



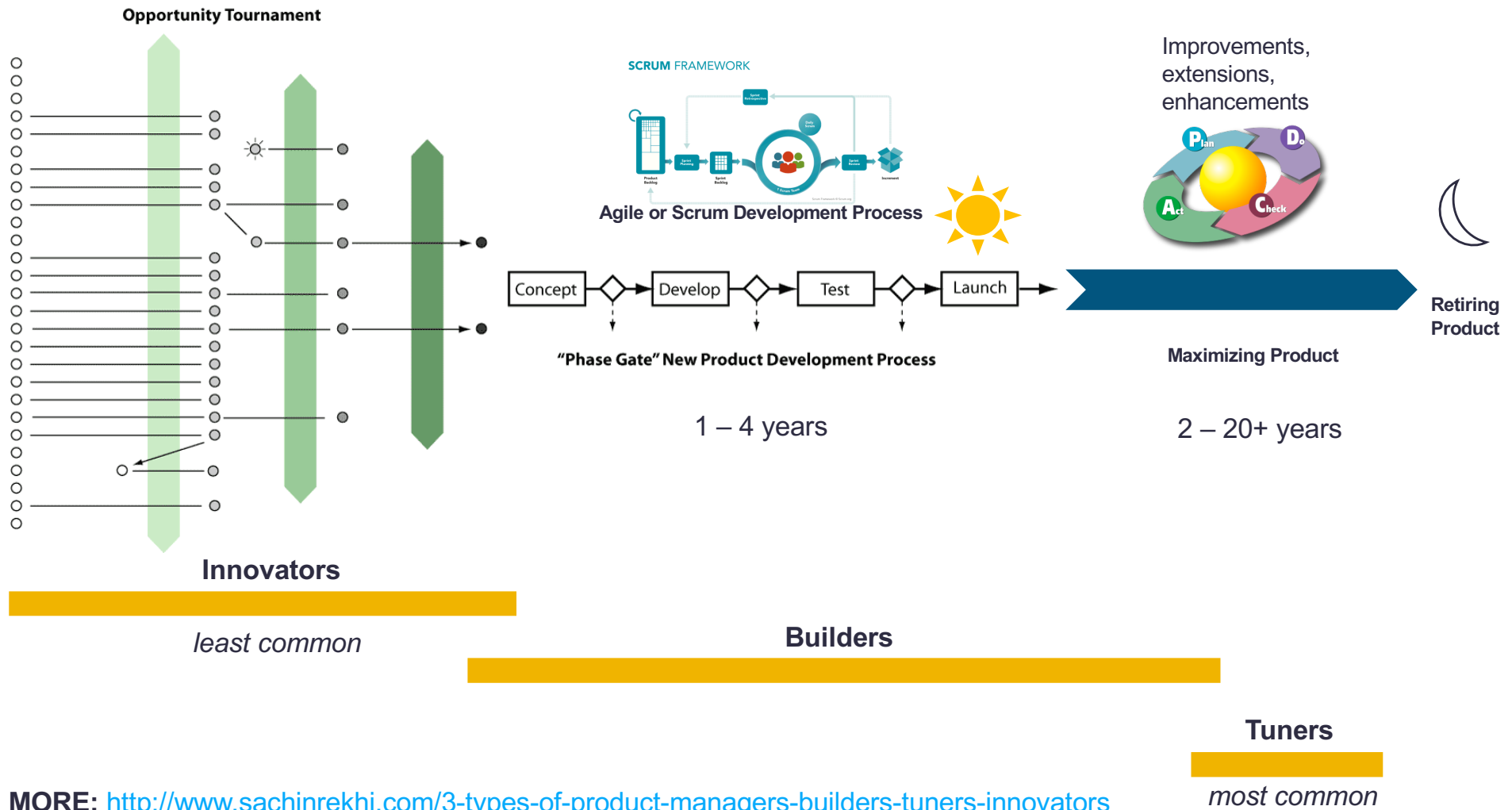
Design and Development for Product Management

Professor Karl T. Ulrich

Vice Dean of Entrepreneurship & Innovation

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Product Management Roles and the Product Lifecycle



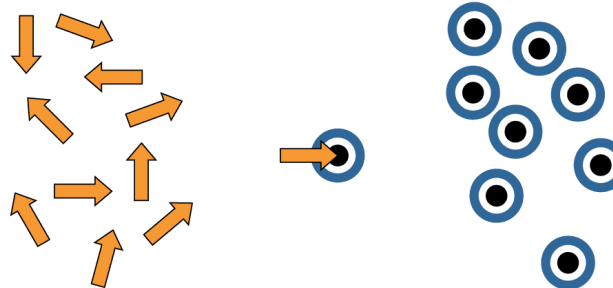
MORE: <http://www.sachinrekhi.com/3-types-of-product-managers-builders-tuners-innovators>

Problem Solving

“All life is problem solving.” –Karl Popper

Innovation

New match solution and need.

