

# Design Thinking Workshop: Solving Real Problems (Part 1 & 2)

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Challenge - How might we create an experience in the first week of rolling out ALERT that would increase lawyer engagement and lay the groundwork for firm-wide adoption of this new game-changing product?

Tuesday 15 August 11:00am #ILTAG49

Wednesday 16 August 11:00am #ILTAG98





# SPEAKERS



**Michelle Mahoney**

Executive Director Innovation  
King & Wood Mallesons

## DESIGN THINKING

## AGENDA

DAY ONE

UNDERSTAND

OBSERVE

POINT OF VIEW

IDEATE



DAY TWO

PROTOTYPE

TEST

TELL THE STORY

IMPLEMENT



#ILTACON



**Matthew Homann**

Founder & CEO  
Filament

# OVERVIEW



# What is covered in the workshops?

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- Introduces you to the concepts of the design thinking process
  - a tried and tested approach to creative problem solving
  - you will walk away with a knowledge of how design thinking works
  - how you can apply it back at your office
- It can be the first step in unlocking your creative potential



# What is covered in the workshops?

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- Working through the concepts over two days
- Interactive and applying learning as you go
- Highly collaborative
- Relax and enjoy, it is a fun and an iterative experience



# Why design thinking?

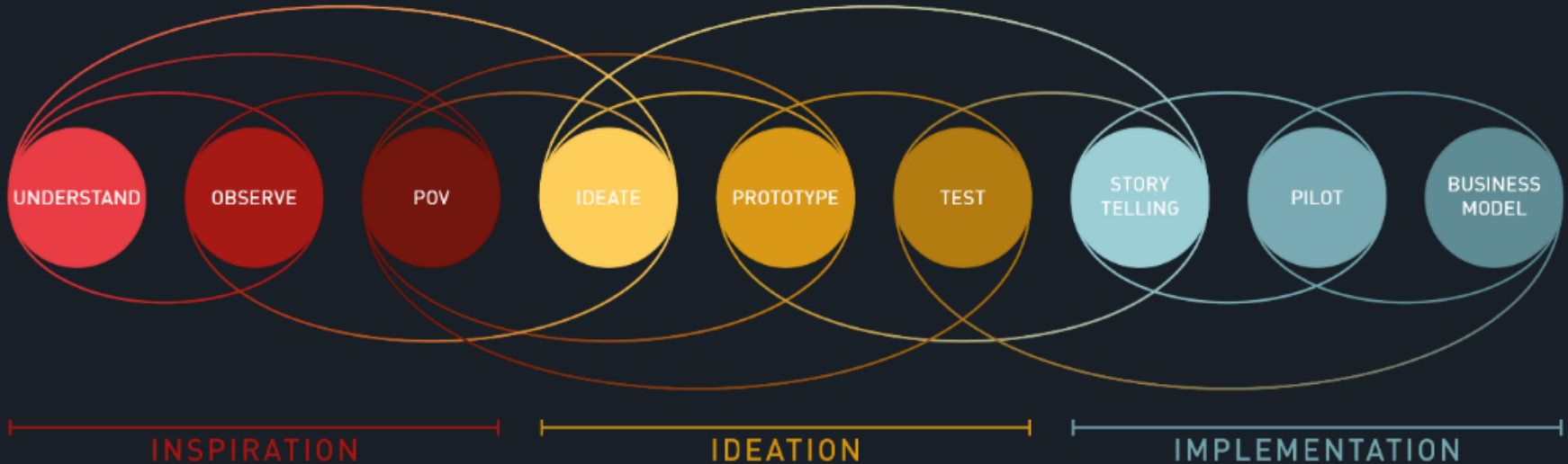
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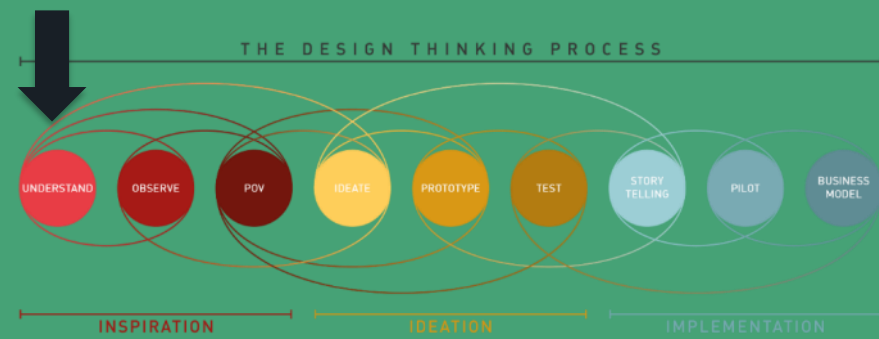
- Design thinking is a human centred process to creative problem solving
- Why would you use it?
- How has it had impact?



# Design Thinking Overview

THE DESIGN THINKING PROCESS





# INSPIRATION - UNDERSTAND





# Understand - Problem

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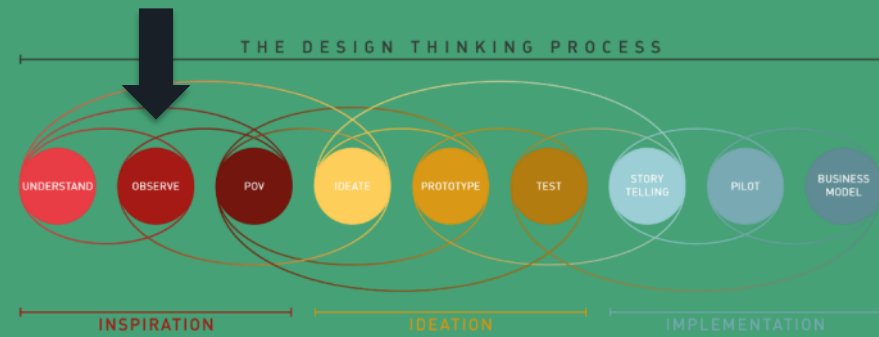
- Explore stakeholder needs before developing a hypothesis. Problem finding precedes problem solving to achieve a better outcome.
- Make sense of and learn about the problem
- Identify if related work has been done before
- Determine if the initially identified problem is really a problem



# Understand – Problem - Exercise

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- Focal Question – a scoping tool to clarify and state the problem
- How can **WHO** do **WHAT** so that **WHY**?  

