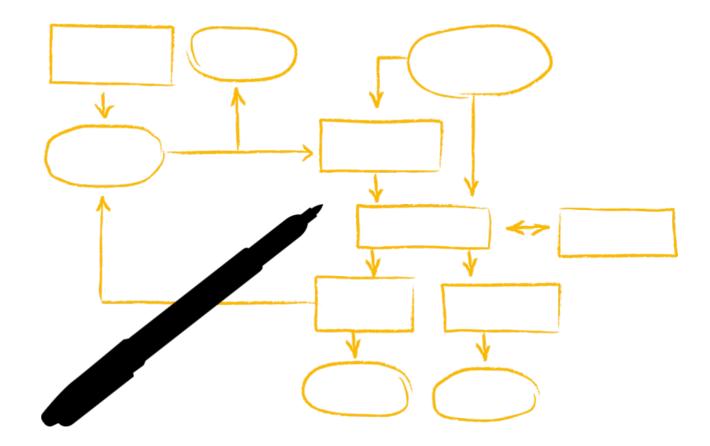
# **Design Thinking**

Jody Kruger November 2014





### Start with an initial Challenge - "Perfect Wallet"

Design your perfect wallet (3 minutes)

**Sketch** or write your ideas here:

### Conduct Research to find out more about the topic

Pair up in groups of two people and interview each other (10 minutes in total)

Interview with your partner and gain empathy (2 x 5 minutes)

- Find out what your partners wallet currently is like (ask him/her to show it!) and what his perfect wallet is
- What is your partner trying to achieve with it? (keeping money? Carrying ID? Carrying his/her whole life? ©
- What is important for your partner regarding his / her wallet?
- => Identify your partner's need!

### Create a prototype that meet your partner's need

Build a prototype from the material available (or sketch it) (10 minutes)

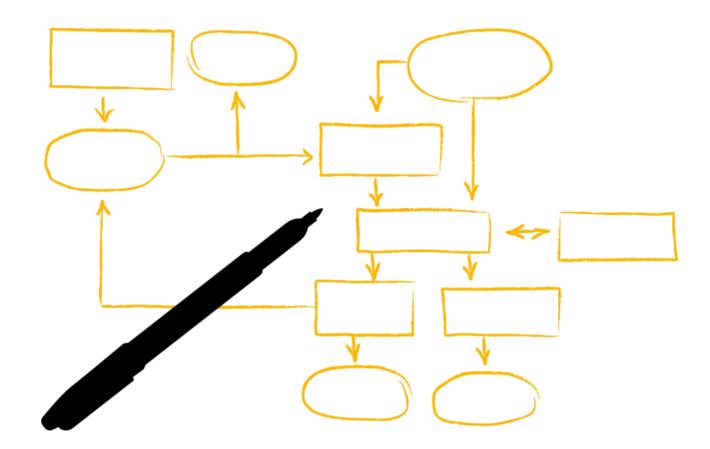
### Validate your Prototype

Share the prototype and test it with your partner (2x3 minutes)

Share the prototype with your partner and capture his/her feedback - switch roles and repeat sharing

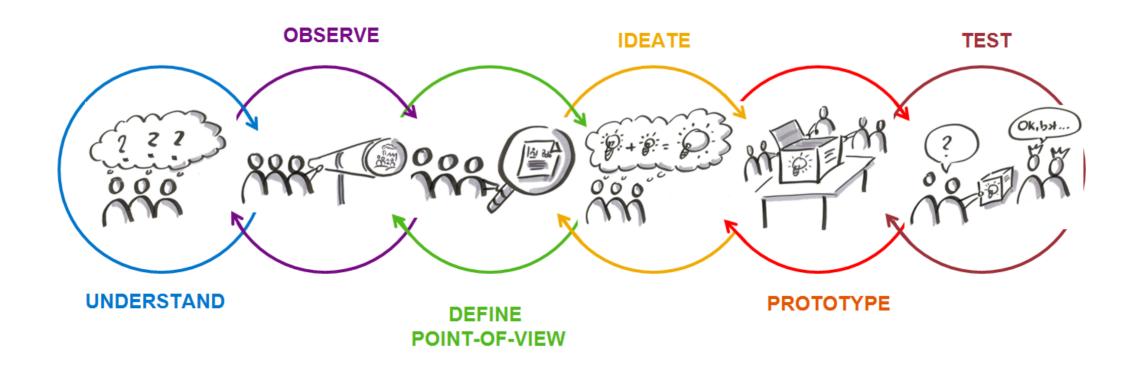
Capture and note down his/her feedback! (what does he/she like, what not → ask "why"!; guestions he/she has; new ideas;...ask "why", "why".)

