hdk

Zürcher Hochschule der Künste Zentrum für Weiterbildung

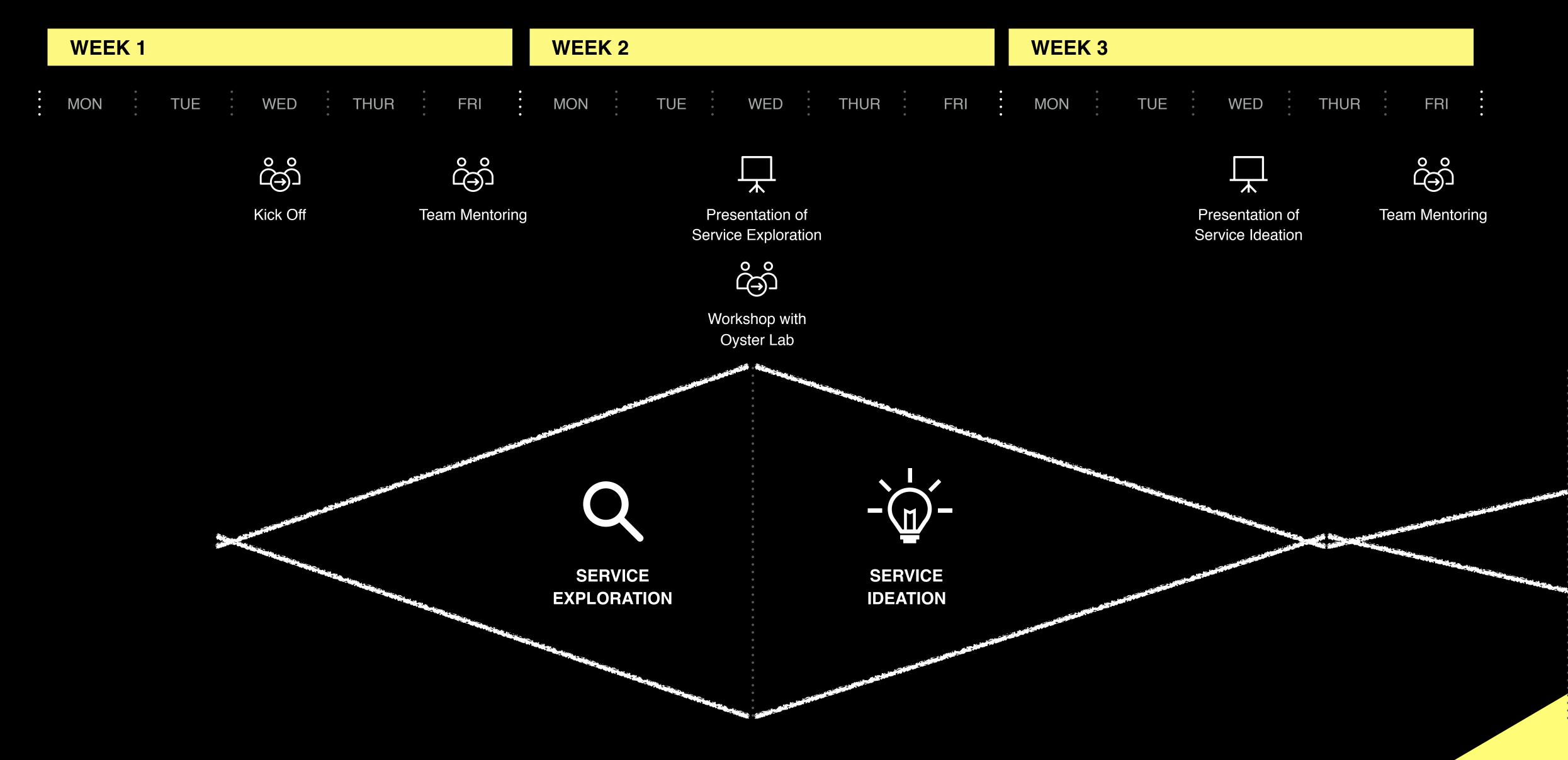
Kickoff Week 2

Service Design I 8. Mai 2018

Content

- Making sense of Data (Mapping)
- Manage your Team
- Align your Team

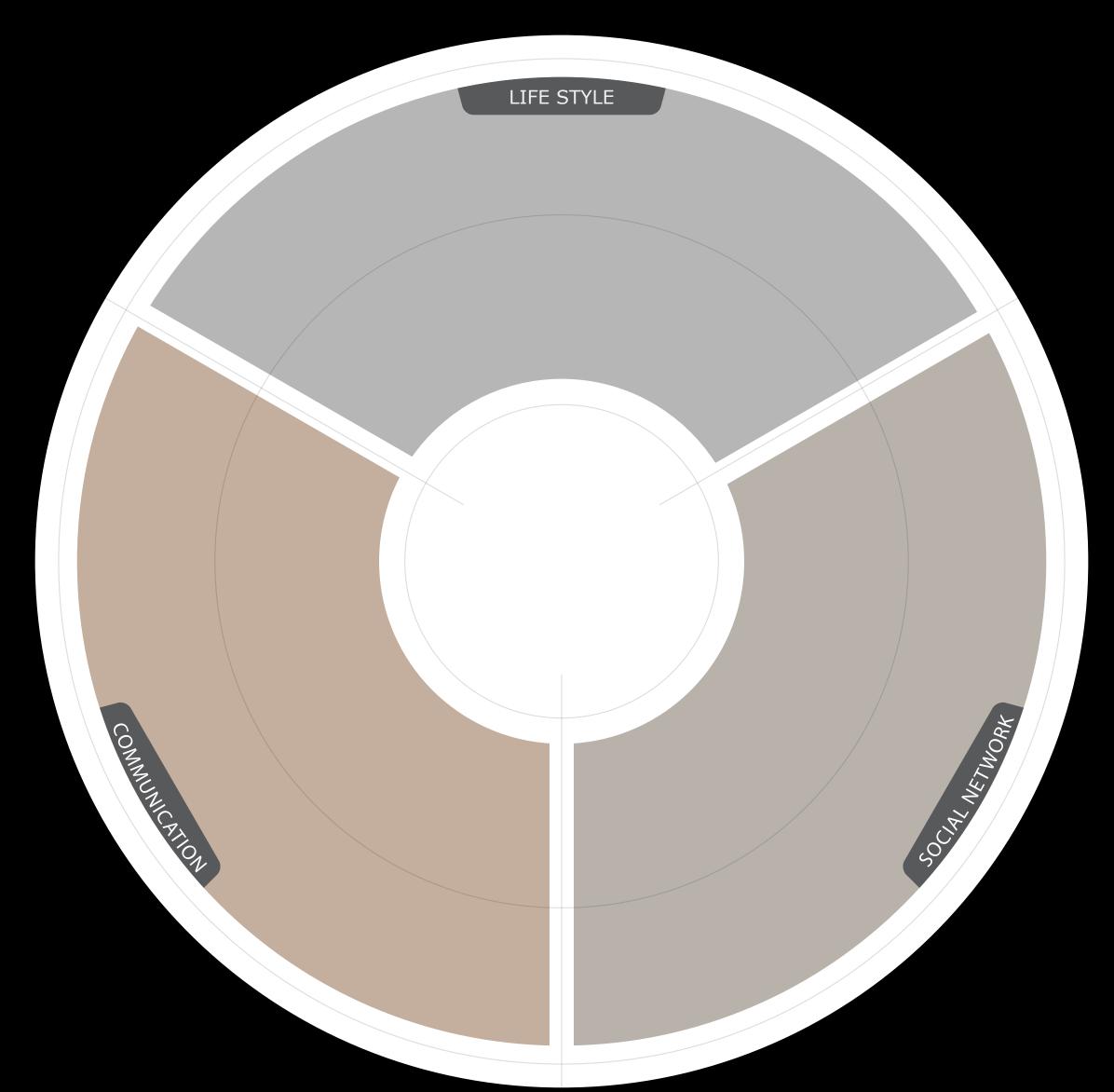
Course Structure

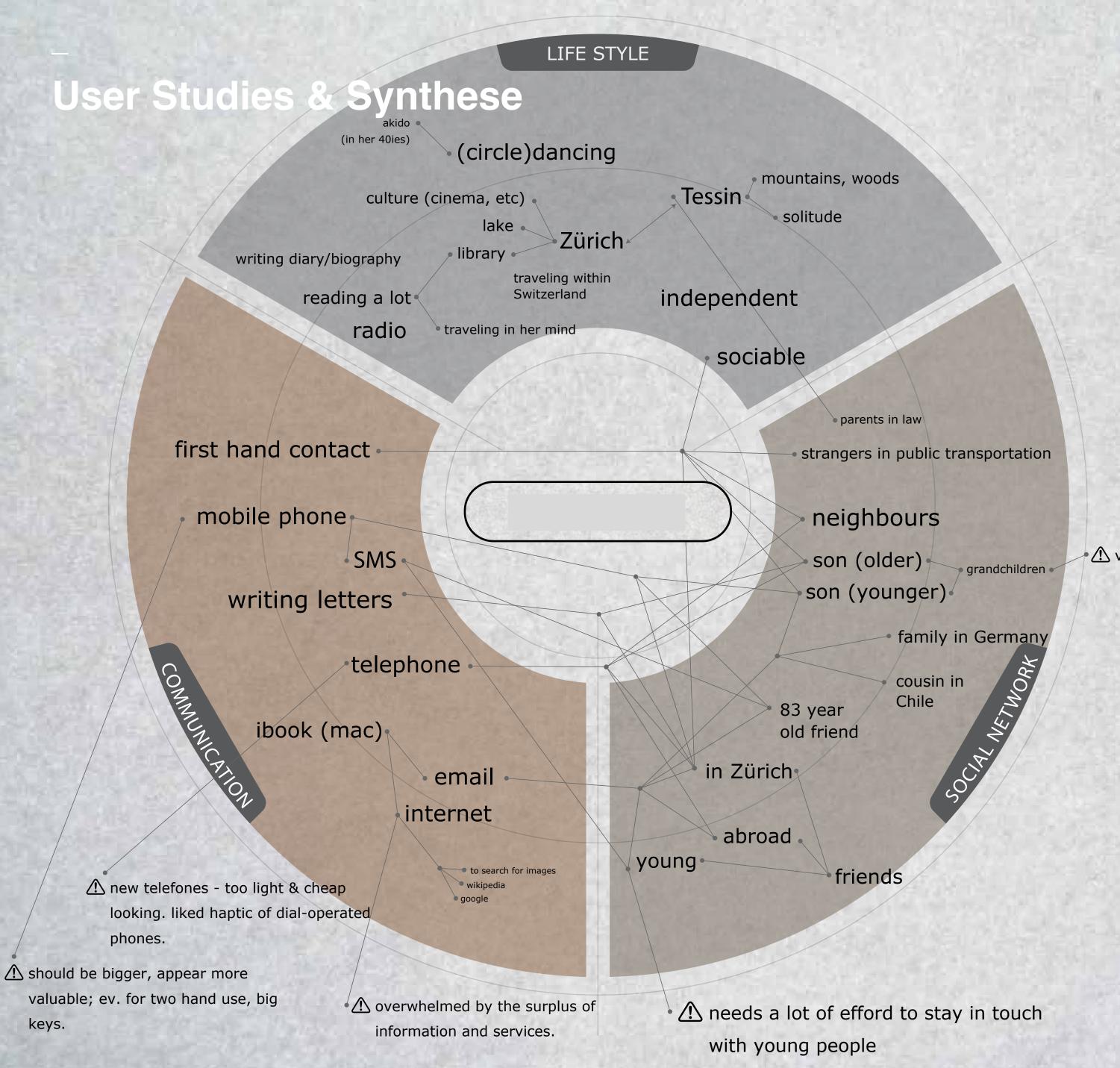


Mapping

Making sense of data

User Studies & Synthese





kompott

telepresence through a robotic agent

BA PROJECT // ZHdK Zürich

Nino Cometti / Florian Wille

07th of march 2010

very little contact right now

finding

is using would like

wants a to kick out

would le could ope

pan sideways 👈

User Studies & Synthese

findings

- is using modern ways of communication, would like them to be appear more valuable.
- wants a simple, customizable UI, to be able to kick out all options she doesn't need.
- would love to have a device she could operate by speaking to it.