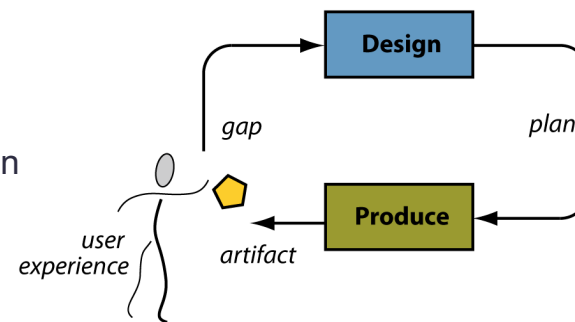


Design

Innovation when pulling from needs.

Industrial design
Product design
Landscape design

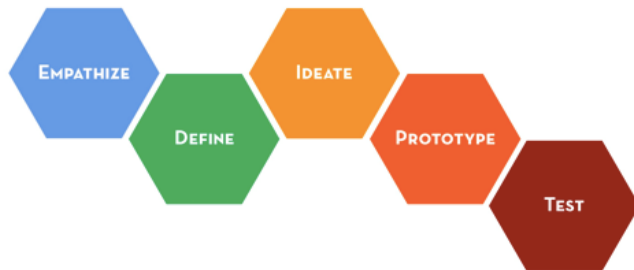
Graphic design
Engineering design
Furniture design
etc.



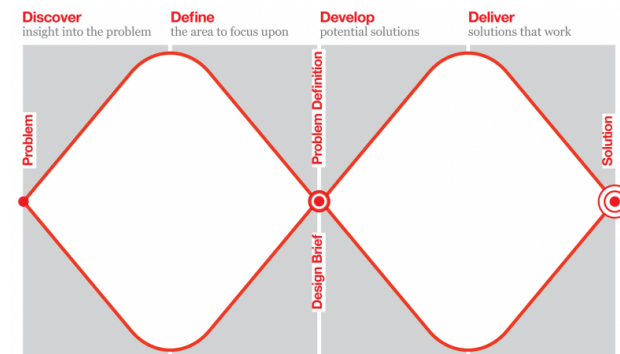
Design Thinking

Design process applied to something other than visible artifacts (e.g., services, processes, business challenges).

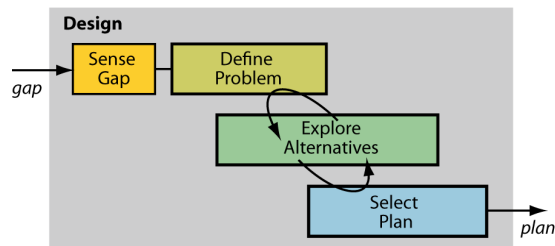
Design Process



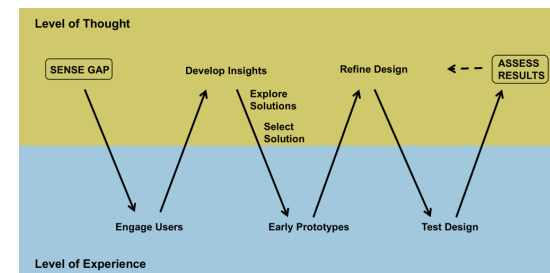
Stanford dSchool



UK Design Council "Double Diamond"



Ulrich book *Design: Creation of Artifacts in Society*



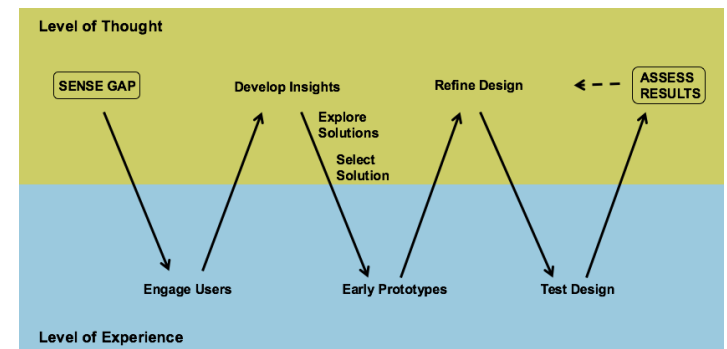
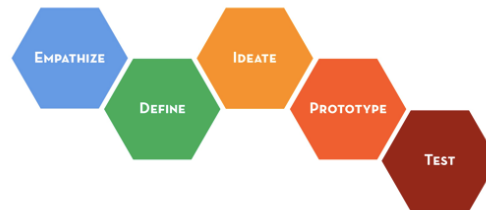
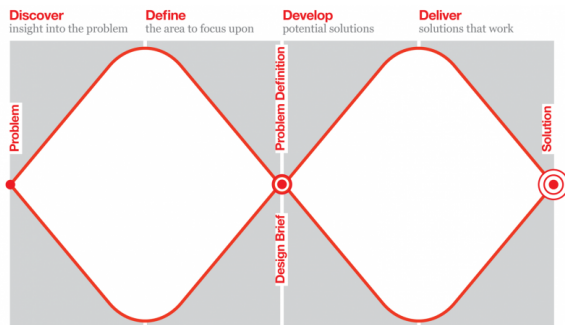
WV Model (Shoji Shiba)