## **Design Thinking Process at SAP**



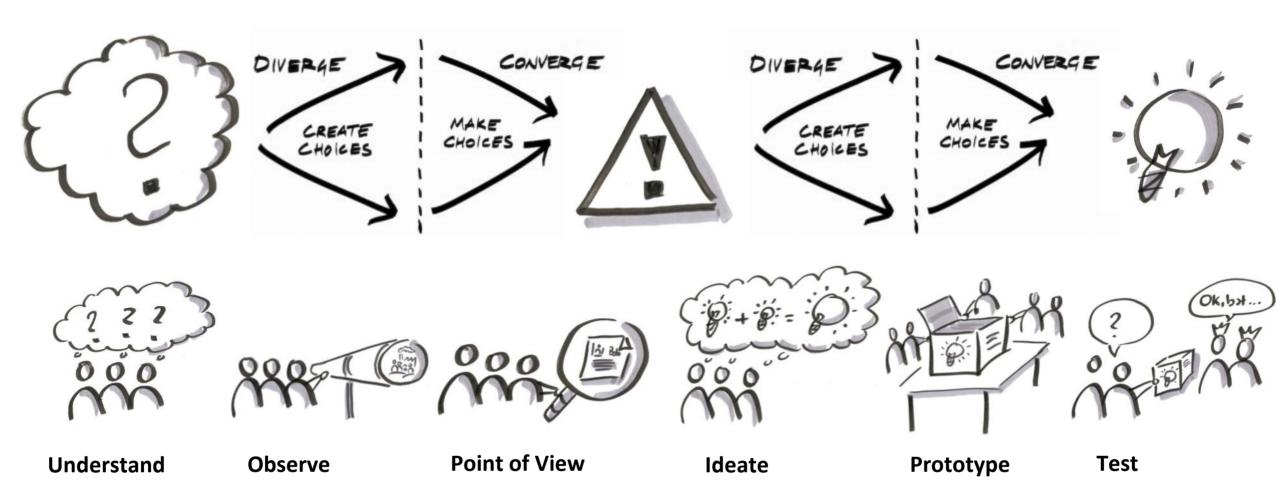


### **Design Thinking Process**

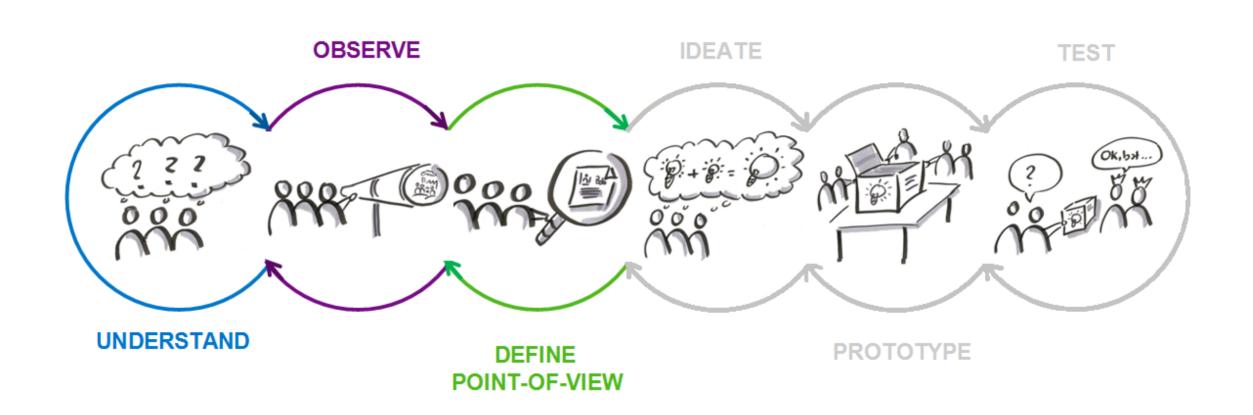


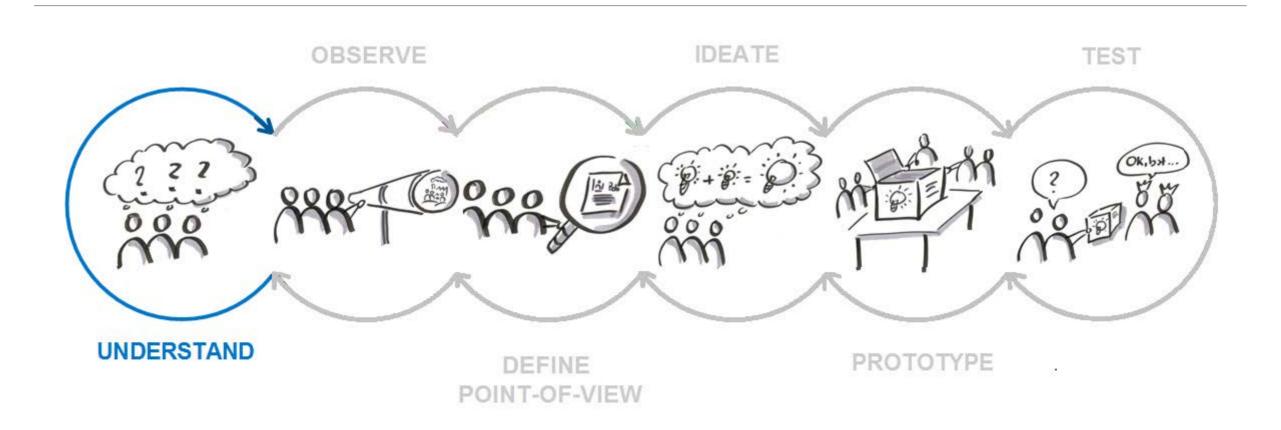
#### PROBLEM SPACE

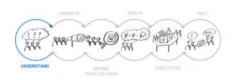
#### **SOLUTION SPACE**



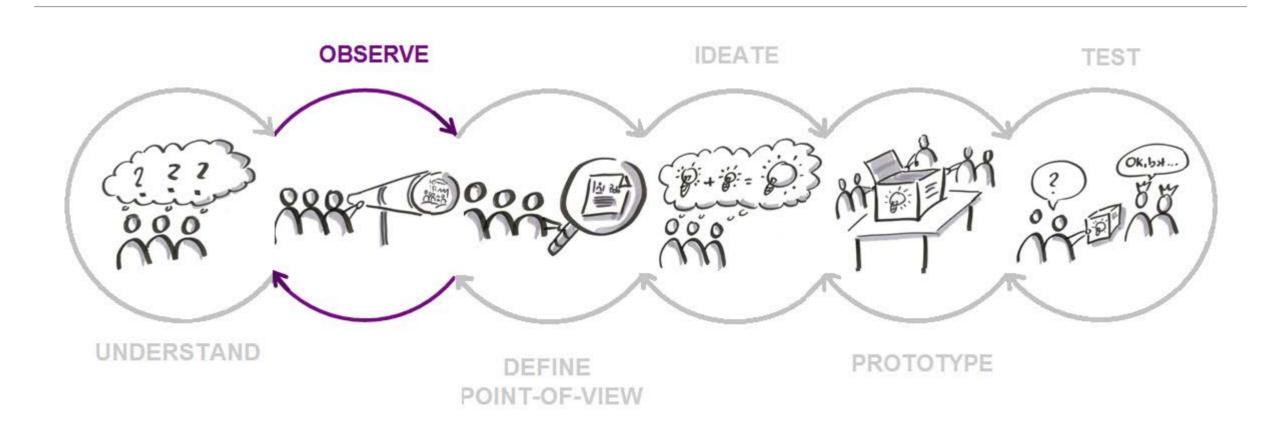
### THINK LIKE A DESIGNER Go broad first and focus later.

