# Product Design







# What Is Product Design?

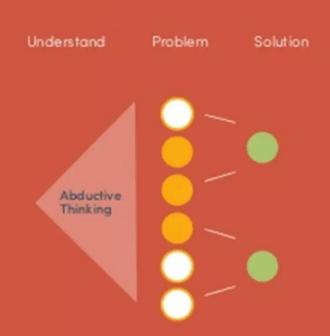
## Solving a Problem

## **Business Thinking**



Image credit:Cathy Wang

## **Design Thinking**



# Design thinking is a human-centric creative process to build meaningful and effective solutions for people.



# EMPATHY

would this help?

- 1. Vision & Strategy
- 2. Research
- 3. Analysis
- 4. Ideation
- 5. Design
- 6. Testing
- 7. Post Launch

#### 1. Vision & Strategy

- 2. Research
- 3. Analysis
- 4. Ideation
- 5. Design
- 6. Testing
- Z\_\_Post Launch

## **VISION - UBER**

\_\_\_\_

WHAT? WHY?

### **VISION - UBER**

\_\_\_\_

WHAT? WHY?

• App based taxi service.

#### **VISION - UBER**

\_\_\_\_

#### WHAT?

App based taxi service.

#### WHY?

 Lack of public transport, and taxi services are expensive, not reliable and not safe

#### STRATEGY - UBER

#### HOW?

- Cut the middlemen and reach drivers directly. Create separate app for riders and drivers.
- Transparency to make the riders feel safe.

ETA and GPS tracking for reliability

1. Vision & Strategy

#### 2. Research

- 3. Analysis
- 4. Ideation
- 5. Design
- 6. Testing
- 7.\_\_Post Launch

## Research steps

\_\_\_\_

#### **Interviews**

In person interviews > Phone/Remote. Observe body language,
behaviour

#### **Online Survey**

Keep it short, and direct.

