





#### Expert review

Expert review on your product, recommendations report, issue identification and severity ranking



#### Research

Do you want to know more about your users? It's time to set up a research plan and execute it.



#### **UX** Design

Turn research results into design: user scenarios, empathy mapping, personas, wireframe.



#### Interaction Design

Aesthetics is also important. Pixel perfect design for web and mobile.



#### Testing & Iteration

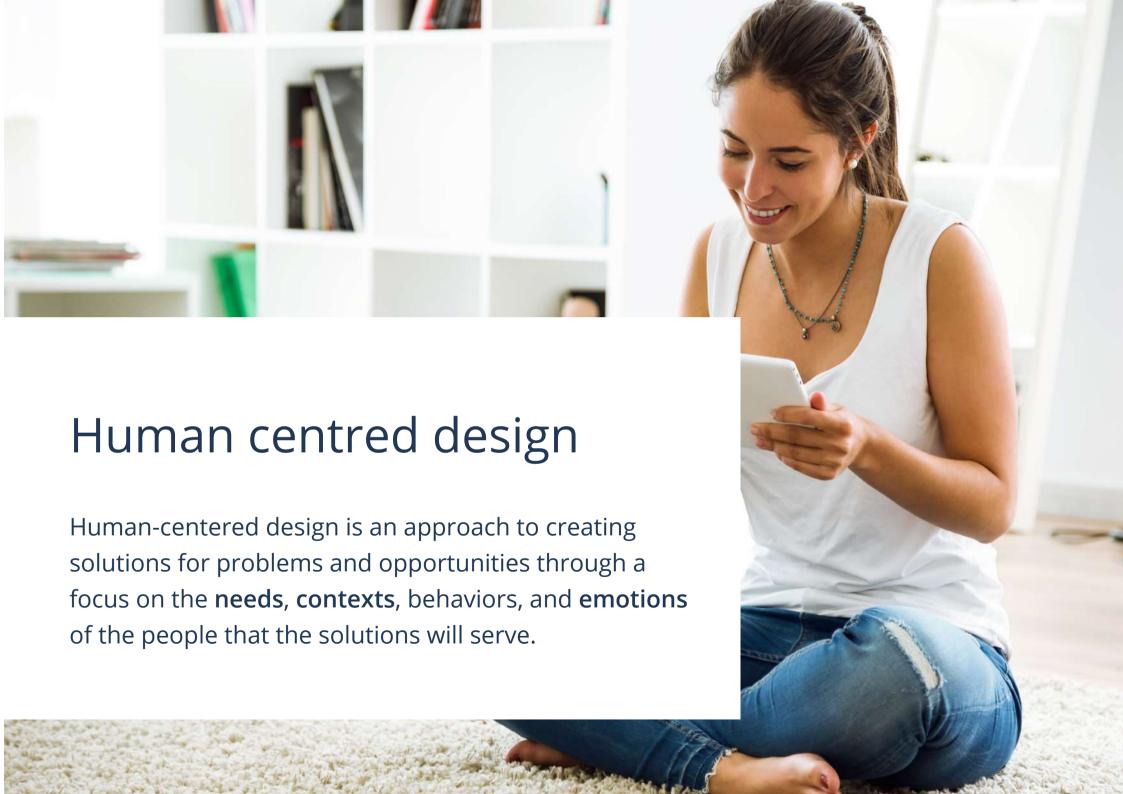
Planning and executing Usability tests and usability metrics



#### Trainings & Workshops

Invest in your team. Learn the basics of user centred design on practical workshops.

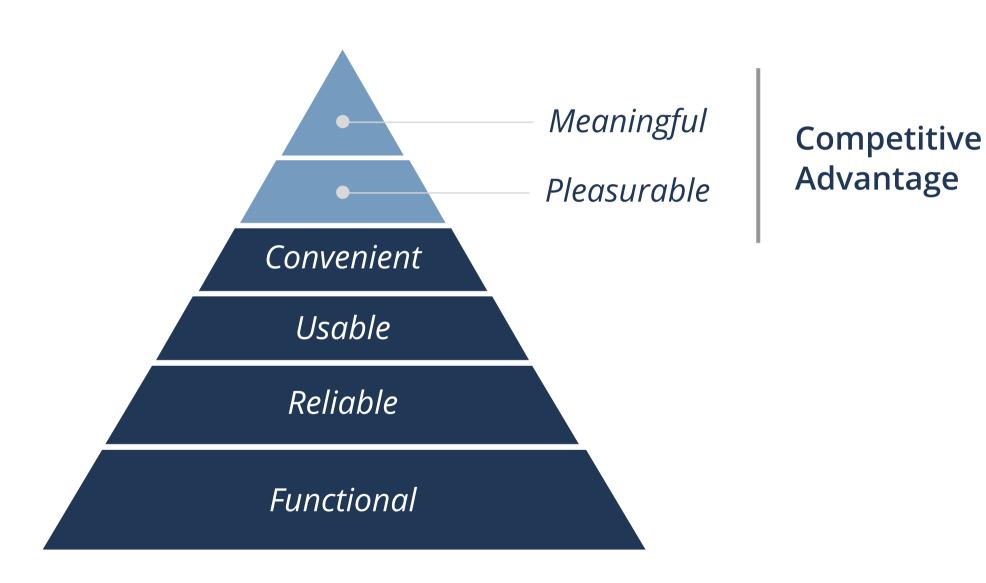
## 'People ignore design that ignores people.' Frank Chimero



