

# The UX Strategy Framework

Presented by Paul Bryan

**UXSTRAT**

# Origins



# Born in New Orleans









# Barcelona







**Goodbye Beach!**



**Hello Library**



# Rio de Janeiro





## UX Strategy Consulting



**BNP PARIBAS**  
**FORTIS**





Conclusion: design companies and teams are not equal



adaptive path



razorfish™





Search for posts in this group



Home



My Network



Jobs



Messaging Notifications



Me



Work



Sales Nav



**Paul Bryan** Owner

Created group: Jan 2011

Pending posts 94

Requests to join 1617

Analytics

Manage group

Edit group

Recent

UX Strategy: Smarter...



## UX Strategy: Smarter Product Design

Listed group



Start a post in this group



Photo



Video



Poll

**71,778 members**

Including Son Dao and 13,505 other connections



Invite connections

Show all →

### About this group

This group (and the companion site <http://www.uxstrat.com>) is for designers, strategists, planners, product managers, researchers and executives who want to develop a



Asia

Europe

# UX STRAT Conferences

USA

Online



## Moving UX Upstream to Strategy

Live via Zoom: Friday April 1, 11 am EST



Free event produced by **UXSTRAT**

## UX Strategy Community

- Over 2000 designers
- Global
- Free live events
- Remote, streaming
- Industry leader panelists
- Discuss practical issues



# UX Strategy Workshop: Framework Created



## Hosted on-site by:

- Netflix
- Google
- Facebook
- LinkedIn
- Booking.com
- Microsoft
- IBM

Locations: New York, Amsterdam, Shanghai, Chicago, Boston, Stockholm, Boulder, Paris, Atlanta, Seattle, Toronto, Washington DC, Austin, Dallas, San Francisco, Los Angeles, Berlin, Cologne...*coming to a city near you!*



## Premise of the UX Strategy Workshop

UX professionals need to  
*win the “right”*  
to do strategic work



# Objectives of the UX Strategy Workshop

- 🎯 **Develop strategic POV**
- 🎯 **Gather Evidence**
- 🎯 **Build Influence**







# What is Strategy?



# What is Strategy?

A game plan

An approach

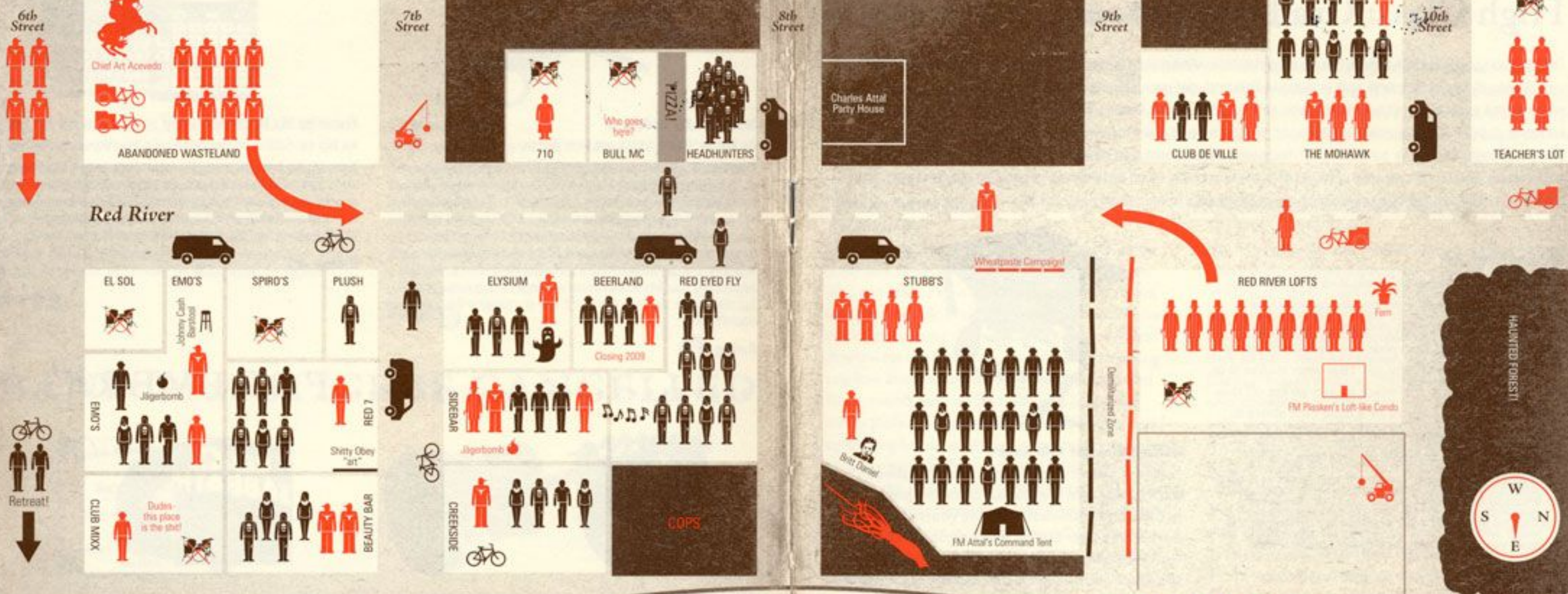
A recipe for success

A formula

A plan of attack

...that guides the use of resources to take you from your current state to a future desired state.





# Battle for Red River

**DEFEND LIVE MUSIC**

FIELD MARSHAL CHARLES ATTAL

High-functioning Alcoholics

Dudes in Shitty Bands

Fixed Gears

THE LINES HAVE BEEN DRAWN. AFTER YEARS OF ESCALATION, THE FORCES TO FINALLY END LIVE MUSIC HAVE BEGUN THEIR ASSAULT ON THE ENTRENCHED DEFENDERS OF OPEN MICS, OBNOXIOUS FRONTMEN AND TALENTLESS BANDS.

**END LIVE MUSIC**

Wrecking Cranes

Condo Dwellers

Retired Teachers (Ret)

FIRE MARSHAL SNAKE PLISSKEN



# What is Strategy?



"Strategy is the creation of a unique and valuable **position**, involving a **different set of activities.**"

