THE SHIFTING ROLE OF DESIGN

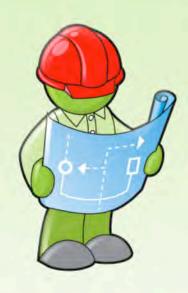
LUKE WROBLEWSKI SHIFT, LISBON 2006





Luke Wroblewski





Yahoo! Inc.

Principal Designer, Social Media

LukeW Interface Designs

- Principal & Founder
- Product design & strategy services

Author

- Site-Seeing: A Visual Approach to Web Usability (Wiley & Sons)
- Functioning Form: Web applications, product strategy, & interface design articles

Previously

- eBay Inc., Lead Designer
- University of Illinois, Instructor
- NCSA, Senior Designer

http://www.lukew.com





IN TODAY'S NETWORKED GLOBAL, DISRUPTIVE, DYNAMIC MARKETS





DESIGN SKILLS ARE INCREASINGLY IMPORTANT





DESIGN = STYLING





DESIGN = STYLING

"MAKE IT LOOK GOOD."





DESIGN = STYLING



RAYMOND LOWEY, FATHER OF INDUSTRIAL DESIGN





DESIGN = INNOVATION





DESIGN = INNOVATION

WANT TO INNOVATE?

WANT TO FORGE
LASTING
CONNECTIONS WITH
CUSTOMERS?

WANT TO OUTFLANK COMPETITORS?

WANT TO GROW?





DESIGN = INNOVATION

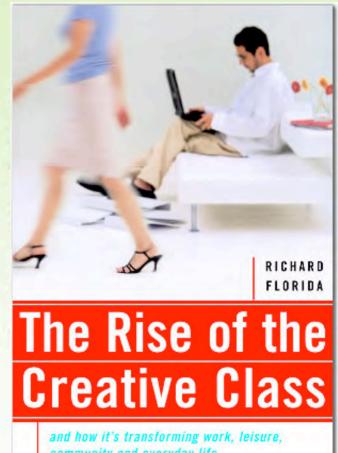


BUSINESSWEEK, DAVOS, FASTCOMPANY, ETC.





CREATIVE ECONOMY



community and everyday life.



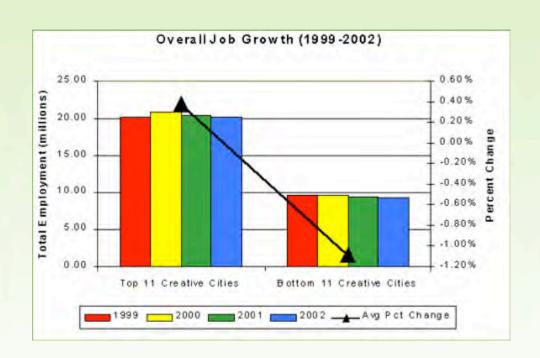


CREATIVE ECONOMY

CREATIVITY HAS
BECOME THE
DECISIVE SOURCE
OF COMPETITIVE
ADVANTAGE FOR
VIRTUALLY EVERY
INDUSTRY.







CREATIVITY HAS
BECOME THE
DECISIVE SOURCE
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VIRTUALLY EVERY
INDUSTRY.





CONCEPTUAL AGE

A WHOLE NEW MIND

Moving from the

Information Age to the Conceptual Age



DANIEL H. PINK

author of Free Agent Nation





CONCEPTUAL AGE

HOLISTIC, ARTISTIC
AND BIG-PICTURE
THINKING IS
BECOMING MORE
VALUABLE IN
TODAY'S ECONOMY.