Hallmarks of “Design Thinking”

- 5 Whys – abstracting problem deliberately
- User orientation, focus on empathy
- Observational methods
- Generating a lot of solution concepts
- Early prototypes
- Iterative refinement
- Visual expression

Plus correlated values

- Culture of “yes”
- Bias for action
- Beauty, elegance, craft, and care



99 Bowls

Something yummy to eat at any time.



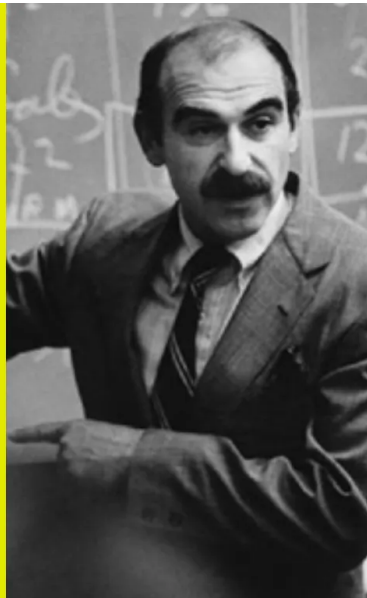
What is the job to be done?

“5 Whys”

“Abstraction Ladder”

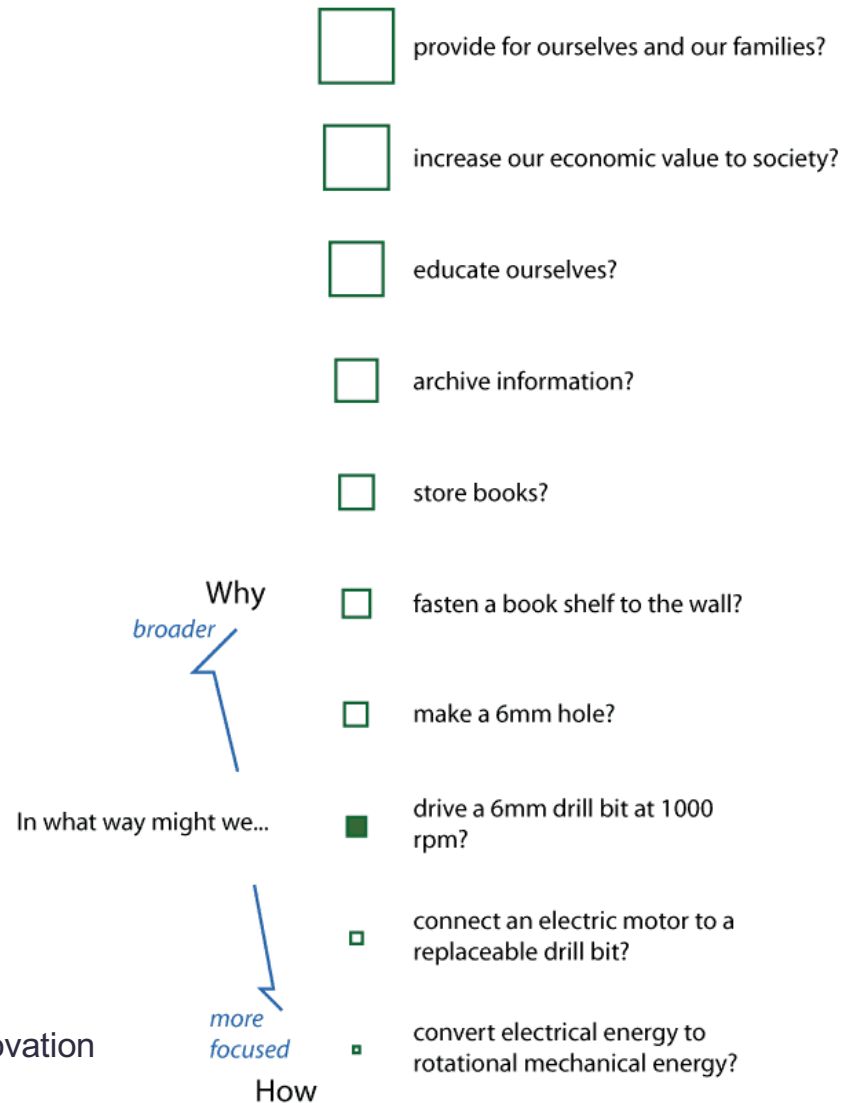
“People don't want to buy a quarter-inch drill, they want a quarter-inch hole.”

