interaction design
- Wireframe specification
- Prototyping

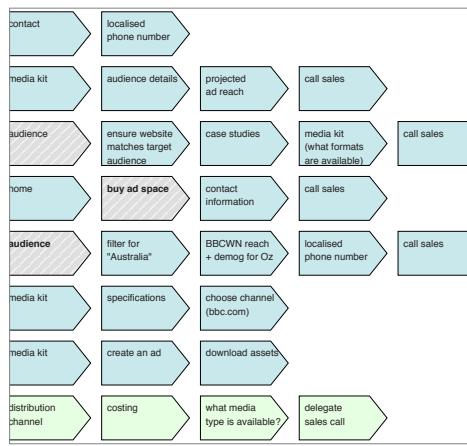
BBC value statement in White City



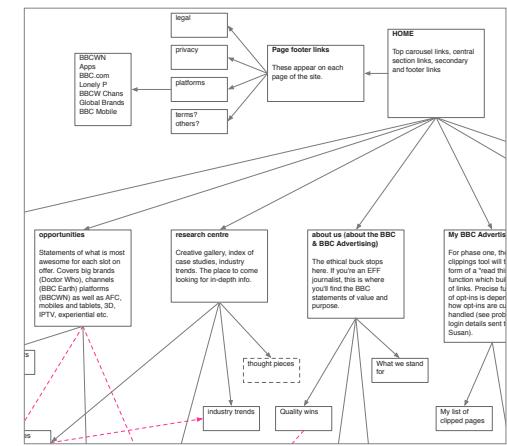
Mental model used to identify challenges and opportunities



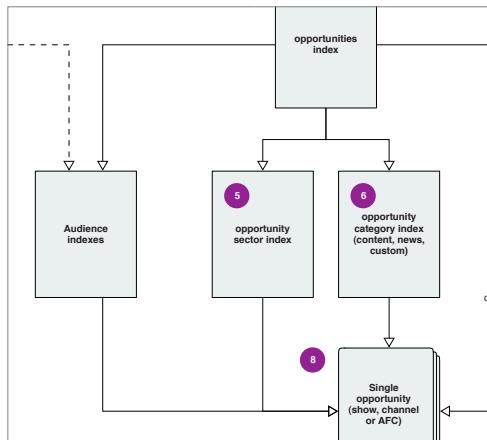
Task list for user testing. Completion of each UC is a pass



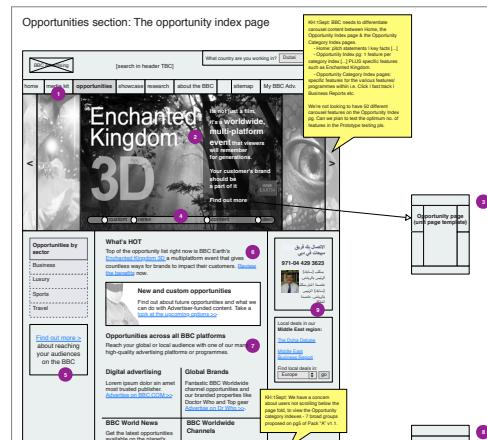
Analysis of journeys to identify most profitable cross-linking



User flows covered by wireframe specification



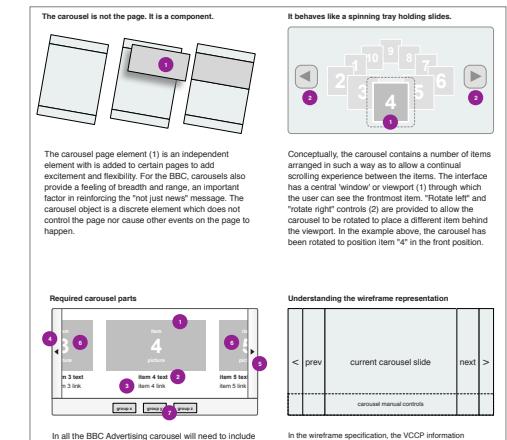
Instructions for personalisation of carousel data