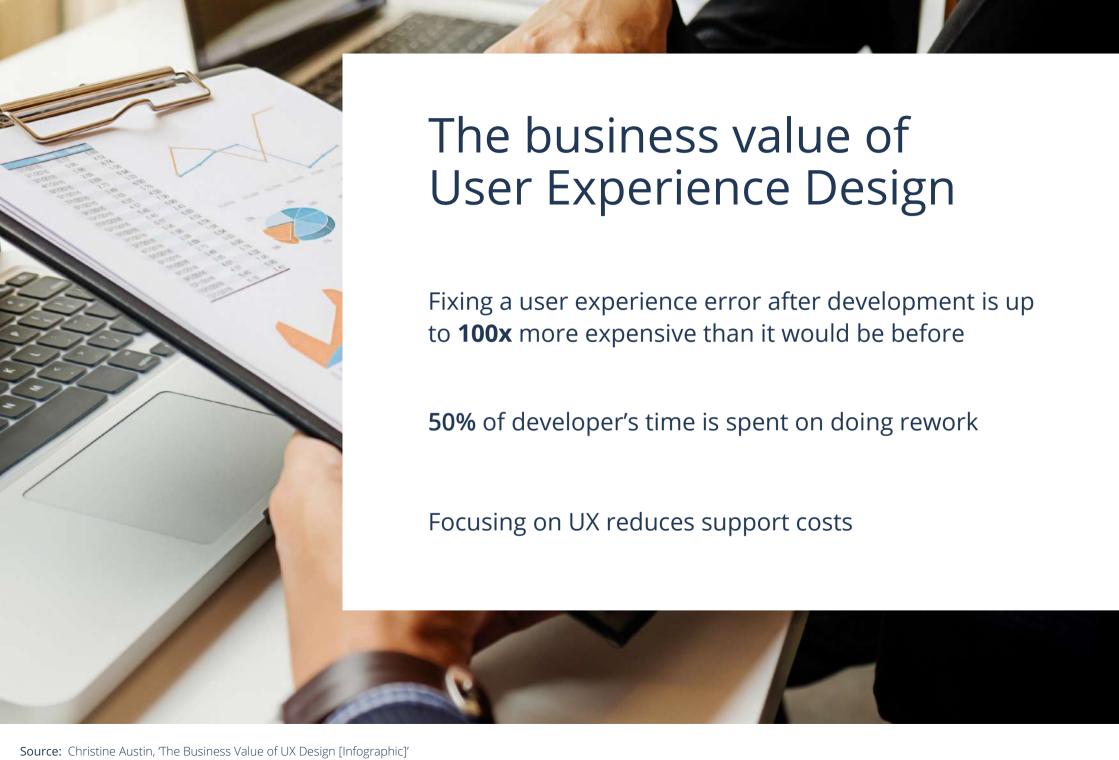
'It's not enough that we build products that function, that are understandable and usable, we also need to build products that bring joy and excitement, pleasure and fun, and yes, beauty to people's lives.'

Don Norman

## Good UX creates market advantage



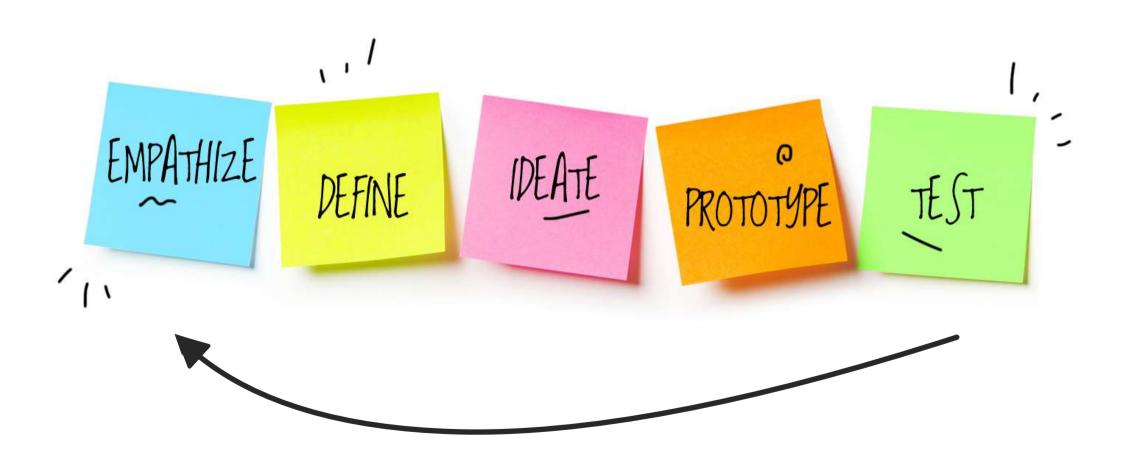
## 'Good UX is good business.' Andrew Kucheriavy





