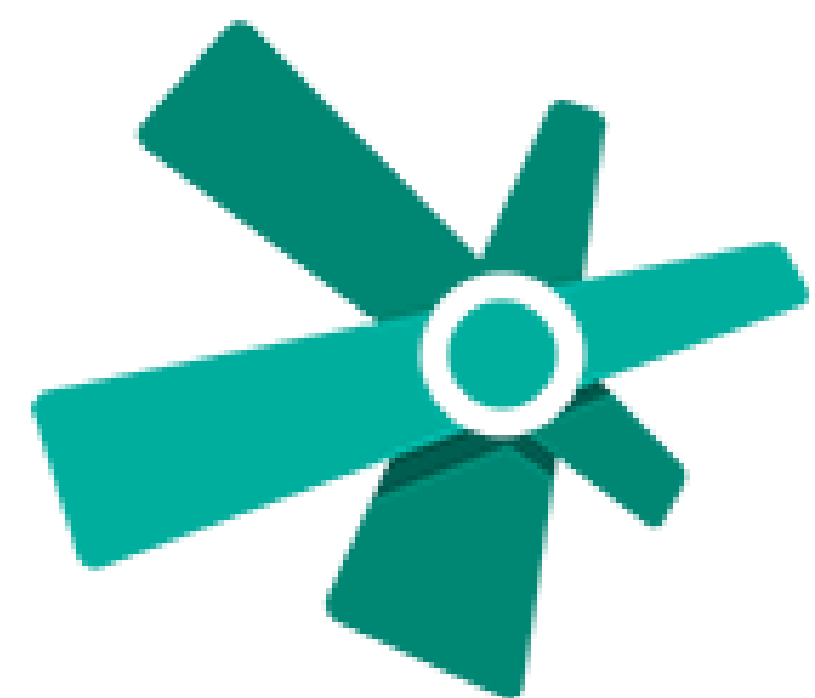


# Design Thinking for Wellness

Erica Ellis & Chris Alvarez

UX Designers, Pivotal Labs

*@boulderwild, @longlivetheux*



**Pivotal Labs**

# Design Studio Method

The Design Studio Method is a highly interactive and fast-paced framework that pairs the iterative design process with the rapid generation of ideas, concepts and solutions for a given problem.

1. **Knowledge Sharing**
2. **Sketch, Present, Critique (Discuss)**
3. **Review**

# Benefits

- Generates a lot of ideas quickly
- Creates a shared understanding of the problem
- Allows for ideas from various perspectives
- Creates a culture of ownership around the future product vision

# 1. Knowledge Sharing

- Present the problem
- Discussion of research findings, personas, customer goals, business goals, market opportunities, challenges, etc.
- Needs to be prepared ahead of time



# Enhancing the Produce Shopping Experience

Think about the last time you went to the grocery store and purchased produce. How was that experience?



# Sharon

- 36 years old
- Aurora, Colorado
- Electrical engineer
- Married
- 2 kids, ages 3 and 5

# Business Goals

- Promote a healthy lifestyle within the local community
- Differentiate from competitors by providing an easy, seamless, and superior experience
- Drive customer loyalty through the experience. How do we get customers to drive an extra mile to come to our store?
- Encourage purchasing more and varied produce to increase sales and decrease food waste
- Needs to be something they can implement in the next 5 years



## 2. Sketch, Present, Critique

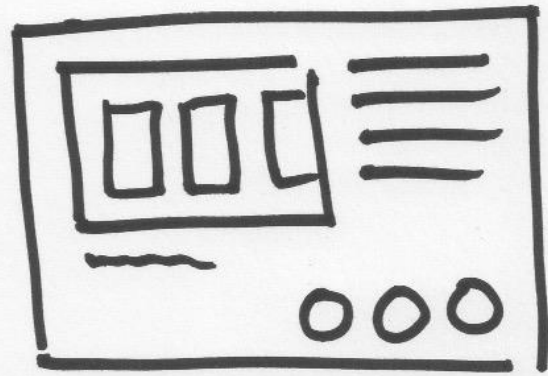
Typically there are 3 iterative cycles in which participants will generate, present and evaluate potential solutions, today we'll do one.