Michael Porter



# Other Design Frameworks



# Design Frameworks: Double Diamond

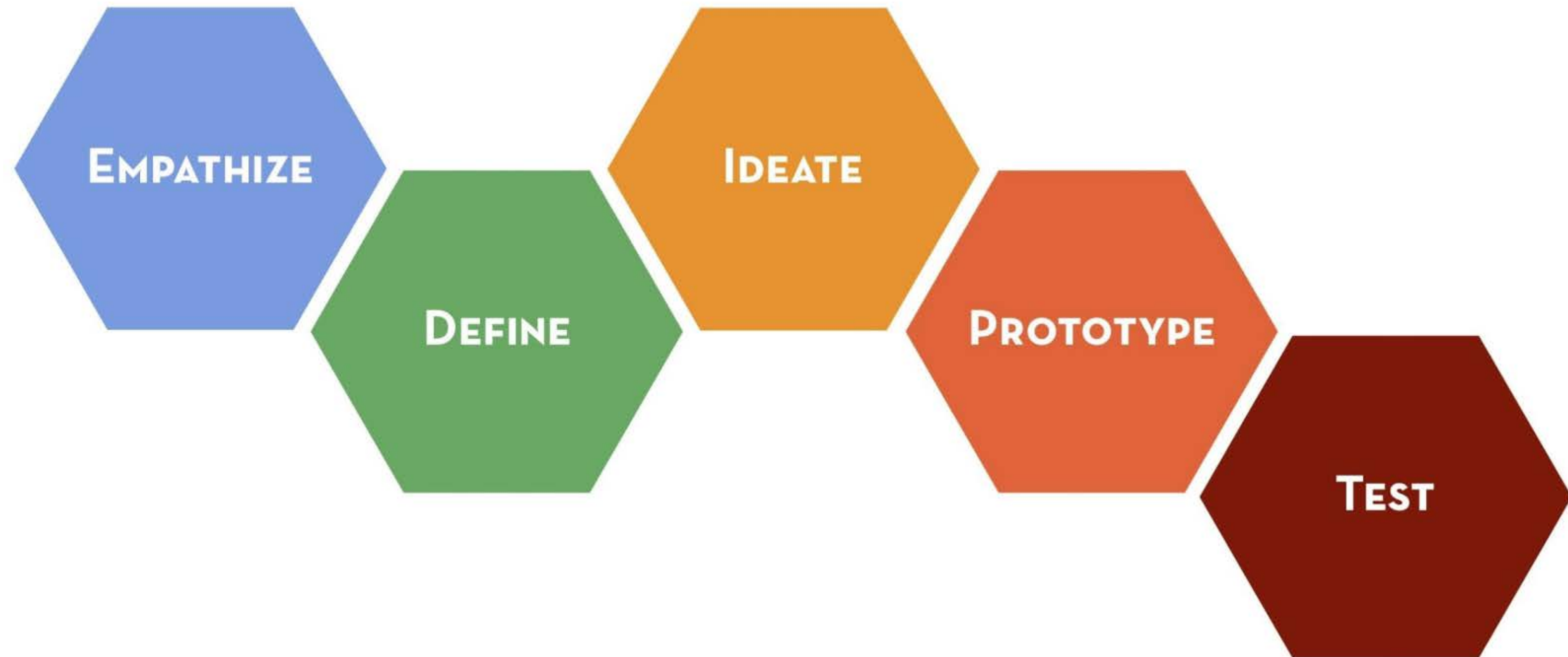


*We play here*

Image by British Design Council

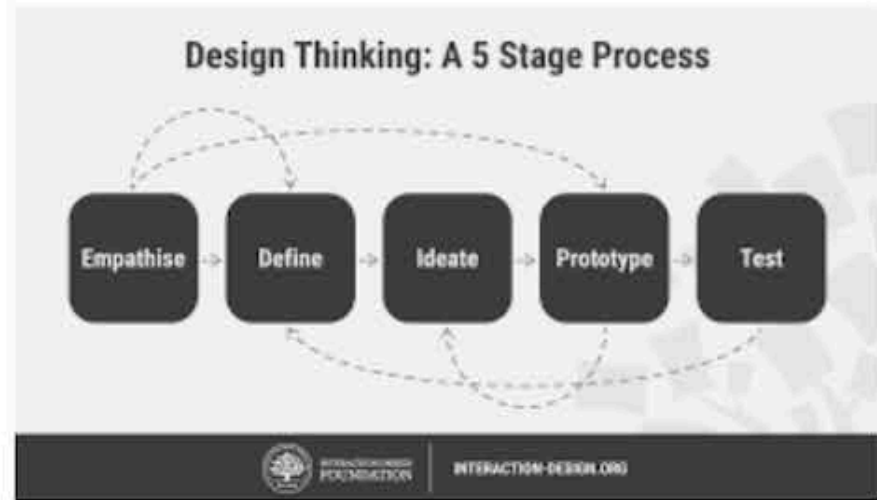


# Design Framework: Design Thinking

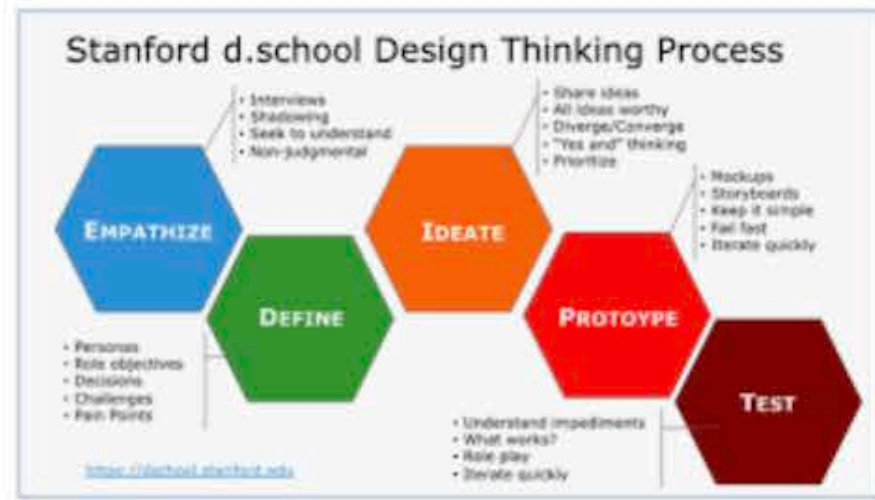




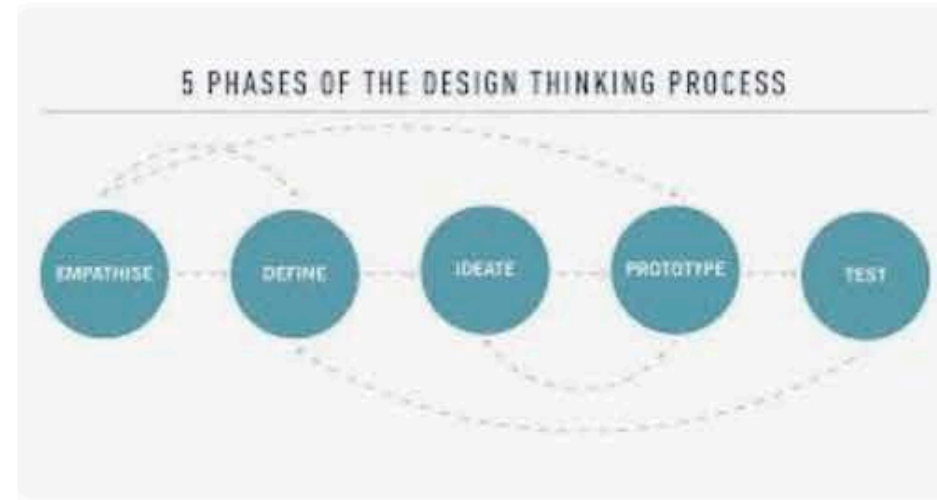
# Design Framework: Design Thinking



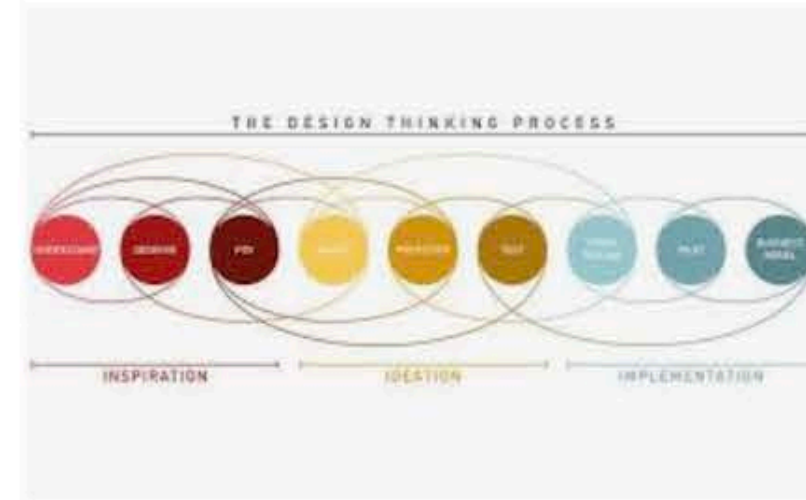
5 Stages in the Design Thinking Process ...  
interaction-design.org



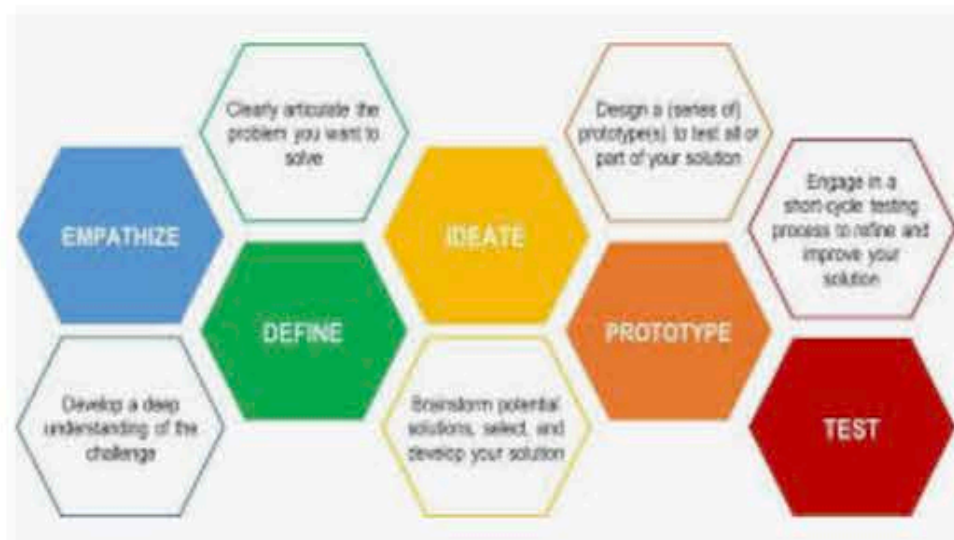
What is Design Thinking? - Enterprise ...  
enterpriseirregulars.com



