

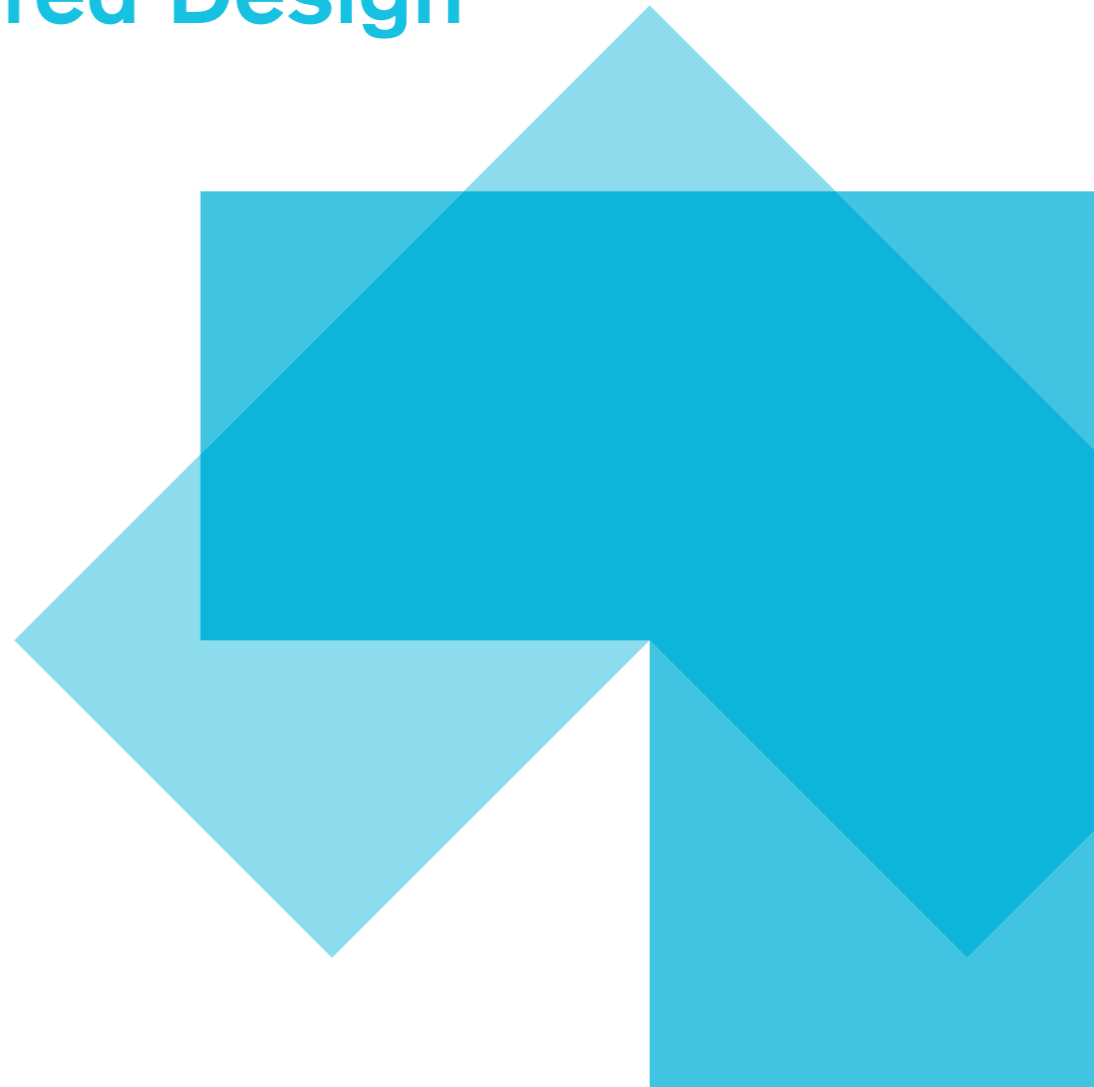
# Improving Impact

## A Crash Course in Human-Centered Design

**Government IT Symposium**

December 12, 2019

 azul seven



# Hello!

**We're Abby and Kristina from  
Azul Seven, a Human-Centered  
Design consultancy.**



# Why Human- Centered Design?

It's simple, really.