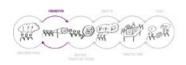


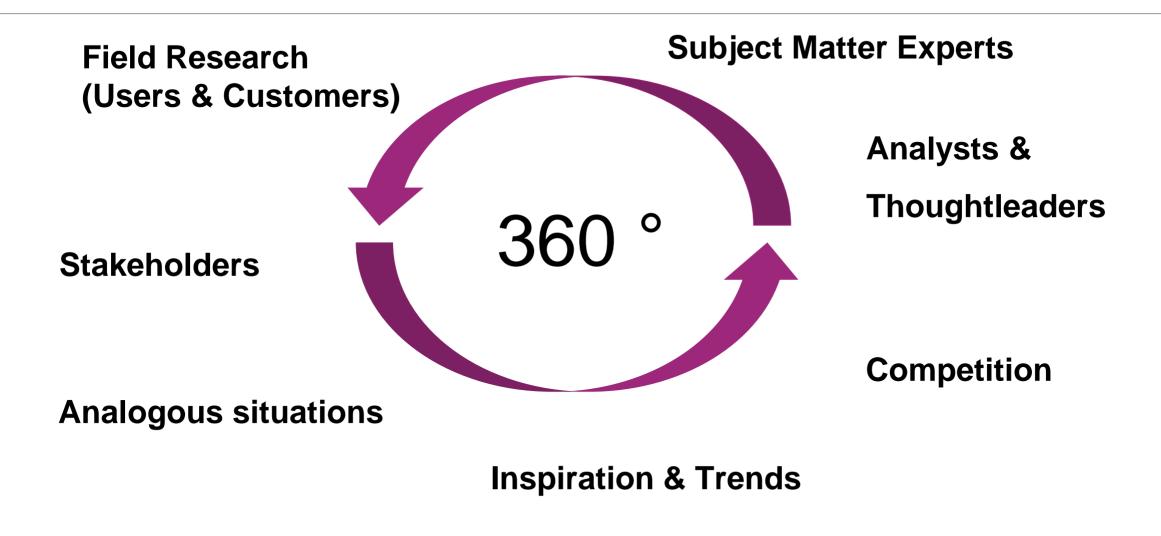


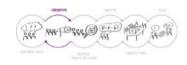


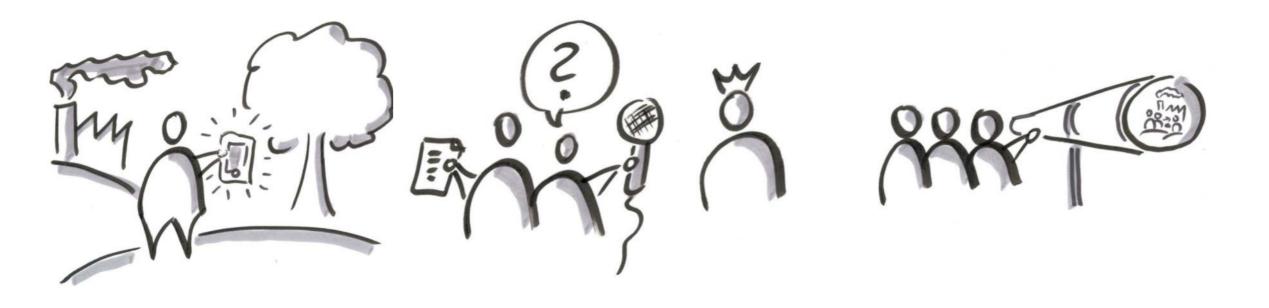












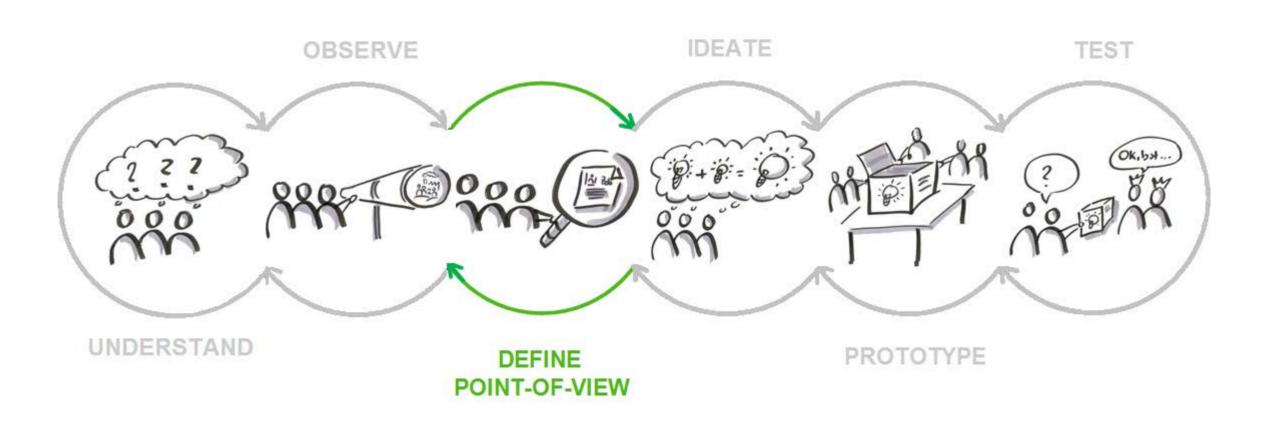
**TRY AND DO** 

**ASK AND LISTEN** 

**WATCH AND OBSERVE** 

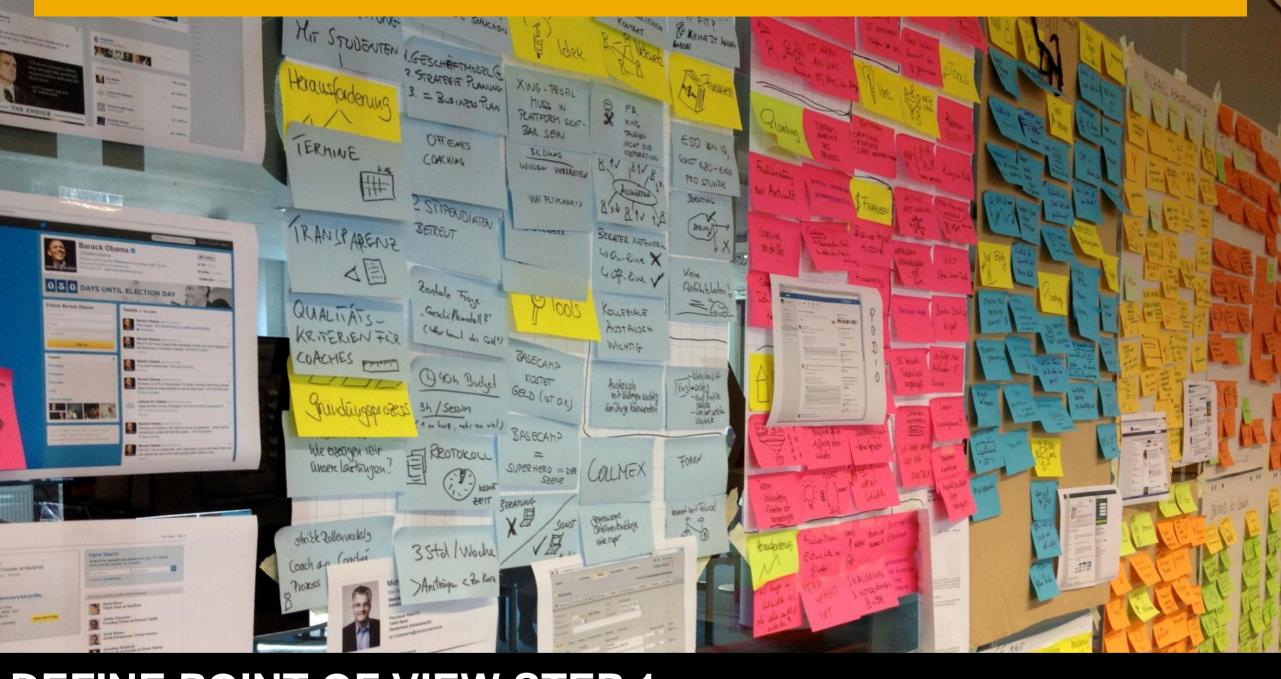