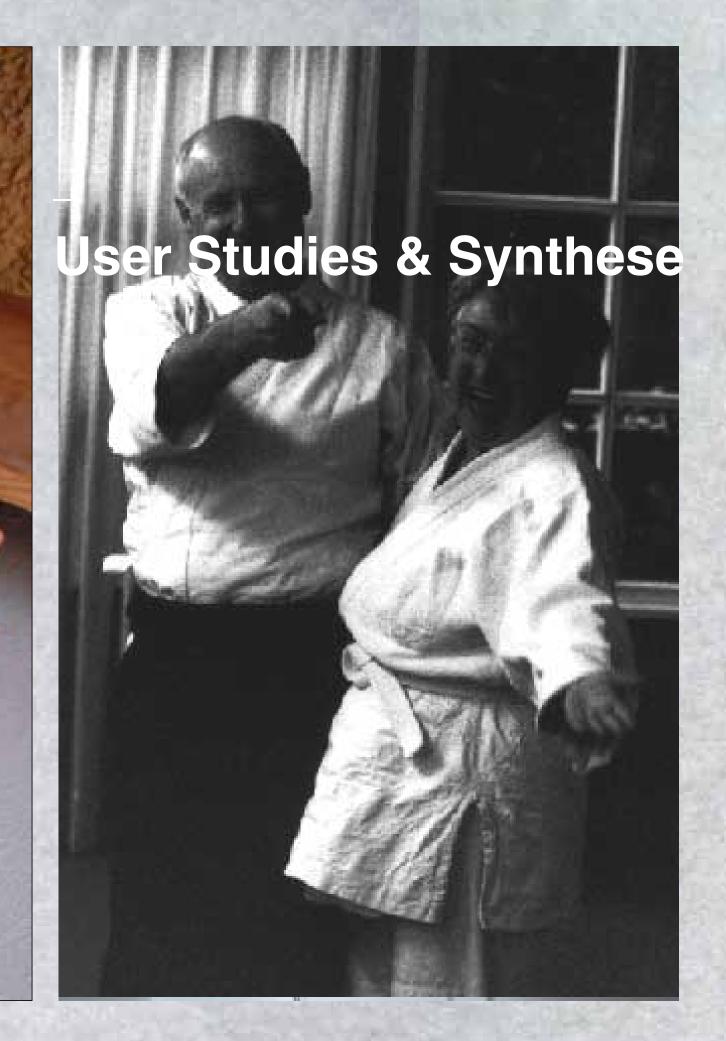


the selfmade clay dragon



practising Aikido for more about ten years, but not any more.

passions



practising Aikido for more about ten years, but not any more.







a digital senior, using mulitple channels of communication: phone, mobile, SMS, email.

communication devices / interfaces











a combination of bright wood, dark leather and glass. A lot of handmade pottery and plants. Homely atmosphere without appearing stuffy.













hardly any pictures, but a lot of memorabilia - pieces of art by friendlies artists.

physical manifestaion of relation ships







morabilia - pieces of art by



where would you place kompott?

most probably in the "communication corner, where there is also the telephone and notebook standing.