Theodore Levitt



Theodore Levitt – *Marketing Myopia*

Clayton Christensen – *Jobs-to-be-Done* “theory” of innovation



Sense Gap - What problem are we really trying to solve?

Five whys technique (aka what-how ladder, abstraction hierarchy)

How might we...

- ?
- ?
- ?
- ★ • Ship to individual consumers weekly/monthly supply of prepared soup-like meals.
- ?
- ?

KU Video on the 5-Whys Technique

<https://upenn.hosted.panopto.com/Panopto/Pages/Viewer.aspx?id=cb073a45-de1a-4c5a-a618-ab9401038aa0>

Problem Definition / Job to be Done / “Sense Gap”

How might we...

provide always available nearly ready-to-eat delicious food matching nutritional preferences of our customers.

Insight from Users (4 min + 4 min in pairs)

- Observe; “Show me” and “Tell me.”
- Look for “open doors” and step through them.
- List of key unmet needs, *latent* needs.
- Look for user “bandaids” (solutions users create for themselves).
- ★ • **Look for an “aha” insight about a need.**

A interviews B for 4 minutes
B interviews A for 4 minutes

A good insight is...

1. Authentic
(rooted in your observations)
2. Non-obvious
3. Significant
(related to a meaningful opportunity to improve experience)



Problem Definition / Job to be Done / “Sense Gap”

How might we...

provide always available nearly ready-to-eat delicious food matching nutritional preferences of our customers.

Develop Insights / Identify User Needs

Allows me to specify the characteristics of my meal.

Lets me follow 4-hour body “slow carb” diet.

Lets me follow keto diet.

Lets me follow paleo diet.

Lets me eat gluten free.

Lets me eat vegan diet.

Lets me eat vegetarian diet.

Lets me specify total calories in meal.

Lets me identify allergens.

Lets me avoid ingredients I don't like.

Insight is around
customization... potential for
significant differentiation.

What is a Solution Concept?

The how.

For "Tech":

Domain (service, hardware, software)

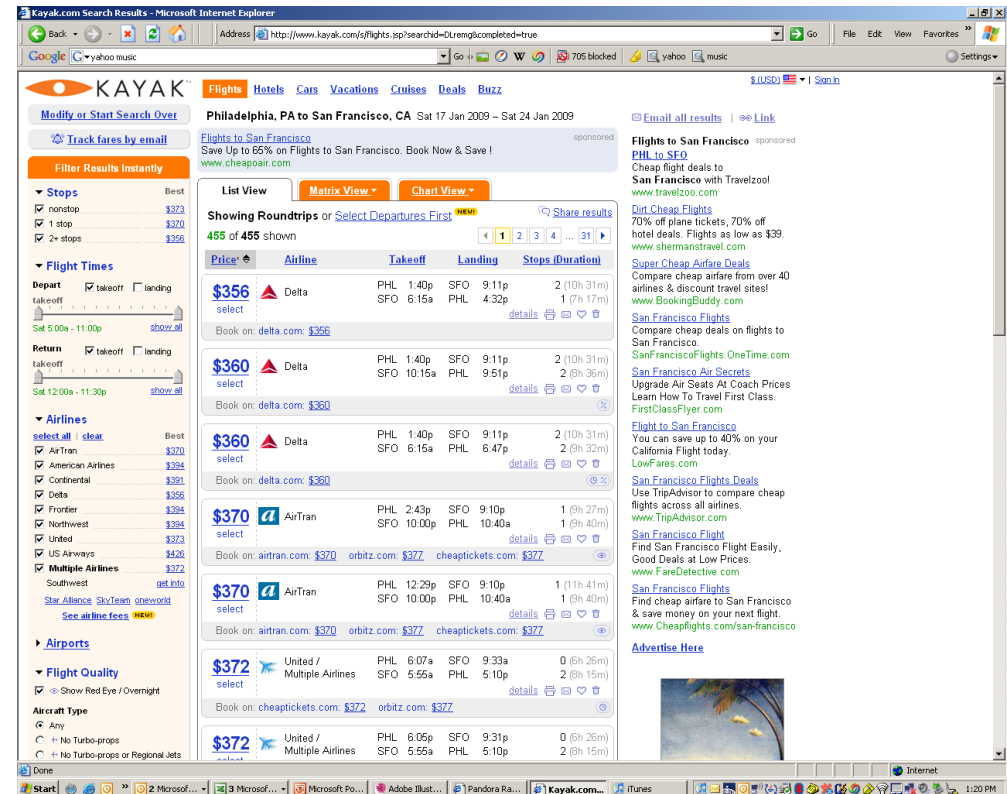
Platform (mobile, desktop)