BBC Marketing leadership join a 'design the box' workshop



CMS template and module structure for international



BBC Advertising user experience research

Project situation

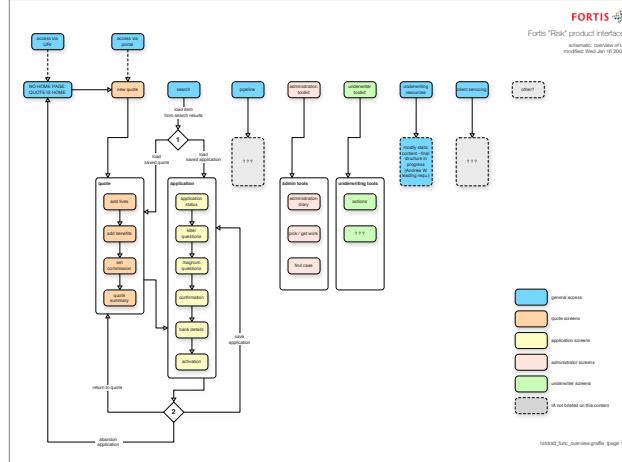
Create a unified portal for BBC Enterprises' non-UK ad sales. The core challenge of the project was defining an experience framework that would support the different global organisations under one banner. The single repository of sales support materials and presales support such as sales team details would allow global customers to experience a familiar "BBC" quality experience while finding all they expected from their local sales organisation.

Action and outcomes

Independent design consultant. This project is a good example of digital brand activation, as the core values of "trust" and "quality" needed to be conveyed in every part of the experience and the choices made in the design were based on digital planning activities to understand the market forces in play. In particular, I was able to conduct "design the box" activities with senior marketing stakeholders which allowed me to pinpoint and communicate the key drivers and values.

Activities

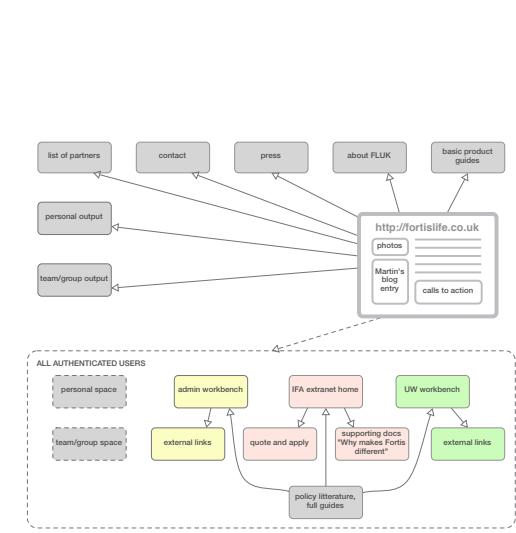
Stakeholder workshops
International interviews
User needs analysis
Mental modelling
Design the box (brand workshop)
CMS strategy and Sitecore persona logic
Wireframe specification



Project "Edison" company-wide flow (how the different business units interact with the core sales tool).

This wireframe shows a complex application processing interface. At the top, there's a header with links like 'search', 'quote and apply', 'pipeline', 'servicing', 'information', 'contact us', 'help', and 'Robert Heeding IFA Company I logoff'. Below the header, there are sections for 'Lives' and 'Total premium'. The 'Lives' section contains details for Sarah McDonald and John McDonald, including their customer ref., gender, marital status, and date of birth. The 'Total premium' section shows a monthly premium of €90 and a total initial commission of €967.00. The main application area is titled 'Cover applied for' and includes sections for 'Joint I Term assurance I €300,000 I 20 years I expires 30/12/2007' and 'John I CI I €575,000 I expires 30/12/2007'. It features 'Terms offered - non standard' and 'No indexing' messages. There are tabs for 'capture GP details', 'download evidence', and 'capture GP details'. The right side of the interface includes a 'Your application' summary with application steps (I completed, I incomplete) and benefit details for Sarah and John. It also has sections for 'download statement of terms', 'download documents for printing', and 'contextual next'. A legend at the bottom identifies numbered callouts: 11 through 17, 19, 20, 21, and 22.

Wireframe specification: multi-applicant, multi-cover straight through application processing.