on of relation ships

User Studies & Synthese



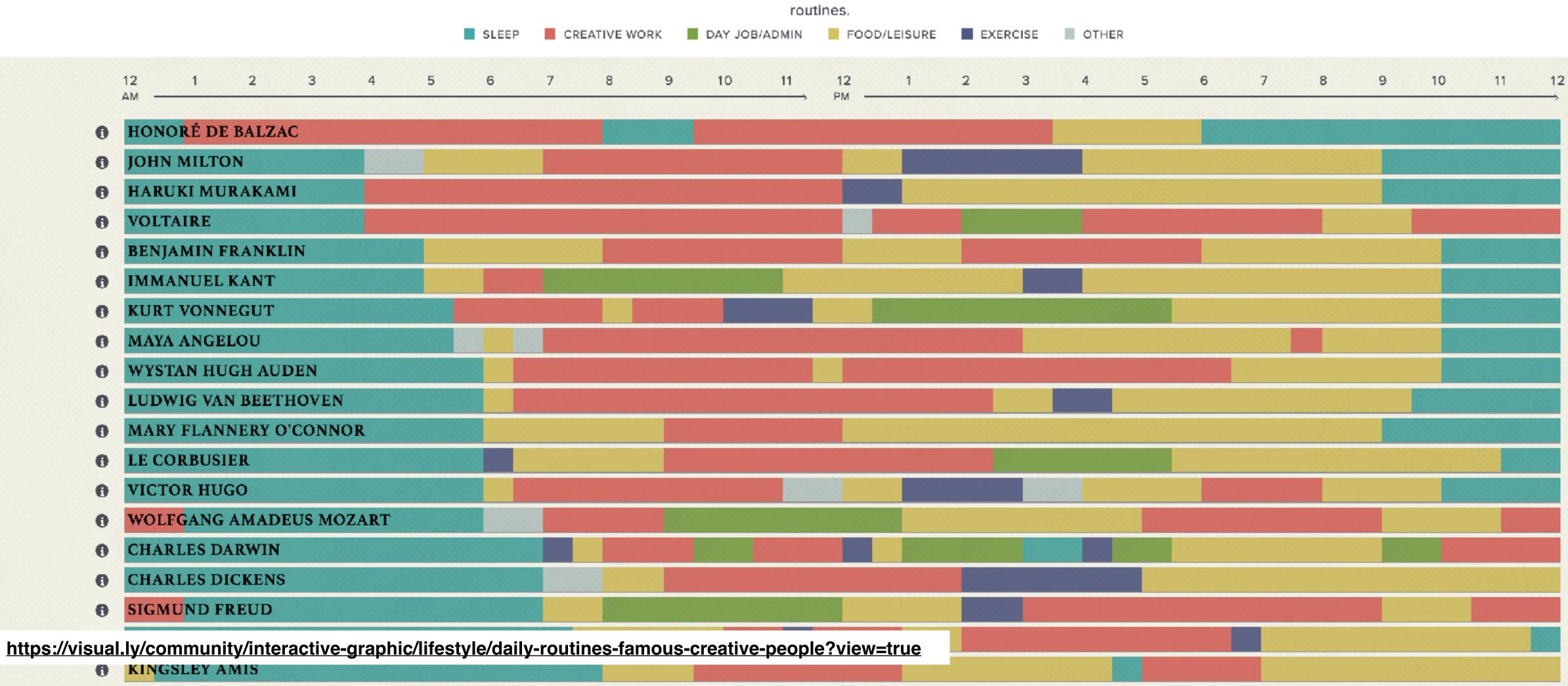


Mapping

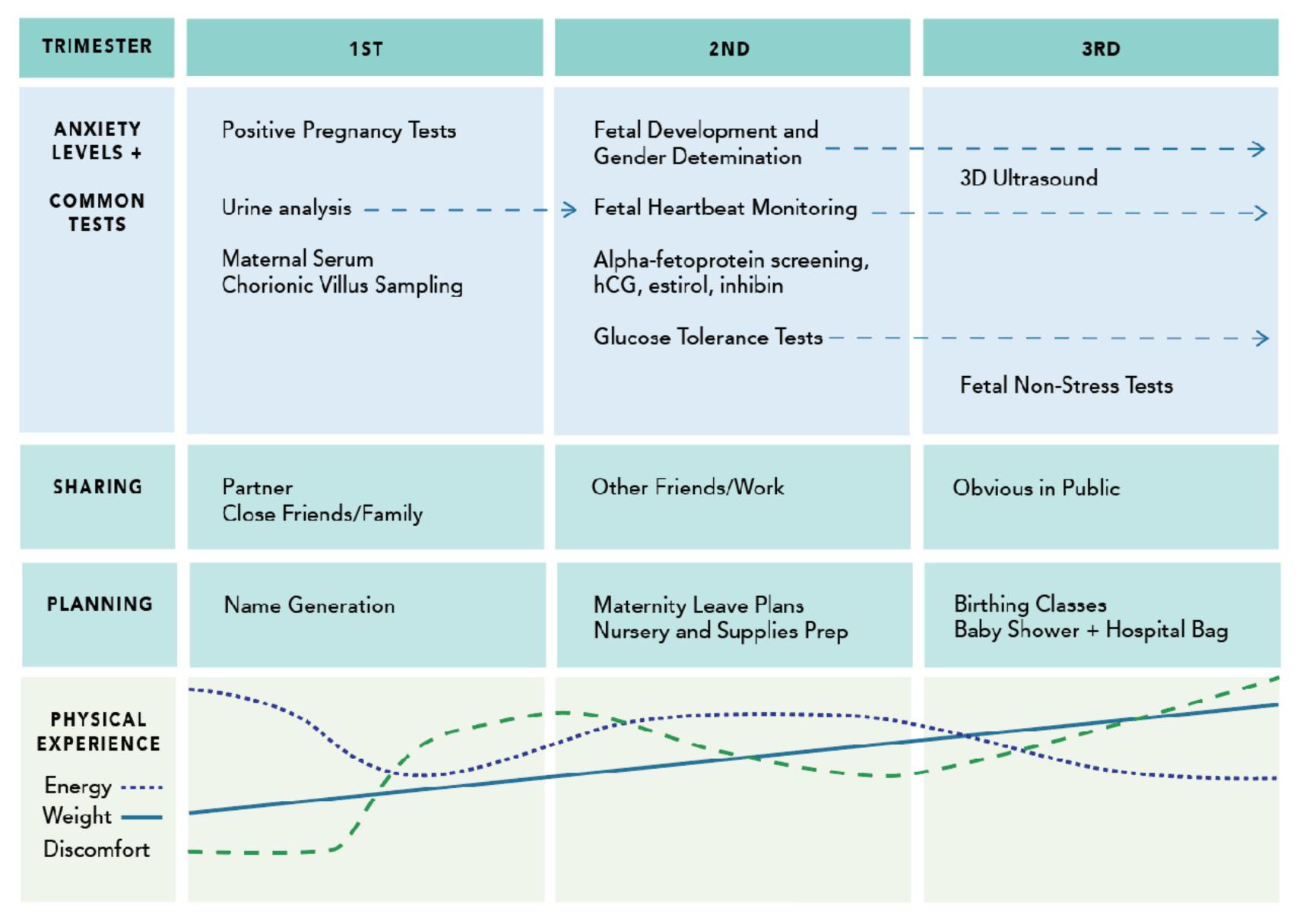
THE DAILY ROUTINES OF

FAMOUS CREATIVE PEOPLE

Turns out great minds don't think alike. Discover how some of the world's most original artists, writers and musicians structured their day, based on 'Daily Rituals' by Mason Currey. Filter the different categories by toggling on or off, and hover over the colored bars to learn more about the daily

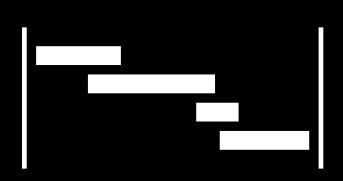


EXPERIENCE MAP Example (Pregnancy)