What Is Design Thinking Anyway? A ...  
careerfoundry.com



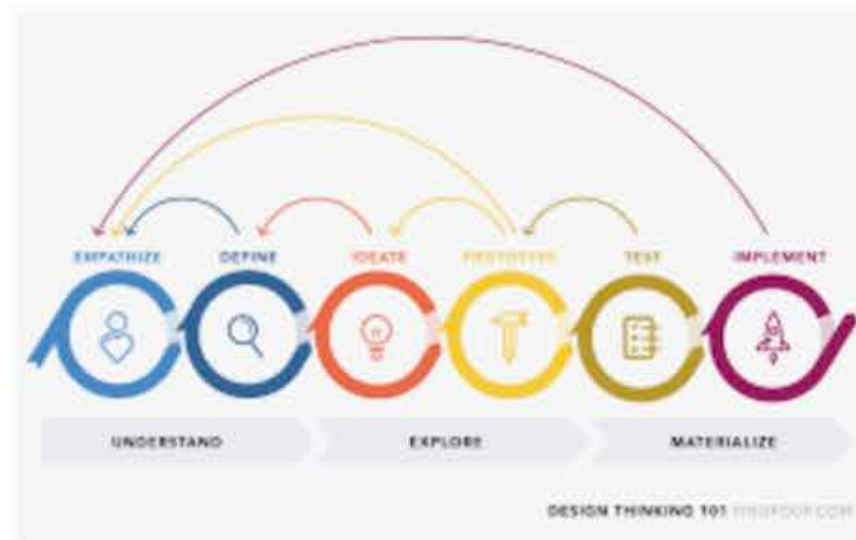
Design Thinking: A Quick Overview ...  
interaction-design.org



Design Thinking | Oceanit  
oceanit.com



What Is Design Thinking, Really? (What ...  
nngroup.com



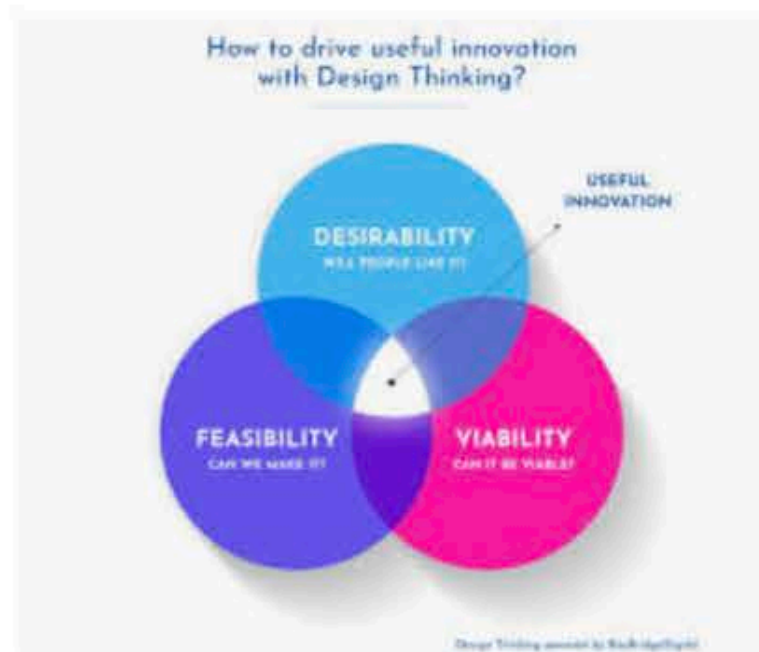
Why We Need Design Thinking in Politics ...  
medium.com



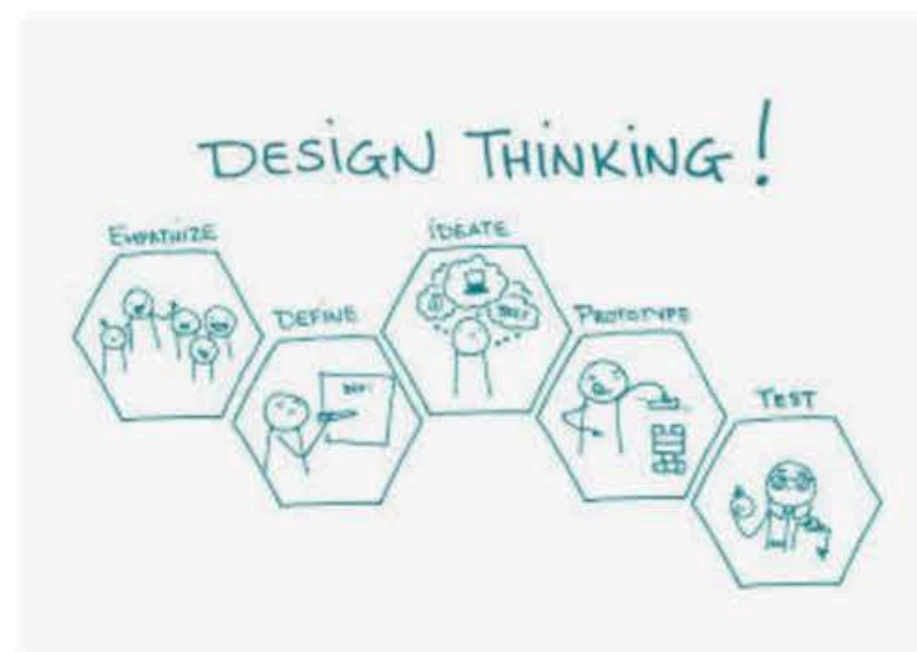
Product Development Team  
productcoalition.com



How HR Can Use Design Thinking to ...  
sp.edu.sg



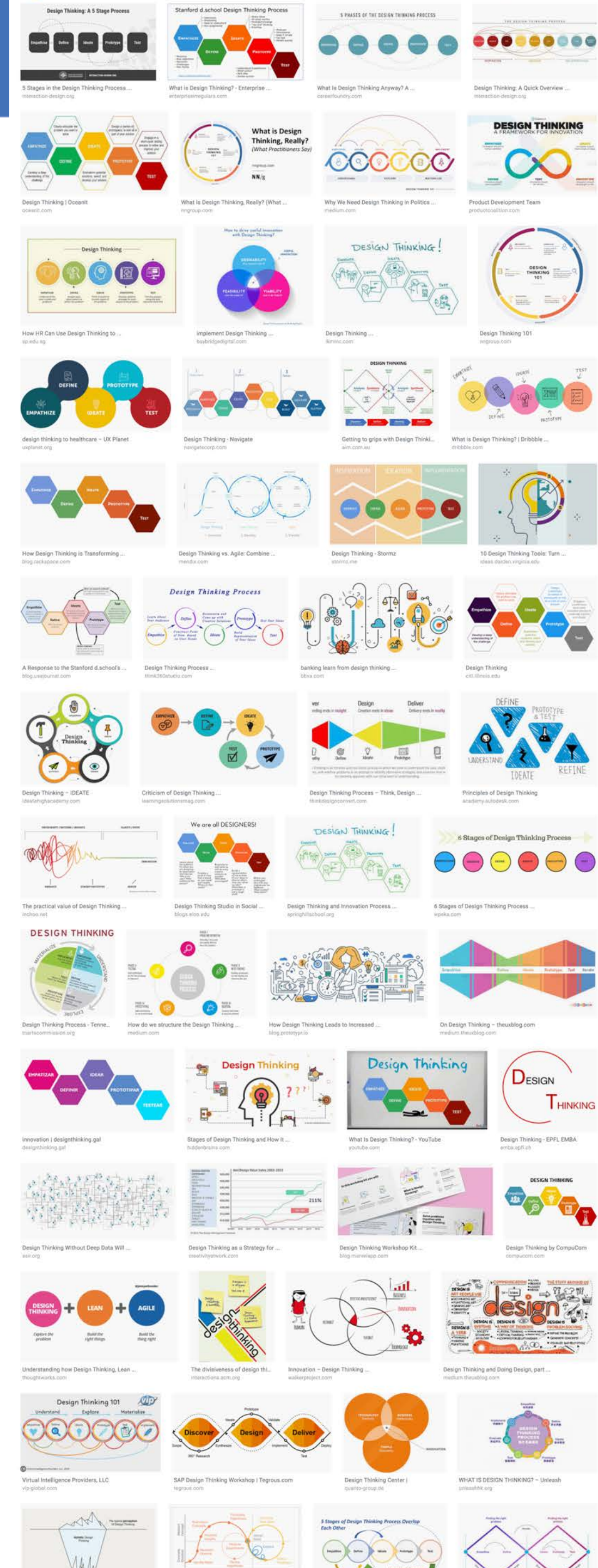
implement Design Thinking ...  
baybridgedigital.com



