How Design Thinking Works (@ SAP) Romana Oehmig - Lead Design Thinking and Business Model Innovation 25<sup>th</sup> IEEE Requirements Engineering Conference September 2017

# Agenda

- Introduction and Warm-up
- What is Design Thinking?
- Project Example from the Software World
- What's in it for you?
- Awareness and education of coaches and managers, scaling and barriers
- Links to additional material
- Questions / I like / I wish

# **About SAP**

World leader in enterprise software

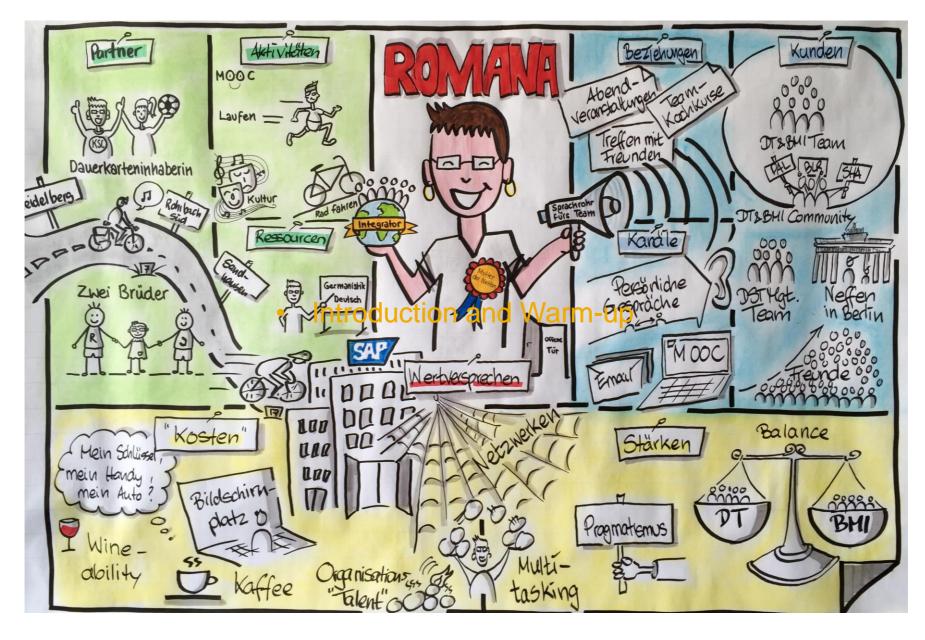
87,000 Employees in 130 countries worldwide

**SAP Facts & Information** 





### About me



# iteraction: Listen and Exchange

Your perception of Design Thinking

Talk to the person next to you! Form teams of 2 - 3people What have you heard / experienced about Desing Thinking (2 x 2 minutes) • Goal: everyone got a different perspective **5** statements on the wall •

talked to ... One Aspect of Design Thinking he / she mentioned is ... (1 word or statement)



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# WIRED @

18M's Got a Plan to Bring Design Thinking to Big Business - Jan 23 2014

CO.DESIGN

## The New York Times

1944's Design-Centered Strategy to Set Free the Separas - Nav 14, 2015

#### McKinsey&Company

The Pessor of Oasign Thirddag - March 2018

#### 6 MINUTE READ | INNOVATION BY DESIGN

## Design Thinking Shakes Up The Beige World Of Enterprise Software



#### **Design in Tech Report 2016**



For all of us who use a computer or mobile device, great design is changing how we live and work. John Maeda's report helps explain why.





## The Academic World

"..a methodology for innovation that combines creative and analytical approaches, and requires collaboration across disciplines. This process which has been called design thinking draws on methods from engineering and design, and combines them with ideas from the arts, tools from the social sciences, and insights from the business world."