MARKETS MATURE FASTER

CONTINUOUS FLUX

INCREASED COMPLEXITY





MARKETS MATURE FASTER

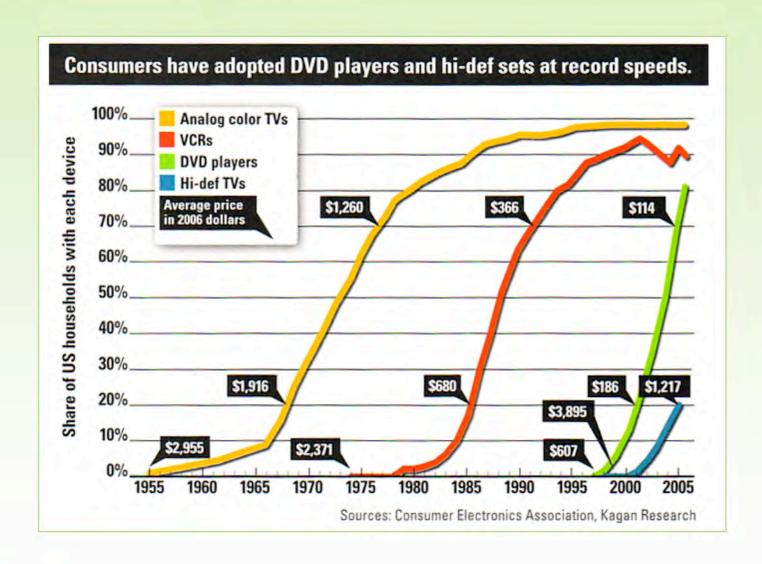
CONTINUOUS FLUX

INCREASED COMPLEXITY



Faster Adoption

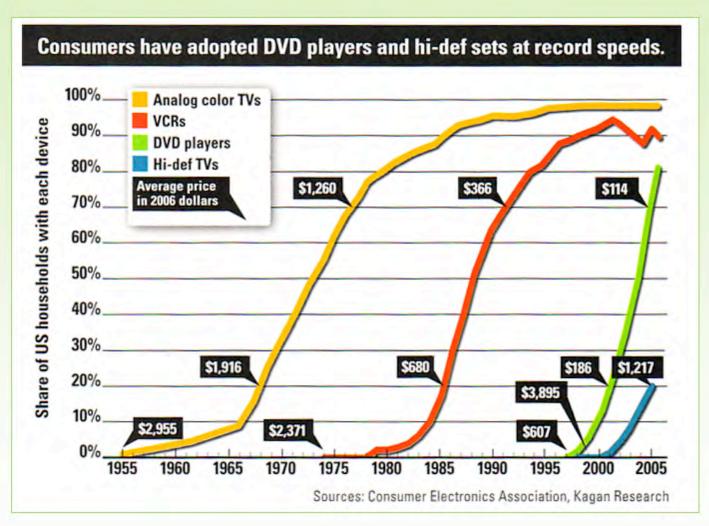






Faster Adoption



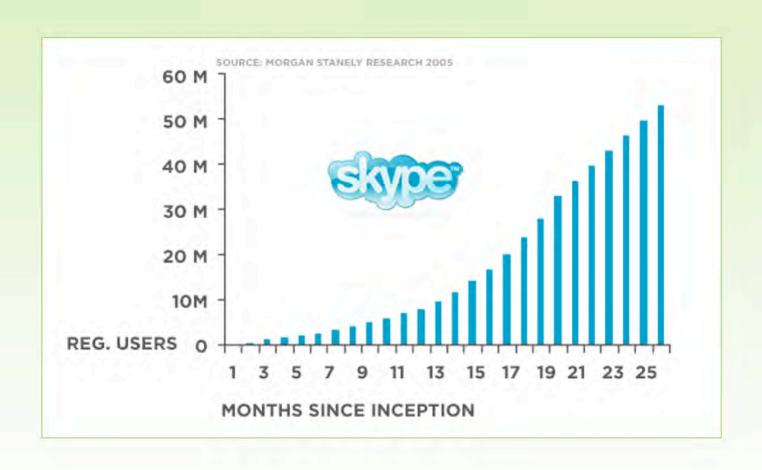


WIRED MAGAZINE INC. 2006



Faster Customer Acquisition

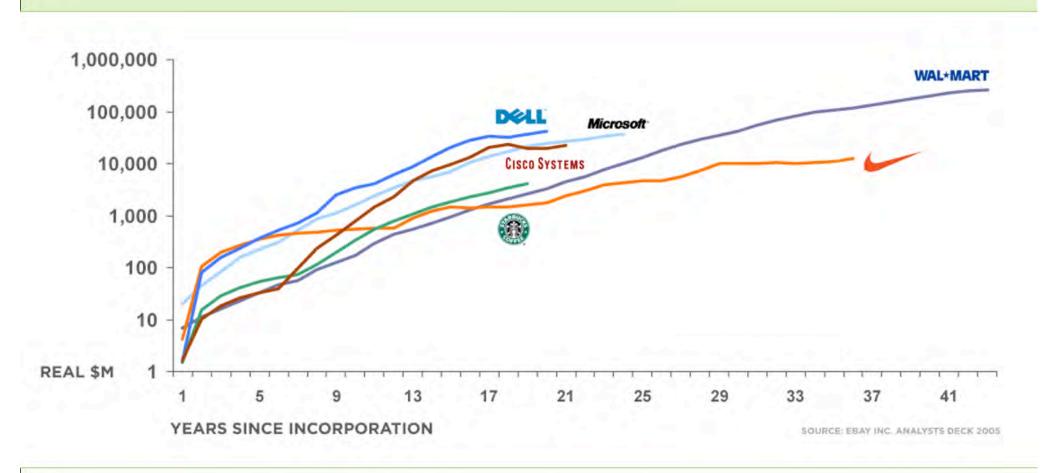






Faster Revenue Growth

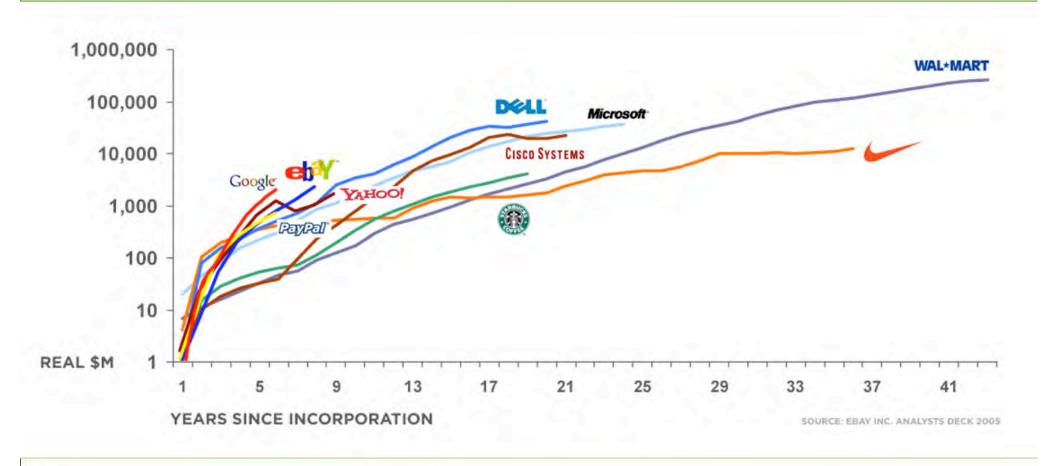






Faster Revenue Growth







Faster Competition



LAUNCHED IN FEB 2005





Faster Competition

LAUNCHED IN FEB 2005



100+ DIRECT COMPETITORS







0 Ü Ü Z ⋖ Ш 2 Ì Ū



WHEN MARKETS MATURE...





WHEN MARKETS MATURE...

FUNCTION IS INCREASINGLY ASSUMED

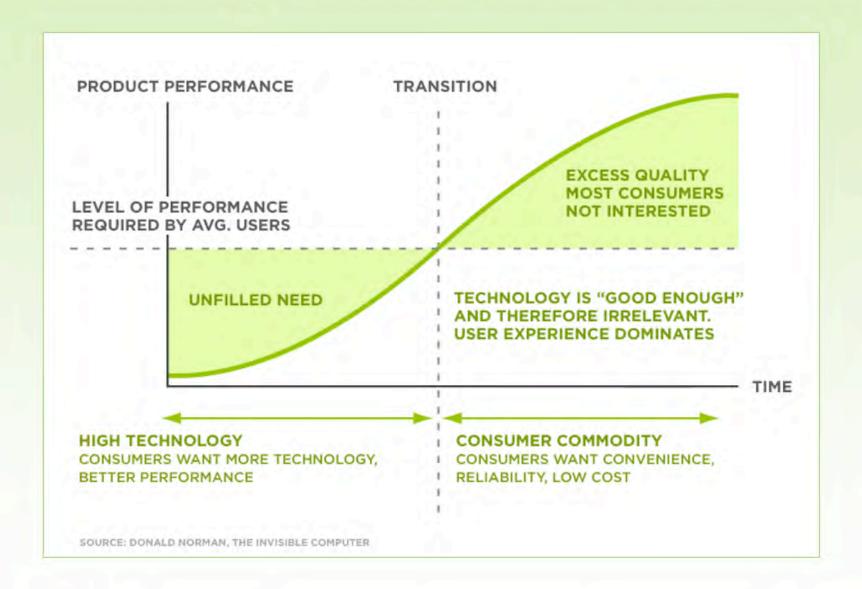
AND NO LONGER A DIFFERENTIATOR

DESIGN BECOMES MORE IMPORTANT



Technology Meets Basic Needs









IN MARKETS THAT MATURE FAST...