Design Thinking ...  
ikmnc.com

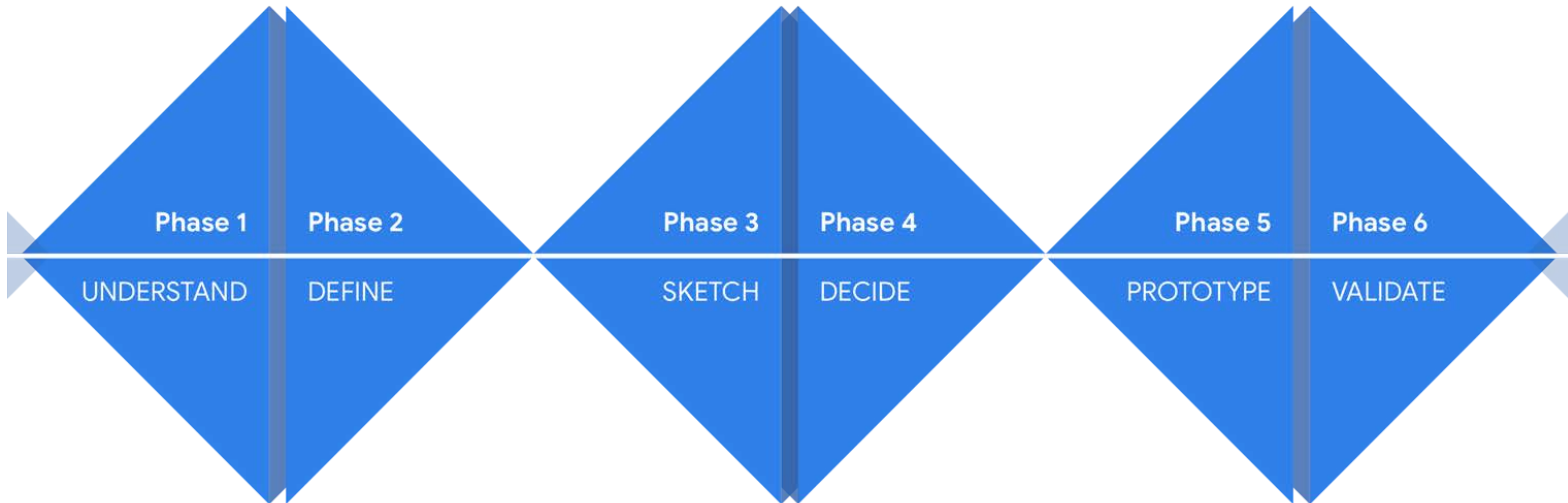


Design Thinking 101  
nngroup.com



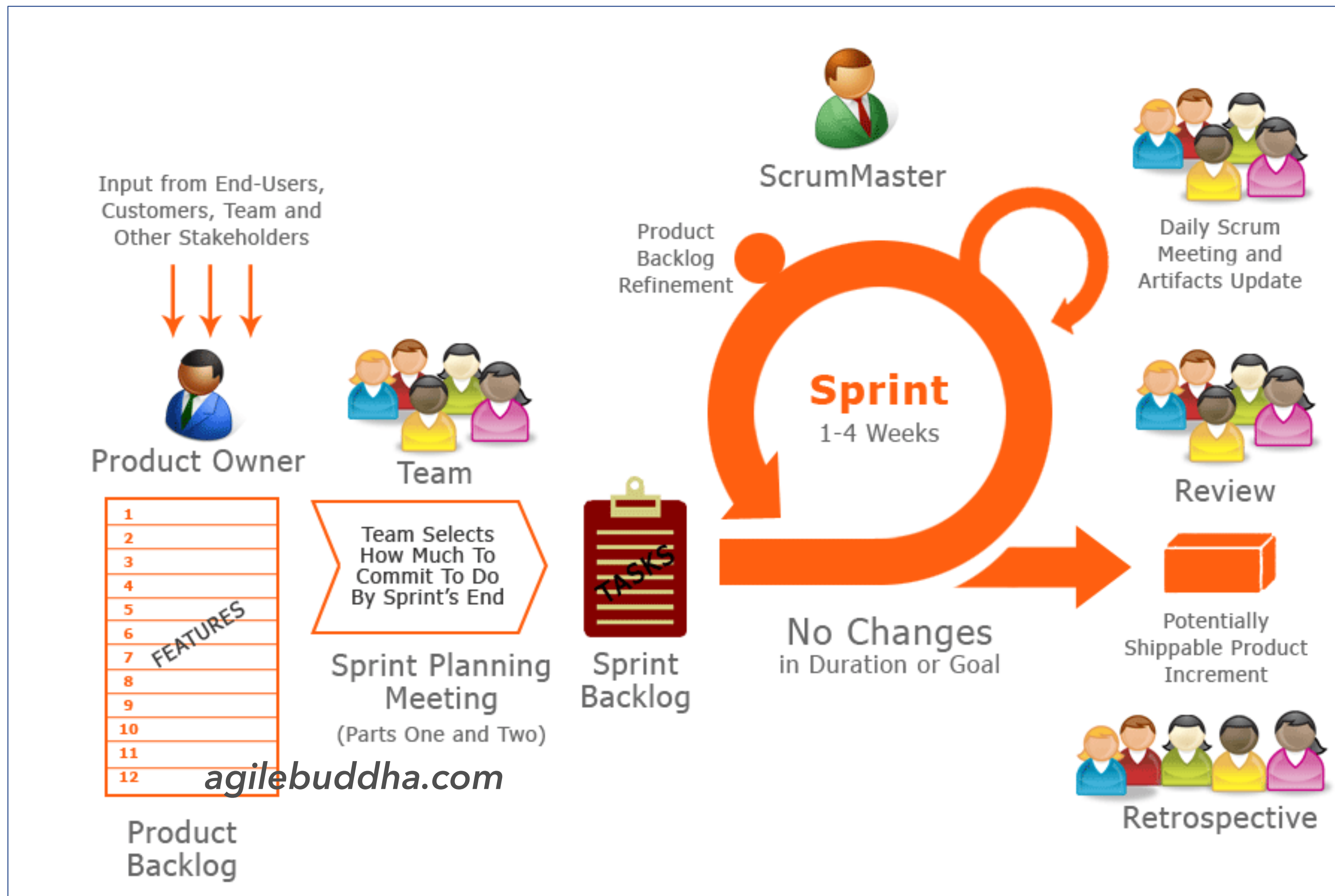


# Design Framework: Design Sprints (Created for Startups)





## Design Framework: Product Management





# The UX Strategy Framework



# Bryan's Law

$$R \propto R' \times R''$$

$$\text{Rigor} \propto \text{Reward} \times \text{Risk}$$

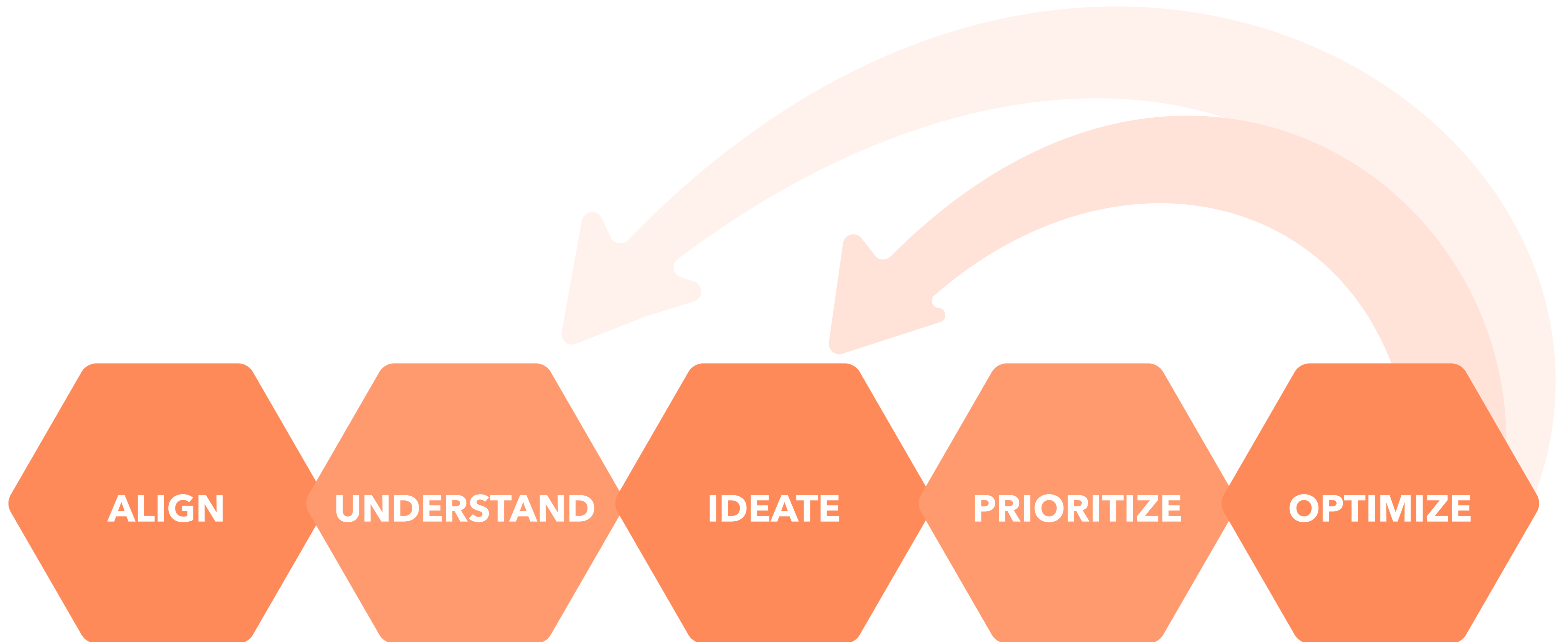


# UX Strategy (aka Strategic Design)

1. Based on a **coherent, scalable framework**
2. Is aligned with **business strategy**
3. Based on a deep understanding of **customer needs and behaviors**
4. Focuses on an **experience**, not just a product
5. Involves iterative, structured **ideation, prioritization, and optimization**