"Porous membrane" content strategy to build trust with customers and IFAs (connects main content with UGC)

Fortis Life UK insurance portal

Project situation

A City insurer needed to launch a large and very complex multichannel transactional service, but a lack of UX research and process was threatening delivery.

I recruited designers and established Agile UX processes. I led an extensive discovery phase, interviewing potential stakeholders and users and analysing context-of-use by shadowing call-centre operators on live customer calls and testing prototypes.

Working closely with the managing director, I converted the Fortis brand values into interactions and established functional branding through the use of interaction principles.

Action and outcomes

I was commissioned as an independent contractor to set up a UX team, research the service and design the service as part of the Agile software development function

My UX research resulted in a product that was not only game-changing but overtook its nearest competitor in its first three months of operation.

Success metrics include:

- Scored 9.5 out of 10 in "Which", their highest rating ever
- Big efficiency gains and 60% immediate decisions (ie without call-centre intervention)
- First year customer satisfaction survey showed 97.5% customer satisfaction
- Product experience rated F&TRC "eee" excellence (highest industry rating)

Activities

User research including interviews, live call-centre shadowing
Stakeholder workshops
Product backlog management
User needs analysis
Creative direction
Interaction design
Prototyping
Wireframe specification
UAT acceptance criteria

The Lecture List

Upcoming Lectures

- Thu 22 May
LSE
Poverty, Justice and Development
Speaker: Prof David Hulme, Prof Thomas Pogge (London School of Economics & Political Science)
- Fri 23 May
ICA
Culture Now
Speaker: Joshua Decter (ICA)
- Fri 23 May
HUMA!
Stanley Picker Lectures
Speaker: Fiona Banner (ICA)
- Tue 27 May
ZARA FLEMING
Demystifying Feelings
Speaker: Miriam Chachamu (Human Givens College)
- Wed 14 May
DR MARIE
England: a nation defined by dissent
Speaker: Zara Fleming
- Wed 28 May
The golden age of dutch art / Jan Steen

My Schedule

MAY

M	T	W	T	F	S	S
1	2	3	4			
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

My Network

Jack Willson is going to [The golden age of dutch art](#)

Stephanie Soto is going to [Food in Fashion](#)

Sandra Collins is going to [Pepe le Moko - film screening](#)

Jack Willson is going to [The golden age of dutch art](#)

Upcoming Lectures

Active filters: Global Issues x Clear all

Topic v	When v	Where v
Art / Design	Today	
Business	This week	
Entertainment		
Global Issues	May	
Music	14 (Wed)	
Politics	15 (Thu)	
Religion	16 (Fri)	
Science	17 (Sat)	
Sports	18 (Sun)	
Technology	19 (Mon)	

My Schedule

Cancel OK

DR MARIE The golden age of dutch art / Jan Steen

The site is thoughtful and fresh. The UI is touch-first and tablet friendly

"meet ups" allow Lecturelisters to meet like minded people at events

Site is responsive and retains the same UI focus while using mobile patterns

I am going!

Map view

Meet up info

Jack Willson has organised a meet up! [Check the detail.](#)

Hey guys, I will be at "Cafe Lemo" before the lecture. Feel free to me!

Anna Morris Hey Jack, I will join you. See you on Saturday!

Write a comment

Organise your meet up

Who is going?