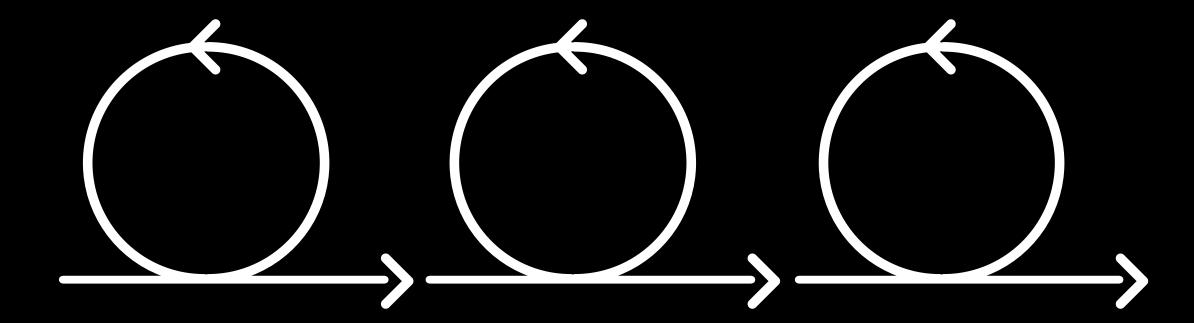
Manage your Team

Paradigms



WATERFALL

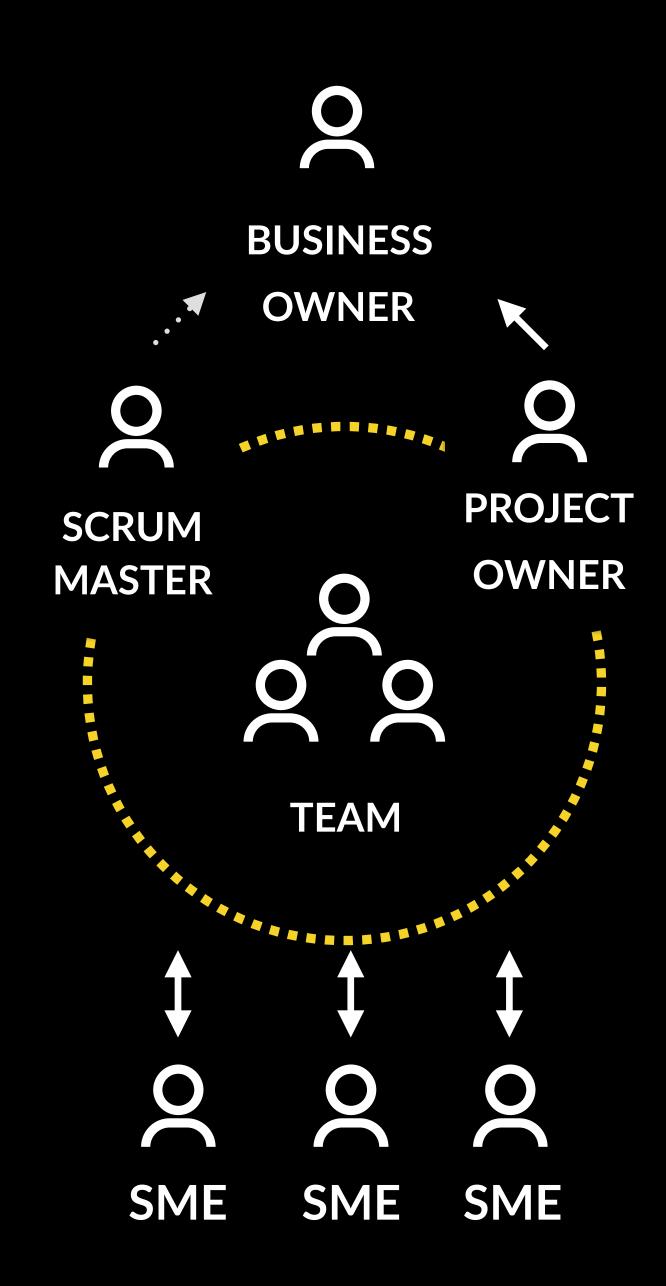
- sequential / linear stages
- upfront planning an in-depth documentation
- contract negotiation
- best for simple, unchanging projects
- close project manager involvement



AGILE

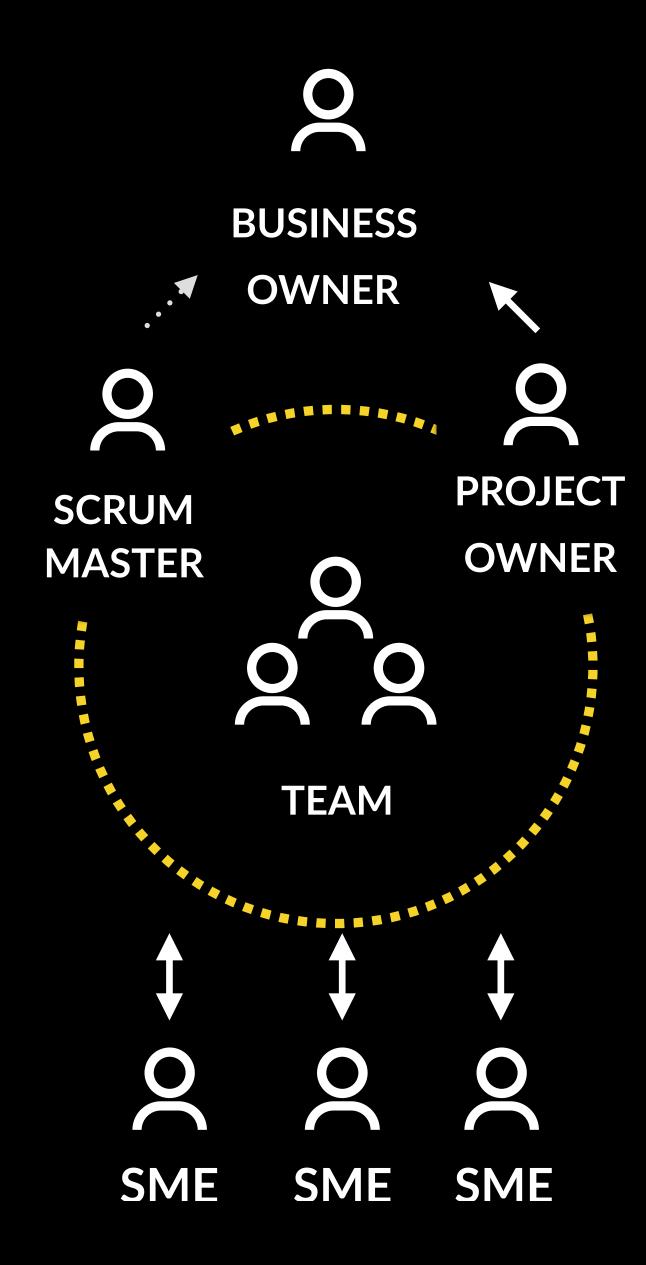
- continous cycles
- small, high-functioning, collaborative teams
- flexible / continous evolution
- early mockups
- client involvment