# The UX Strategy Framework





# Alignment to the Business



## Design Is Becoming a Core Business Function

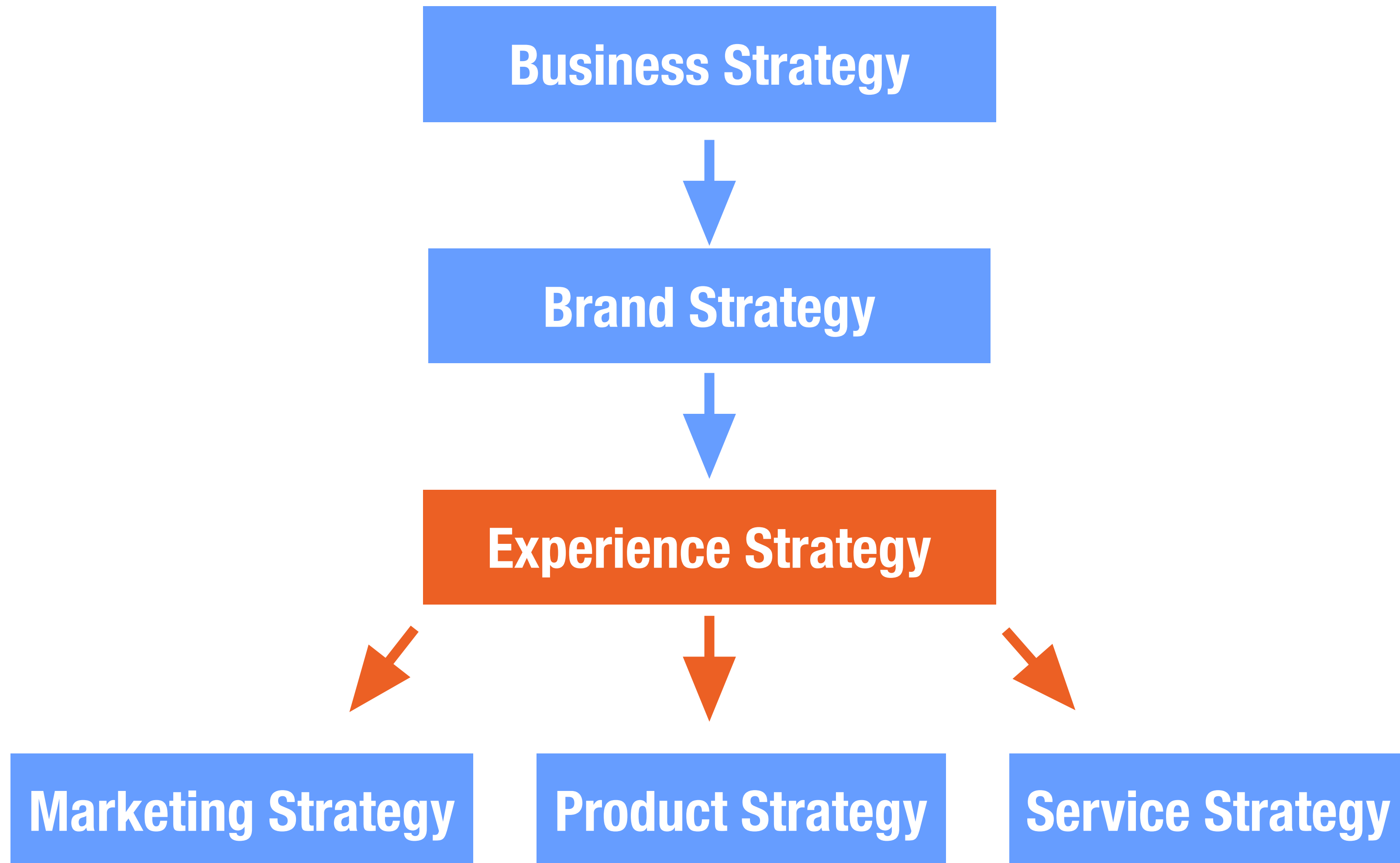




**Are designers prepared for a strategic role in their companies?**



# Strategic Design Begins with Alignment





# Approach for Aligning Design with the Business

Analyze business strategy documentation and plans

**Annual Report**

**Corporate  
Strategy Docs**

**Annual  
Operating Plan**

**Market Data**



# Digging Deeper into Alignment with the Business

**Position**

**Who we are**



*Brand guidelines*

**Pattern**

**What we do**



*Experience Strategy*



# Business Model Canvas UBER

## Key partners

- Drivers
- Investors
- Lobbyists / supporters

### Other partners:

- Specialised technology providers
  - Maps, GPS
  - Payment
  - Analytics
  - Specialised APIs
- Financing driver cars
- Insurances
- many other

## Key activities

- Remove friction from transactions
- Scale beyond critical mass
- Engage the participants
- Refine value proposal
- Analyse data & improve

## Key resources

- Network effects
- Data & analytics
- Skilled staff
- Apps, architecture
- Venture capital
- Brand

## Value proposition

### For drivers:

- Income generation
- Flexible work hours
- No boss
- Ease of joining
- Low idle times
- Issue resolution

### For customers/riders:

- Fast pick-up
- Lower cost
- Fare estimate
- Convenience
- Easy transactions
- Rating system

## Customer relationships

### - To drivers & riders:

- safe, secure, fair
- **Public:** communal / social footprint
- **Regulator:** compliance, taxation, transparency

## Channels

- Social media channels
- Word of mouth
- Local campaigns
- Media
- Apps / app stores
- Comms channels

## Customer segments

*Traditional vs micro segmentation*

### Drivers:

- Demographic
- Socio-economic
- Micro-geographic
- Behavioural
- Situational

### Customers/riders:

- Usage patterns
- Type of usage
- Demographic
- Socio-economic
- Micro-geographic

## Cost structure

- Customer acquisition cost, CAC
- Weighted average cost of capital, WACC

- UberPool driver costs, no other drivers are a "cost"(!)
- Legal and settlement
- Lobbying
- Technology development, R&D

## Revenues

- Total booking fares FY 16: ~\$20b
- Net revenue Q4 '16: ~\$3b (28% QoQ growth)
- Net loss Q4 '16: \$991m (ex China)

- Revenue model: transaction fees
- Cost saving to taxis:
  - Asset capital cost
  - No license fees
  - Employee entitlements

**Understand Uber's business model: [www.innovationtactics.com/business-model-canvas-uber/](http://www.innovationtactics.com/business-model-canvas-uber/)**



# Example: Position and Patterns - Uber

## ***Experience:***

Go from one place to another

## ***Position:***

What if people could get a ride from other people, not taxis, and pay less than they would typically pay for a taxi, with more certainty around the experience?



# Approach for Aligning UX with the Business

Establish experience design KPI's that map to business KPI's

## Common Business KPI's

Sales

Average order size

Gross profit

Average margin

Number of transactions

Conversion rate

Shopping cart abandonment rate

New vs. returning customer orders

Cost of goods sold

## Common Design KPI's

Quantitative design KPI's:

- Task success rate
- Time on task
- Use of search vs. navigation
- User error rate
- Usability heuristics

Qualitative design KPI's:

- Reported expectations vs. performance
- Overall satisfaction



# Understanding the Experience



A photograph of four young women of diverse ethnicities huddled together outdoors, smiling and laughing. They are wearing casual summer clothing. The background is a blurred, rocky or sandy landscape under bright sunlight. A blue banner with white text is overlaid at the bottom left.