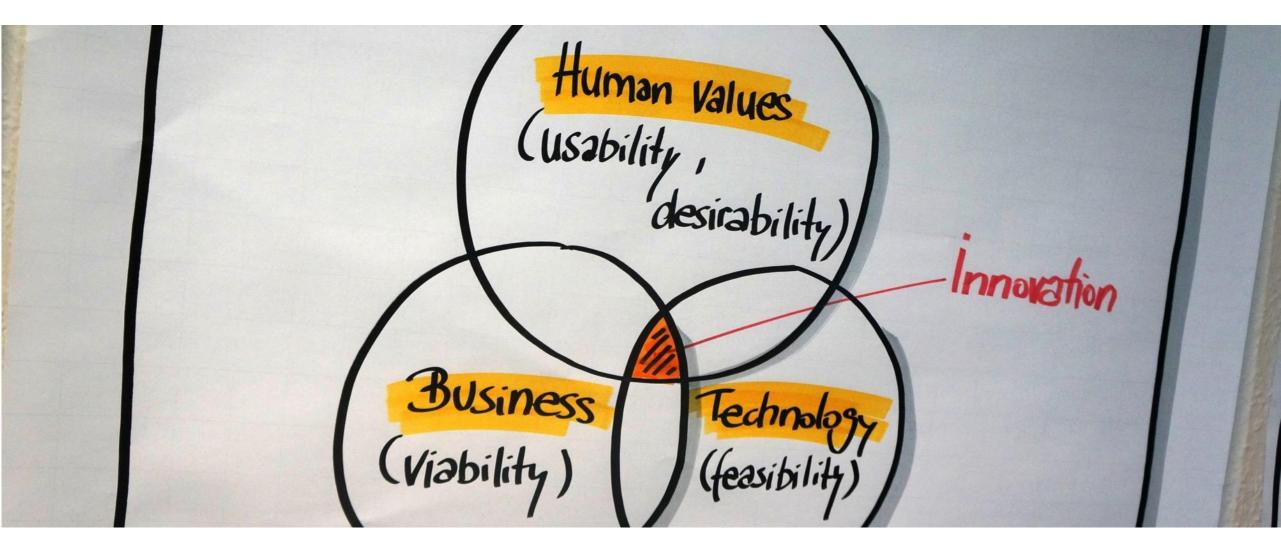
- D-School Stanford

The SAP World

EULA 11

"Approach and mindset centered on user needs to create delightful, useful and usable products or services and balance desirability , feasibility and viability"

### **Desing Thinking is Usability + Viability + Feasibility**



Core values of Design Thinking

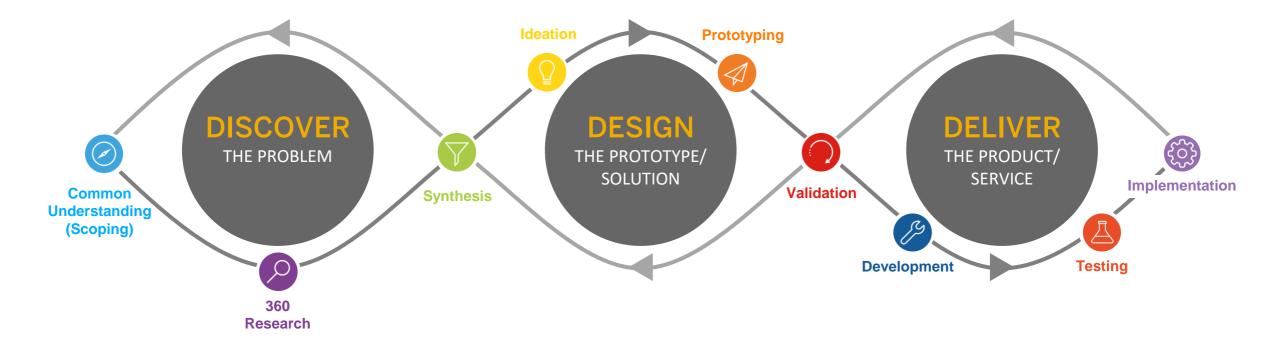
Start with the problem space

Use empathy for users and stakeholders

Utilize a flexible and creative workspace

Collaborate in multidisciplinary teams

## **Design Thinking Process**



### Some tools we use

### Persona



| SOUT   |
|--|
| 38 years old   |
| Married, 2 children  |
| 5 year experience  |
| 30% travelling   |
| Likes Photography, Modern Art  |
| ORKS WITH  |
| cal Strategic/Tactical Buyers and othe<br>Rs. Suppliers. Technical Specialists |

| Finance, Legal |    |              |
|----------------|----|--------------|
| COMPETENCIE    | S  |              |
| Casual User    | -0 | Power User   |
| Proactive      | 0  | Reactive     |
| Team Worker    | 0  | Lone Fighter |
| Global Focus   | -0 | Local Focus  |
| Innovative     | -0 | Conservative |

| 80% travelling   |              |
|--|--------------|
| ikes Photography, Mode   | ern Art      |
| RKS WITH   |              |
| al Strategic/Tactical Buy<br>s, Suppliers, Technical S<br>nce, Legal |              |
| PETENCIES  |              |
| asual User -O  | - Power User |
|  |              |