IN MARKETS THAT MATURE FAST...

DESIGN BECOMES A KEY DIFFERENTIATOR SOONER







IPOD, APPLE COMPUTER INC.

DESIGN BECOMES A KEY DIFFERENTIATOR SOONER

PRODUCT DESIGN, THAT IS













BMW USA INC.













INFINITI INC.





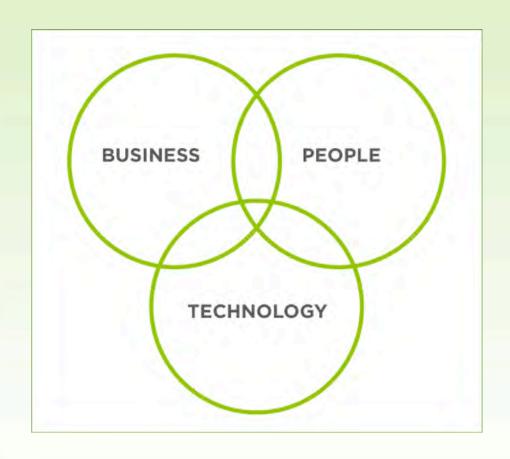
MARKETS MATURE FASTER

CONTINUOUS FLUX

INCREASED COMPLEXITY

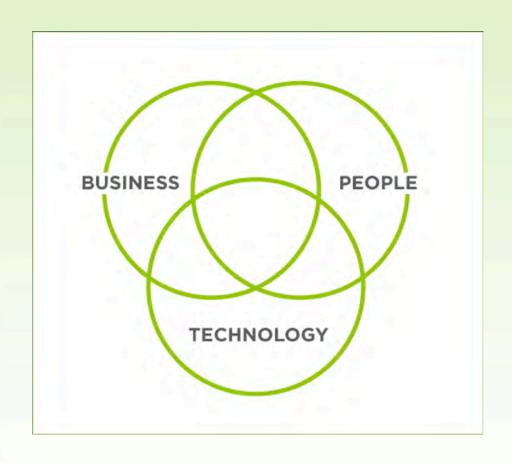












OVERLAPS BETWEEN
BUSINESS, PEOPLE, AND
TECHNOLOGY ARE
INCREASING









"The new pool of cheap labor: everyday people using their spare cycles to create content, solve problems, even do corporate R & D."

CROWDSOURCING





"...the potential to vastly expand the creative powers of tinkerers and usher in a revolution in do-it-yourself design and manufacturing that can empower even the smallest of communities."

CROWDSOURCING FAB LABS



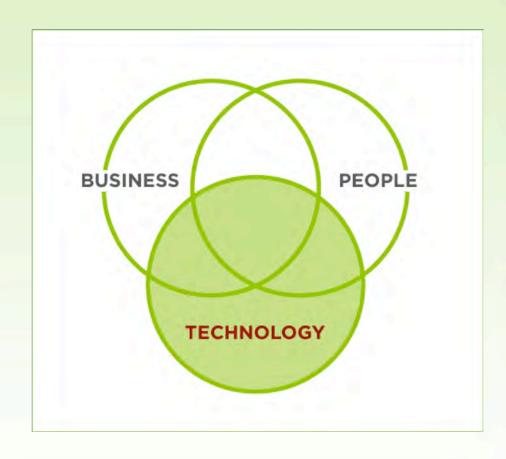


"Today, Lands' End lets you create a virtual model to your measurements and cuts clothes to fit. Adidas offers shoes customized to your feet. The British bank Abbey will emblazon your doodles on a debit card."

CROWDSOURCING
FAB LABS
PERSONALIZATION

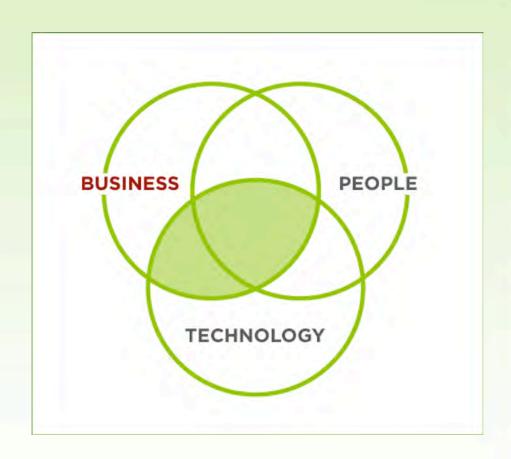








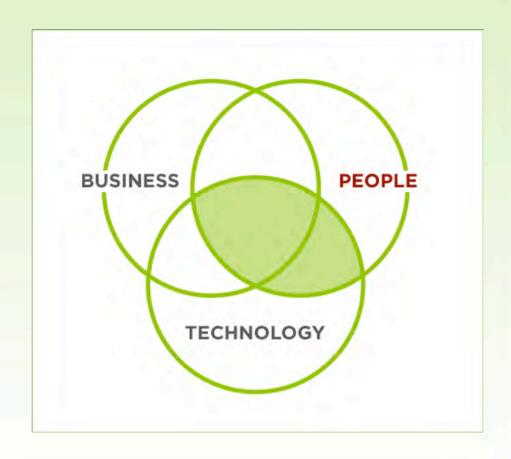




HAS A BIGGER IMPACT ON BUSINESS & PEOPLE



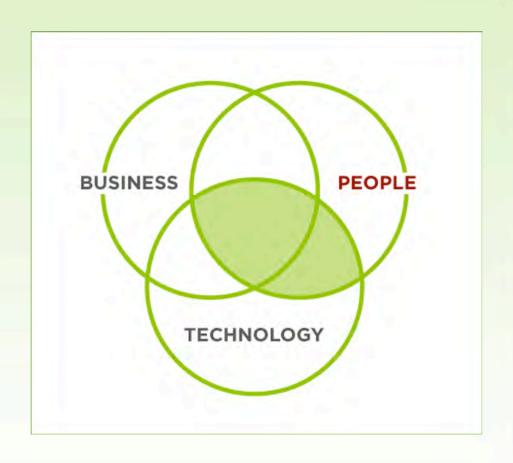




HAS A BIGGER IMPACT ON BUSINESS & PEOPLE







HAS A BIGGER IMPACT ON BUSINESS & PEOPLE

& VICE VERSA





"I have thus been able to observe from first hand experience how the nature of strategy in the IT industry has changed over the last twenty five years. Most apparent is the increasing pace of change...