Robert Crosbie is going

Lin Wong is going

Thomas Castillo is going

Davi Morais is going

Upcoming Lectures

LONDON

HOME

SPEAKERS

ABOUT

DONATION

LOG IN

SIGN IN

Upcoming I

Project situation

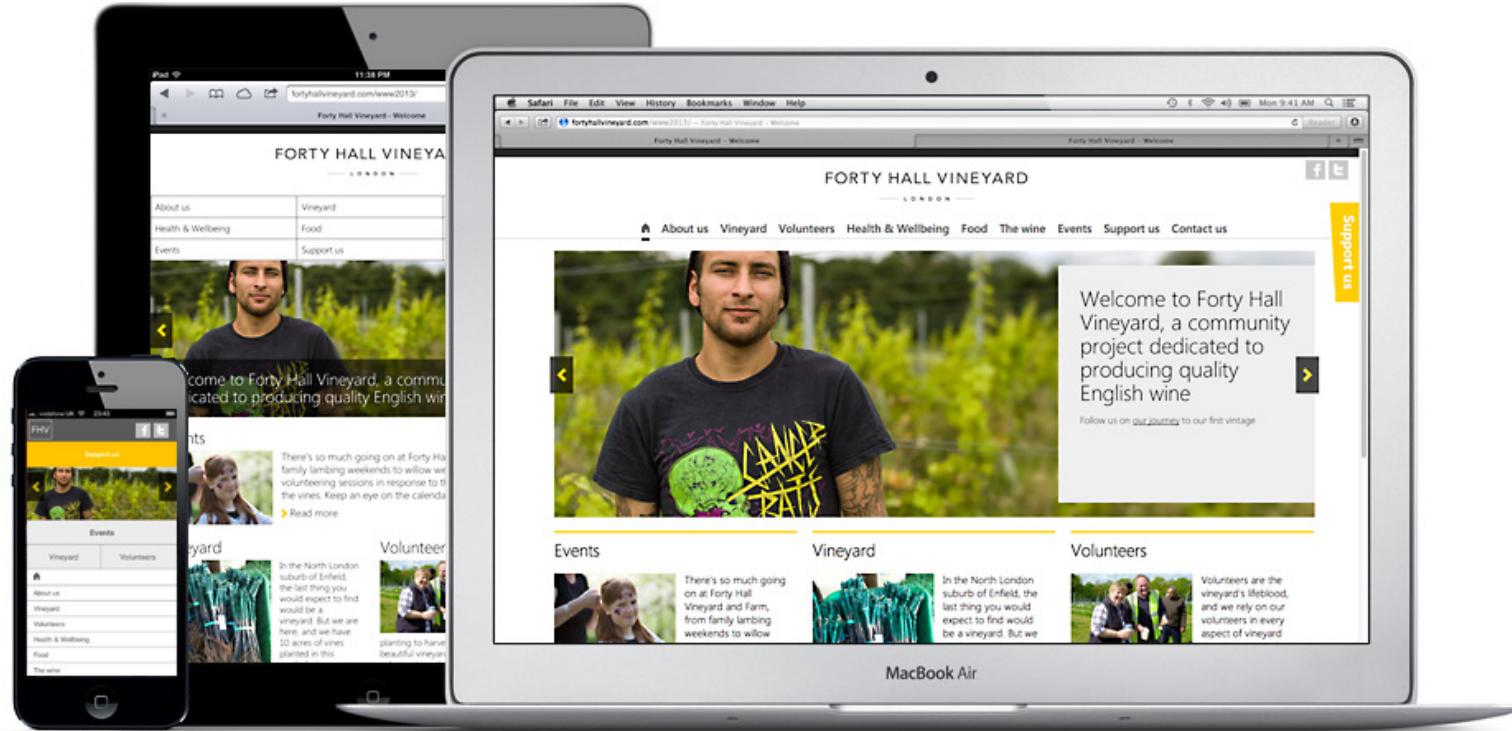
I launched the Lecture List in 2003 with 100k funding from NESTA, the National Endowment for Science, Technology and the Arts. At the time there was no listing of public lectures online so the site was breaking new ground. The site acts as a self-service entity allowing lecture organisers large and minuscule to post their events at no charge and in a format that guarantees them great SEO driven rankings. When funding ran out I developed a network of volunteers to manage the moderation queue and provide support to new posters.

Action and outcomes

Independent design consultant and Director of Niminim, a non-profit limited company set up to create and manage the Lecture List service. I developed the publishing workflow including defining how best to structure the data, created scenarios and set up the search and information architecture (creating the nine "supercategories" to describe the sum of human knowledge was fun). This year I am relaunching the service with UI Visual designer Rieko Vining to introduce a dating service designed to help pay for hosting and maintenance.

Activities

Brand development
Product development, write NESTA proposal
Business modelling, understanding posters
User needs analysis (admins, posters, users)
Information architecture
Interaction concept
Wireframe specification



Forty Hall Vineyard launch: brand, comms, social and mobile

Project situation

A rare opportunity to work closely with a customer right from the inception of their brand. Forty Hall Vineyard had a range of needs: a corporate identity, packaging and labels, a comms platform, a strategy to guide how best to use social touch points to increase donation revenue.