Roles in agile



Roles in agile

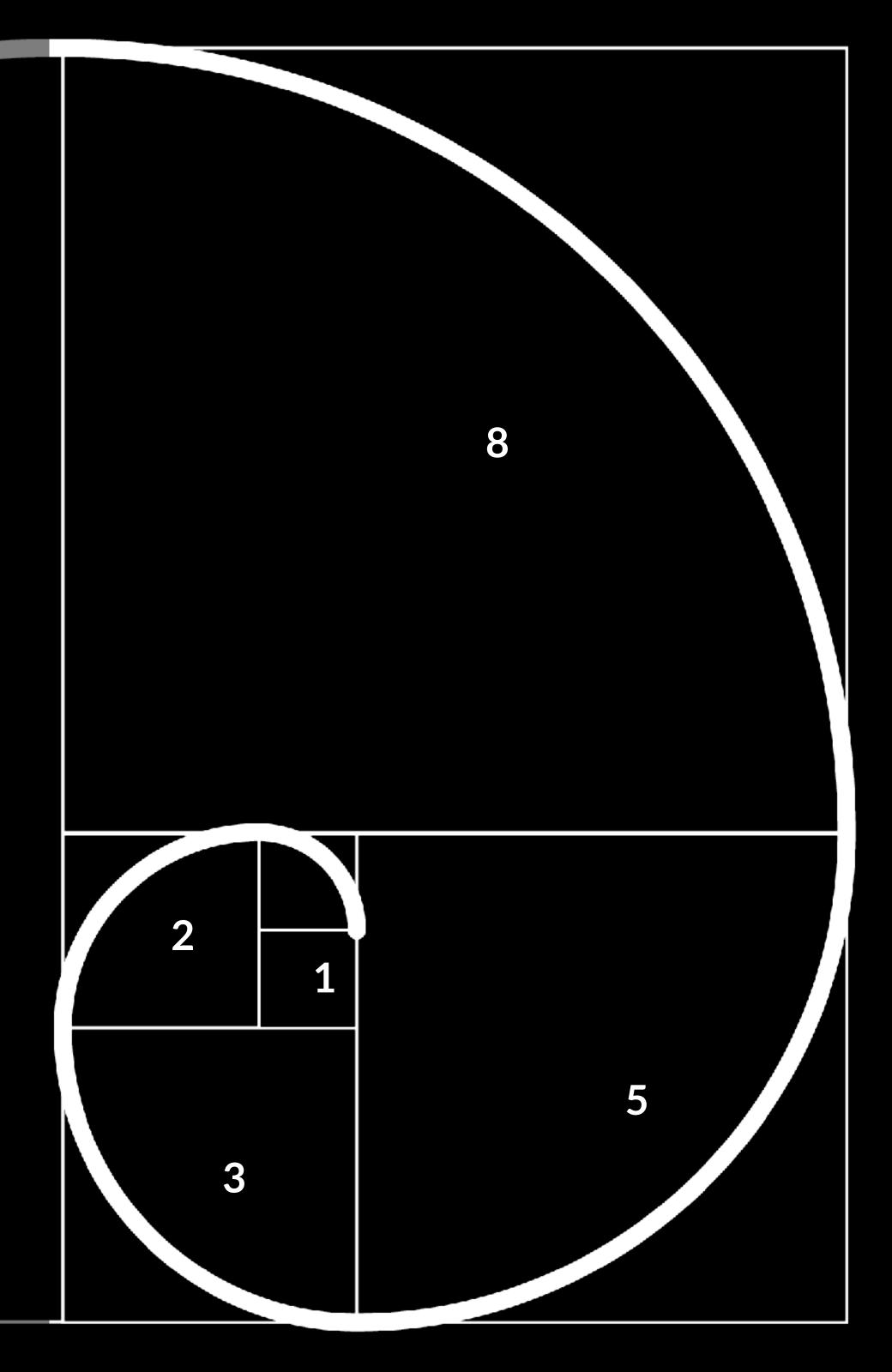
- product owner: represents the business interests, sets priorities, owns the product backlog
- scrum master: facilitates and protects the process, removes team impediments
- team: does the work, self organizes, owns sprint backlog



Estimate the size of each story

1235813

Assign task-sizes according to the fibunacci sequence.



prioritize

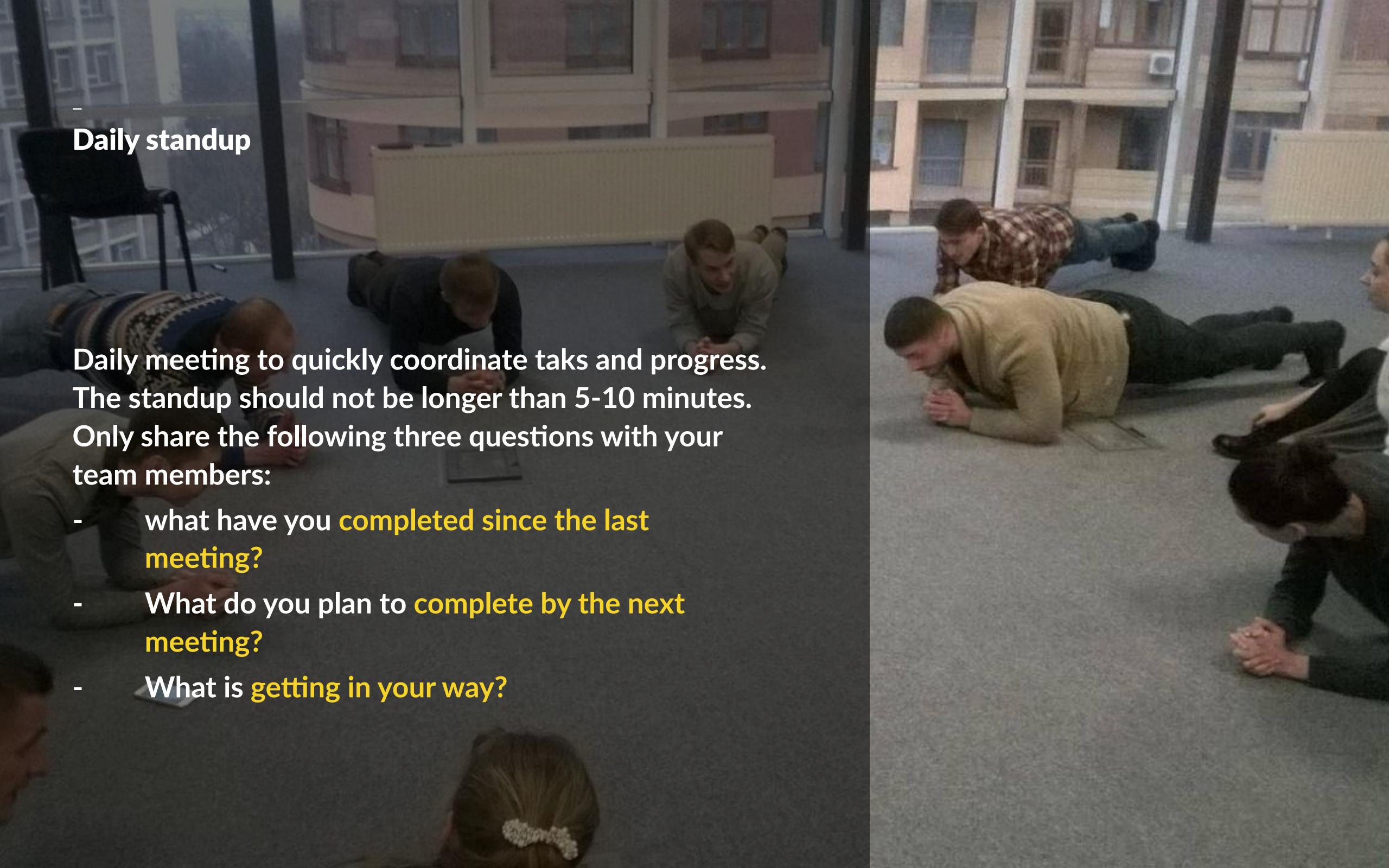
Which 20% of features hold 80% of the value? These 20% form my MVP (minimal viable product)