Everything is moving quite a bit faster."
-Irving Wladawsky-Berger

THESE CHANGES
HAPPEN RAPIDLY

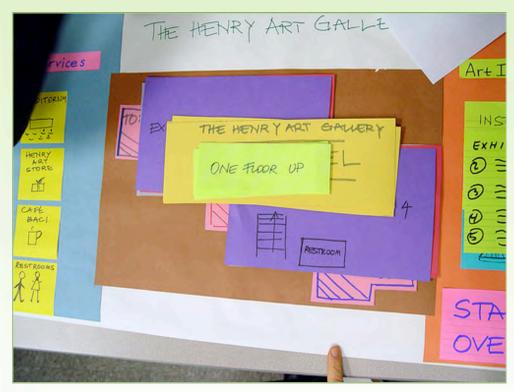




PROBLEM SOLVING WITH DESIGN







HTTP://WWW.FLICKR.COM/PHOTOS/KABLES/SETS/1483162/

RAPID PROTOTYPING







MOOVIE, PEUGEOT DESIGN COMPETITION WINNER

ABDUCTIVE THINKING



Types of Thinking



Deductive

- Reasoning from general principles to particular examples
- If 5+4=9 AND 6+3=9 THEN 5+4=6+3

Inductive

- Observing patterns and using those to make generalizations
- · See tire tracks in snow; a car was here

Abductive

- · Reasoning based on what might be
- · Blueprint for a future state
- Critical to creative process







HTTP://WWW.FLICKR.COM/PHOTOS/KAVEHPD/88298049/

PAINT A CLEAR PICTURE OF SUCCESS

KATHY SIERRA, CREATING PASSIONATE USERS





"Any 'solved problem' that involves human beings solves a problem whose parameters must change through time." -Bruce Sterling

DESIGN IS NEVER DONE

















IN A STATE OF FLUX...





IN A STATE OF FLUX...

DESIGN ENABLES COMPANIES TO ADAPT







HASSO PLATTNER

Institute of Design at Stanford

Our vision

"We believe great innovators and leaders need to be great design thinkers."

d.SCHOOL, STANFORD

DESIGN ENABLES COMPANIES TO ADAPT

DESIGN THINKING, THAT IS



Design Thinking



- Tim Brown, IDEO
 - Intensely Collaborative
 - Empathetic
 - Craft to make things real in the world
 - Pictorial
- Diego Rodriguez, Stanford d school
 - Optimism
 - · The Mind of the Child
 - Attitude of Wisdom
 - Building to Think (prototyping)



Design Thinking



- Jeanne Liedtka, Rottman
 - Synthetic: coherent overall vision
 - Abductive: visualizing what might be
 - Opportunistic: new & emergent opportunities
 - Dialectical: intersection of conflicting demands
- Victor Lombardi, Management Innovation Group
 - Collaborative
 - Abductive
 - Experimental
 - Personal
 - Integrative
 - Interpretive



Design Thinking



Dan Saffer, Adaptive Path

- Focus on Customers/Users
- Finding Alternatives
- Ideation & Prototyping
- Wicked Problems
- A Wide Range of Influences
- Emotion

Others

- Enlightened Trial & Error
- Constructive: shapes reality
- Subjective: participates from the inside





EMPATHY: ROOTED IN REAL WORLD

VISION: ABDUCTIVE, PICTORAL, CONSTRUCTIVE

ITERATIVE: TRIAL & ERROR, PROTOTYPING





WHY THE CHANGE?

MARKETS MATURE FASTER

CONTINUOUS FLUX

INCREASED COMPLEXITY





EVERY DAY...





EVERY DAY...

MORE THAN 60 BILLION EMAILS SENT

ESTIMATED ONE BILLION TEXT MESSAGES (SMS) SENT

1.2 MILLION NEW BLOG POSTS, ABOUT 50,000 PER HOUR





EVERY DAY...



CNN INC.





INFORMATION OVERLOAD





"Design has gained in importance in direct proportion to information overload." -Tom Mulhern

INFORMATION OVERLOAD



Multiple Data Sources







Errors, issues, assists, completion rates, time spent per task, satisfaction scores



- Customer Support
 - Top problems, number of incidents



- Best Practices
 - Common solutions, unique approaches



- Site Tracking
 - Completion rates, entry points, exit points, elements utilized, data entered

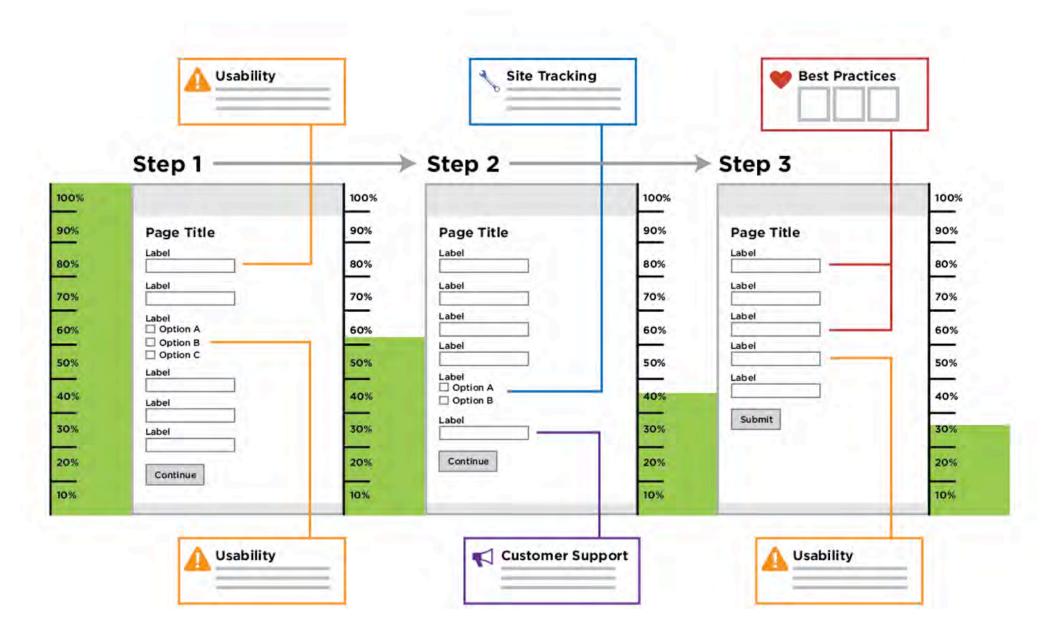
BUSINESS OF DESIGN, EBAY INC. APRIL 2004



