

## Design Career

 $Paulo\,N.\,Dziobczenski,\,PhD$   $Designer\,in\,Residence\,at\,Aalto\,University$  paulodzi.com - @paulodzi

I will talk about 3 things

- #1 Designers: specialists or generalists?
- #2 Design job titles Product, UX, UI, Visual
- #3 Design job market in Helsinki

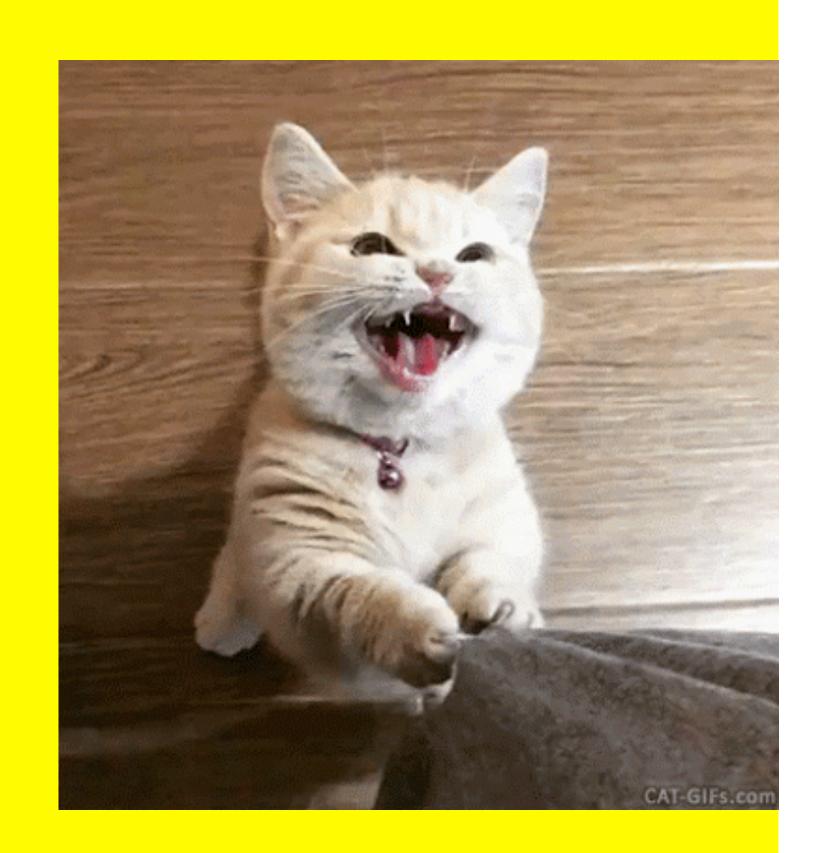
## Schedule for today

09.15 -> 11.45 - 1 or 2 breaks

Lecture + Discussion + Miro

But first

#0 - Why should you pay attention? (Or, who am I?)





## Paulo Dziobczenski

BA in Graphic Design (Brazil)

MA in Design Management (Brazil)

PhD in Design (Finland)