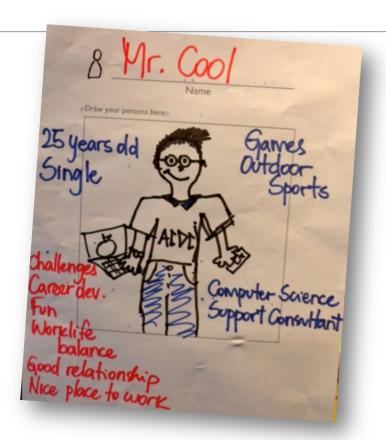


DEFINE POINT OF VIEW STEP 1: Story Telling or an SAP affilliate dompany. All rights reserved | 18

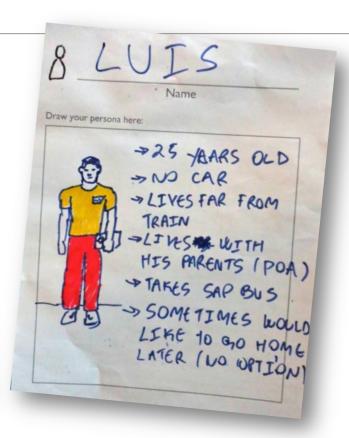


DEFINE POINT OF VIEW STEP 2: Clustering AP AG or an SAP affilliate dompany. All rights reserved | 19