We design better  
outcomes, products,  
and services when we  
**put humans first.**

But what is Human-Centered Design?

A collection of design frameworks that have evolved using a human-centered approach.

Frameworks like:

**Lean Startup**  
**Behavior Design**  
**Design Thinking**

**Today, we're  
focused on  
Design Thinking.**

## What is Design Thinking?

A process framework that has evolved over the last 20+ years to help teach and implement Human-Centered Design.



## Design Thinking has been called:

“A methodology for innovation that combines creative and analytical approaches and **requires collaboration across disciplines.**”

“A **problem-finding** process.”

“A methodology to **unlock teams’ creative confidence.**”

## Foundations of Design Thinking

The Design Thinking framework is based on:

**Observing** people's real needs

**Reframing** problems

**Prototyping** solutions in the simplest way possible

Design Thinking allows teams to quickly test ideas and pivot based on what they learn from users—a huge advantage before investing significant time or money.

**How big is the  
advantage for those  
using Design Thinking?**

Pretty big, as it turns out:

Over the last 10 years, design-led companies (those using human-centered processes) have outperformed the general S&P by over **200%**.

Source: DMI Design Value Index

**Who can use  
Design Thinking?**

**Anyone. Really!**

Design Thinking isn't just for those in traditional “creative” roles or large, well-funded corporations.

If you solve problems, create solutions, or innovate in any way—Design Thinking is for you.

The background of the image is a close-up, slightly blurred view of an open notebook. The pages are white and covered with numerous colorful sticky notes in shades of blue, green, yellow, orange, and pink. Some of the notes have faint, illegible handwriting on them. The notebook is positioned diagonally across the frame. A semi-transparent dark grey rectangular box is overlaid on the center of the image, containing the text.