***Life is a series of experiences***

























OLDE QUEENS, AN

**BUD  
LIGHT**

BY TRADITION

WARNING

EXIT

**JACK**  
LIVES HERE.













# Starbucks Experience Map

Date: 3/22/10

Eric - Repeat customer  
Purpose: To work/drink coffee



Enriched Experience

baseline

Poached Experience

Anticipate

Enter

Engage

Exit

Reflect

Aroma

Ambiance

Warming  
Second guessing

Audible Sensations  
Loud

Cold, drafty  
Slightly crowded

Greeting  
Fake

Factory line

Unwilling to try something new, risk  
Feeling rushed

Lack of personal space  
Unstructured

Polite

Quick, convenient

Impersonal

Feedback  
Confusing  
Inconsistent

Soft chair is comfortable

Not large work spaces  
Lack of seating  
Lack of outlets  
Uncomfortable wooden chairs

Tasty drink  
Flavorable  
Appropriate temperature

Free Wi-Fi

People watching  
Crowd conversation noise

Blasting air conditioning  
Loud music  
Distracting  
Repeating, not my taste

Not large work spaces  
Furniture not ideal for computer work

Closing time

Good bye

Good drink

Annoyed about closing time  
Annoyed about where I sat  
Back hurts



# Understanding Customers





**"A business exists to create a customer."**

**Peter Drucker**



## 1 THE FLEDGLING /

## / STATS

- 22-34 years old
- Single
- No children
- Urban renter
- HHI 85K
- University educated



## / STORY

Flora rents a condo in Toronto's Liberty Village. She has struggled to establish her career since graduating. Now though, things are looking up. She has a good job, and a little extra to spend on herself and her friends.

Weekends involve yoga, window shopping, snuggling in with the latest spotlight pick and heading out to see friends in the evening.

Flora loves presenting her friends with small gifts and there always seems to be an occasion; new homes, weddings, babies!

She's very focused on feathering her nest and often picks up an impulsive little item to jazz up her condo.

## / EMOTIONAL LENS

Flora sees the world as a place of scarcity and competition. Although she is well educated herself, she believes that street smarts and being in the right place at the right time are the most direct path to success. She is brave, ambitious and self-controlled. She is moved by issues of social justice and cites the environment her top world concern. She is anti-corporation, especially their lack of concern for the environment. Frankly, the business world often challenges her belief that people are basically good.

## / DEFINING ATTRIBUTES

- \$1900 annual spend at C&E
- AirMiles member
- Comfortable with mobile shopping, but prefers a larger screen
- Prefers to access customer service by email but also wants chat and phone options
- Spends time on facebook, instagram and

## / BRAND AFFINITY

DETRACTOR 69 PROMOTER

*"I want to buy quality items that will last forever. I hate what mindless consumerism is doing to the environment. On the other hand, I can't afford the best yet."*

## / WANTS

I'd like to see more sales and savings opportunities.

I'd like lower your prices on decor.

I'd like to be able to customize my picks.

## / MOTIVATORS



## / BRAND PERCEPTION



## VALUES...

Free ship to home  
Free ship to store  
Free returns  
Same day shipping

## DOESN'T VALUE...

Pay gift wrap online  
Birthday reminders  
C&E Kids' Charity  
Telephone help

## BUYS...

Pillows\*  
Throws  
Rugs  
Large Furnishings

## DOESN'T BUY...

Kid's & Toys  
Baby  
Electronics  
Marketplace/Grocery  
Gift Cards

FOR ME 70 30 GIFTS

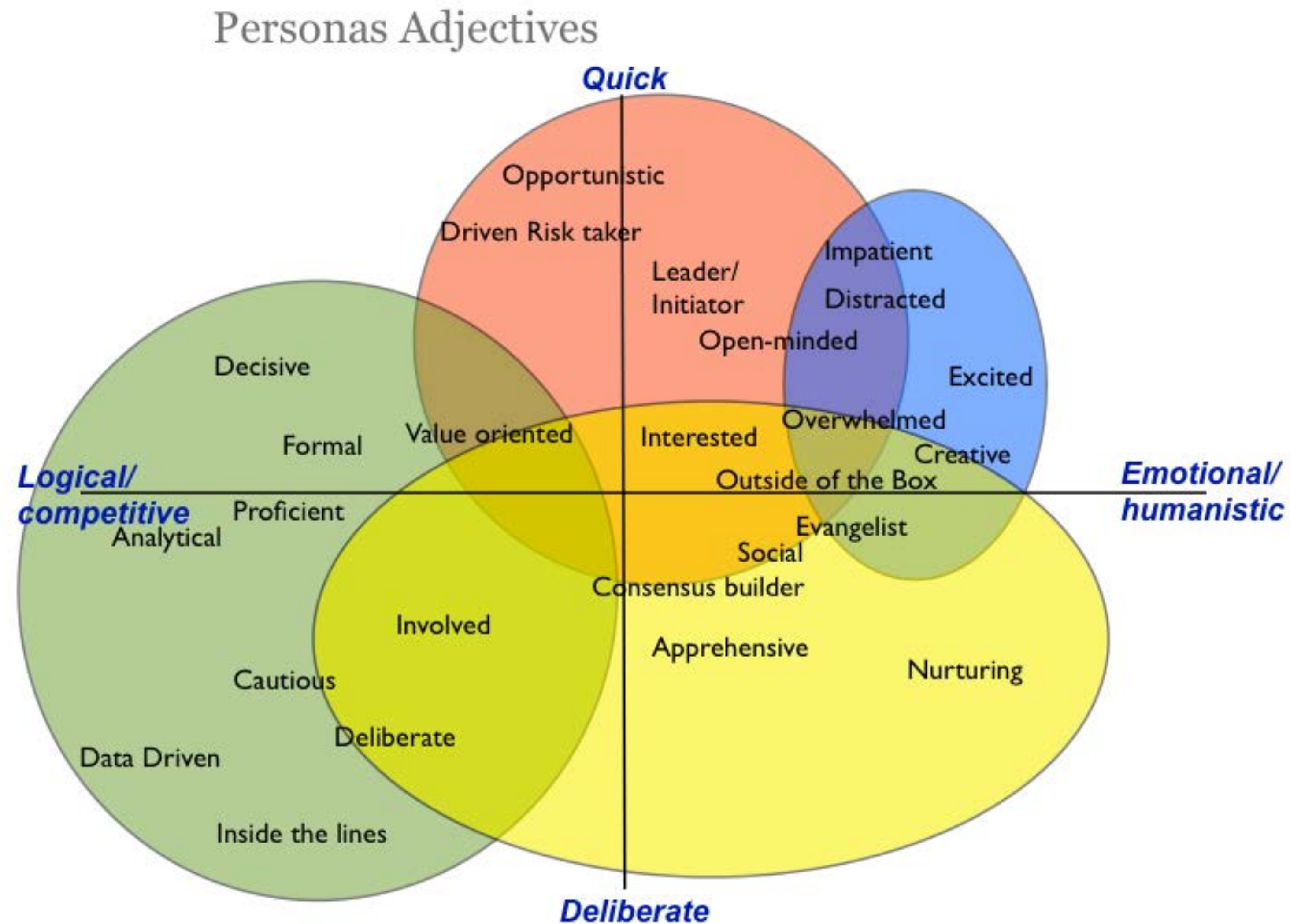
## / CHANNEL



WHAT IS SHE DOING? Browse - see what's new Browse - see what's new Browse - see what's new Not using



## Personas Are Clusters of Data Points





# Segmentation Dimensions



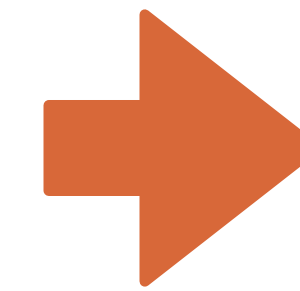
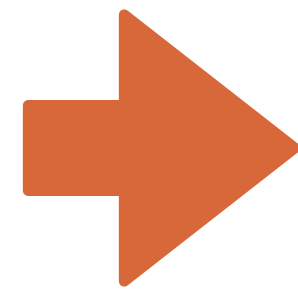
*10 or more days per month*