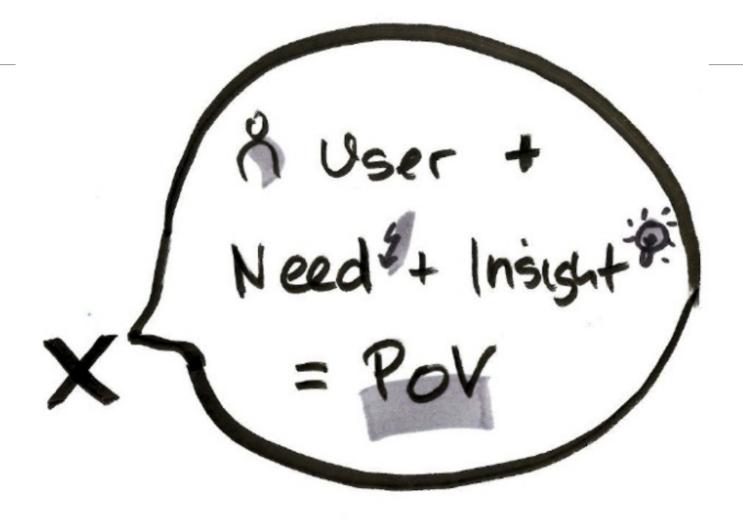


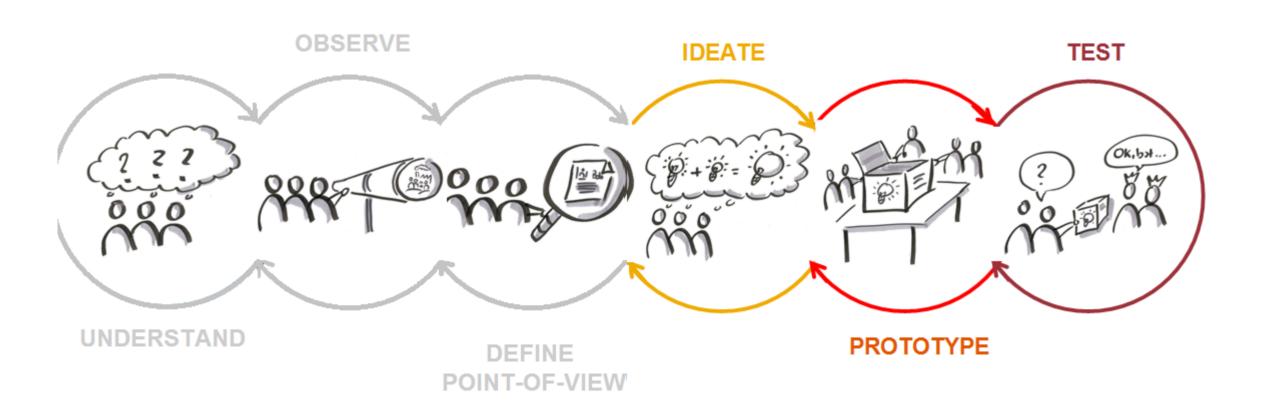


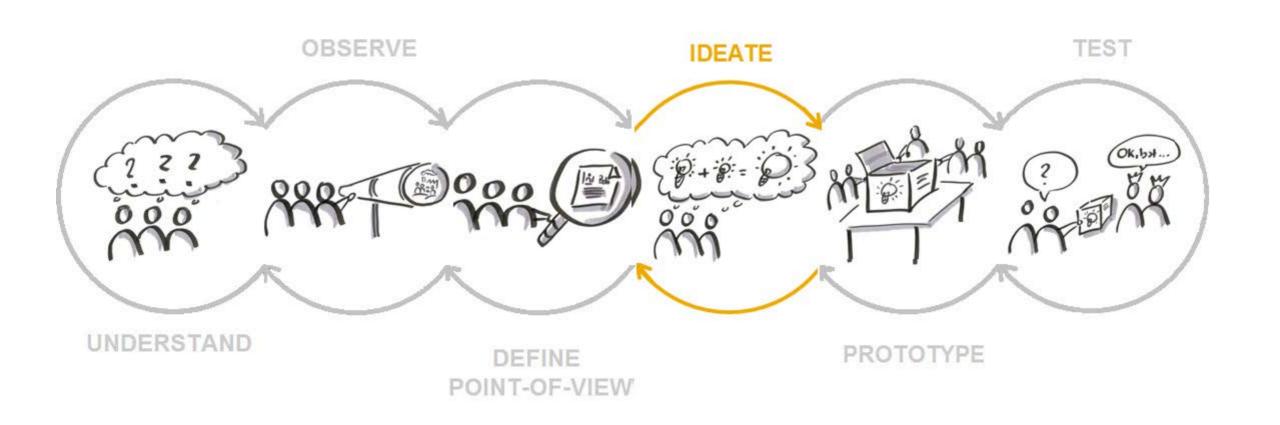






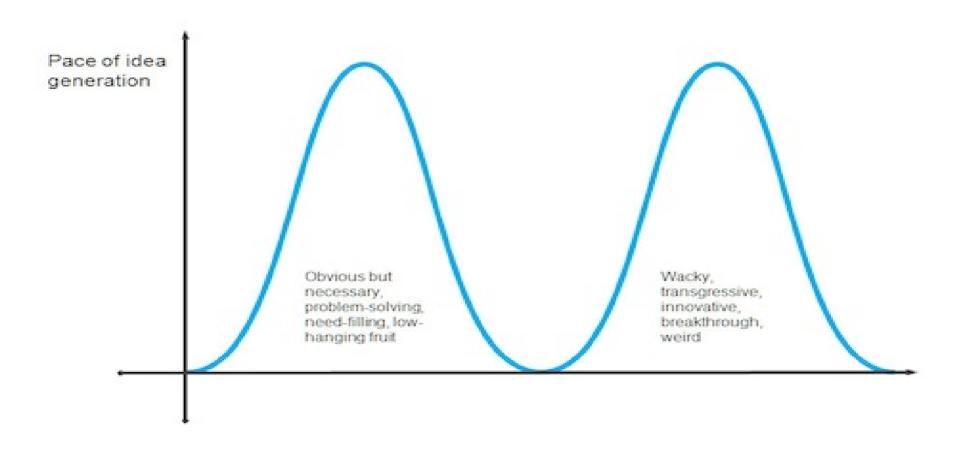




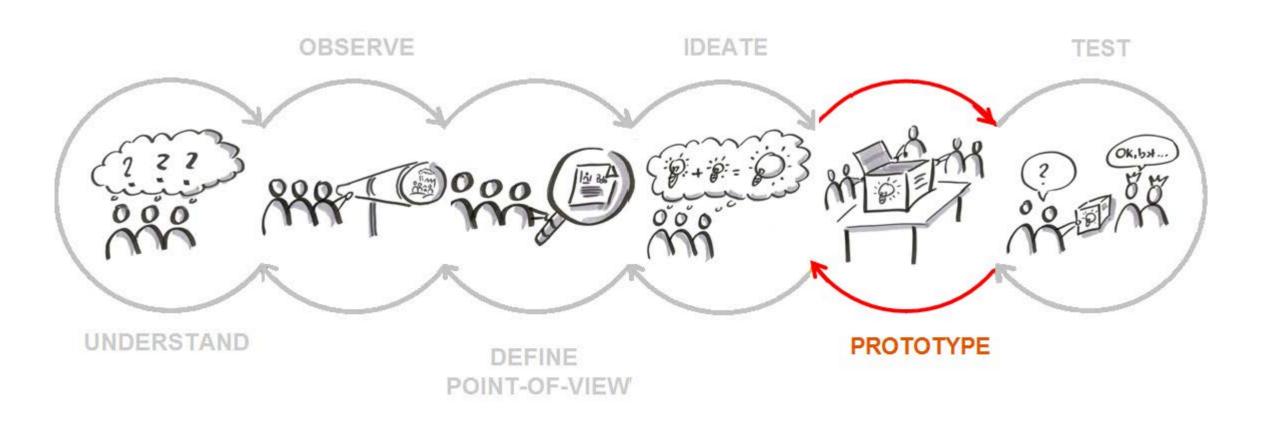




