



## KD Singh Arneja

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# Concept to Backlog Design Sprints

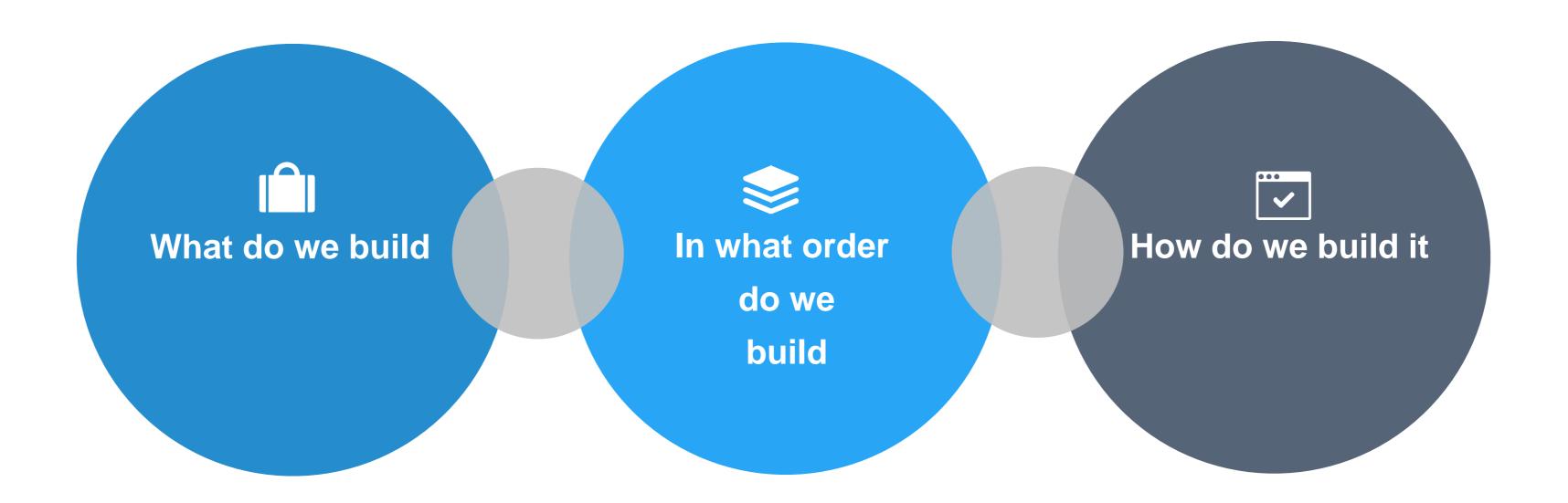
## ABOUT ME

UI Engineer > UX Architect > UX Director

#### SCRUM

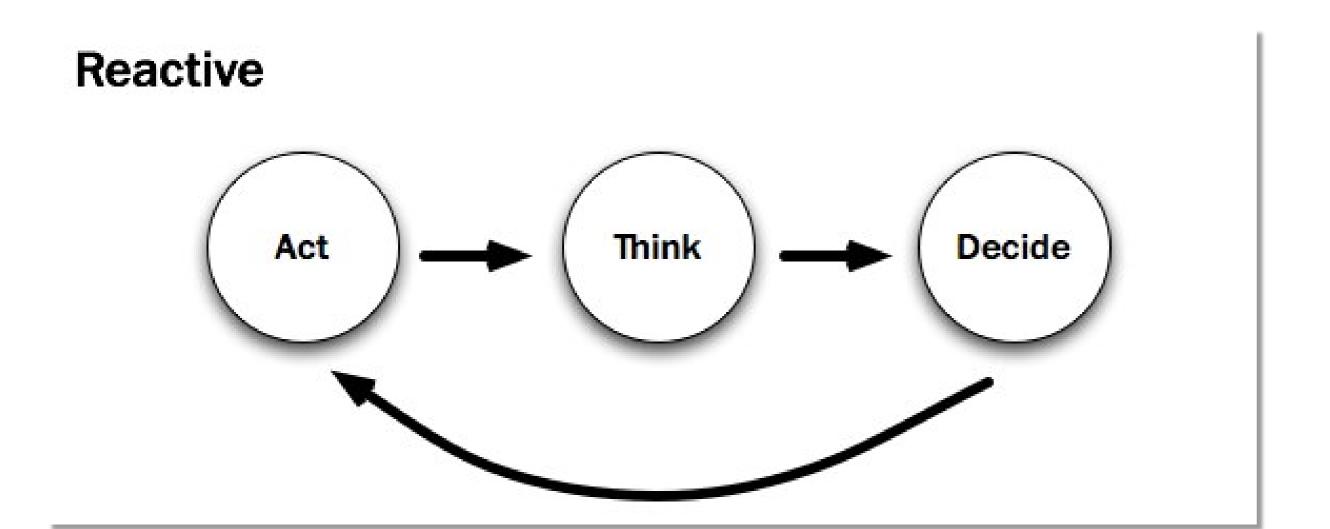
## **SCRUM** FRAMEWORK Daily Scrum Product Sprint Increment Backlog Backlog Scrum Framework @ Scrum.org