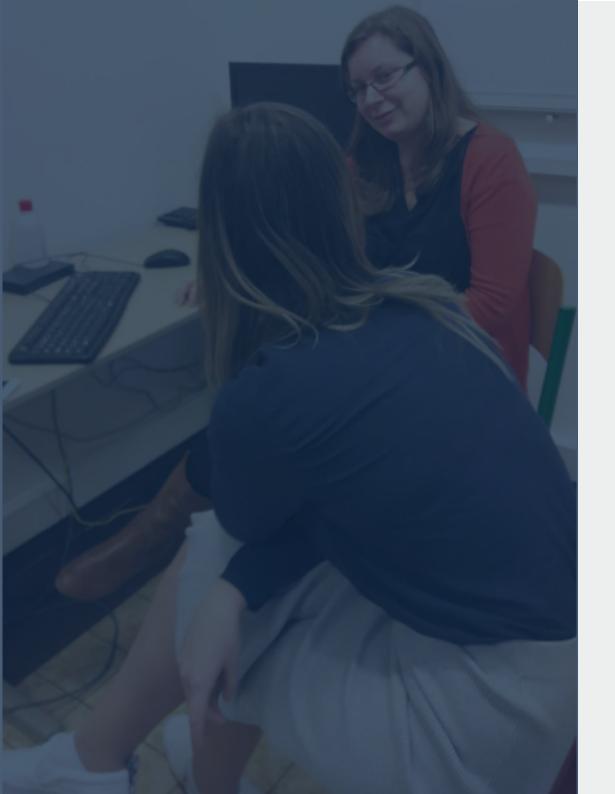


## I use design thinking principles during my projects



## 1) Empathize

# 'If you don't talk to your customers, how will you know how to talk to your customers?' Will Evans



#### Understand Users

User interviews

Field studies

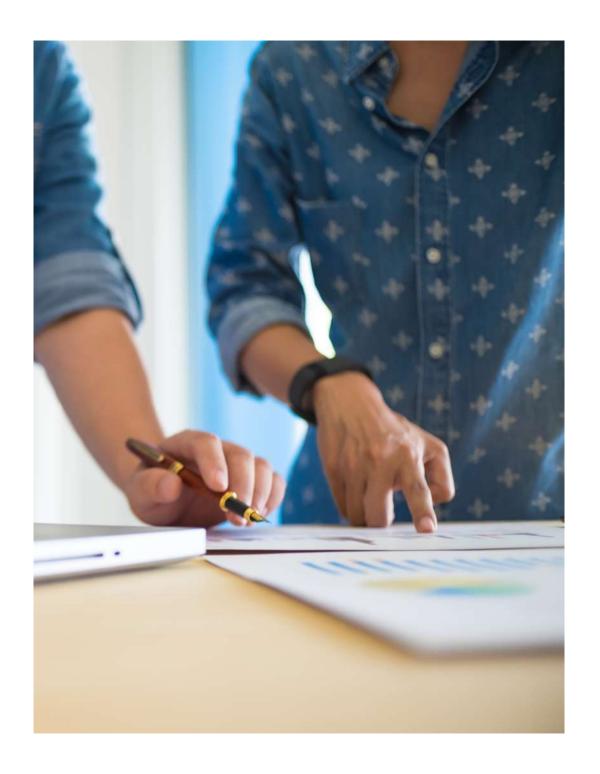
Questionnaires / Polls

#### Understand Business

Stakeholder interview

Expert interview

Best practice research



## 2) Define



## 3) Ideate

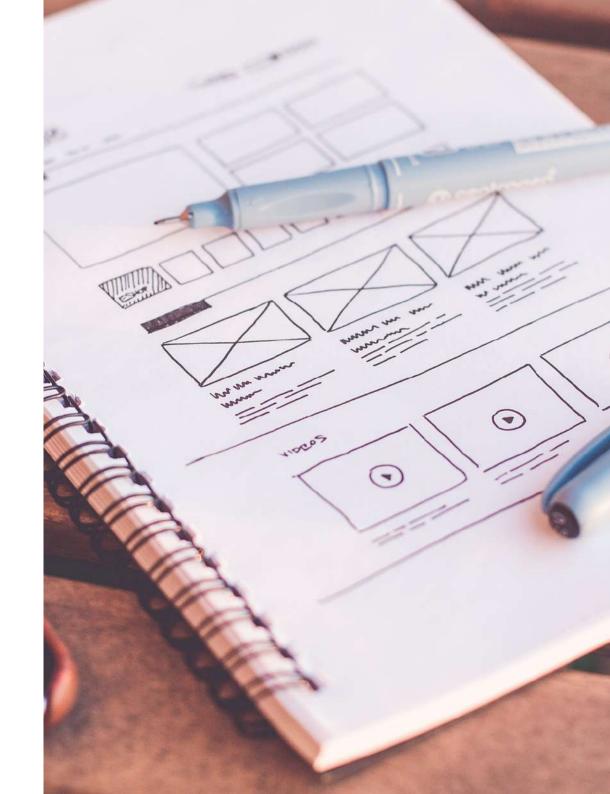
#### Ideate

Feature list

Information architecture

Wireframse

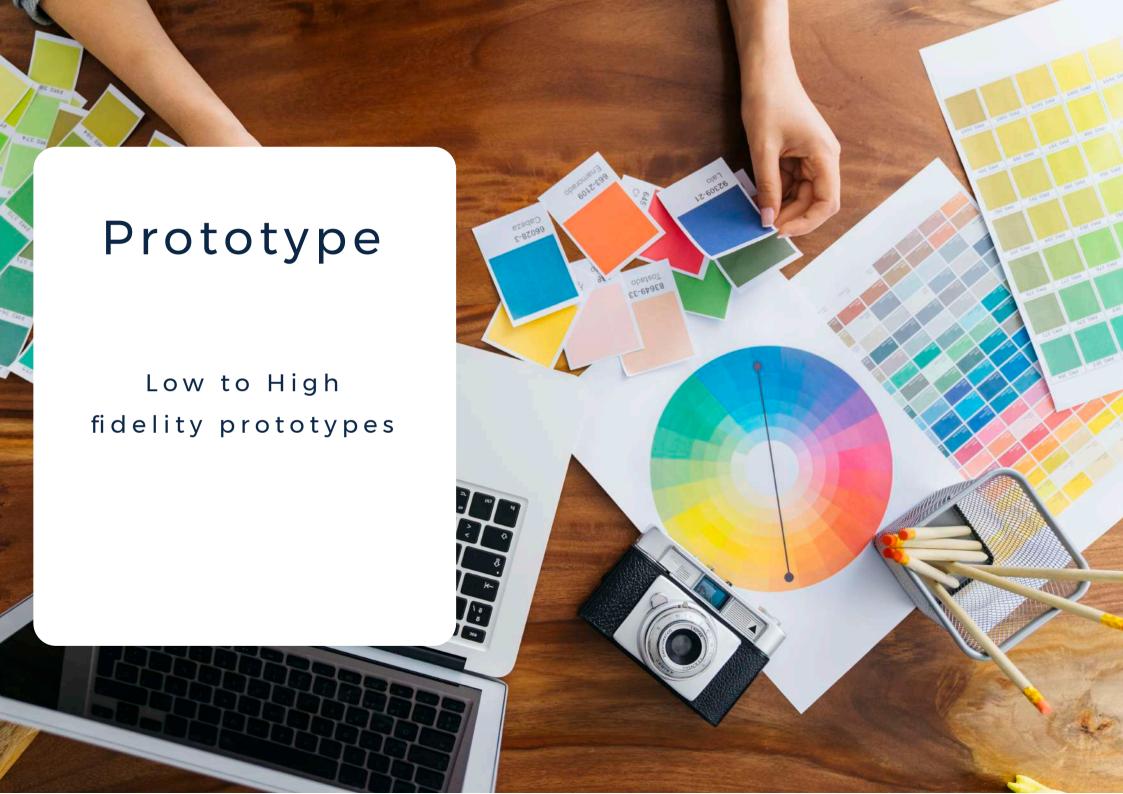
UI Design



## 4) Prototype

'If a picture is worth 1000 words, a prototype is worth 1000 meetings.'

The Kelley Brothers



## 5) Test





### Design thinking workshop

Introduce Design Thinking to Your Team

Learn the basics of user centred design on a one-day practical workshop.

Your team will gain an understanding of the principles of Design Thinking. They will learn the methods and tools to research and analyze user needs, creating and testing concepts and prototyping.

This is an introductory workshop – no prior design knowledge needed.

Interested to work with me?
Do you have a project in mind?
Get in touch!

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