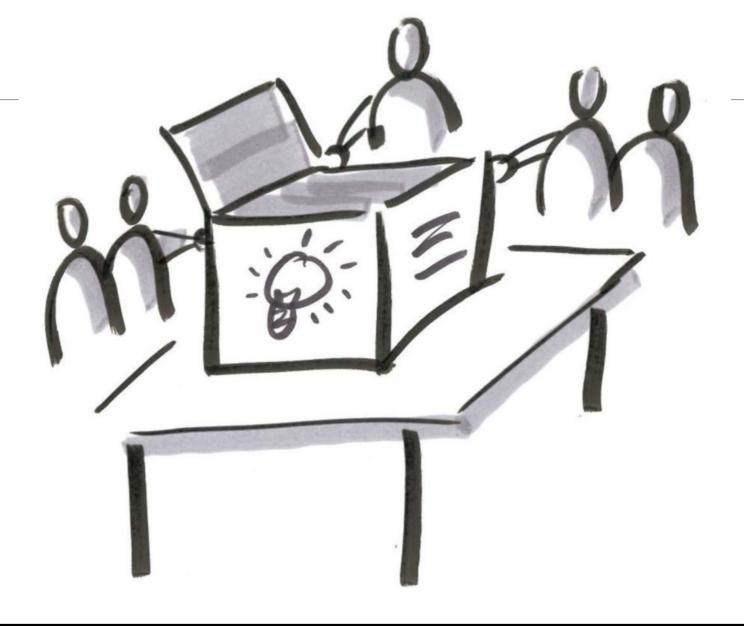




Steve Portigal: The power of bad ideas









- 1. Acting
- 2. Physical
- 3. Paper (e.g. wireframes)
- 4. Storyboards
- 5. Dark Horse Prototype
- 6. Low Fidelity Prototype
- 7. High Fidelity Prototype