#### Market Research

Competitors Research

- 1. Vision & Strategy
- 2. Research

#### 3. Analysis

- 4. Ideation
- 5. Design
- 6. Testing
- 7.\_\_Post Launch

#### Personas

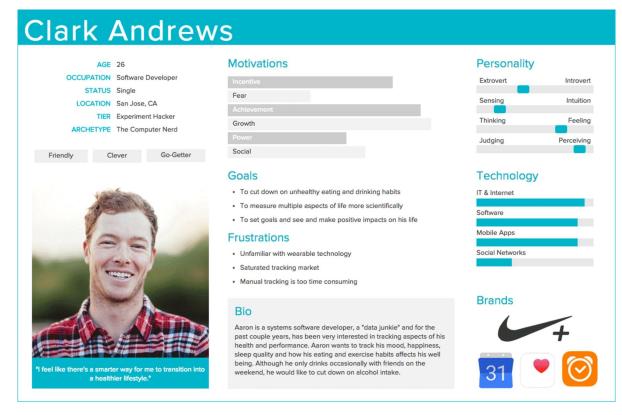


Image credit: xtensio

## **Empathy Map**

\_\_\_\_

#### **EMPATHY MAP** Example (Buying a TV)

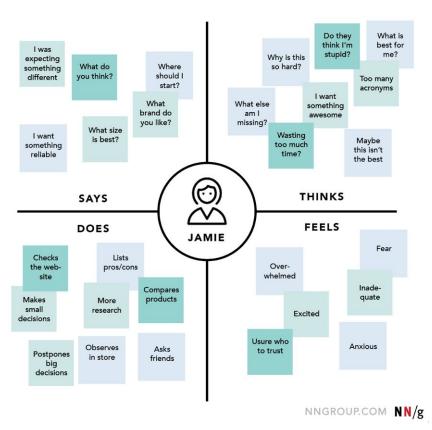


Image credit: NNGROUP

- 1. Vision & Strategy
- 2. Research
- 3. Analysis

#### 4. Ideation

- 5. Design
- 6. Testing
- 7.\_\_Post Launch

## **User Journey Maps**

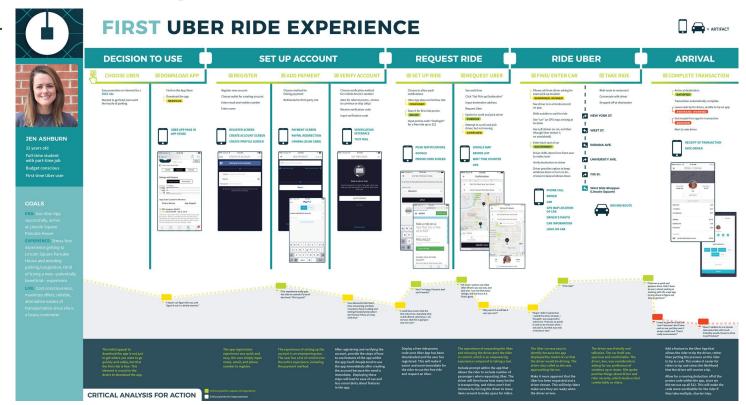


Image credit: Erin Balderson

## **User Stories**

\_\_\_\_

As a Persona I want to Action So that Outcome

Image credit: Nick Babich

## **Information Architecture**

Image credit: Anton Suprunenko

## Wireframing

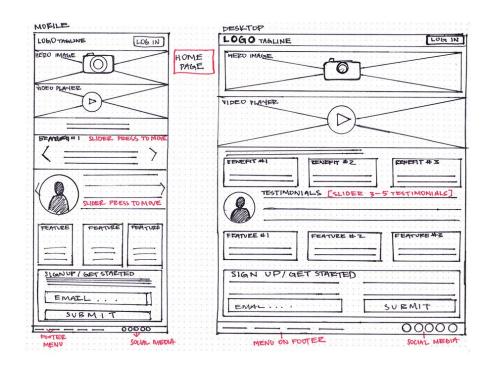


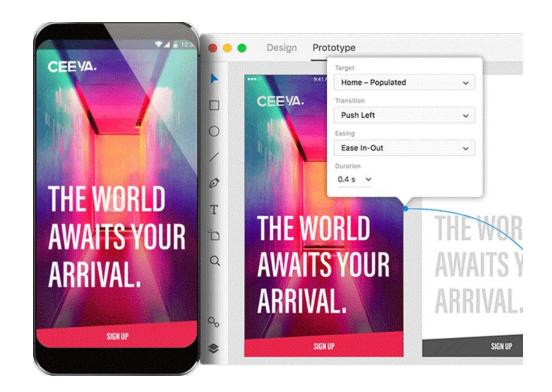
Image credit: Henry Wu

- 1. Vision & Strategy
- 2. Research
- 3. Analysis
- 4. Ideation

- 5. **Design**
- 6. Testing
- 7.\_\_Post Launch

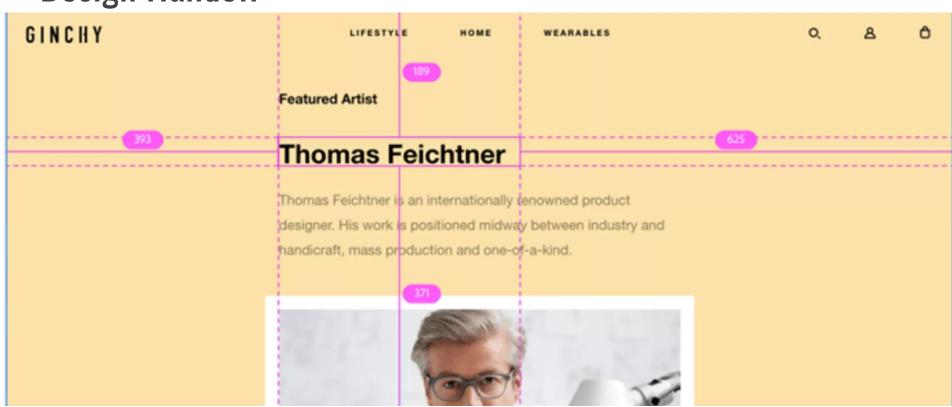
## **Prototyping**

\_\_\_\_



Prototyping on Adobe XD

## **Design Handoff**



Specs on Adobe XD

- 1. Vision & Strategy
- 2. Research
- 3. Analysis
- 4. Ideation
- 5. Design
- 6. Testing
- 7. Post Launch

#### **Validation**

\_\_\_\_

#### Testing with Team

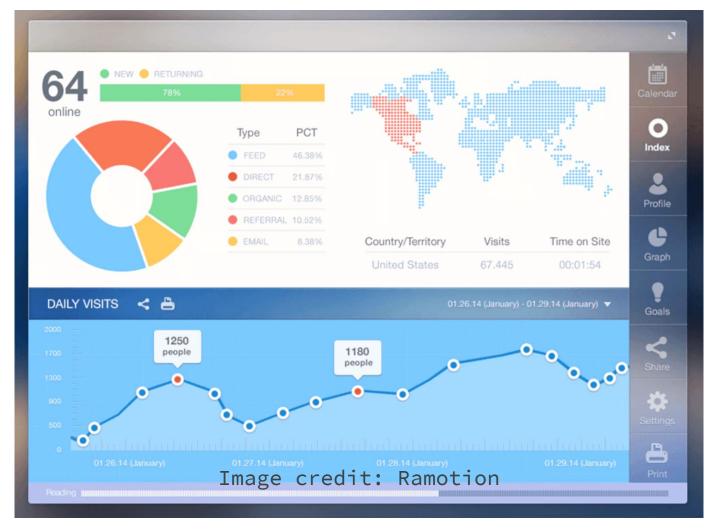
Dogfooding

#### Testing with real users

Usability Testing, Diary Study and logging

- 1. Vision & Strategy
- 2. Research
- 3. Analysis
- 4. Ideation
- 5. Design
- 6. Testing

#### 7. Post Launch



## **Understanding User Behaviour**

---

#### **Metrics Analysis**

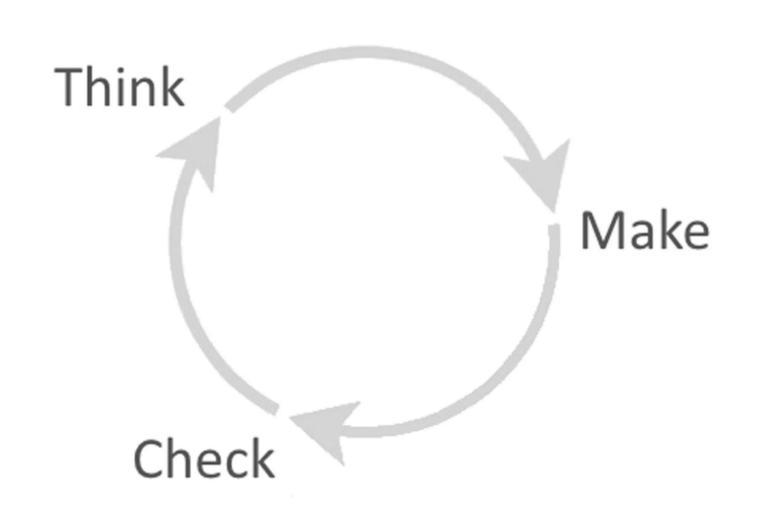
Google Analytics, Hotjar, Inspeclet

#### A/B Testing

Experimenting without risks.

#### Feedback from users

Communicate regularly with the end user.



## Thank you.

Credits: Nick Babich, Henry Wu