My team at Avanade built the responsive site and I ran training sessions to bring the vineyard volunteers up to a level where they could effectively self support with their new tools.

Action and outcomes

Experience director owning the client relationship and leading strategy, writing the brief, joining in sketching and guiding delivery. Additionally, I performed Apache configuration and coded CMS templates.

I guided the Vineyard team though the process of distilling and expressing their values and vision. I led the creation of the Vineyard visual identity, analysed the customer's target markets and briefed community managers, designers and content writers.

Activities

- Creative direction
- Stakeholder workshops
- Market research
- Social strategy
- Visual identity design
- Packaging design
- CMS Build
- Responsive website design

Dixons Stores Group

The Currys, Dixons and PCWorld websites were tired and underperforming. The Dixons Group brand landscape was confusing and the company had no clearly defined experience strategy or clearly defined proposition in place.

Project situation

My primary KPI was to deliver a transformed ebusiness user experience on the three chain websites in time for Christmas 2010 peak trading. I did this successfully and at the same time established processes elsewhere in the business that are still on course today.

Action and outcomes

I was recruited in year two of a four-year transformation programme to join a senior management team designed to turn the ecommerce part of the business around. In my role as Head of Customer Experience, I commissioned agencies, recruited and led analytics, UX, graphic design, content, social creation and social moderation teams

Success measures:

- Saved 450k on external agencies in Q12011
- 18% savings in routed calls in Q42010
- Continual improvement of customer satisfaction index
- 7% uplift in sales with algorithmically-driven merchandising
- I deployed an integrated analytics platform including Foresee Results, Site Catalyst and Test & Target

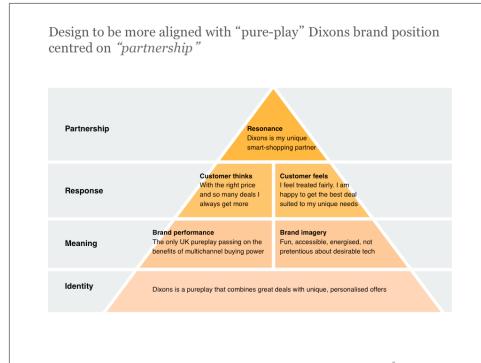
Activities

Team building
Process troubleshooting
Budgeting, planning and commissioning
Creative direction (internal & vendor teams)
Art Direction (photo shoots)
Supplier management and negotiation
Market research
Social strategy

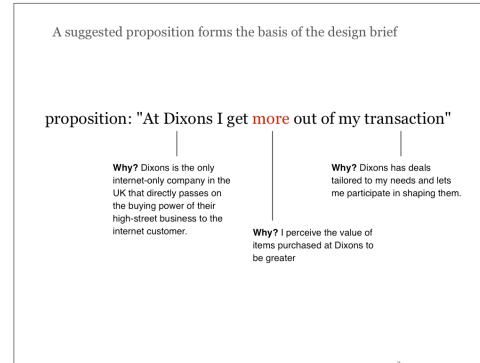
The screenshot shows a product page for a Samsung UE40B6000 40" Full HD LED TV. At the top, there's a navigation bar with links for TV & DVD, Computer, Photo, Audio, GPS, Games, Household, and a search bar. Below the navigation is a breadcrumb trail: Home > TV, DVD & Blu-ray > Television > 40" to 42" TVs. The main content features a large image of the TV on the right, with a smaller image of the TV in a different angle on the left. The TV is described as a "SAMSUNG UE40B6000 40" Full HD LED TV" priced at £478.99 with a "Buy now" button. Below the main product image are three smaller thumbnail images of other TV models: SAMSUNG UE40B6000 40" Full HD LED TV, Freeview HD, and LG 42LE5900 42" Full HD LED TV. Each thumbnail has its price (£352.99, £1299.99) and a "Buy now" button. The page also includes sections for "Inspire me", "Buy and save", "Extras", and "Discover more". A sidebar on the right contains sections for "Free delivery", "We'll recycle", "Home installation", and "Discover more features".