#### Achieve highest quality and on-time delivery of goods and services at lowest risk and total cost Define and execute best possible strategy together with local strategic buyers for he purchasing category Ensure compliance with internal and external policies and sustainability guidelines

NEEDS Contract usage overview over time on: (a) Location, (b) factory, (c) material group, and (d) volume forecast Strategy and contract compliance overview

MAIN GOALS

what is critical)

**JANA JONES** EUROPEAN LEAD BUYER, RESPONSIBLE FOR PACKAGING, EURFOODS INC.

|        |     | s and other<br>cialists, |  |
|--------|-----|--------------------------|--|
| TENCIE | ES  |                          |  |
| I User | -0- | <br>Power User           |  |
| active | 0-  | <br>Reactive             |  |

## ne Fighter

#### corresponding alerts Overview on which suppliers are approved for each material/ factory Easy-to-use tool for dynamic forecasting (prices) Notification on newly added or expiring materials Have up-to-date and high quality data Overview the history of specifications (negotiation points, specs. involved, changes) in case new ones are created Use specification attributes in the demand

Contract consumption & deadlines overview with

Suppliers sometimes do not understand the specifications analysis and pricing (understand what to buy Purchasers don't always us ated contracts. conditions to full extent

JOB RESPONSIBILITIES Support and implement, together with stakeholders, improvement programs & strategies to meet expectations and quality goals

alignment with local units Constantly manage suppliers portfolio with strong

No controllability on data quality

AIN POINTS

Data inconsistency

many xls files

(b) delivery problems

Understand and consolidate demand and

requirements from local units to facilitate vendor election and bidding process

Collect data from internal/ external sources to

develop a dynamic price forecast and report to be used by local units and finance

Research and compare prices and conditions, and negotiate contract agreements with suppliers in

focus on performance, risk and sustainability, and jointly develop respective action plans

Disparate systems, tools and master data. Too

Interruptions: (a) Claims (time, quantity, quality),

Category and supplier information is incomplete

and scattered, no single source of truth available

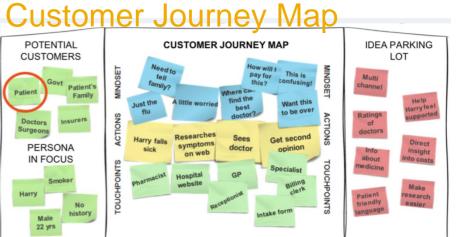
### User story map

| Product                           |   |   | Usage Sequence  |  |  |          |    |
|-----------------------------------|---|---|---|--|--|----------|----|
| Vision Architec<br>ture<br>Vision | Usage Step 1<br>(e.g. Install)  | Usage Step 2<br>(Process X)   |   | Usage Step 3   |  |          |    |
| Persona 1                         | Epic 1.1  | Epic 1.2  | Epic 1.3  |  |  | BACKBONE |    |
| Persona 2                         | Epic2.1   |   |   | Epic 2.2   | Epic 2.3   | BACKBONE |    |
| Persona 3                         |   | Epic 3.1  |   | Epic 3.2   |  | E.OF     |    |
| Priority<br>from high to low      | UserStory:<br>As Persona 1<br>livanto cleatures<br>so that evalues<br>UserStory:<br>As Persona 2<br>livanto cleatures<br>UserStory:<br>[as Troi and 1 | User Story:<br>As Person 3<br>Iwant to <cetures<br>so that <vakues<br>User Story:<br/>As Person 1<br/>Iwant to <cetures<br>so that <vakues<br>User Story:<br/>A Pinso ;</vakues<br></cetures<br></vakues<br></cetures<br> | UserStory:<br>As Persona 1<br>Iwanto d'efeatures<br>so that -values<br>UserStory:<br>As Persona 1<br>Iwanto d'estaures<br>so that -values | User Story:<br>As Persona 2<br>Iwant to cleatures<br>User Story:<br>As Persona 3<br>Iwant to cleatures<br>so that cvalues<br>User Story: | User Story:<br>As Persona 2<br>Iverantic o cleastures<br>so that craities<br>User Story:<br>As Persona 2<br>Iverantic o cleastures<br>so that craitures<br>So that craitures |          |    |
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### Floor Plan