Site Design										
										7.5
CONTROL OF THE CONTRO										8.1
Usability	6.0	5.4	7.4	5.9	7.2	5.0	7.4	5.0	6.2	7.9
TOTAL WEIGHTED SITE DESIGN	6	5.4	7.4	5.9	7.2	5	7.4	5.0	6.2	7.9
Percent of Total Possible	67%	60%	82%	66%	80%	56%	82%	56%	68%	88%
Site Functionality										
Search	4.0	2.0	3.0	0.0	5.0	5.7	5.7	0.0	3.3	6.0
Security	5.8	4.2	4.2	4.2	4.2	4.2	5.8	4.2	4.5	8.0
Accessibility	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	8.0
TOTAL WEIGHTED FUNCTIONALITY	4.4	2.8	3.5	1.4	4.9	5.3	5.3	1.4	3.7	6.6
Percent of Total Possible	49%	31%	39%	15%	54%	59%	59%	15%	41%	73%
Customer Value										
	6.0	6.0	6.0	6.3	6.9	5.9	6.9	5.9	6.2	7.4
	5.4		4.3	4.5	4.0		5.4		4.4	5.9
	1,17,27								11.5.5.1	6.2
NAME OF THE PARTY										8.5
Investor Information	7.0	8.0	8.0	7.0	8.0	6.0	8.0	6.0	7.3	8.2
TOTAL WEIGHTED CUSTOMER VALUE	5.3	4.9	4.9	5.8	5.2	4.5	5.8	4.5	5.1	6.8
Percent of Total Possible	59%	55%	54%	64%	58%	50%	64%	50%	57%	76%
GRAND TOTAL OF OVERALL CRITERIA	15.69524	16.0	12.8	15.4	12.8	16.5	16.5	12.8	14.9	19.5
Percent of Total Possible	58%	59%	47%	57%	47%	61%	61%	47%	55%	72%
WEIGHTED SITE TOTAL	5.2	5.3	4.4	5.1	4.6	5.4	5.4	4.4	5.0	6.5
Percent of Total Possible	58%	59%	49%	56%	52%	60%	60%	49%	56%	72%
	Brand Navigation Usability TOTAL WEIGHTED SITE DESIGN Percent of Total Possible Site Functionality Search Security Accessibility TOTAL WEIGHTED FUNCTIONALITY Percent of Total Possible Customer Value Content Product or Service Information Customer Service & Support Contact Information Investor Information Investor Information TOTAL WEIGHTED CUSTOMER VALUE Percent of Total Possible GRAND TOTAL OF OVERALL CRITERIA Percent of Total Possible WEIGHTED SITE TOTAL	Stand 1.2 1.	Stand S.1 3.9	Brand	Brand	Brand	Brand S.1 3.9 5.8 5.4 6.4 6.0 Navigation 7.2 5.7 7.6 5.7 6.1 5.3 Usability 6.0 5.4 7.4 5.9 7.2 5.0	Brand S.1 S.9 S.8 S.4 S.4 S.0 S.7 Navigation S.7 S.8 S.2 S.8 S.3 S	Stand Standard S	Standard S.1 3.9 5.8 5.4 6.4 6.0 6.4 3.9 5.4 Navigation 7.2 5.7 7.6 5.7 6.1 5.3 7.6 5.3 6.3 0.3 0.5

	Site Design										
1.1	Brand	5.1	3.9	5.8	5.4	6.4	6.0	6.4	3.9	5.4	7.5
1.2	Navigation	7.2	5.7	7.6	5.7	6.1	5.3	7.6	5.3	6.3	8.
1.3	Usability	6.0	5.4	7.4	5.9	7.2	5.0	7.4	5.0	6.2	7.9
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2	Site Functionality										
2.1	Search	4.0	2.0	3.0	0.0	5.0	5.7	5.7	0.0	3.3	6.0
2.2	Security	5.8	4.2	4.2	4.2	4.2	4.2	5.8	4.2	4.5	8.0
2.3	Accessibility	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	5.0	8.0
	TOTAL WEIGHTED FUNCTIONALITY	4.4	2.8	3.5	1.4	4.9	5.3	5.3	1.4	3.7	6.6
-	Percent of Total Possible	49%	31%	39%	15%	54%	59%	59%	15%	41%	73%
3	Customer Value										
3.1	Content	6.0	6.0	6.0	6.3	6.9	5.9	6.9	5.9	6.2	7.4
3.2	Product or Service Information	5.4	3.3	4.3	4.5	4.0	4.8	5.4	3.3	4.4	5.9
3.3	Customer Service & Support	4.3	4.0	4.0	5.7	4.7	3.7	5.7	3.7	4.4	6.2
3.4	Contact Information	5.3	6.8	4.5	6.5	3.2	2.3	6.8	2.3	4.8	8.5
3.5	Investor Information	7.0	8.0	8.0	7.0	8.0	6.0	8.0	6.0	7.3	8.2
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JOEL GROSSMAN, PIVOTAL CLICK