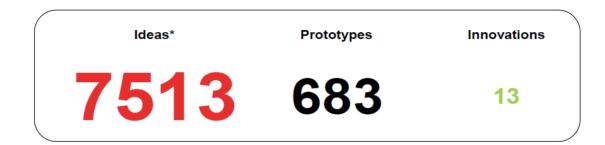






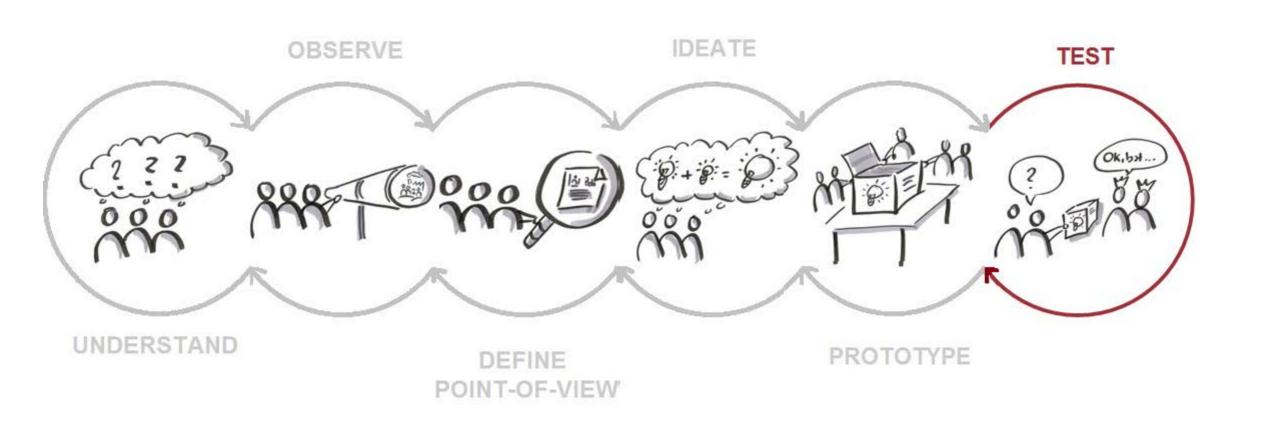


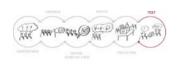
# It might need hundreds of ideas, umpteens of prototypes to come up with very few innovations!

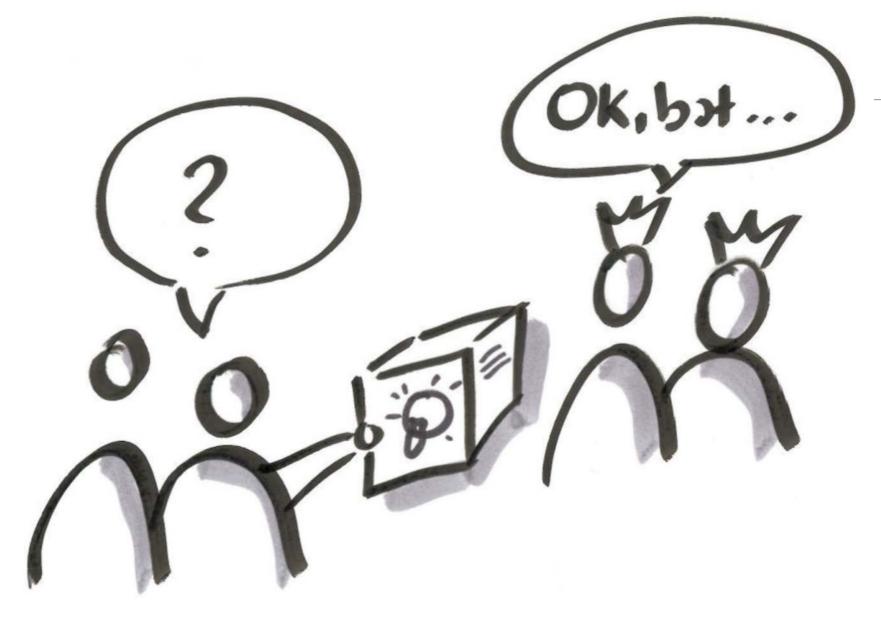


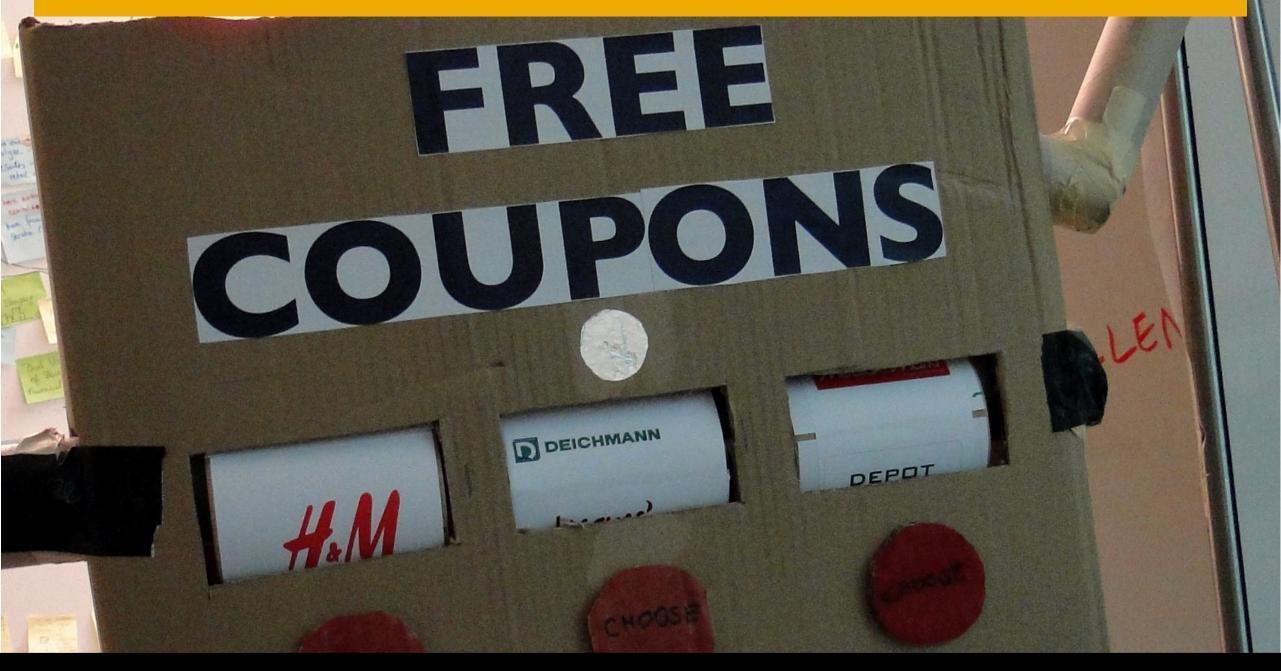


Source: Institute of Information Management, University of St. Gallen, DT Projects 2011









GET FEEDBACK FROM YOUR USERS.