# How does Design Thinking work?

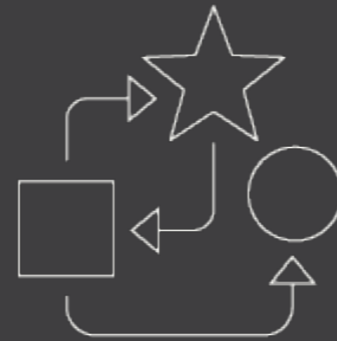
# d.mindsets



focus on  
human values



show,  
don't tell



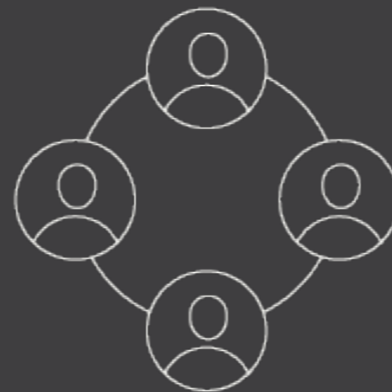
embrace  
experimentation



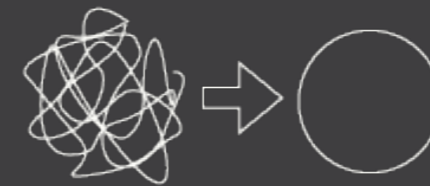
be mindful  
of process



bias  
toward action



radical  
collaboration



craft  
clarity



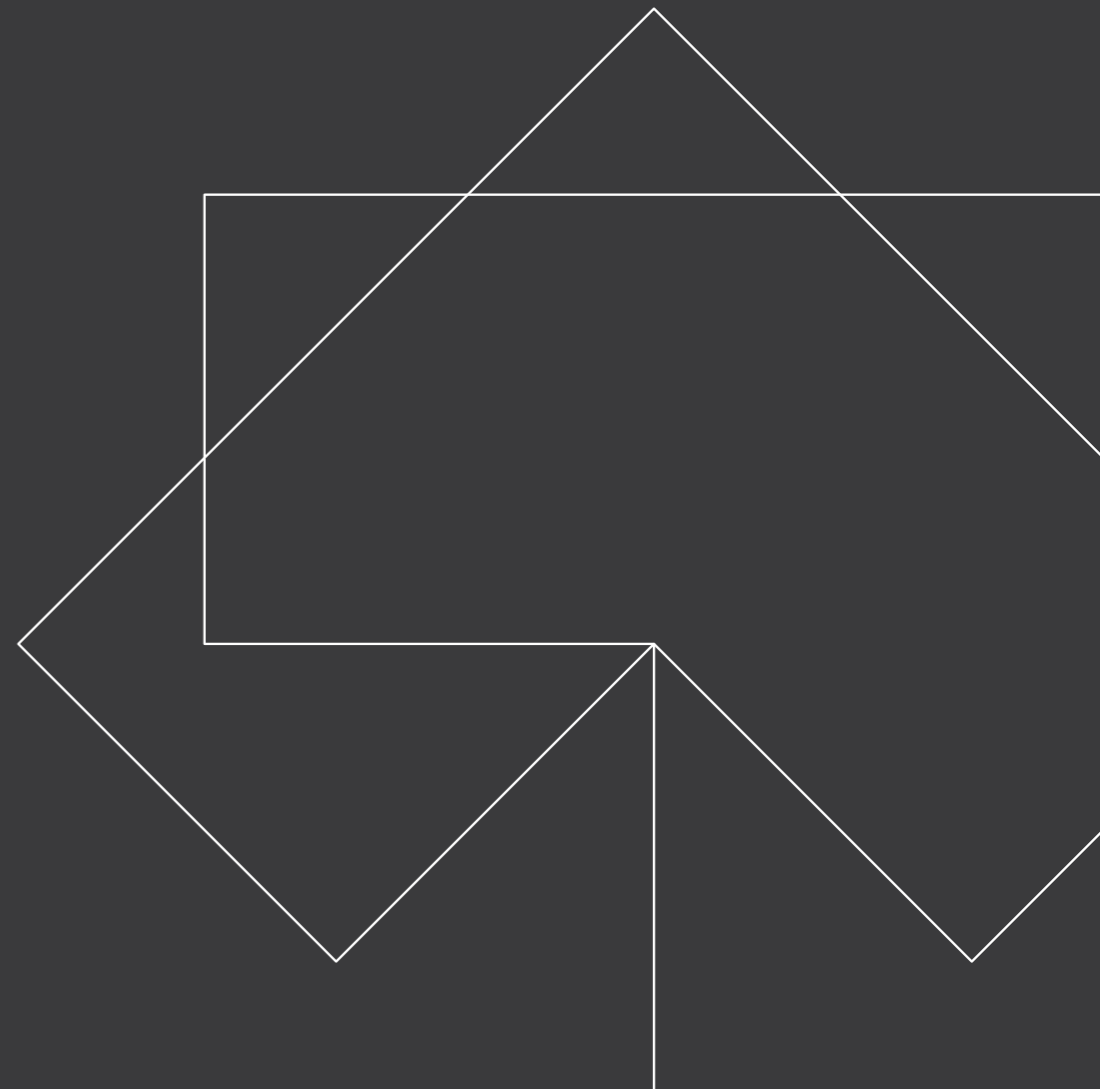
**1 Empathize**

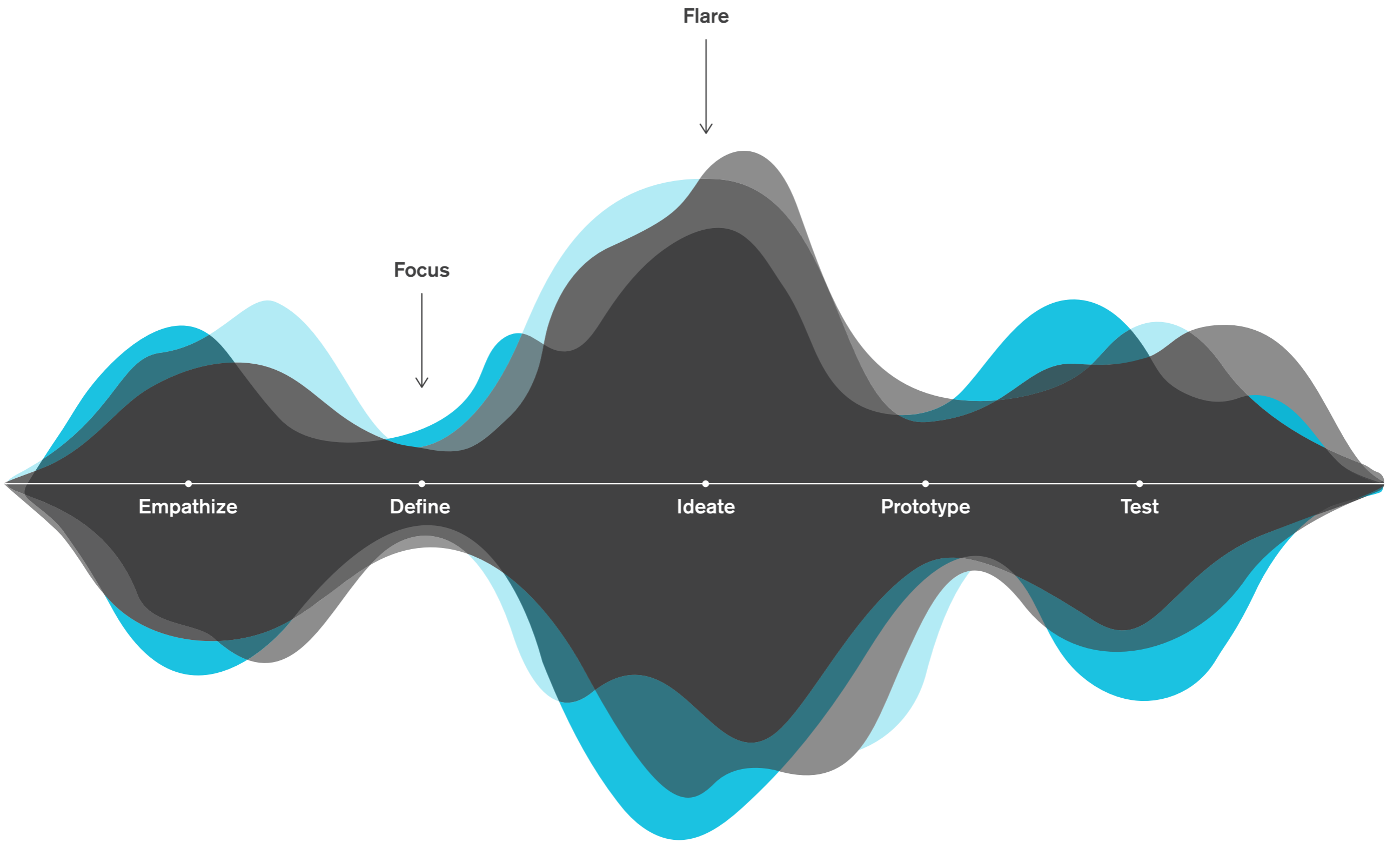
**2 Define**

**3 Ideate**

**4 Prototype**

**5 Test**





# Quick Tips for Design Thinkers

# Empathize With Customers

Uncover unmet needs, understand user motivations.

- Ask open-ended questions—seek stories, details, emotion
- Observe: interactions, body language, workarounds
- Ask WHY!

# Define the Problem

Identify the right problem to solve.

- Unpack your interviews—what did you learn?
- Look for themes or surprising problems
- Create a problem statement to help you focus your effort:
  - Who is your customer or user? Describe them.
  - What do they need? (No solutions yet!)
  - Why do they need it? Insights that support their need

# Ideate a Solution

Brainstorm creative solutions as a team.