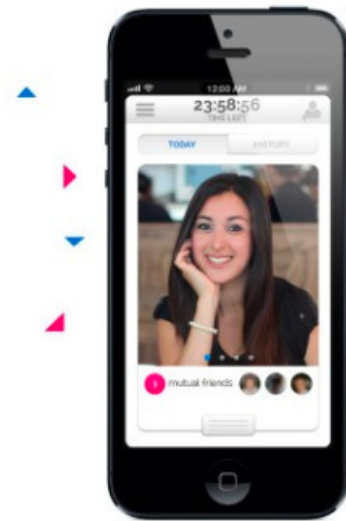
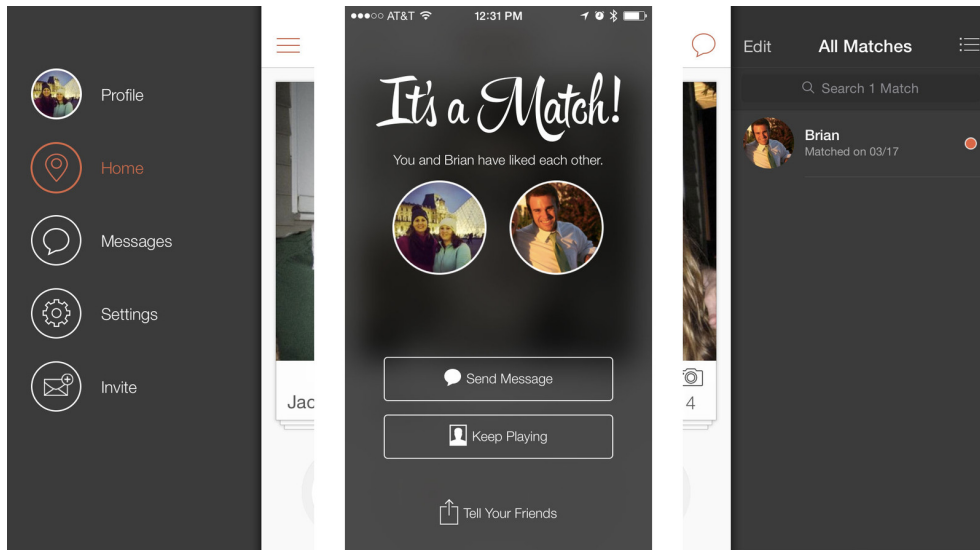
Use metaphor (folders, play lists, menu)