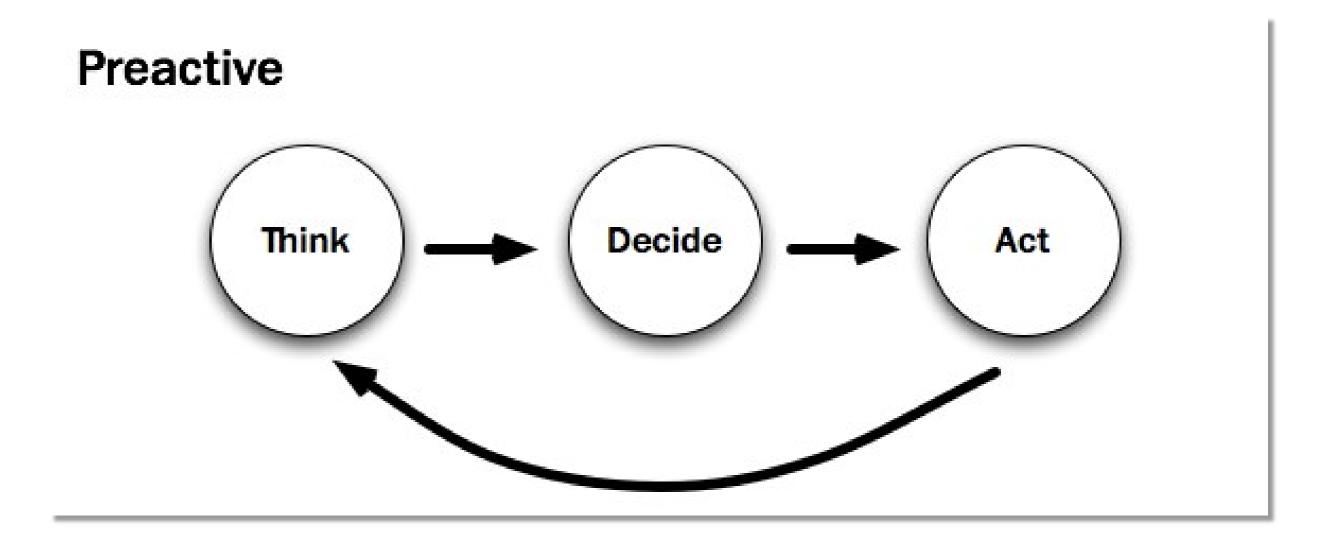
#### THE PRODUCT DILEMMA





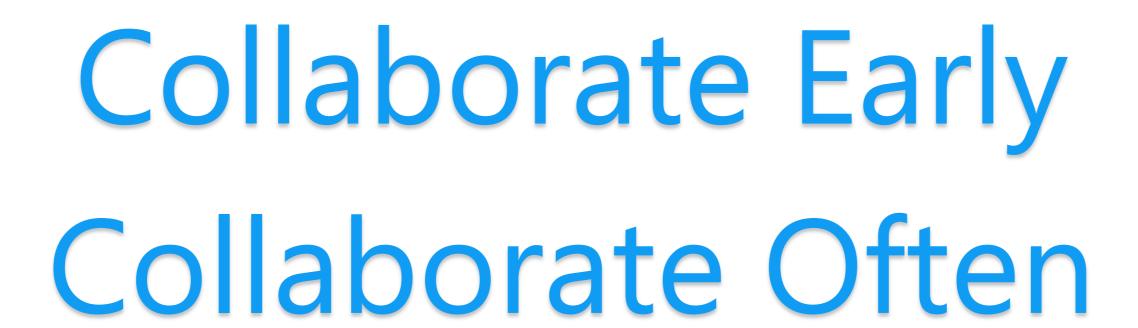
## What Is Your Approach?





#### COLLABORATION

## Proactive = Collaboration



#### COLLABORATION



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#### DESIGN SPRINT

A **Design sprint** is a time-constrained, five-phase process that uses <u>design thinking</u> to reduce the risk when bringing a new product, service or a feature to the market.







## DESIGN THINKING

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"Design Thinking is an abstraction of the *principles* and *process* that designers use to solve problems"

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#### WHY DESIGN THINKING

"There is surely nothing quite so useless as doing with great efficiency that which should not be done at all."