# Practice Sketching

- Lines
- Rectangles
- Circles

# Solo Sketch

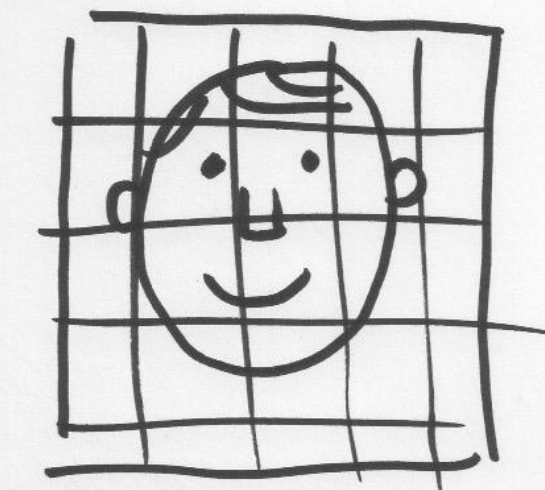
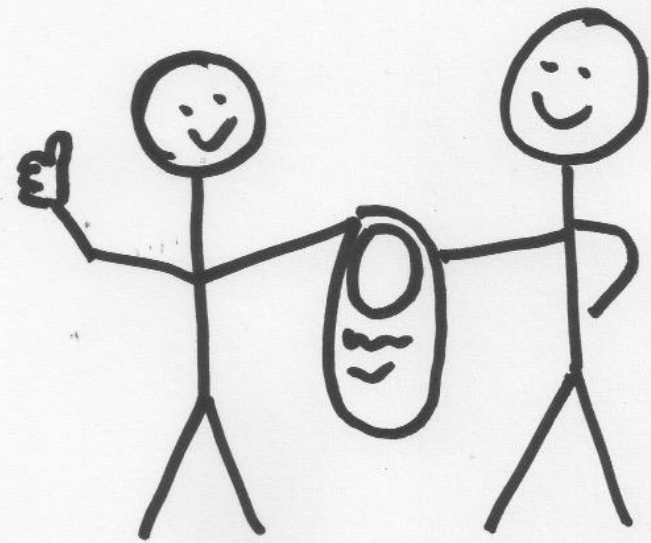
- Quickly sketch as many potential solutions as possible
- Use the data at hand to come up with solutions
- If you can draw a circle, a square, and a triangle, you can do this!
- The more ideas the better!



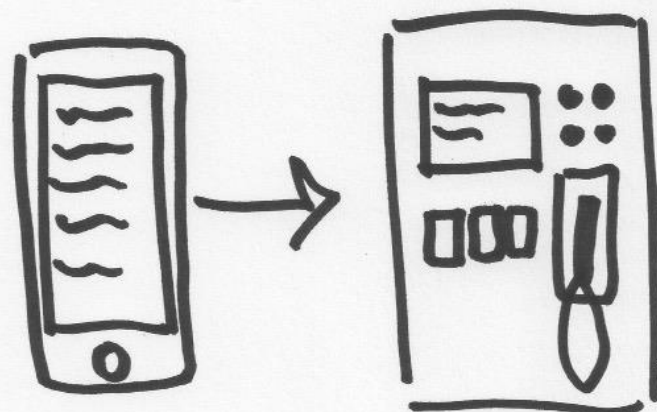
QUICK DESCRIPTION OF THIS CONCEPT



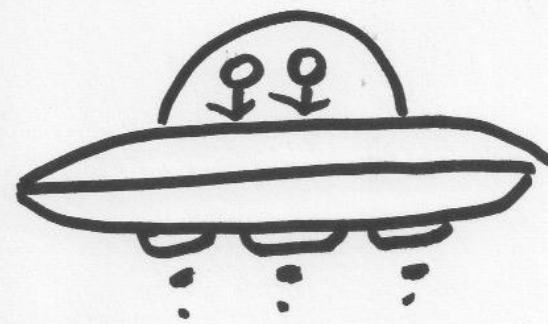
ANOTHER DESCRIPTION GOES HERE MAYBE



DESCRIPTION GOES HERE



DESCRIPTION GOES DOWN HERE



SUPER POWER OR SCI-FI SOLUTION



JUST WRITING SOME TEXT IN A BOX IS A SAD IDEA ð

VISUALIZE YOUR IDEAS AND BRING THEM TO LIFE

YOU CAN DRAW I BELIEVE IN YOU!!!

CIRCLES, SQUARES, TRIANGLES AND STICK FIGURES ARE AWESOME!

SHOW ME, DON'T JUST TELL ME.