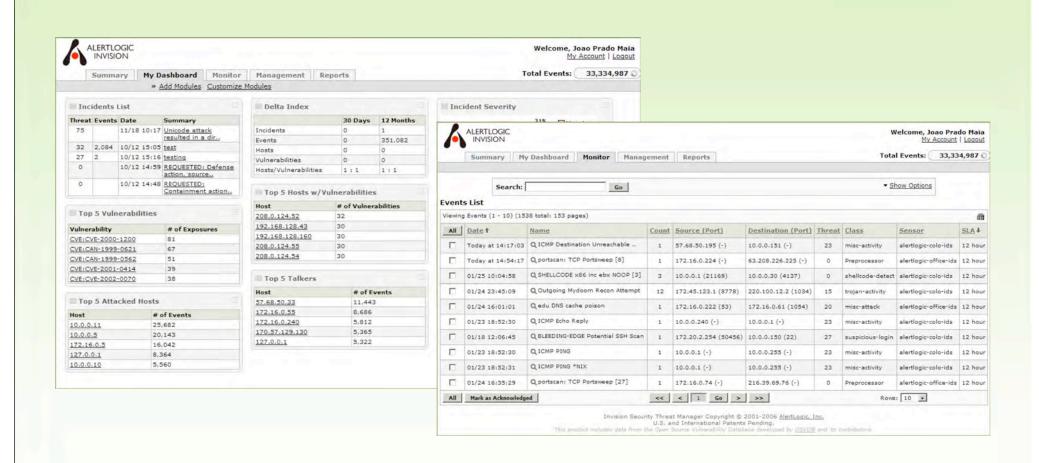


Tell a Story



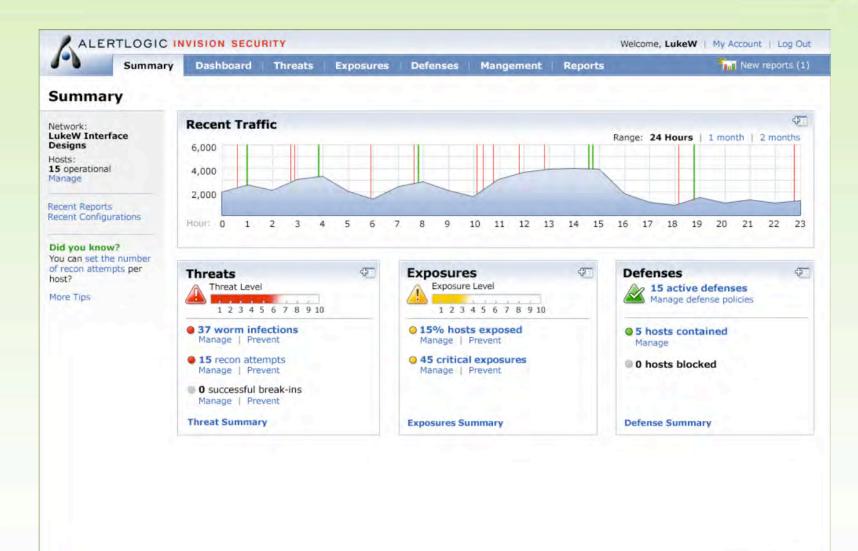
- Focus on the big idea
 - Quickly communicate key concepts
- Reveal the problem or opportunity
 - Visualize the impact of data
 - Provide information in context
- Use visual Hierarchy to communicate
 - A prioritized narrative
- Enable
 - Faster consensus
 - Better decisions













Invision Security @ Threat Manager Copyright 2001-2005 AlertLogic, Inc. This product includes data from the Open Source Vulnerability Database developed by OSVDB and its contributors.





COMPLEXITY WITHIN PRODUCTS







COMPLEXITY WITHIN PRODUCTS

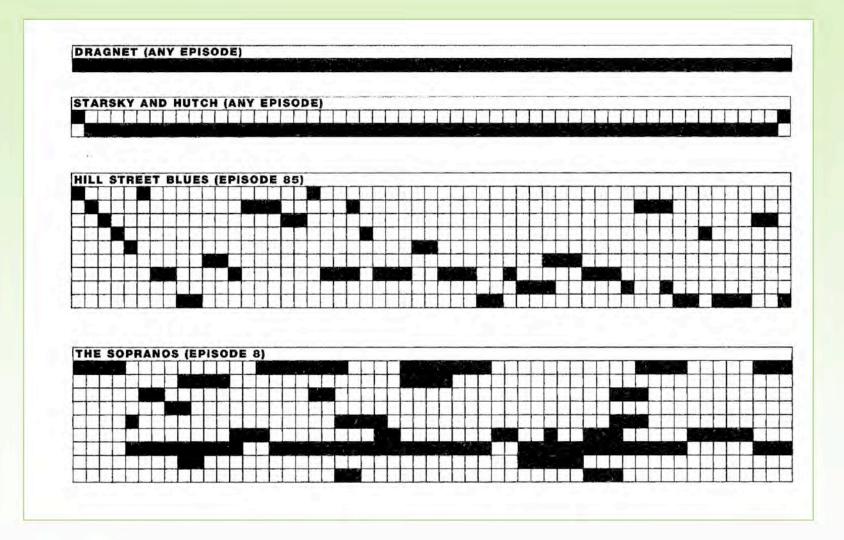


TREO, PALMONE INC.