Peter Drucker

Management Consultant,

Author, & Educator



We want to do the right things (Design Thinking) and want to do right things the right way (Agile).



PHASE 1

**GATHER INSPIRATION** 

Inspire new thinking by discovering what people really need.

PHASE 2

**GENERATE IDEAS** 

Push past obvious solutions to get to breakthrough ideas

PHASE 3

**MAKE IDEAS TANGIBLE** 

Build rough prototypes to learn how to make ideas better

PHASE 4

**SHARE YOUR STORY** 



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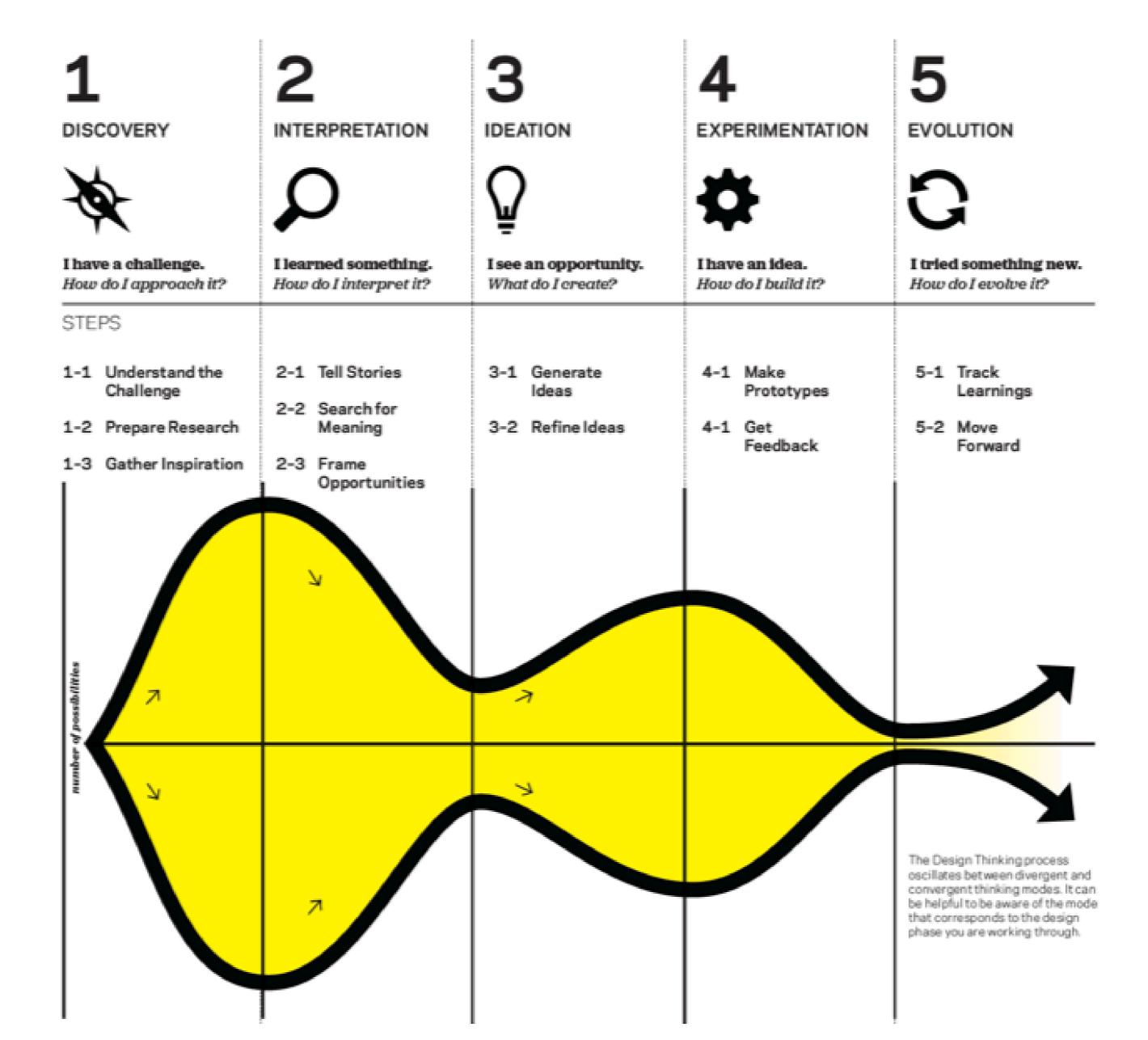
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## DESIGN SPRINT

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#### DESIGN SPRINT – WHEN DO YOU NEED ONE?