*Quarterly*



# Quantifying Personas

**Data In**

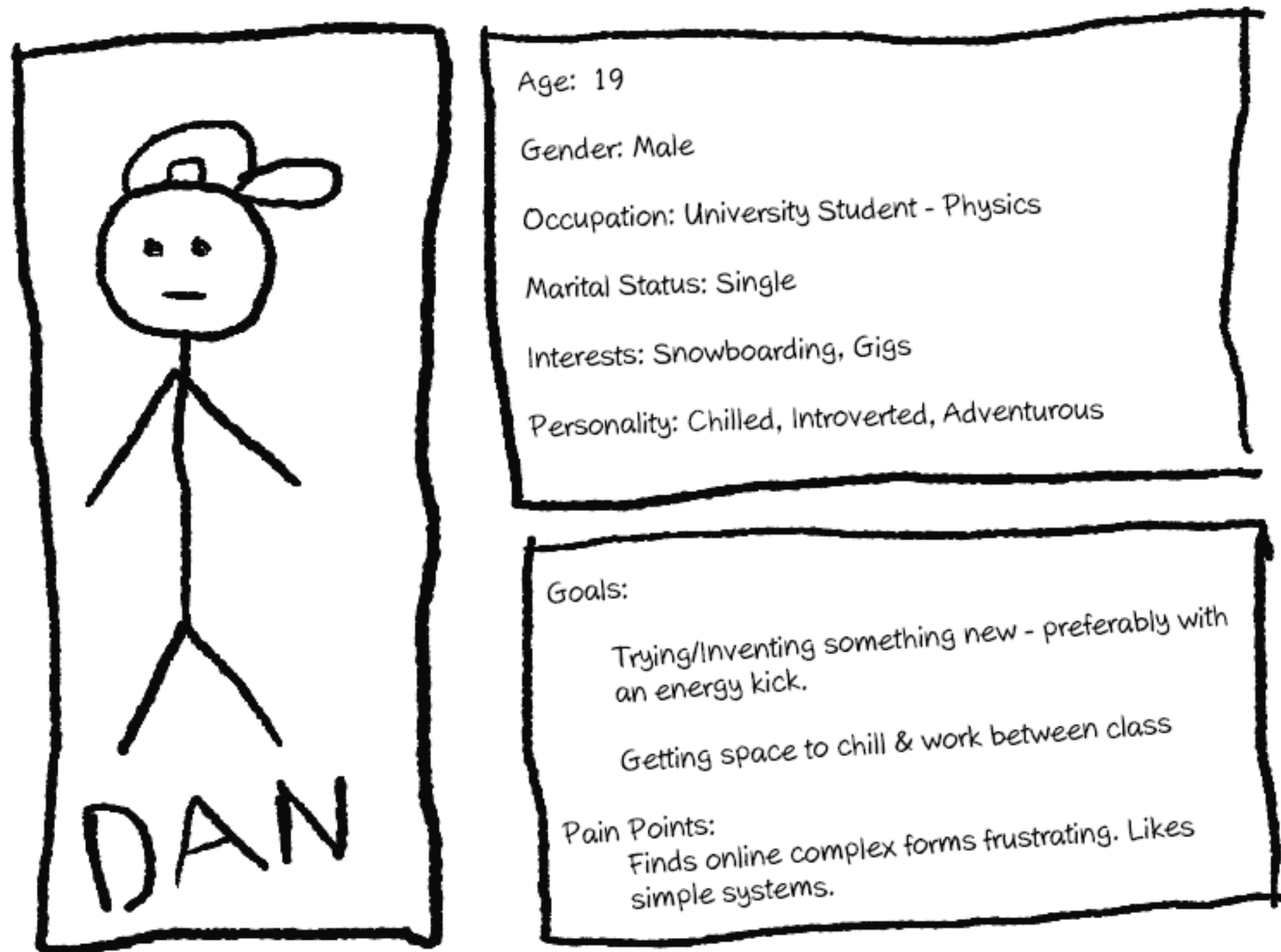


**Data Out**






## Lean UX Approach: Protopersonas



By Kari McMahon, Medium

<p><b>"Mary"</b></p> 	<p><b>Behaviors</b></p> <ul style="list-style-type: none"> <li>• Has a housecleaner</li> <li>• Buys take-away 3 nights/wk</li> <li>• Frequently feels overwhelmed when she "forgets" something</li> </ul>
<p><b>Demographics</b></p> <ul style="list-style-type: none"> <li>• Working mom</li> <li>• 34 years old</li> <li>• Lives in Reading, works in London</li> <li>• Married, 2 kids</li> <li>• Household 125k/yr</li> </ul>	<p><b>Needs &amp; Goals</b></p> <ul style="list-style-type: none"> <li>• Help! Running errands, managing kids, keeping things running</li> <li>• Time for her girlfriends</li> <li>• To feel like she "has it sorted"</li> <li>• "To clone herself"</li> </ul>

mj\_designthinks, Pinterest

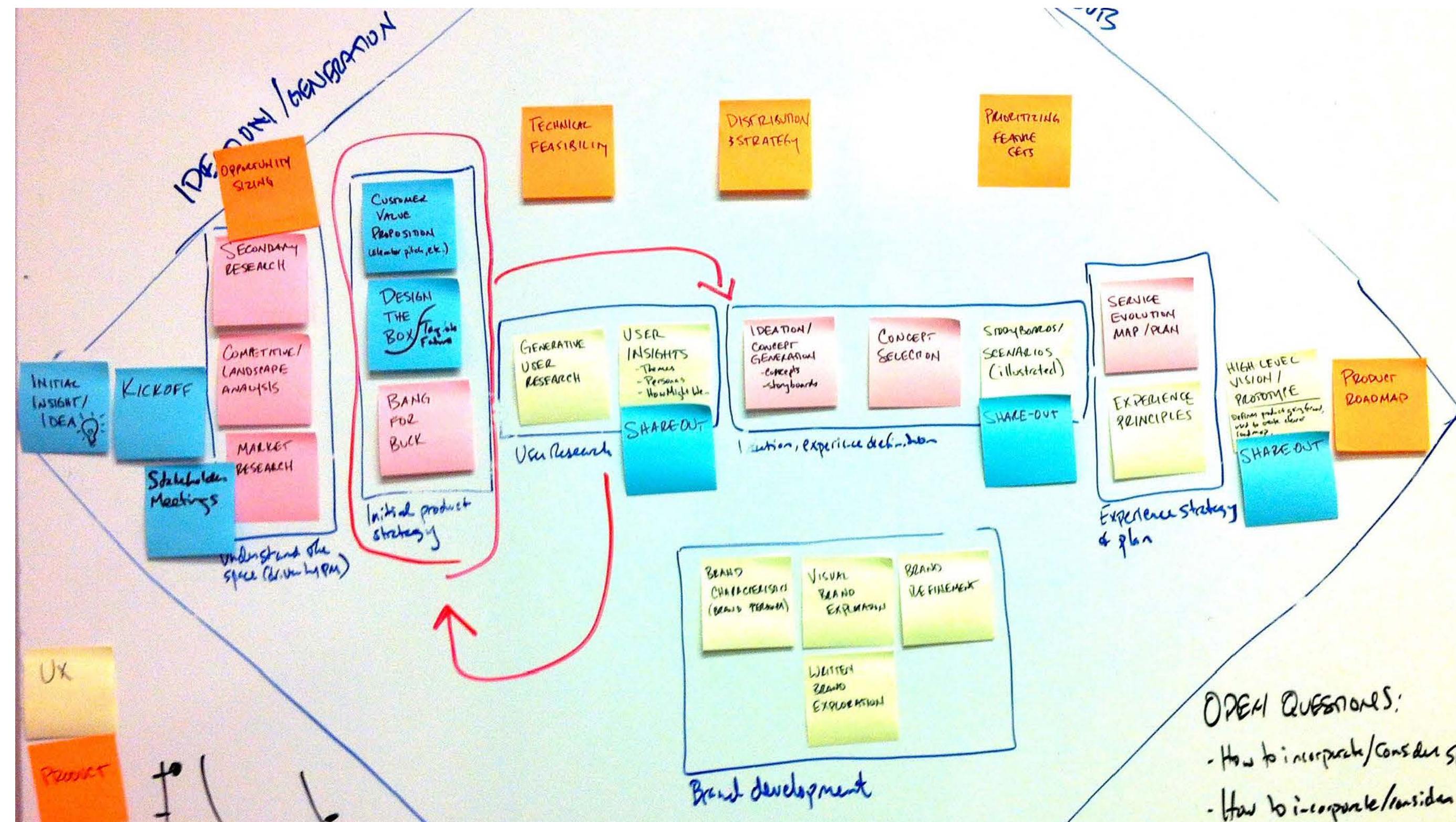


# Ideation



# Structured Ideation, Prioritization, Optimization

1. Select the target experience
2. Ideate design concepts
3. Prioritize concepts to develop
4. Prototype
5. Test, optimize, iterate
6. Prioritize feature set
7. Develop road map of releases