TV: Plotlines

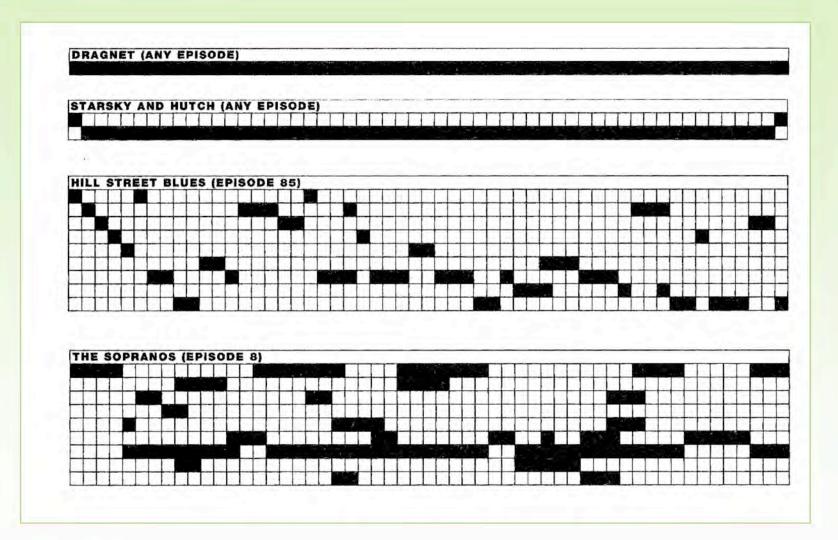






TV: Plotlines



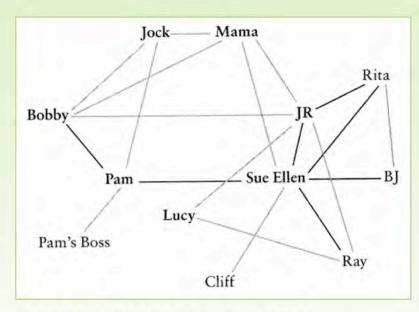


EVERYTHING BAD IS GOOD FOR YOU, STEVEN JOHNSON

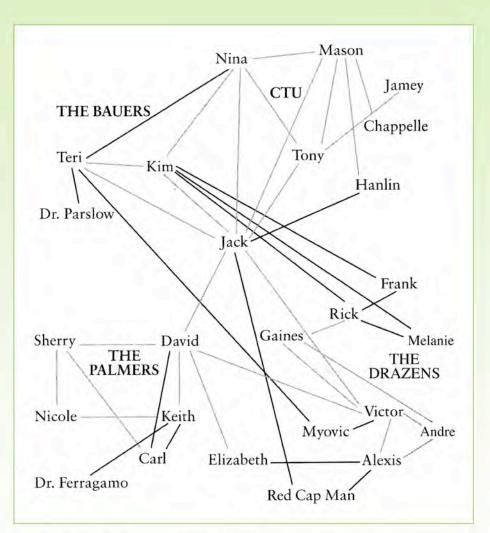


TV: Social Networks





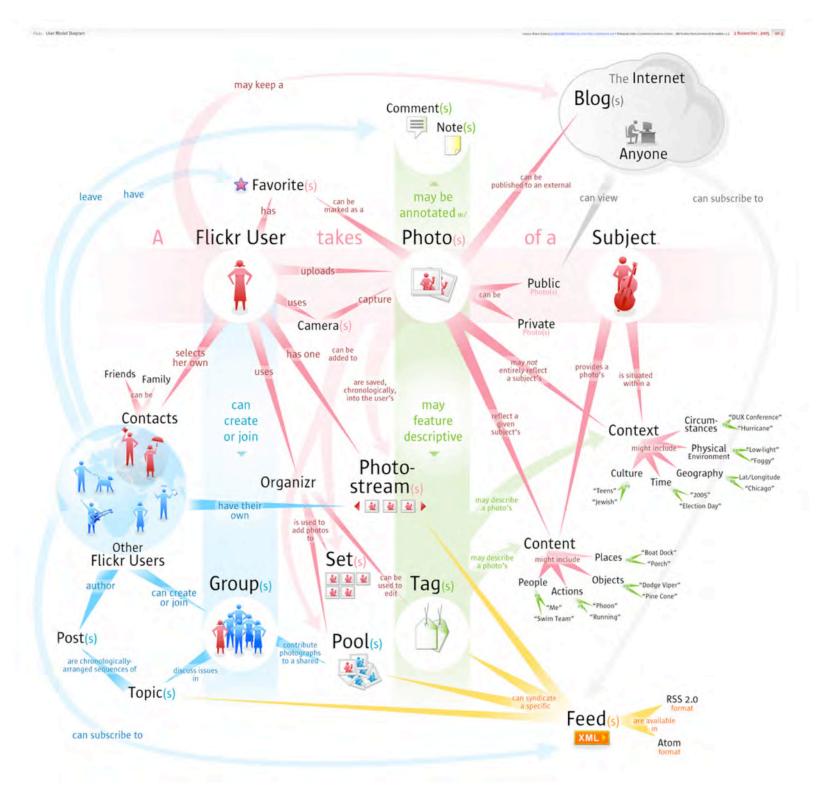
DALLAS, 1978 ORG. AIR DATE



24, 2001 ORG. AIR DATE

EVERYTHING BAD IS GOOD FOR YOU, STEVEN JOHNSON

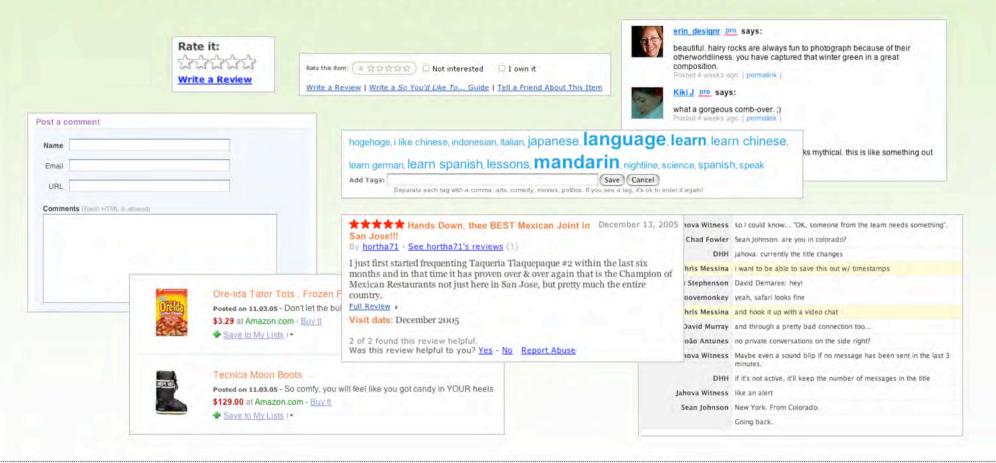




Contributing



flag Ratings reviews favorites wikis calendars Comments tags discussion boards inline chat

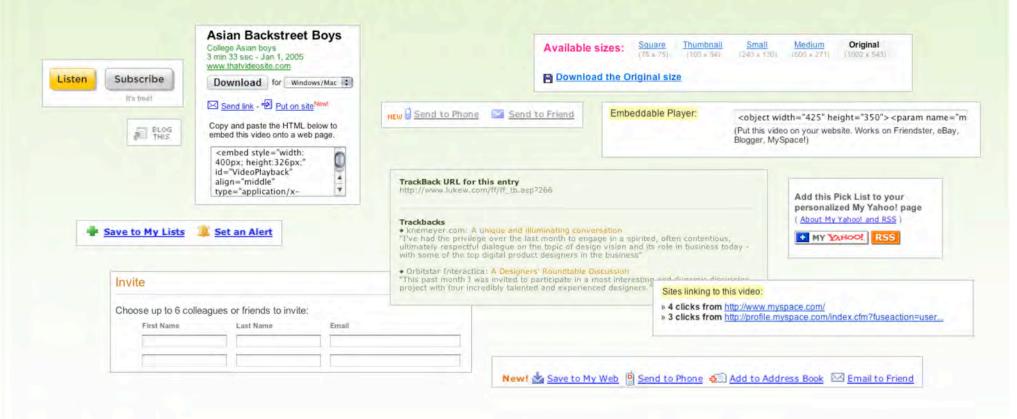




Sharing



Email to friend save to list send via IM add to my site download trackbacks add to blog playlists subscribe invite







"Complexity causes 50% of product returns."





"Complexity causes 50% of product returns."