- We have a defined customer and business problem
- XXL size features or New products / MVPs
- We don't know the solution to the problem yet
- We want to learn quickly and cheaply. Fail fast and Critical Time to Market
- We are comfortable with generating new ideas
- Eliminate bad solutions.
- We have the resources and desire to pursue an identified solution
- More than a User Experience Design Problem

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# day 1

## understand

- who are the users
- what are their needs
- what is the context
- competitor review
- formulate strategy
- Socialize Problem Statement
- Customer sign off

## Exercise

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#### 22

#### Empathize

- Pair up
- Interview max 5 people
- Flag outliers



#### **User Interview**

It's the year 2150. United Federations of Planets has given your company the contract to build the "Replicator" (the Star Trek food maker) that will fit in the very first fleet of starships. You are defining the Minimum Viable Product. Some research has already been done. Now you want more specific data on key themes from that data.

First version of Replicator can only make ice cream. The user should be able to configure their usual serving, but out-of-the-box the machine needs to have a default setting. You are trying to determine what that default setting is by conducting User Interviews. Put on your Product Creator hat and do as many interviews as possible. One sheet for all interviews

#### How many flavours do you usually like at once

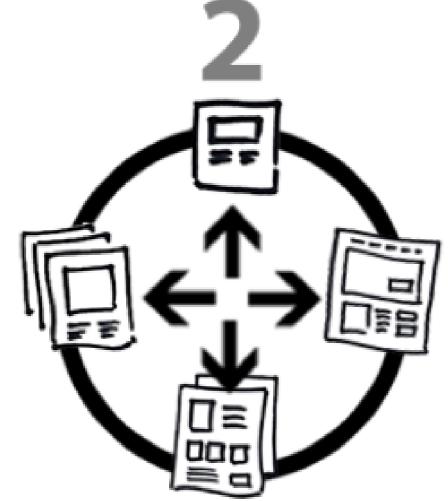
YAME!				
N-AME 3	NAMES NAMES			
1	2	3	4	5
What size	do you usually go for?			
			13MAY	E-3MAN
			NAMEZ	NAMEL.
Kiddie	Small	Medium	Large	Super Large
What toppi	ng do usually get?	A Street !	A Property of the	
No toppings ever	1+1 Sprinkles	Almor	nds 1+1	Cherries
Gummies	Cashews	Pecan	ns	HotFudge

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### diverge

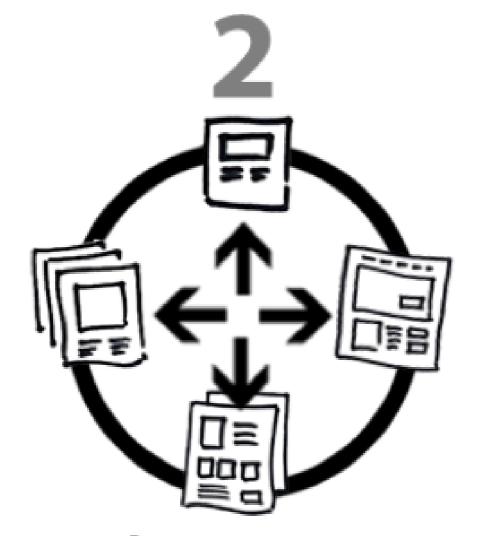
- envision
- develop lots of solutions
- ideate
- All ideas on wall
- Everyone sketches

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#### decide

- choose the best idea
- storyboard the idea

- All ideas on wall
- Everyone sketches

- Involve customers
- Short Demos
- Discuss Cons/Pros
- Discuss and Dot vote

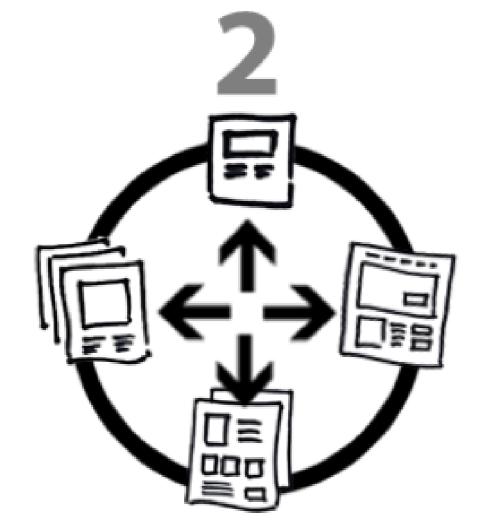
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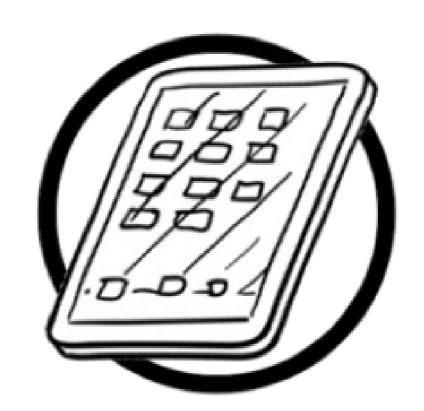