HAVE FUN, DRAW MORE



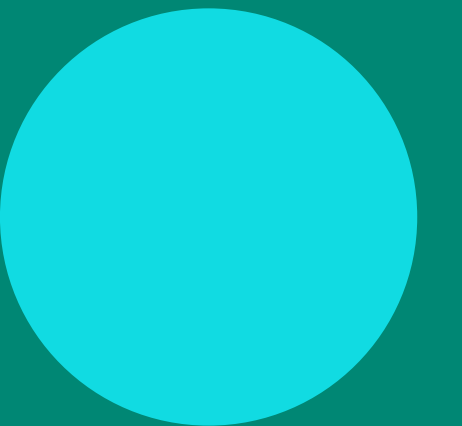
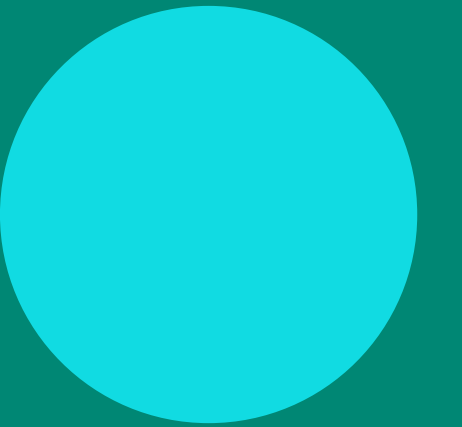
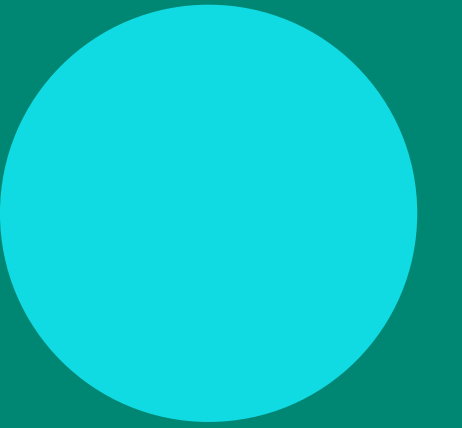
It's time to **split into teams!**

# Pitch & Discuss

- Tape your concepts to the wall
- Pitch how your concepts solved the problem
- Review the concepts and discuss how they solve the problem or how they don't solve the problem
- Don't forget about the customer and the business goals

# Dot Voting

- Use the three dots to vote for the best concepts
- If you feel strongly about a concept, you can vote for it twice



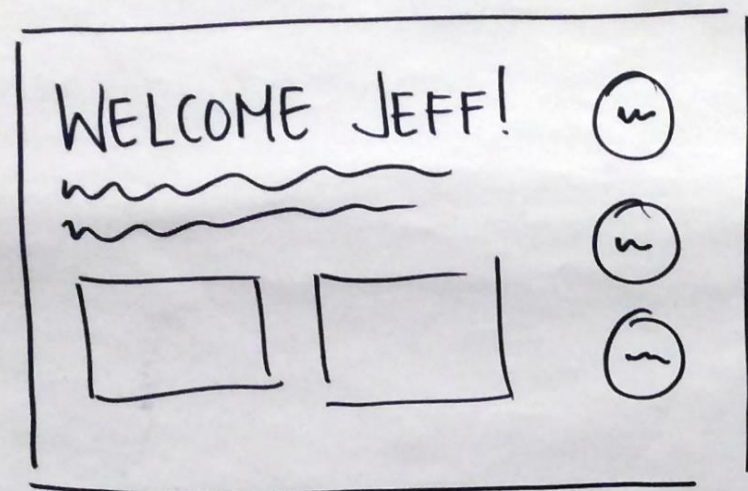
A group of people are gathered around a large table in a meeting room, working on a project. They are looking at papers and laptops. The room has a whiteboard in the background with text that reads: "AS a team, create concepts to pitch to the other team. Use large paper to sketch out the concept. (10 min)".