Dixons and Currys: Experience strategy

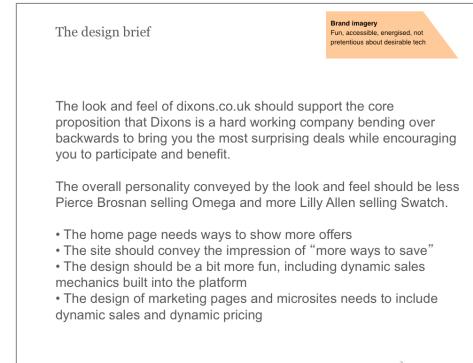
Dixons brand was confused. I launched a review



Proposition development



Design brief for Currys and Dixons refresh (post agency)



Future experiences lab output: Experts club (ask an owner)

Lab output: Group buy (buying club) integrated on sites

Lab output: Branded home support network (need ink?)

User engagement: Dixons API for cool stuff (Intel Apps)

Dev using Dixons API to create home improvement app

Dev using Dixons API to create home improvement app

The experience manifesto

Our online channels will give our customers access to a flexible and resilient network of businesses that will engage in uniquely meaningful dialogue with them to plan for and deliver precisely what they need.

At every point in the customer's journey we will offer them opportunities to invest their time, their attention, their affection for our mutual benefit.

In this way, we will ensure that every service we deliver and every product we sell is more valuable to our customer than the same product or service bought elsewhere regardless of price.

Our experiences must:

1) Try to enable dialogue with our customers, give access to the information they need, share risk where possible and appropriate

2) Be flexible enough to support unique experiences, the "segment of one"

3) Support the customer's investment in us in every transaction

Re-platform: I improved the delivery experience

Dixons delivery selection page

The screenshot shows a user interface for selecting delivery methods. It includes a legend for icons like 'Delivery', 'Collection', 'Click & Collect', and 'Delivery & Click & Collect'. A summary table at the bottom provides a breakdown of delivery costs by service type.

I bought Foresee Results to measure design quality over time

Foresee Results Online Portal

The dashboard features a '12-Month Satisfaction Trend' chart comparing Currys and Dixons. It also displays news and announcements, events, and a search bar.

Branding workshops: making sense of Knowhow brand

Translating the approach to Knowhow as an enabling service brand that supports the three chain brands.

Brands

Online experience models

notes:

Knowhow has enabled the three chain brands to together with the new Knowhow brand. This is an enabling service brand that looks like an architecture of system components.

In this diagram, the different agents among the three chains support them as would be a foundation.

1. Currys, the online experience model (online banking, mobile banking, etc.) is the user of the Knowhow and three chain websites. The three websites are connected in some way. The model allows the Knowhow brand to develop in its own right and to support the three chains.

2. This diagram suggests an alternative model where most of the content and functionality is provided by the Knowhow model positioned as 'The leading heart' of each chain website. The three websites are four independent websites to create the complete ecosystem but the emphasis is placed on the Knowhow model which is powered by knowhow really built on the service side of the business and can directly leverage the Currys Google authority and organic search.

Notes of ownership and Dixons Brand

This is the main responsibility of Dixons.

Setting up service and social channels as part of the site

Knowhow calls-to-action can integrate with ecommerce platform content at the presentation layer using existing methods and tools.

notes:

Knowhow page elements are created by the typical and/or other dedicated CMS and generated as static text components.

These are seamlessly integrated into the presentation layer using standard objects in the application server's proprietary language.

This server-side integration method is already in use on dixons.co.uk

1. The tab-set on dixons.co.uk product pages (e.g. TV) shows the Knowhow tab and remotely-managed tabs. They are brought together in the template engine to generate the integrated experience.

2. The Knowhow tab contains elements that our customers expect to see on the site. In this example, KOT content is taking the place of 'The Leaderboard' prop-up on dixons.co.uk.

3. The KOT prop-up shows dynamically-generated links from the Knowhow tab to service pages on the dixons.co.uk website. These links change the appearance of complete integration.