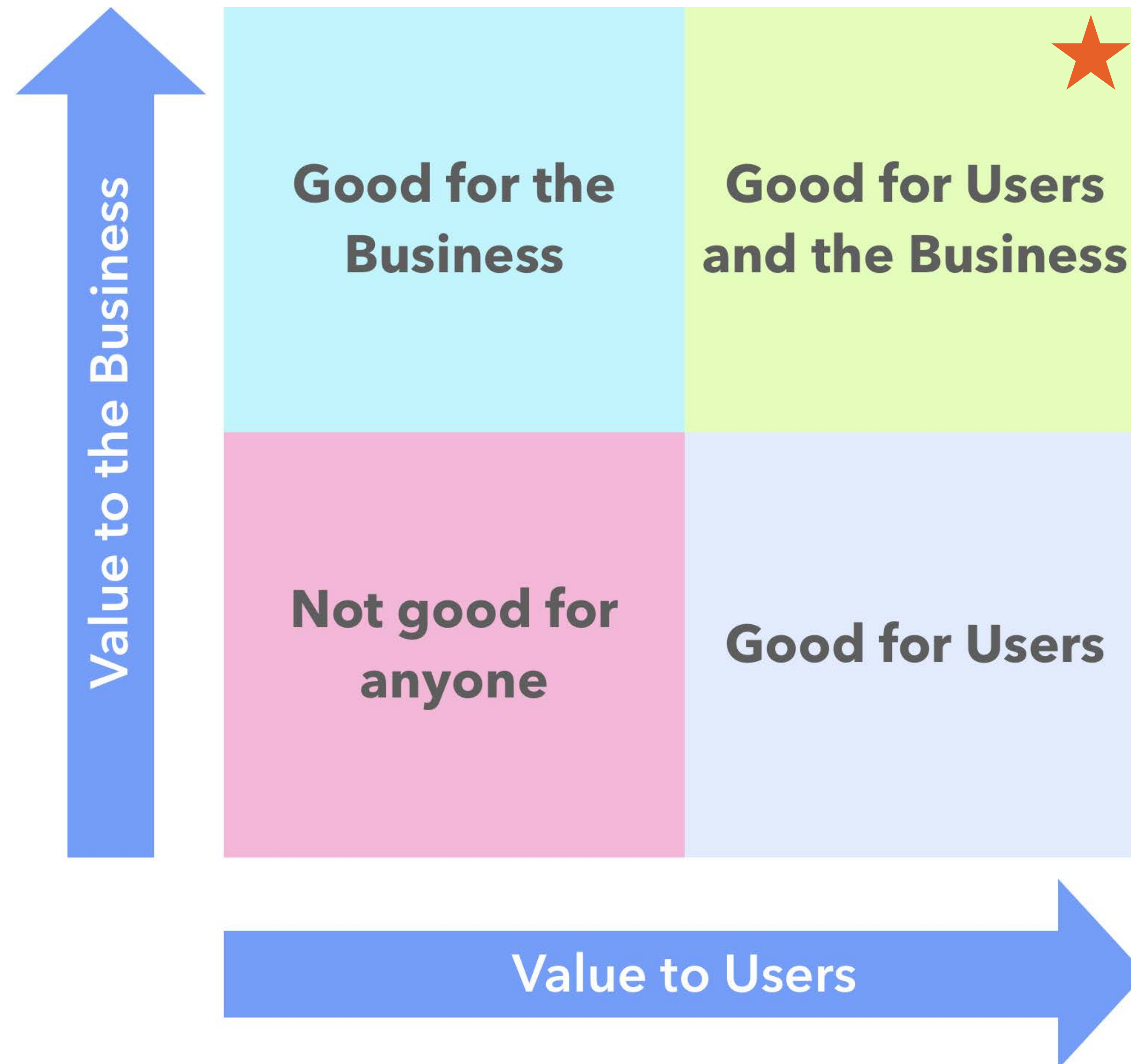




# Prioritization



# Prioritize One Problem or Opportunity for Ideation

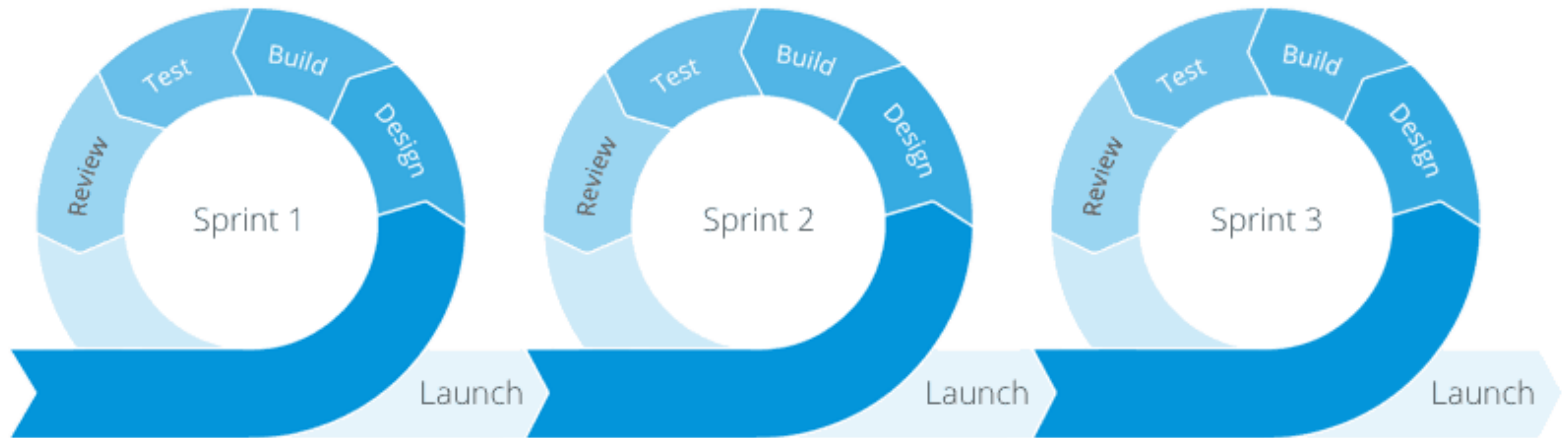




# Optimization



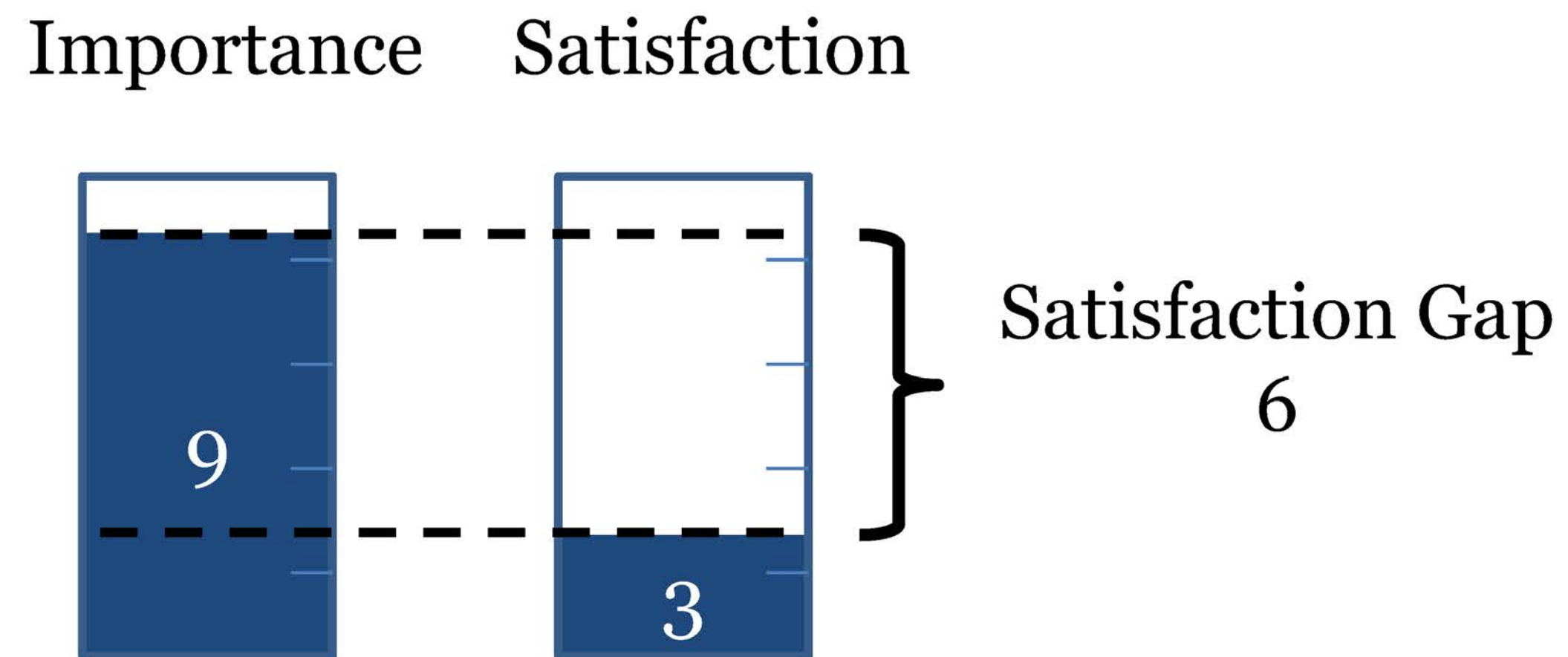
# Optimization is Iterative Designing and Testing





# Prioritization with Jobs to be Done

Calculate Opportunity Scores



Importance + Satisfaction Gap = **Opportunity score**

$$9 + 6 = 15$$



**YHWH**



**Thank You!**