# Group Sketch

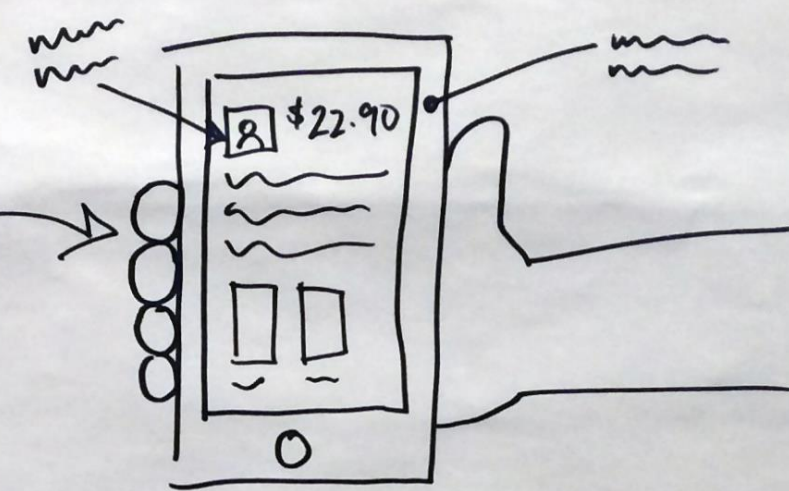
- Elect an artist and a presenter
- Work together to refine your teams concepts into a single story
- Use the large post-it paper to illustrate your concept



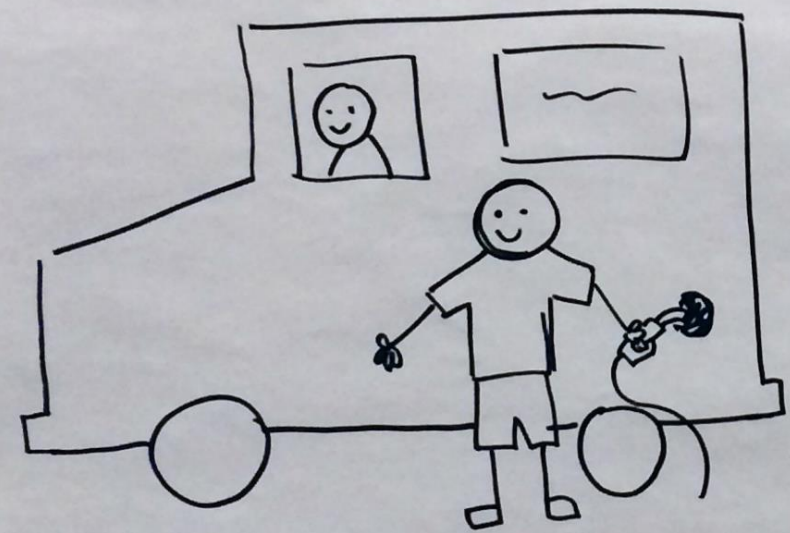
# YOUR TEAM NAME HERE



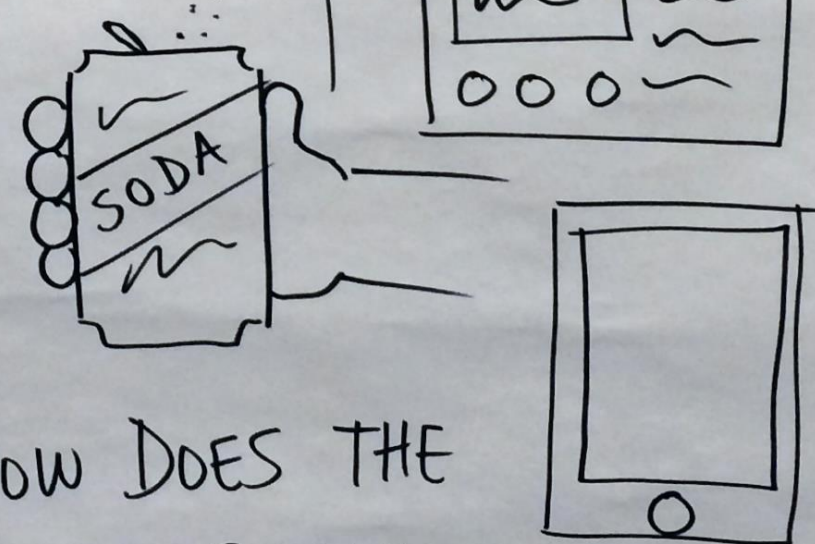
NOTES OR QUICK DESCRIPTION  
OF YOUR IDEA COULD  
GO HERE!



ANOTHER DESCRIPTION  
GOES HERE. MAYBE YOU CAN  
DESCRIBE THE WORKFLOW.