**Story Board** 





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# Project Example: Smart Vending Machine Some Features

Cashless pay

Large display

Personalization

Interacts with users

Suggests bundles

Real-time behavior capture

# Vending Use Cases



Bill Smith – "THE DISTRIBUTOR"







Tim Jones – "THE SERVICE OPERATOR"



# Bill Smith – "THE DISTRIBUTOR"

- Plan and manage inventory to avoid stock outs
- Optimize truck loading and reduce unnecessary product moves to avoid product damages

## Bill's Goal: Wants to keep the kiosk replenished.



Bill loads his truck based on an auto-generated kiosk replenishment schedule and loading plan. 2)

Bill drives his route and **replenishes the kiosk**  3)

While en route, Bill receives a **mobile alert** of a stock out at one of the kiosks along his route. 4

Bill uses extra inventory to replenish the stock-out



#### Jack Klein – "THE CONSUMER"

#### Psychographics/Needs

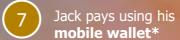
- Loyal to Brands
- Online shopper
- Explorer and willing to adopt new products

#### Jack's Goal: Wants to make a quick purchase at the lowest price

The vending machine Jack selects his soda, Jack explores Jack approaches a 3 2 and is informed about remembers Jack, and bundles, and vending machine with personalizes the discount options considers new the **desire to buy** a and **bundles** system with offers products due to Coke based on preferences machine interaction

Jack pauses on a bundle, and receives a new offer in real time

6 Jack replaces his original order with the bundle, increasing his basket size





The vending machine processes his order and sends a personalized Thank You to Jack

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### **Possible take-aways and Inspiration**

- Iterate the problem before searching solutions
- Work with multi-disciplinary teams
- Learn from failure and iterate
- Go out be ready to get inspired
- Allow people to ask (stupid) questions
- Separte idea generation from idea evaluation
- Test assumptions

# **Interaction 2: Reflect and Exchange**

Is there anything, you could practice in your daily life?

 Talk to the person from the first interaction



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# Different target groups need different kind of education





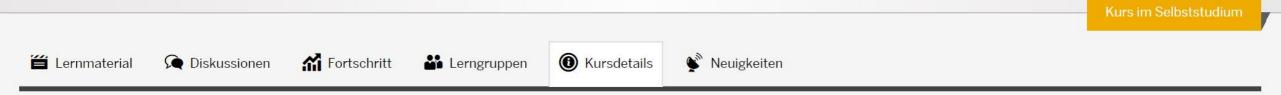
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## Developing Software Using Design Thinking (Edition Q4/2016)

Moritz Gekeler, Jochen Guertler and George Kembel





SAP is embedding design thinking into its software innovation and development practice. You can benefit from SAP's experience in the application of design thinking by taking part in this course, *Developing Software Using Design Thinking*.

Dienstag, 18. Oktober 2016, 09:00 Uhr (UTC) bis Mittwoch, 14. Dezember 2016, 09:00 Uhr (UTC)

Hurssprache: English

Für den Kurs einschreiben 🚿



# Links

SAP User Experience Community / experience.sap.com

openSAP courses / open.sap.com

openSAP Developing Software using Desing Thinking openSAP Design for Non-Designers openSAP Designing Business Models for the Digital Economy

Teaching Cookbook (beta version) http://54.153.57.8/#!/

HPI School of Design Thinking - Hasso-Plattner-Institut / hpi.de/school-of-design-thinking.html

HPI School of Design Thinking - Hasso-Plattner-Institut / Don't wait. Innovate - Hasso-Plattner-Institut

d.School .Stanford.edu / dschool.stanford.edu

d.School .Stanford.edu / The Bootcamp Bootleg

# Thank you!

romana.oehmig@sap.com