- Be imaginative! No self-editing or critique of others' ideas.
- Build on your ideas and the ideas of others
- Go for quantity—the more ideas, the better!

# Prototype Your Concept

Bring an idea to life quickly.

- Keep it simple and low-cost
- Focus on key aspects of the product or experience first
- Don't get ready, get started!

# Test Your Prototype

Gather more empathy; this time with a prop!

- Don't sell your idea. Listen more than you speak.
- Capture feedback and answer questions with questions:  
“what do you think it should do?”
- Ideas aren't precious. Be open to change based on feedback!



A close-up photograph of a person's hand. A white, rectangular sensor is attached to the palm. A gold ring is visible on the ring finger. The background is blurred, showing a blue wall and a person's arm in a blue shirt. A semi-transparent dark blue rectangle is overlaid on the image, containing the text "Let's give it a try!".

**Let's give it a try!**

# Design Thinking in One Hour

## **Get Ready**

It's go time! Find a partner.

## **Listen Carefully**

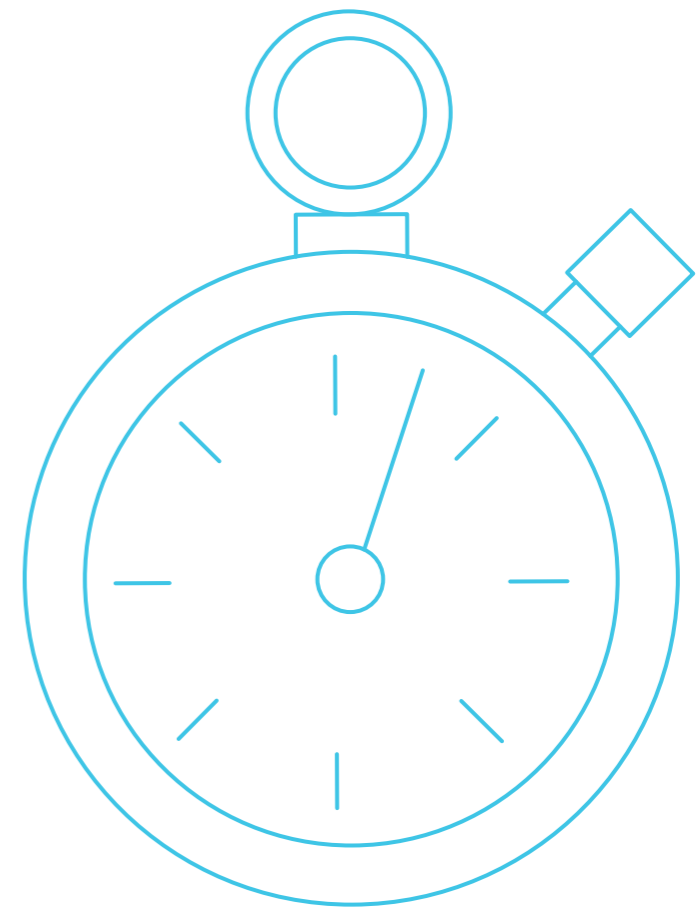
This is a timed activity, and we'll go through it page-by-page with you.

## **Speak Up**

Raise your hand if you need help at any point.

## **Don't Stress**

We're all learning here. Don't worry if you get it wrong (or don't get it at all)!



**So, now what?**

# Take it Home

Create a plan for using Design Thinking at work!

- Start small—pick one project or a piece of the framework to try
- Look for quick wins that will help you provide value to your team
- Get started right away, so you can utilize what you learned and did today (it's all about practice!)
- Go online for additional resources (check out the Stanford d.school [Design Thinking Bootleg](#))

If you only take one thing away today,  
make it a commitment to **gaining**  
**empathy** for those you serve.

Your solutions will be better for it, we promise!

# Thank you!

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