Notes of ownership and Dixons Brand

This is the main responsibility of Dixons.

The new design balanced value choice and service

Welcome to superior viewing

The product page for a television highlights features like 'Full HD 1080p', 'Smart TV', and 'Free delivery & returns'.

I focused Currys on the "service" part of the triangle

Welcome to Currys

The product page for the ASUS Google Nexus 7 Tablet PC - 16 GB features a 'Buy or Reserve' button and highlights '100% trust reviews'.

I merged Twitter posts into the core ecommerce platform

Blogs, tweets and a load of geeks

The section displays various tweets and articles related to technology products like the Nexus 7 and Nintendo 3DS.

Explaining how the Currys and Knowhow experience fitted

Knowhow is the new beating heart of the Currys, PC World & Dixons service proposition and builds on the three chain Google authority.

notes:

Knowhow content is distributed in such a way as to build Google authority around the three chains. The Knowhow brand is the central point without losing the SEO value of the three individual service and content areas.

1. Knowhow.com is replicated into 'Dixons' and 'Currys'. The new brand is reinforced but is confirmed as an enabler of the chain brands. The Knowhow service and DIXON service bar replaces the existing green Currys service bar.

2. The Knowhow architecture of 'Knowhow.com' is exposed in the form of web pages or search results relative to the individual service and content areas.

3. In this example, the 'Knowhow' 'Computing' index page is displayed as a Google search result.

4. At present, Currys planned for release an independent KOT website may be useful and probably rendered on the chain ecommerce websites.

Notes of ownership and Dixons Brand

This is the main responsibility of Dixons.

Dixons: Continual improvement of the design and processes



une interface fiable, chaleureuse, charmante, dédiée, professionnelle, protectrice, ayant un comportement paternel, belle, fun, satisfaisante les normes de sécurité, ayant une performance de pointe, engageante, sympathique et pleine de couleurs a quoi ça ressemble?



SME user UI moodboard



Advanced level protect UI

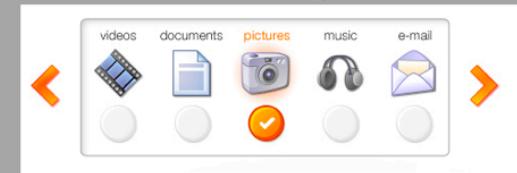


Simple "protect" UI



Protect in progress

Clear steps 1 2 3 4 5



Pour Giselle, nous espérons proposer des éléments interface qui réduisent le nombre de décisions en proposant des solutions préparées.



mple."

Giselle



Have I made a mistake?



Orange online backup

Project:

Based in Orange Group Services, I managed a budget to launch new services and improve existing ones.

The purpose of the project was to apply Orange brand thinking and personality to a legacy java backup tool. The absolute core of the project was to identify what customers felt, cared about and understood about their backup needs. I identified the need for three parallel service configurations based on user type and the need to create a product language more aligned with customer needs and values. For example, I changed the way the service described what it did from "Cloud backup and restore" to simply "Protect me" and "Repair my files"

Role:

Independent design consultant acting as design authority for Orange Group services. This project demonstrates the power of task and attitude-based segmentation (attitude-based personas) in selling new experiences in a large, matrix managed organisation.

While at France Telecom (Orange parent company) I worked entirely in French, leading workshops, directing, selling and supervising design teams, software vendors and integrators across the UK and France.

Online backup was one of many services managed and launched under my leadership.

Activities:

- Lead stakeholder workshops
- Digital strategy
- User needs analysis
- Segmentation and personas
- User testing
- Art direction

Orange B2B Office cloud

The screenshot shows the Orange B2B Office cloud calendar interface. At the top, there's a navigation bar with links like 'me@company.com', 'Option', 'Deconnexion', 'link', 'to-other', 'services', 'go-here', 'shared-online-disk', 'Web-conferencing', and the Orange logo. Below the navigation is a toolbar with icons for email inbox, contacts, calendar (highlighted in orange), email from, and print. The main area is a weekly calendar view for week 7, 2007. It shows several events: 'Spanish holiday 6-9 February' (orange bar) on Tuesday, 'Julie away' (blue bar) on Wednesday, and '3 More' (yellow bars) on Thursday. A 'create event' dialog box is open on Thursday morning, showing the text 'Interview Aziz re PS3 launch'. On the left, there's a sidebar titled 'my calendars' with checkboxes for 'Standard' (checked and highlighted in yellow), 'UK holidays', 'Julie & Carl wed', and 'Cashflow forcast'. There's also a link to 'add calendar'. At the bottom left is a 'quick address book' search bar.