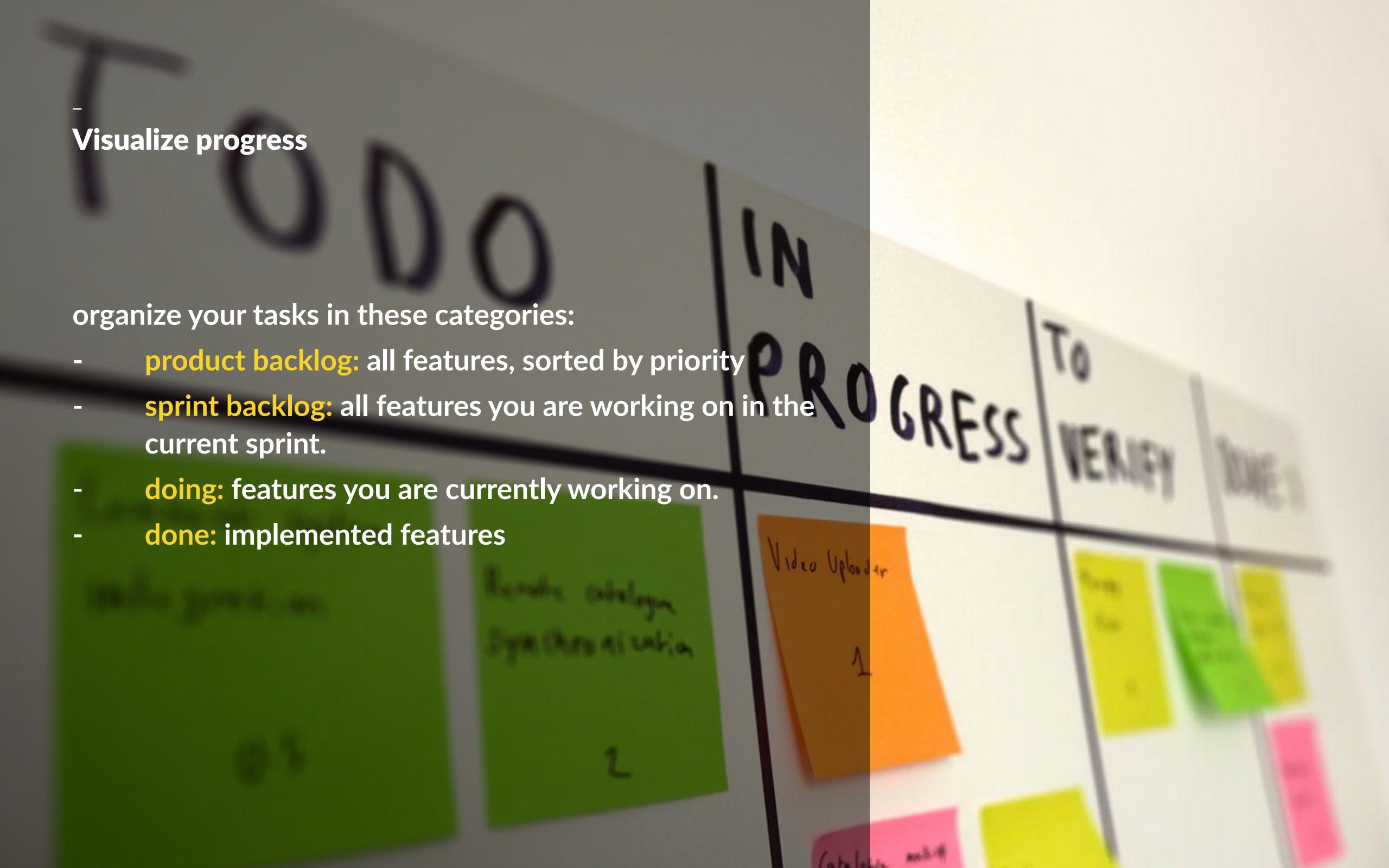
plan a sprint

Plan a one to three week time period with all team members.

- review last sprint
- reprioritize project backlog
- assign taks for upcoming sprint

outcome: sprint backlog and sprint goal





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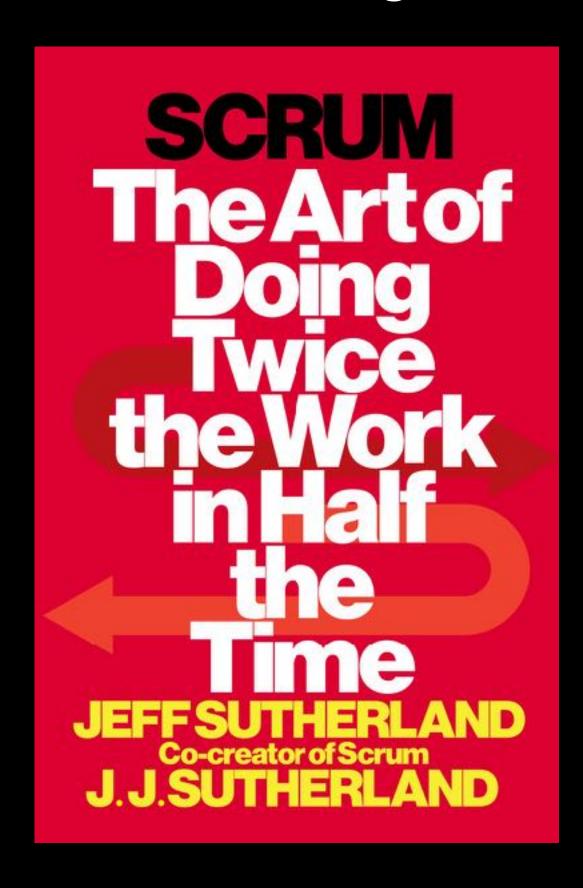
Tools to visualize progress and organize your team

some commonly used tools:

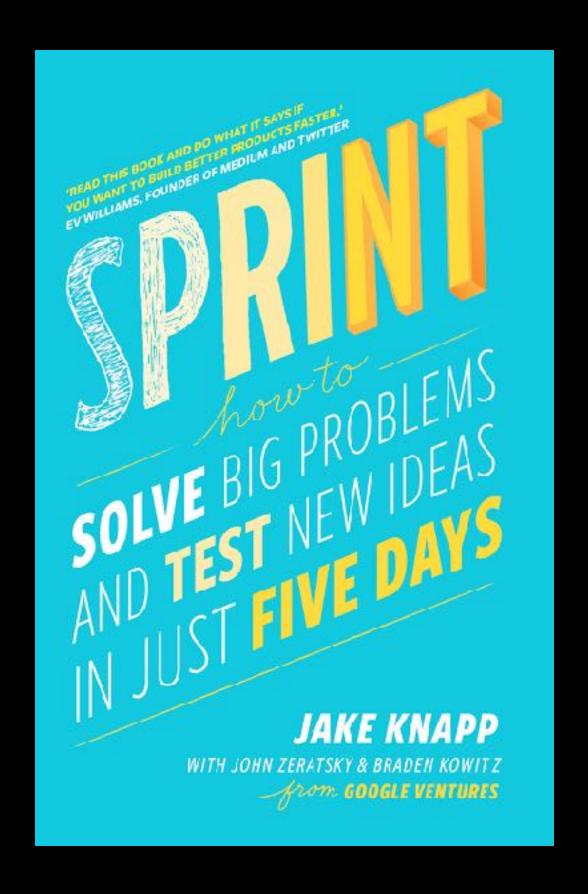
- physical whiteboard
- asana www.asana.com
- trello www.trello.com
- freedcamp www.freedcamp.com
- jira https://www.atlassian.com/software/jira
- -

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Books about agile methods



A great guide on how to work more effectively in teams.



A good guide on how to organize a google design sprint.

Align your Team

Team Canvas Basic

Most important things to agree on to kick off effective team project and get members to know each other better

	 _	
Team name	Date	

Version 0.8 | theteamcanvas.com | hello@theteamcanvas.com

© GOALS	ROLES & SKILLS
What we want to achieve as a group? What are our key goals that are feasible, measurable and time-bounded?	What are our names? What skills and strengths do we have on board of our group? What composition of roles would help us get where we want to be?
What are our individual personal goals?	
	PURPOSE
	What are we called as a group?
🖺 VALUES	≶ ≡ RULES & ACTIVITIES
What do we stand for? What are guiding principles? What are our common values that we want to be at the core of our team?	Why we are doing what we are doing in the What are the rules we want to introduce after doing this session? How do we communicate and keep everyone up to date? How do we make decisions? How do we execute and evaluate what we do?
	first place?

Team Canvas Basic by theteamcanvas.com. Created by Alexey Ivanov, Dmitry Voloshchuk Team Canvas is inspired by Business Model Canvas by Strategyzer.

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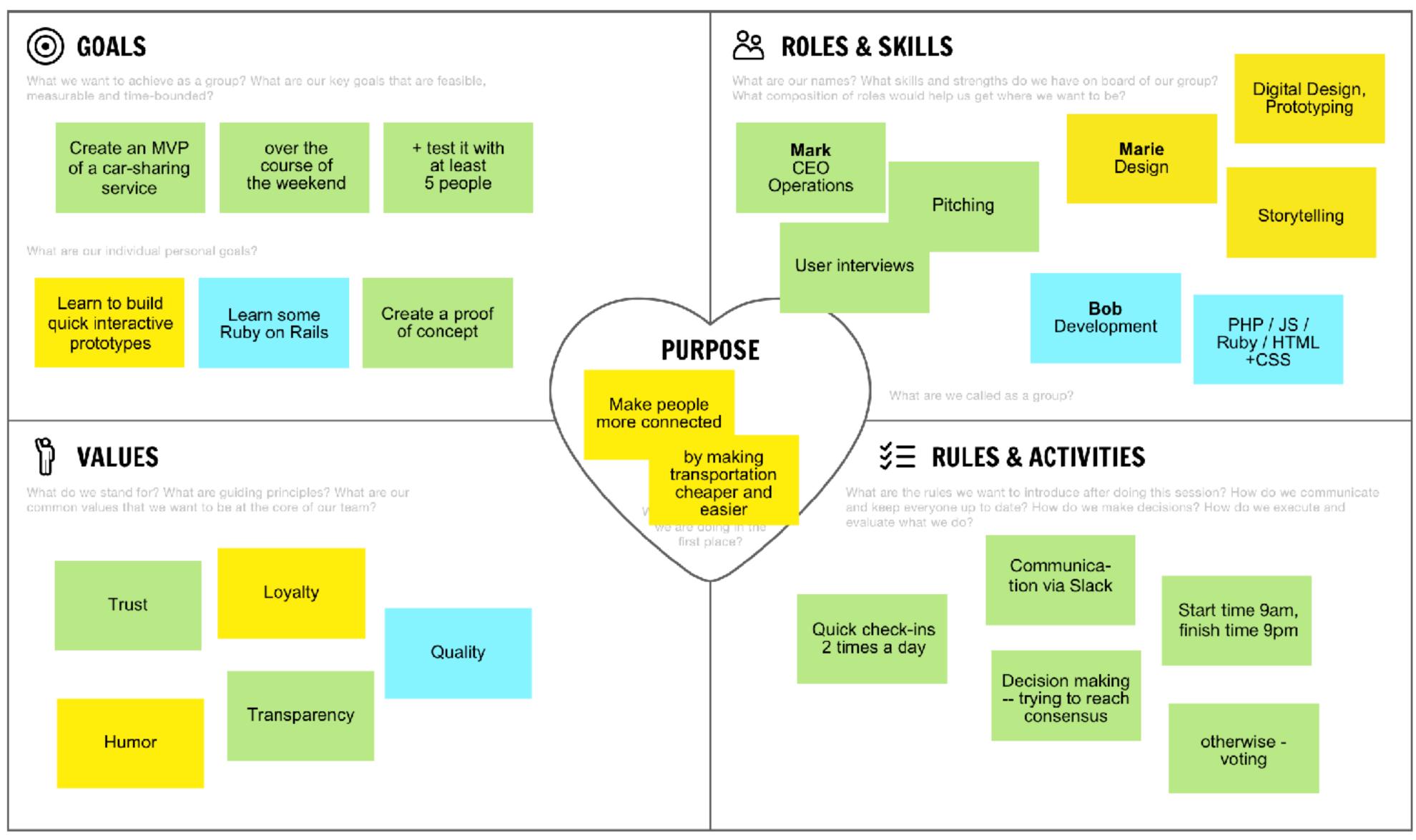
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Team Canvas Basic

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Most important things to agree on to kick off effective team project and get members to know each other better

Team name Bold Car Date



Team Canvas Basic by theteamcanvas.com. Created by Alexey Ivanov, Dmitry Voloshchuk Team Canvas is inspired by Business Model Canvas by Strategyzer.

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Thank you!

Florian Wille florian.wille@zhdk.ch

hdk

Zürcher Hochschule der Künste

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