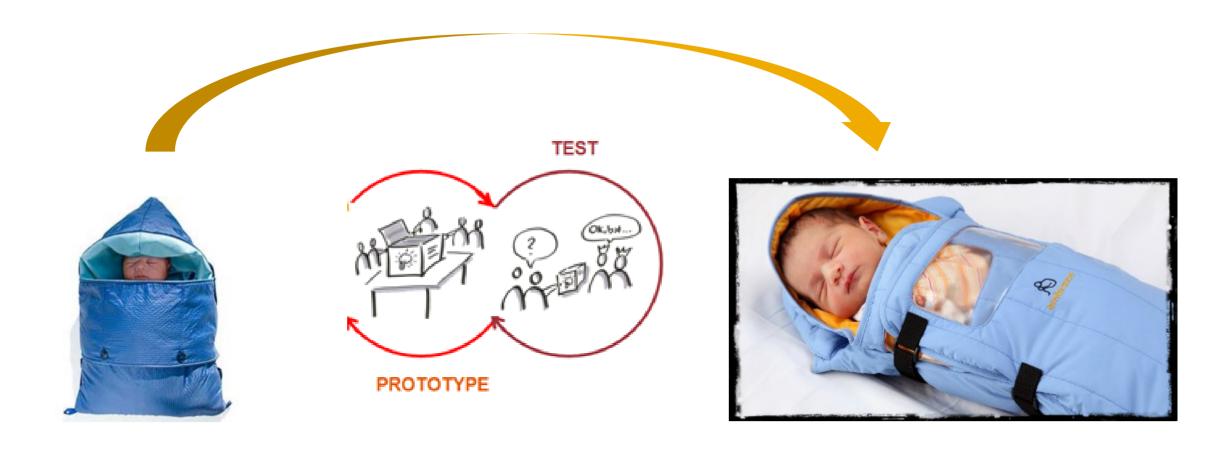
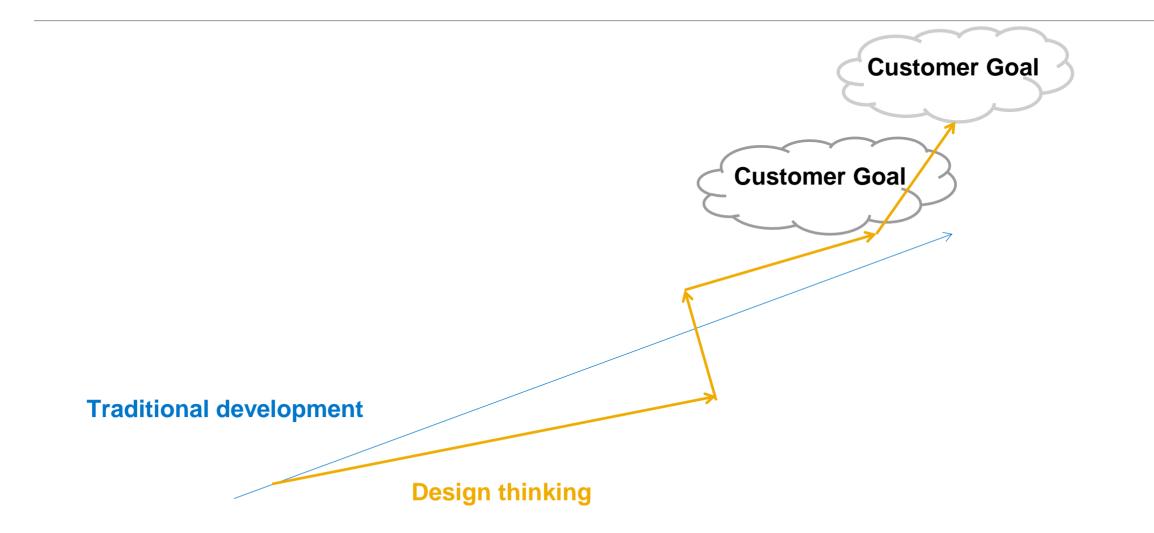


Image source: http://embraceglobal.org/





#### Case Study on combining agile development and Design Thinking (SAP Sail Better):

→ http://www.springerlink.com/content/978-3-642-31370-7/#section=1129121&page=1

#### **External Stanford DT Course**

#### **Embrace/Warm baby project (Stanford)**

The warm baby" project at Stanford has evolved into an innovative and revolutionary product called *Embrace*.

Stanford's overview - 3:42

http://vimeo.com/9968640

ABC news story -- 6:04

http://www.voutube.com/watch?v=-PvY94ssSww

#### Teleboard - Online space for sticky notes (could be used for virtual design thinking teams)

https://sap.tele-board.de/

For more info, e-mail teleboard@sap.com

### **THANK YOU!**





Design Thinker, and Visualization Trainer

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