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#### prototype

- build som ething quick and dirty to show to users
- focus on usability not making it beautiful
- Have Visual Designer handy
- Use tools

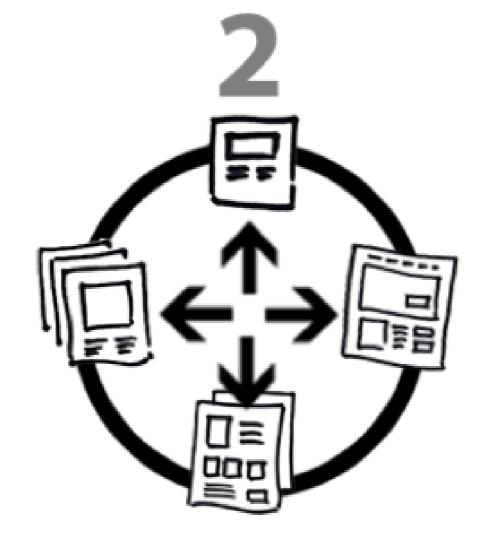
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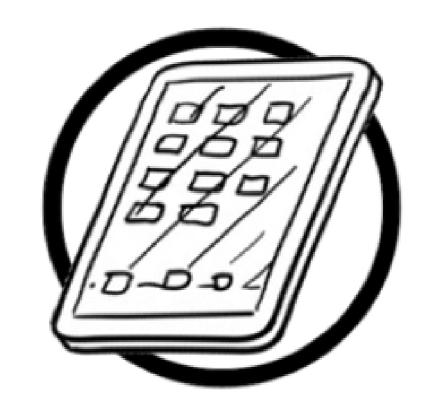


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#### validate

- show the prototype to real users outside the organisation
- learn what doesn't work
- Use tools to broadcast solutions
- Use Analytics
- Get face to face feedback