Key inputs/outputs and process

Architecture / wire frame

Design elements





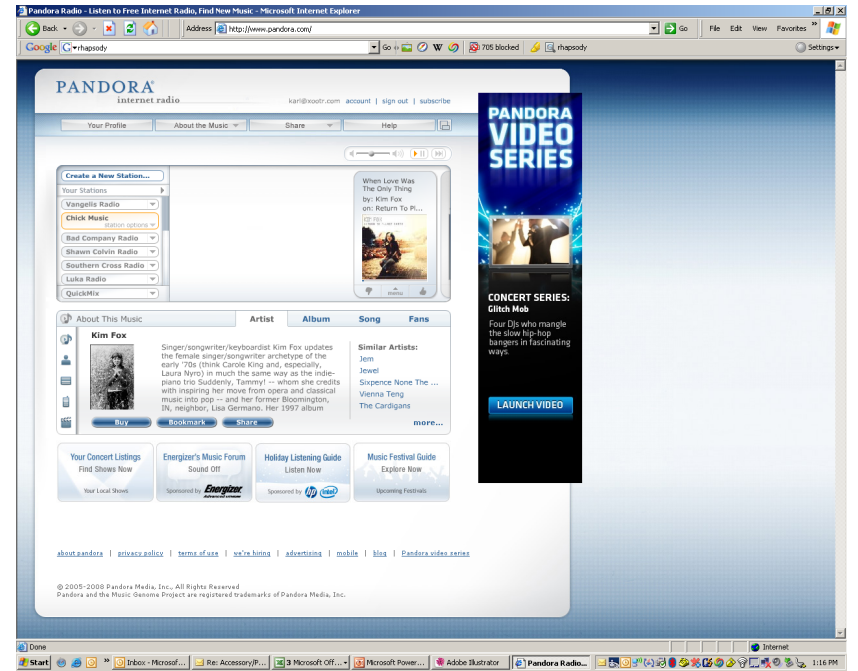
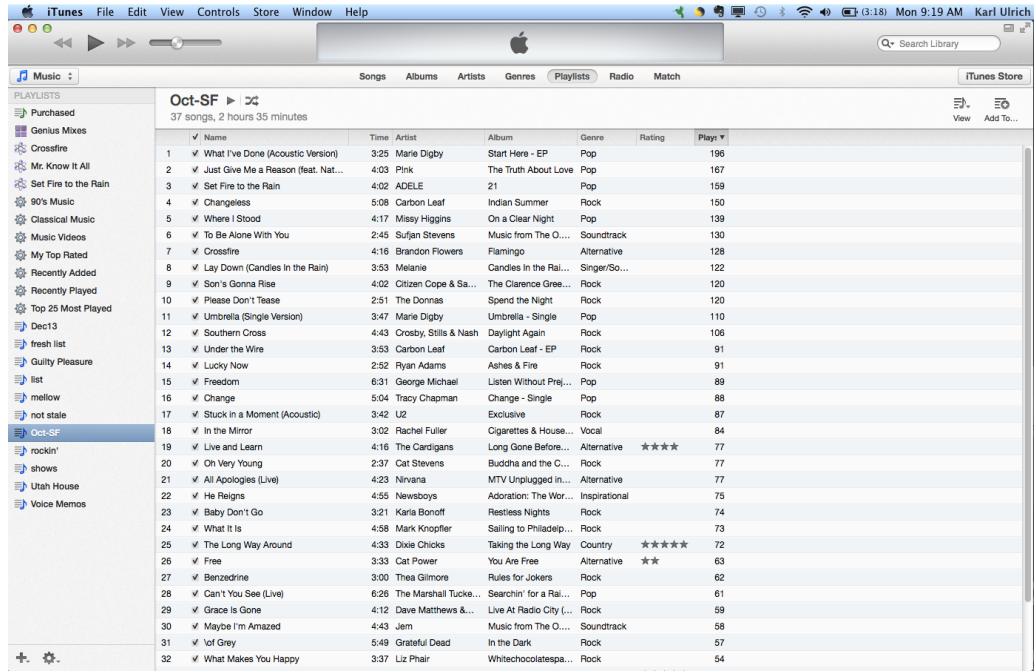




Photo: http://commons.wikimedia.org/wiki/File:Lancaster,_California_desert.jpg



Photo:
http://commons.wikimedia.org/wiki/File:M%C3%A9st ASM_clermont.jpg

Groups vs. Individuals in Idea Generation

Group Approach



30 minutes

4 people working together

Hybrid Approach



10 minutes

4 people
working
alone



20 minutes

4 people working
together

- 2.5 x more ideas
- Better quality ideas

Source: Girotra, Terwiesch, and Ulrich. 2010. Idea Generation and the Quality of the Best Idea. *Management Science*. Vol. 56, No. 4, pp. 591–605.
(Available via ktulrich.com.)

Explore Solutions (5 minutes working individually, goal 3-5 solutions)

Independent parallel exploration.

Consider a *single* latent need (your “aha insight”) – consider solutions that focus on that need.

Solutions from analogous domains.

How would Google do it? How would Apple do it? How would Toyota do it?



www.planetbox.com



<http://maximus-minimus.com/>

Concept Development (Teams of 3 - 4) – 15 minutes

- Share your solutions with your team.
- Get some feedback.
- Select one of the concepts and refine it for testing. (One concept per team.)
- Be ready to pitch a “visualization” of the solution to the group via screen sharing (e.g., story board, app screen, product sketch)
- **45 second pitch: (a)** What’s the insight? **(b)** What’s the solution?

“Soup Bot”

- Typical constraints
 - Gluten free
 - No peanuts
 - No cilantro
 - Vegetarian
- Macro nutrient preferences
 - Total calories
 - Carbohydrate grams/%
 - Protein grams/%
 - Fat grams/%
- Flavor profile
 - Spiciness (1-5)
 - Saltiness (1-5)



Base Recipes

- Hearty beef
- Chicken noodle
- Tomato
- Cream of X
- Chili
- Black bean
- Chowder



For example:

Custom Chili

Base includes tomato, mirepoix, garlic, chili powder.