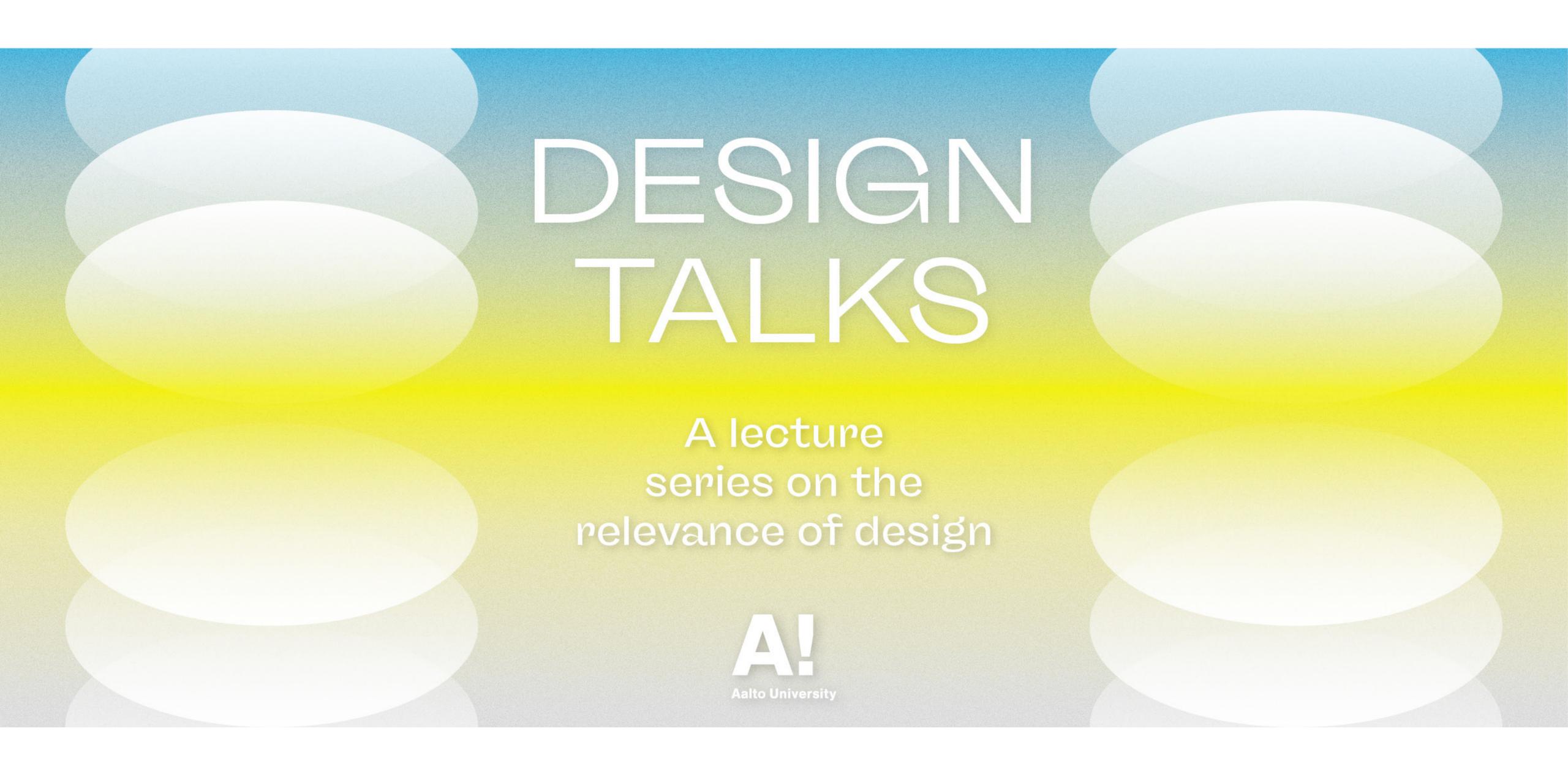


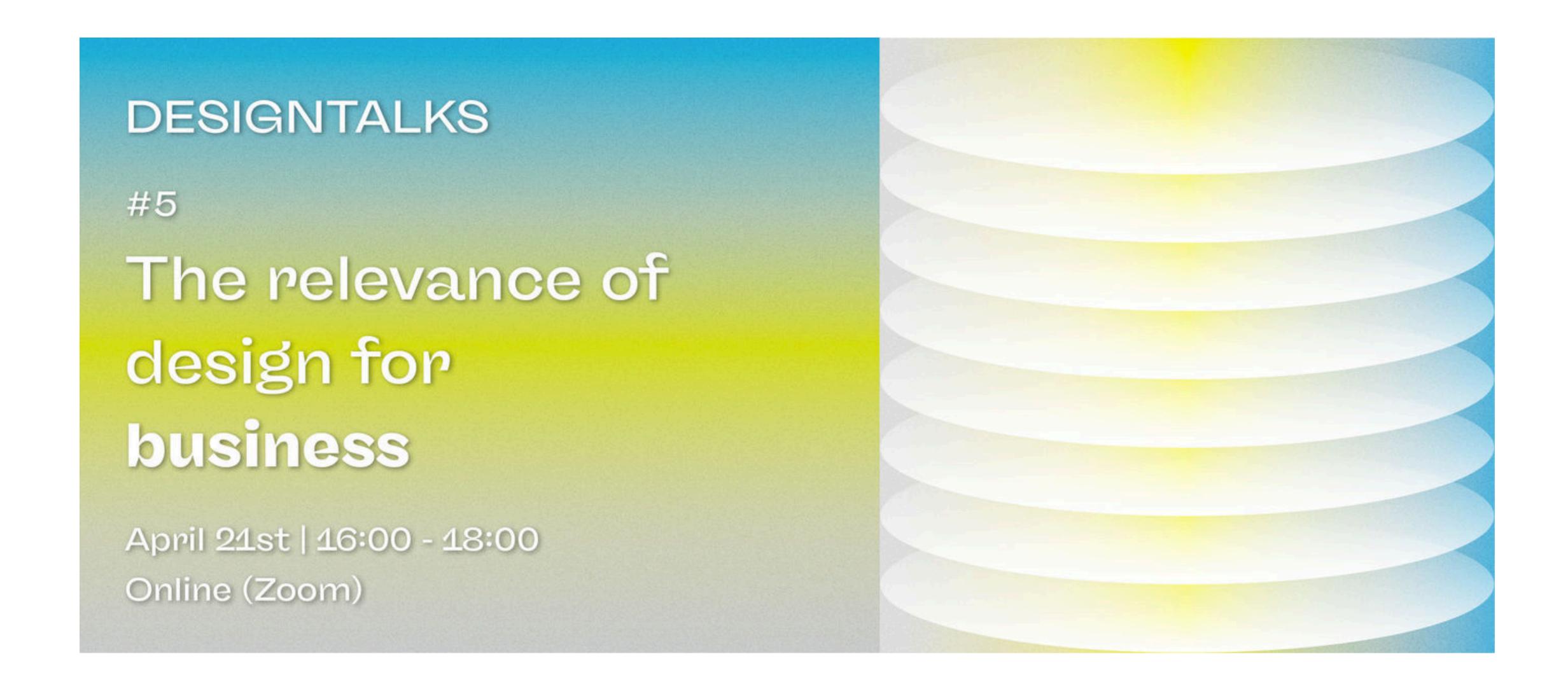
Dziobczenski, P.R.N., and Person, O. 2017. *Graphic Designer Wanted: A Document Analysis of the Described Skill Set of Graphic Designers in Job Advertisements from the United Kingdom.* 