#### DESIGN SPRINT - MAIN ACTORS













**Customers and Users** 



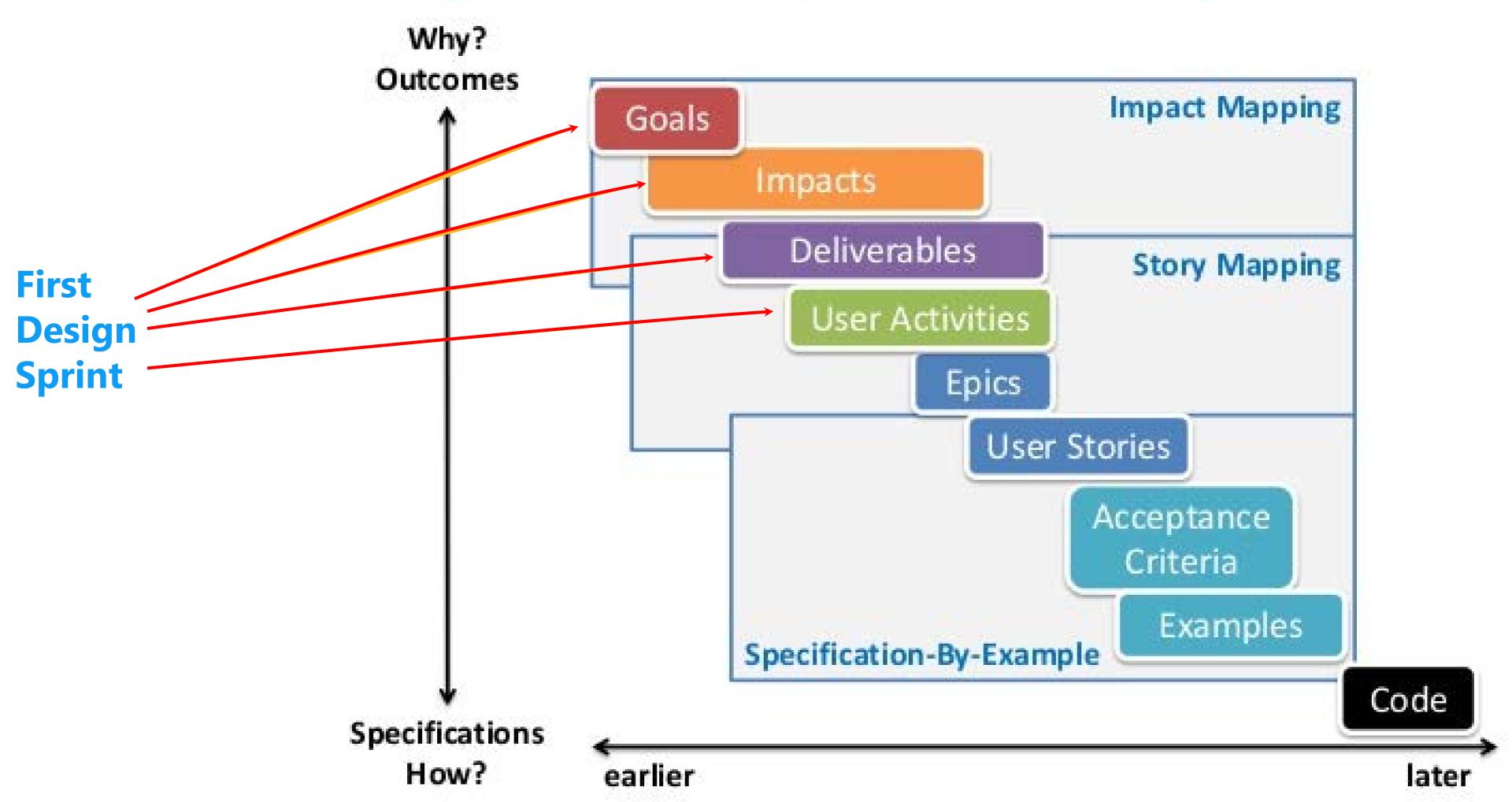




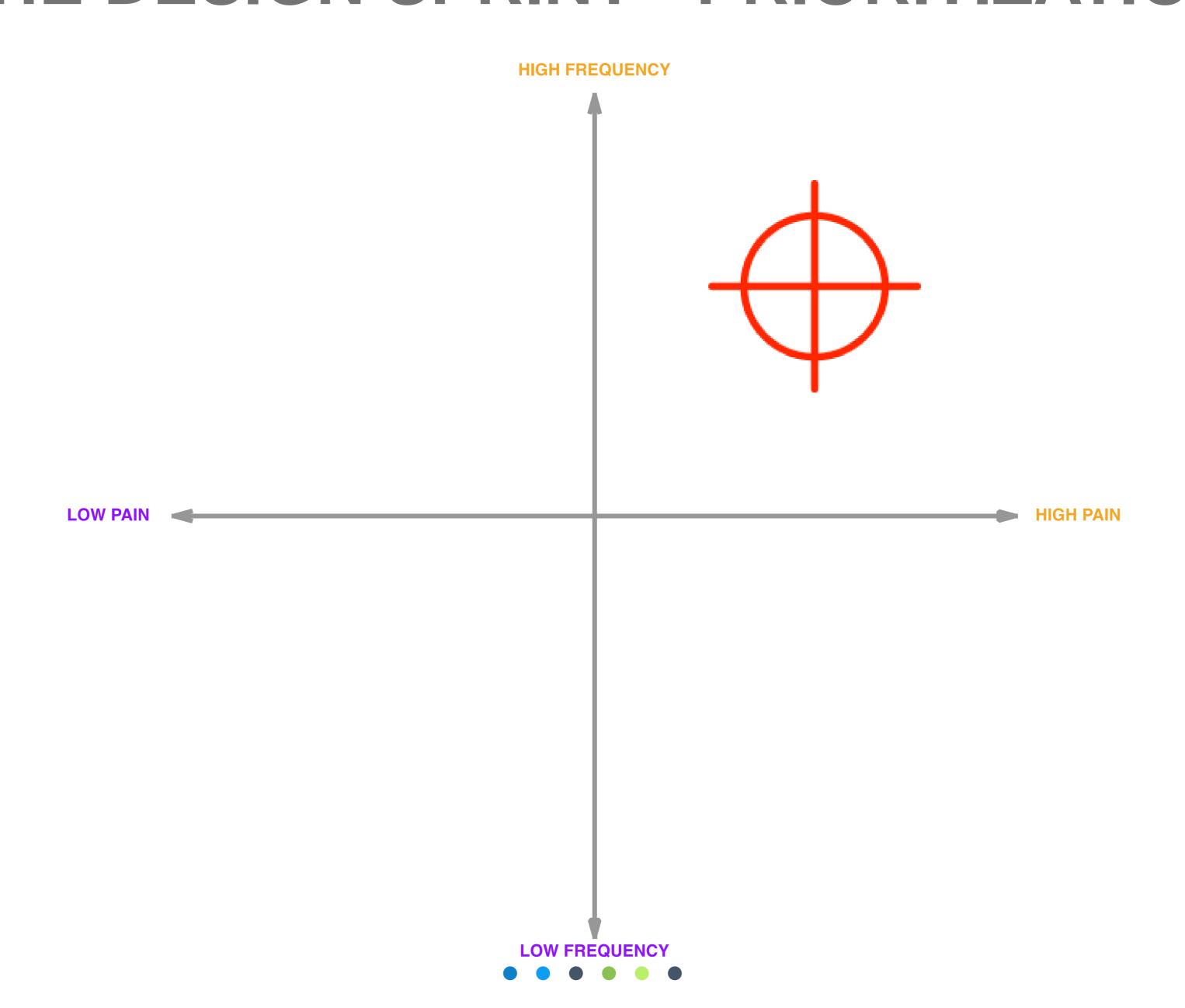
**Marketing / Content / Operations** 

#### THE DESIGN SPRINT OUTPUT - BACKLOG

## Agile Product Ownership



#### THE DESIGN SPRINT - PRIORITIZATION



#### THE DESIGN SPRINT DELIVERABLES

Document Summary Email





Path To Launch







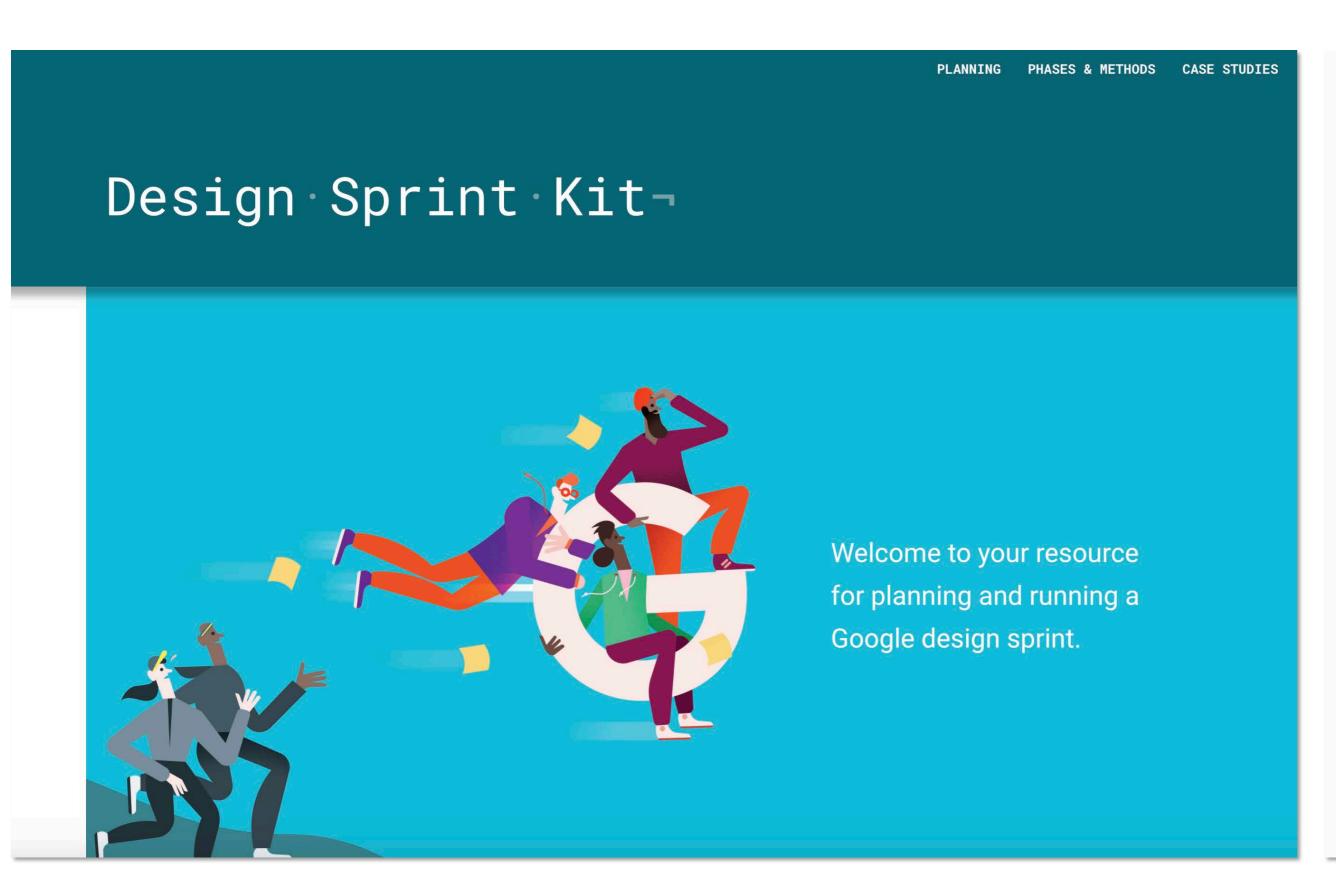