DESIGNERS MANAGE COMPLEXITY



No Clear Hierarchy







No Clear Hierarchy







Effective Hierarchy







Effective Hierarchy









"The ability to simplify means to eliminate the unnecessary so that the necessary may speak." -Hans Hofman





General Statistics	
Current Caseload:	10
Number of Admissions Today:	5
Number of Admissions This Month:	35
Number of Admissions Last Month:	30
Number of Discharges Today:	3
Number of Discharges This Month:	22
Number of Discharges Last Month:	34





General Statistics		
Current Caseload:	10	
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atistics	
Current Caseload:	10
New Admissions:	5 today 35 this month 30 last month
Discharges:	3 today 22 this month 34 last month





GLOBALIZATION





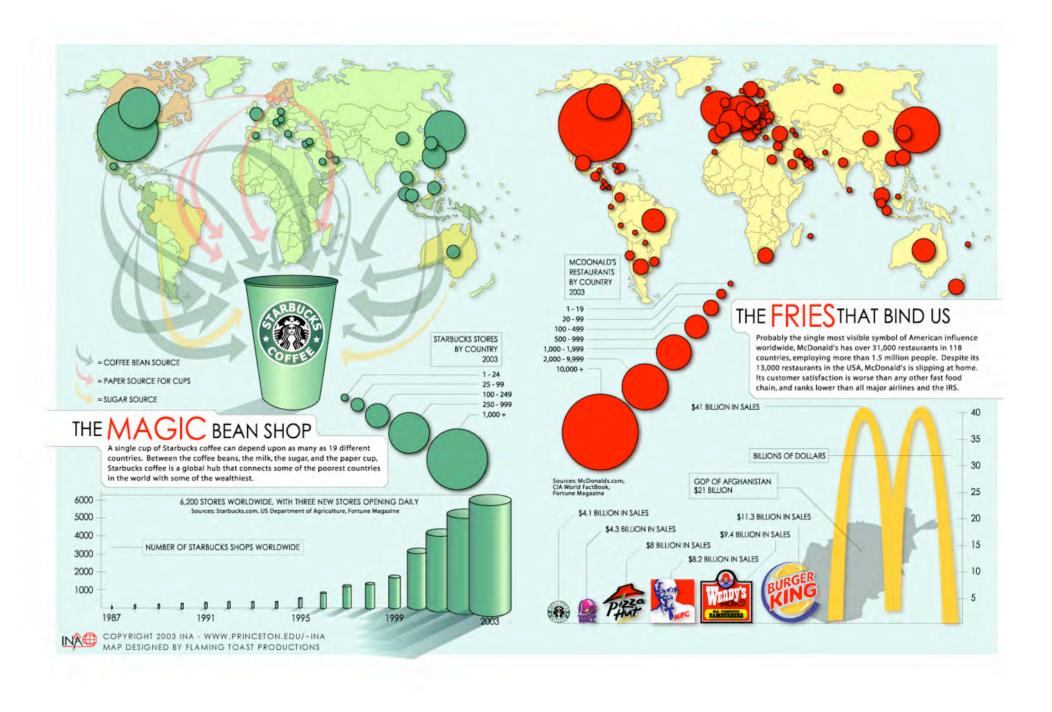
GLOBALIZATION

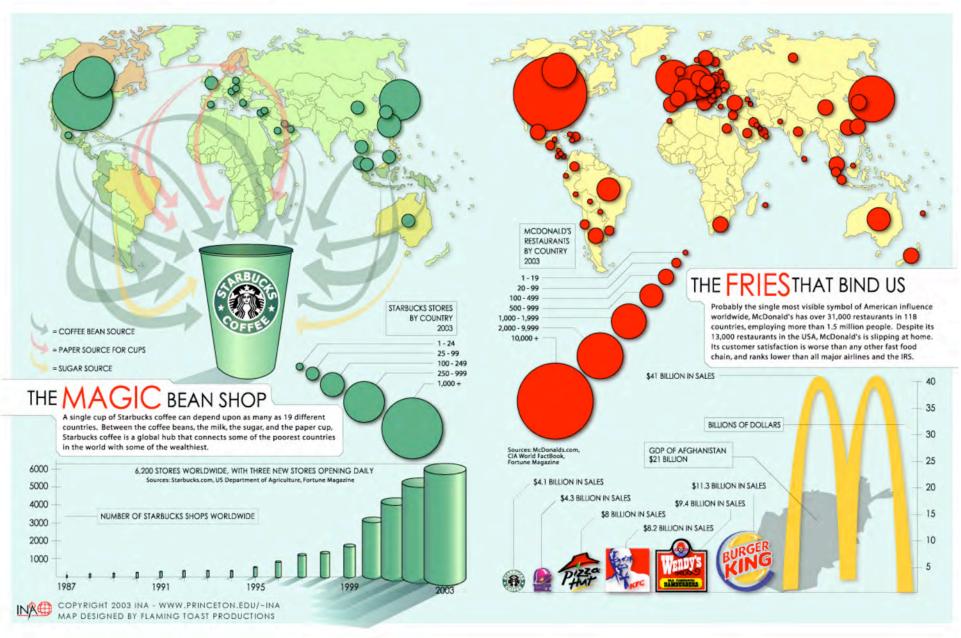
CROSS-CULTURAL COMPLEXITY & OPPORTUNITY

NEW EMERGING MARKETS

CULTURALLY AND GEOGRAPHICALLY DIVERSE COMPANIES











STEVE PORTIGAL, PORTIGAL CONSULTING





"Design achieves its power because it can create situations, and a situation is more determining of what people will actually do than is personality, character, habit, genetics, unconscious motives or any other aspect of our individual makeup. Nobody smokes in church, no matter how addicted."

-Richard Farson



STEVE PORTIGAL, PORTIGAL CONSULTING





WHEN THERE'S COMPLEXITY...





WHEN THERE'S COMPLEXITY...

DESIGN ENABLESCOMMUNICATION





WHEN THERE'S COMPLEXITY...

DESIGN ENABLESCOMMUNICATION

DESIGN PRINCIPLES, THAT IS





IN SUMMARY...





• In a networked, global, dynamic, & disruptive economy...





- In a networked, global, dynamic, & disruptive economy...
- Markets mature faster
 - Product design matters earlier
 - Need distinction beyond functionality





- In a networked, global, dynamic, & disruptive economy...
- Markets mature faster
 - Product design matters earlier
 - Need distinction beyond functionality
- We are in a state of continuous flux
 - Design thinking helps companies adapt & stay relevant
 - Observe, Envision, Iterate



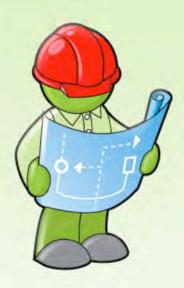


- In a networked, global, dynamic, & disruptive economy...
- Markets mature faster
 - Product design matters earlier
 - Need distinction beyond functionality
- We are in a state of continuous flux
 - Design thinking helps companies adapt & stay relevant
 - Observe, Envision, Iterate
- There's increased complexity
 - Information overload
 - Interconnected product ecosystems
 - Globalization
 - Design principles create meaning



For more information...





- Functioning Form
 - www.lukew.com/ff/
- Drop me a note
 - · luke@lukew.com