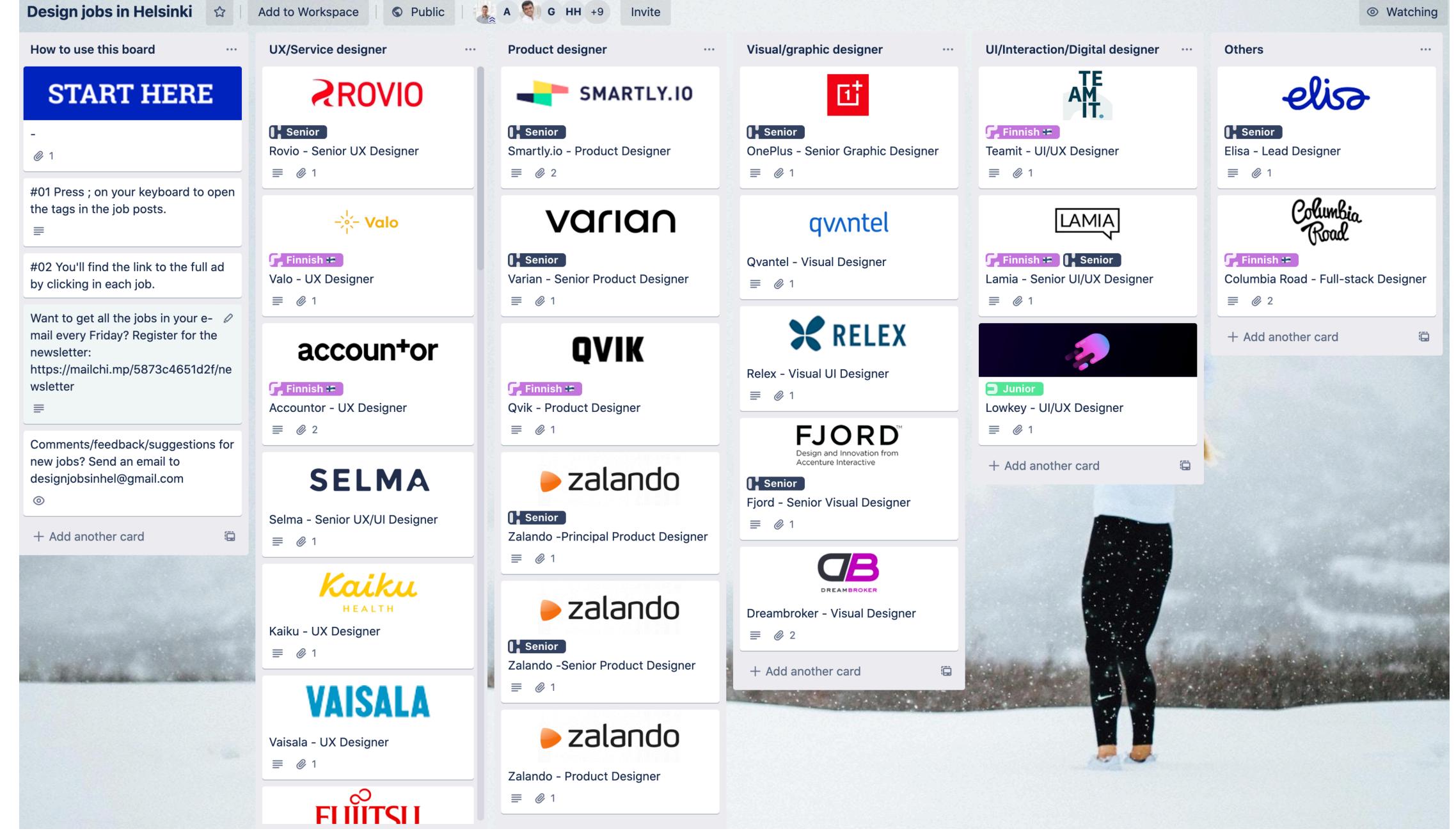
Dziobczenski, P.R.N., Person, O., and Meriläinen, S. 2018. *Designing Career Paths in Graphic Design: A Document Analysis of Job Advertisements for Graphic Design Positions in Finland.* 