Create macro profile by adding these items:

- Pre-cooked [impossible burger, ground beef, ground turkey]
- Pre-cooked [black beans, chickpeas, navy beans, corn]
- Olive oil
- Salt
- Red pepper
- [Cilantro, Scallion]
- Sides [tortilla chip, sour cream, guacamole]

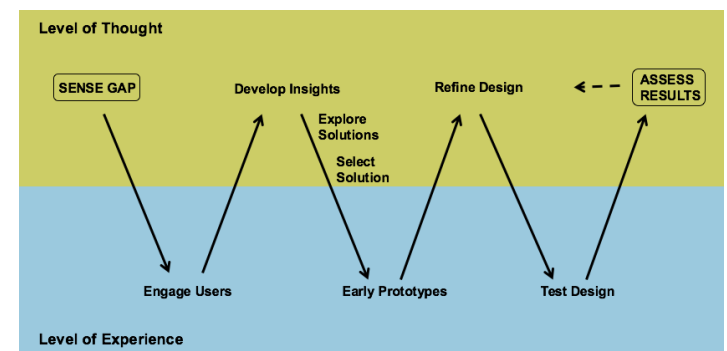
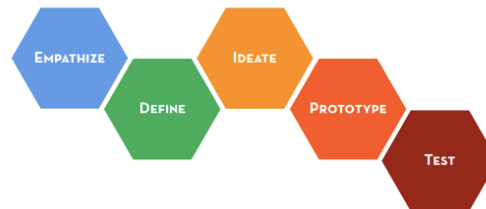
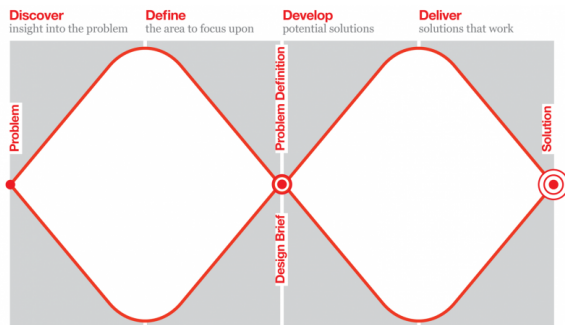


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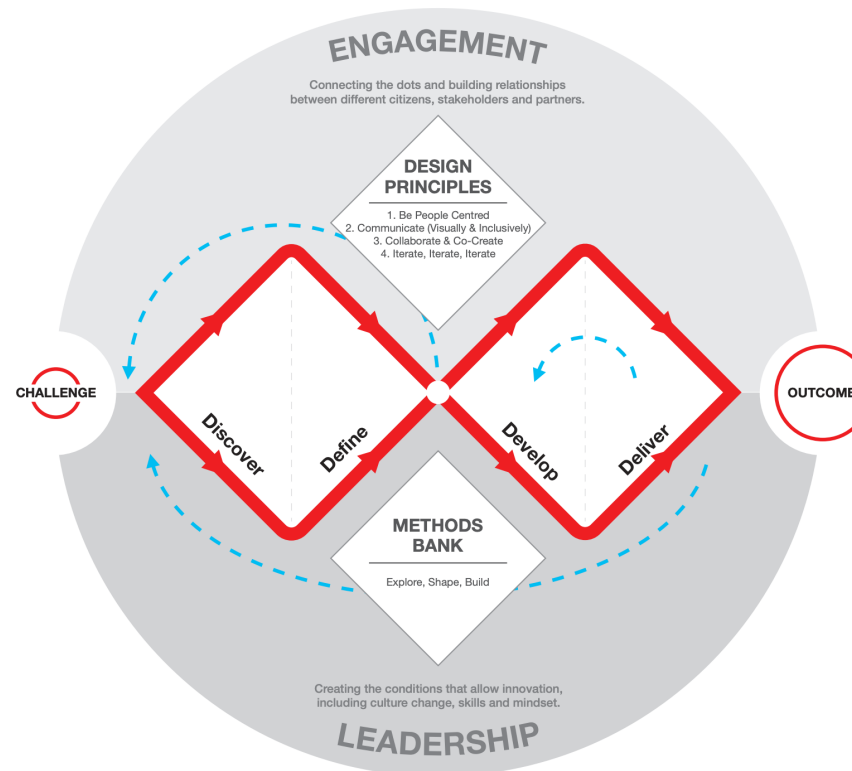
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Learning More (Design / Design Thinking)