Project situation

A project to create a user interface toolkit for a European comms product for Orange and Mobistar business customers. The project was a joy to run, a real testament to what a small team running Agile methodologies can do even as part of a heavyweight organisation.

The end product was rolled out quickly to the two markets and has been a huge success. After the launch, learnings from this product development were fed back into the France Telecom consumer portal which now offers its customers best-in-class converged communications tools.

Action and outcomes

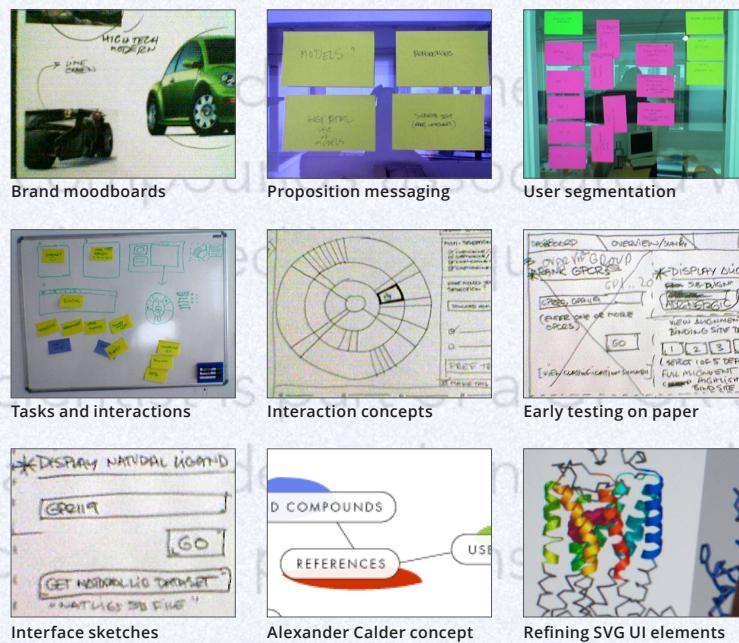
Independent design consultant acting as design authority for Orange Group services.

I worked with a three-man team (in French), helping dev teams move from waterfall-based production methodology to a user-centred design process built on the Garrett elements of user experience. The challenge was to manage stakeholders and guarantee delivery excellence in three international locations. I Creative Directed a design team in Bristol, acted as product owner facing off to the business in Paris and covered quality control with the dev team in Sophia.

Activities:

- International management
- Lead stakeholder workshops
- User needs analysis
- User testing
- Supported creation of product backlog
- Wrote UAT test success criteria
- Creative direction
- CSS coding and rationalisation

b) The molecular modeller as a
have access to the homology



GPCR SARfari workbench rethink

Project situation

This is an early project and is shown here as an example of an experience consultant delivering the whole product lifecycle hands-on. The brief was to create a new web-based front end experience for GPCR SARfari, an integrated chemogenomics workbench focused on GPCRs.

The purpose of the redesign was to bring together a number of remote services and package the product prior to a parent company merger. The product is now maintained by the European Molecular Biology Laboratory.

Action and outcomes

I acted as an independent design consultant. This project illustrates how a competent UX practitioner does not need to specialise in a vertical to create successful experiences. With no prior scientific knowledge I interviewed and workshoped with chemogeneticists and made sense of their complex subject matter and processes.

I have done the same many times in other complex industries such as financial services and agribusiness.

Activities

- Lead stakeholder workshops
- Lead product brand identity sessions
- User needs analysis, competitive landscape
- Lead co-design workshops
- User testing
- Sketching, prototyping in rough HTML
- UI Visual design
- Front end coding (HTML/CSS)

Thank you:-)

Get in touch

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<http://twitter.com/dug>