Dziobczenski, P.R.N., Person, O., Tonetto, L.M., and Mandelli, R.R. 2018. *Requests from Companies and Requirements for Design Education in Brazil: Where Do They Meet?* 

Dziobczenski, P.R.N., and Person, O. (Unpublished) *The job of job advertisements in design recruitment* and research









About

Articles

Jobs

Connect



We help designers get a seat at the table.
Whichever table you want to sit.







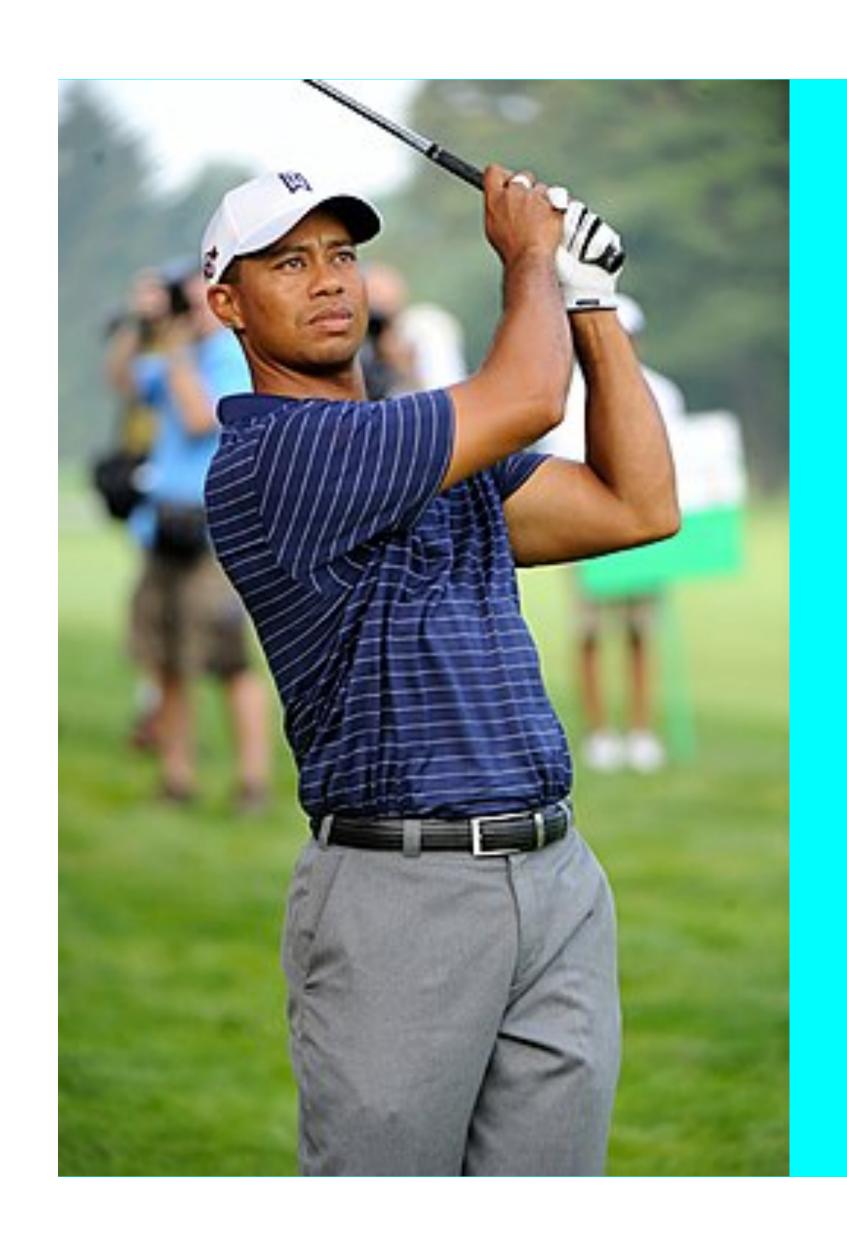
# Are you a Tiger Woods or Roger Feder type of designer?