- Core77.com (pretty good general design blog, mostly industrial design)
- Remarkable films (all on Netflix)
 - *Objectified* (includes some nice Apple stuff)
 - *Eames* (Ray and Charles Eames – life and work)
 - *Helvetica* (great overview of graphic design, not just about typeface)
- Stanford dSchool open resources (workshop materials and so forth)
<https://dschool.stanford.edu/resources/>
- John Maeda's Design in Tech Report
<https://designintech.report/>
- If you're really into this stuff:
 - *My Architect* (film about Louis Kahn)
 - *The Sketches of Frank Gehry* (film about Gehry)
 - *Design and Thinking* (film – I haven't seen it, but plan to soon)
 - *Maya Lin: A Strong Clear Vision* (film about Vietnam War Memorial designer, Maya Lin) [Free via Penn Libraries](#)

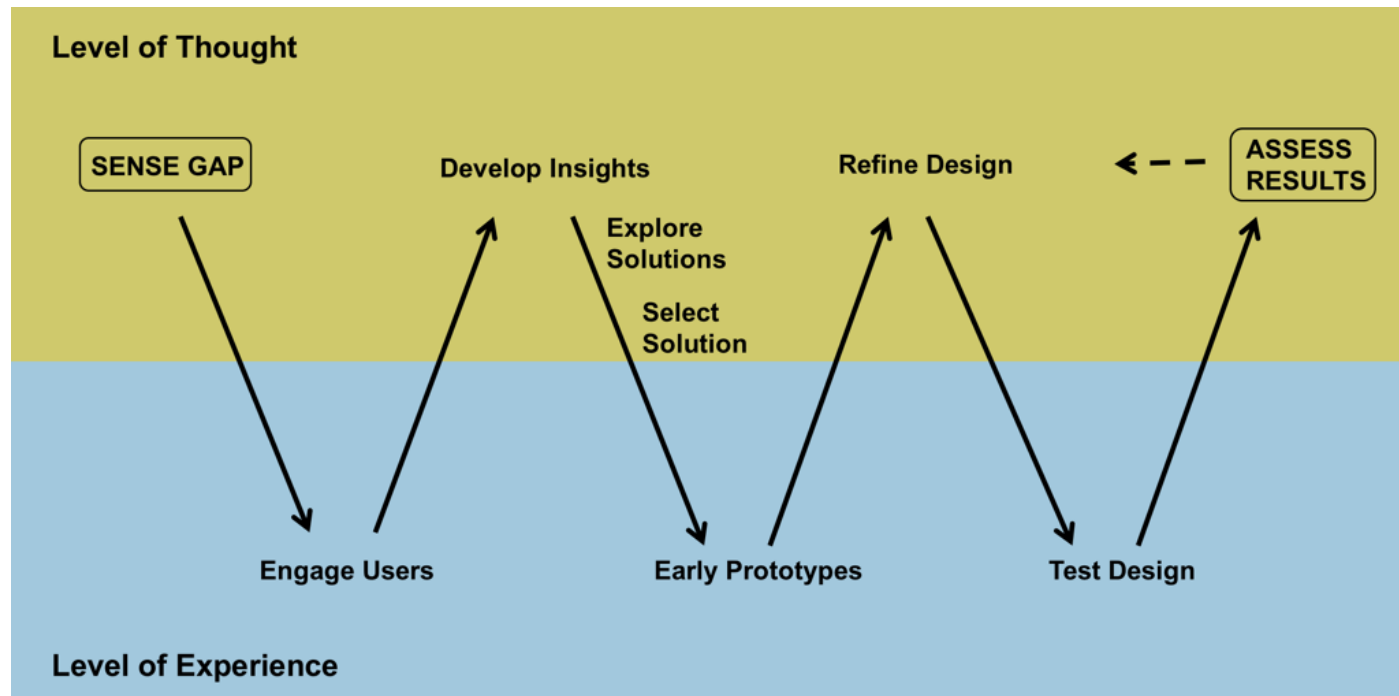
Double Diamond



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<https://www.designcouncil.org.uk/news-opinion/what-framework-innovation-design-councils-evolved-double-diamond>
<https://medium.com/design-leadership-notebook/the-new-double-diamond-design-process-7c8f12d7945e>

Design Process & The W-V Model of Problem Solving



- Emphasizes iterative experiential process.
- Developed and articulated within Total Quality Management movement in 1980s.
- Is “design thinking” just good problem solving process in high-uncertainty environments?

Reference: Shoji Shiba and David Walden, *Four Practical Revolutions in Management: Systems for Creating Unique Organizational Capability*, 2nd Edition.