- **Who** – is accountable to deliver the action or outcome
- **What** – is the action to be accomplished (method and output)
- **Why** – is the action or outcome will be delivered (purpose) and on when behalf the action or outcome is being designed (stakeholder needs – start here and work backwards)



# INSPIRATION - OBSERVE



# Observe – Intended Users' Experience

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- **Observe**
  - view users and their behaviour in the context of their lives
- **Engage**
  - interact with and interview users through both scheduled and short 'intercept' encounters
- **Immerse**
  - experience what your user experiences



# Observe – Experience

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- Uncover needs that people have which they may or may not be aware of
- Guide innovation efforts
- Identify the right users to design for
- Discover the emotions that guide behaviours





# Observe – Exercise

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- Get to know your persona and in your tables
- Look for:
  - Facts not interpretations
  - Work arounds
  - Insights
  - Things users care about
  - Pain points



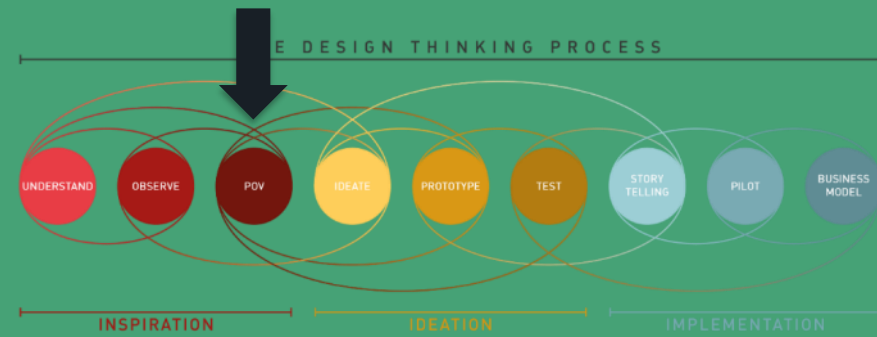
## Observe – Exercise

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As a group create an Persona Map which is a tool to help you synthesize your observations and draw out unexpected insights.

- **SAY** What are some quotes and defining words your user said?
- **DO** What actions and behaviours did you notice?
- **THINK** What might your user be thinking? What does this tell you about his or her beliefs?
- **FEEL** What emotions might your subject be feeling?





# INSPIRATION – POINT OF VIEW



# Point of View

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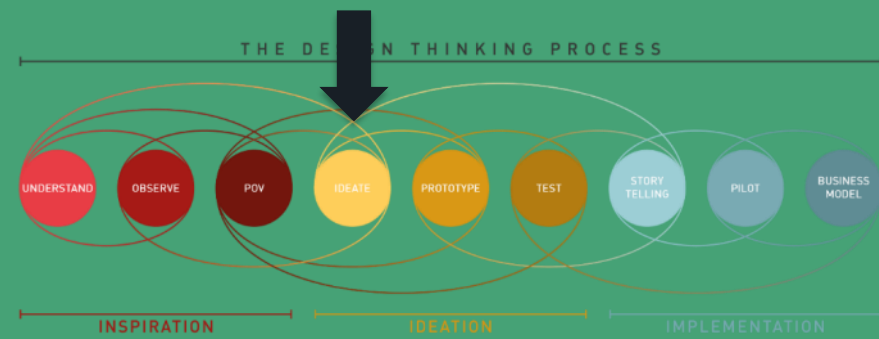
- Your point of view is a unique design vision that is crafted based on your discoveries during empathy work
  - Provides focus and frames the problem
  - Provides a reference for evaluating competing ideas
  - Fuels brainstorming by suggesting “how might we” statements
  - Captures the hearts and minds of people you meet
  - Saves you from the impossible task of developing concepts that are all things to all people



# Point of View – Exercise

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- Create your POV as a team
- [USER] needs to [USER'S NEED] because [SURPRISING INSIGHT]
  - A lawyer needs to understand and adopt our AI advisory tool because he lunges from one urgent client request to another
  - A lawyer with demanding clients needs to be and feel more in control, known for delivering timely high quality work using the AI tool, because in his practice group the current way of working is not creating a good people or client experience



IDEATION- IDEATE



# Ideate

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- Diverge on a large quantity of possible ideas that could evolve into solutions
  - Step **beyond obvious** solutions (out of your heads) and increase the innovation potential of your solution set
  - Harness the **collective perspectives** and **strengths** of table
  - Uncover **unexpected** areas of exploration
  - Create **fluency** (volume) & **flexibility** (variety) in innovation options



# Ideate – Exercise

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- Using your Point of View statement ideate
- Use “**yes and**” to increase volume and resist judgement
- Ideate for 10 minutes
- The power of constraints



# Ideate – Exercise

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- Group your ideas into themes
- Using a Sharpie each person per table put a dot on their favourite three ideas
- As a group select the idea you wish to prototype

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