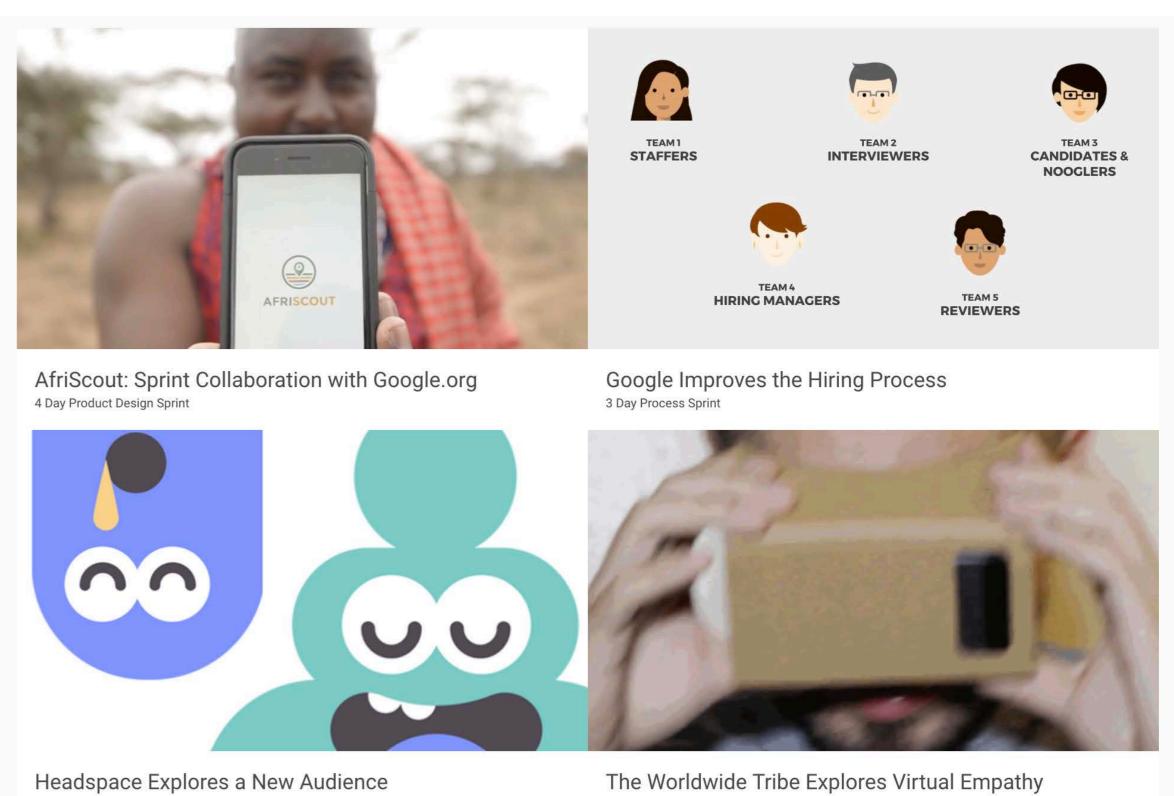
#### THE DESIGN SPRINT WEEK - PREP

- Plan ahead. Way ahead.
- Have a large conference room booked.
- Invite users based on your personas.
- Long sessions. Have tasty goodies around.
- Lots of sketching aids, post its etc.
- Whiteboard and Easel Pads.

#### WANNA LEARN MORE?

3 Day New Product Sprint









2 Day Vision Sprint



## KD Singh Arneja

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I DESIGNED A FLYING CAR THAT HARVESTS IONS FROM THE AIR TO POWER ITSELF. WE CAN BUILD THEM FOR ONLY \$3,000 APIECE.



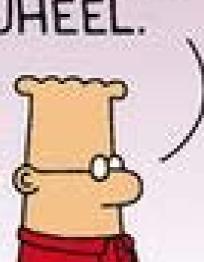
DilbertCartoonist@gmail.co

THERE'S NO
MARKET FOR
ION-POWERED
FLYING CARS.



015 Scott Adams, Inc. /bist. by Universal

I CAN
PUT A
SELFIE
CAMERA
IN THE
STEERING
WHEEL.



MUCH BETTER. AND LET'S SAY THE CAR DOES NOT FLY.