TRY TO MERGE YOUR IDEAS  
INTO A SINGLE STORY



HOW DOES THE  
STORY SOLVE  
THE PROBLEM FOR THE  
USER AND THE BUSINESS?

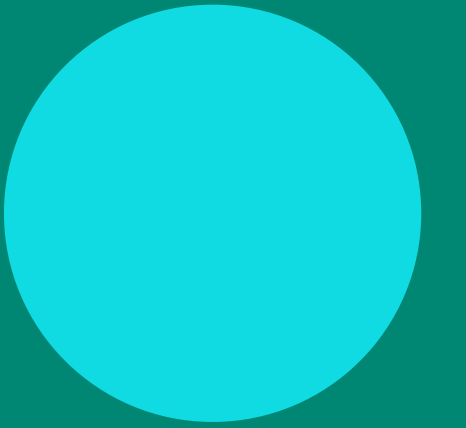
- Add your team name to the top of the giant sticky
- Tell your story through visuals and text if needed
- Remember to solve for both the business and customer needs
- You will be presenting this to the other groups in the session

# Group Pitch & Discuss

- Stick your concepts to the wall
- Pitch how your concepts solved the problem
- Review the concepts and discuss how they solve the problem or how they don't solve the problem
- Don't forget about the customer and the business goals

# Dot Voting

- Use the last dot to vote for your favorite concept



# 3. Review

- Discuss and identify common themes and patterns that arose during the workshop
- Identify opportunities for moving forward

# What's Next?

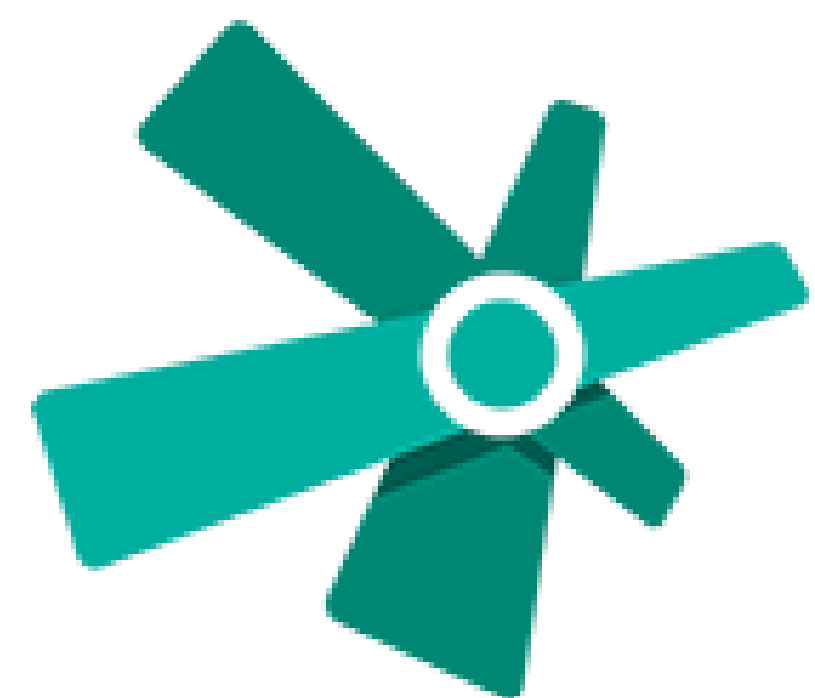
- The output of the workshop is **NOT** the final solution
- Document and synthesize all of the concepts to identify the best opportunities for moving forward
- Begin building prototypes to test with customers

# Recap

- The Design Studio Method is a way to generate lots of ideas by diverging then converging in an iterative design process
- 3 Parts: knowledge sharing, diverge, converge
- Major benefits include: shared understanding of the problem, ideas from various perspectives, feeling of inclusion and ownership
- Everyone can use design thinking!

# Resources

- Design Studio Method Evangelists
  - Will Evans: <https://www.linkedin.com/pulse/20140220213016-13520960-introduction-to-design-studio-method>
  - Todd Zaki Warfel: <https://vimeo.com/37861987>
- [http://www.uie.com/articles/design\\_studio\\_methodology/](http://www.uie.com/articles/design_studio_methodology/)
- <http://www.madpow.com/~media/files/designstudio-webinar.ashx>
- <http://www.bigspaceship.com/design-studio/>
- <http://rosenfeldmedia.com/books/prototyping/>
- <http://alistapart.com/article/kick-ass-kickoff-meetings>



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