I love sports. When I read the book <u>Range</u>, by <u>David Epstein</u>, a sports writer and now a #1 New York Times bestseller author, I immediately found similarities between sports and design careers.

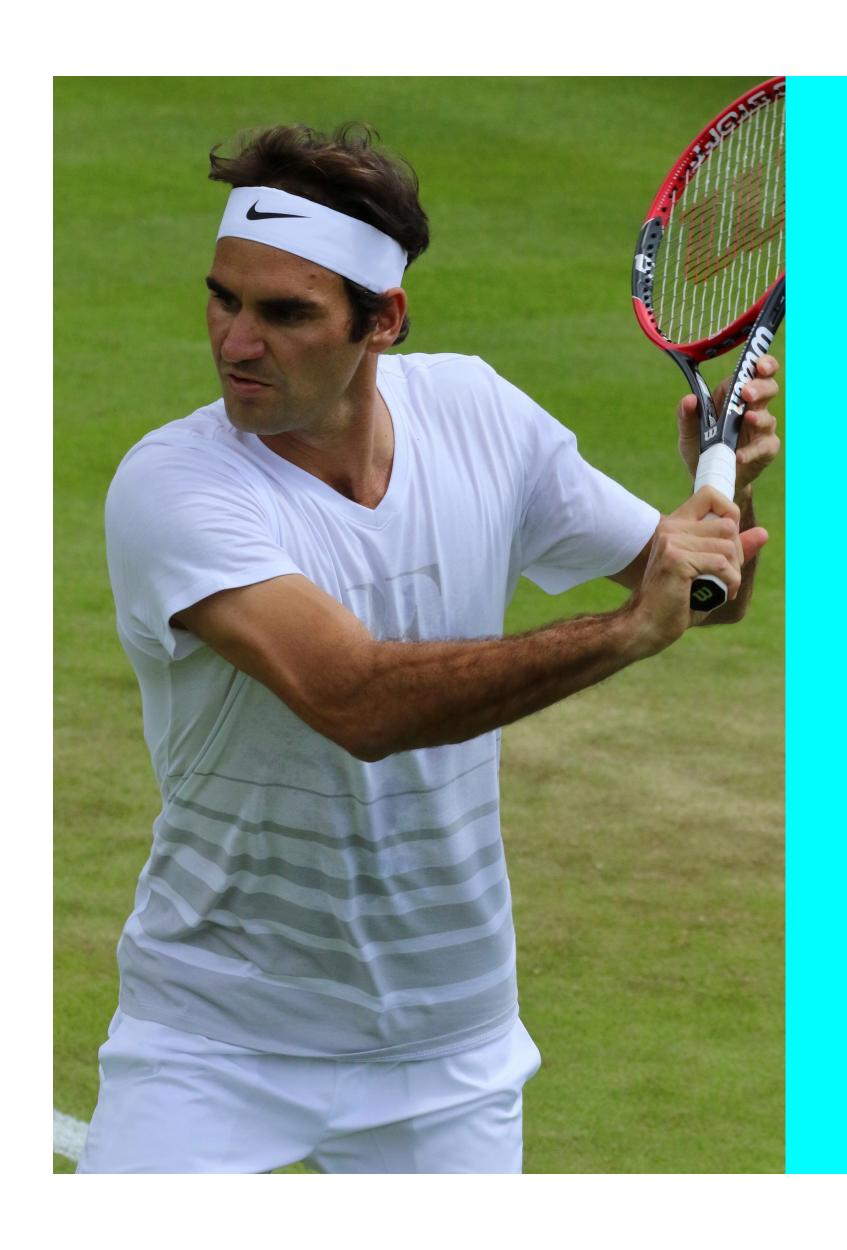
### Sports first...

Epstein starts his book by telling the story of two very successful athletes on their own sports: Tiger Woods in golf and Roger Federer in Tennis.



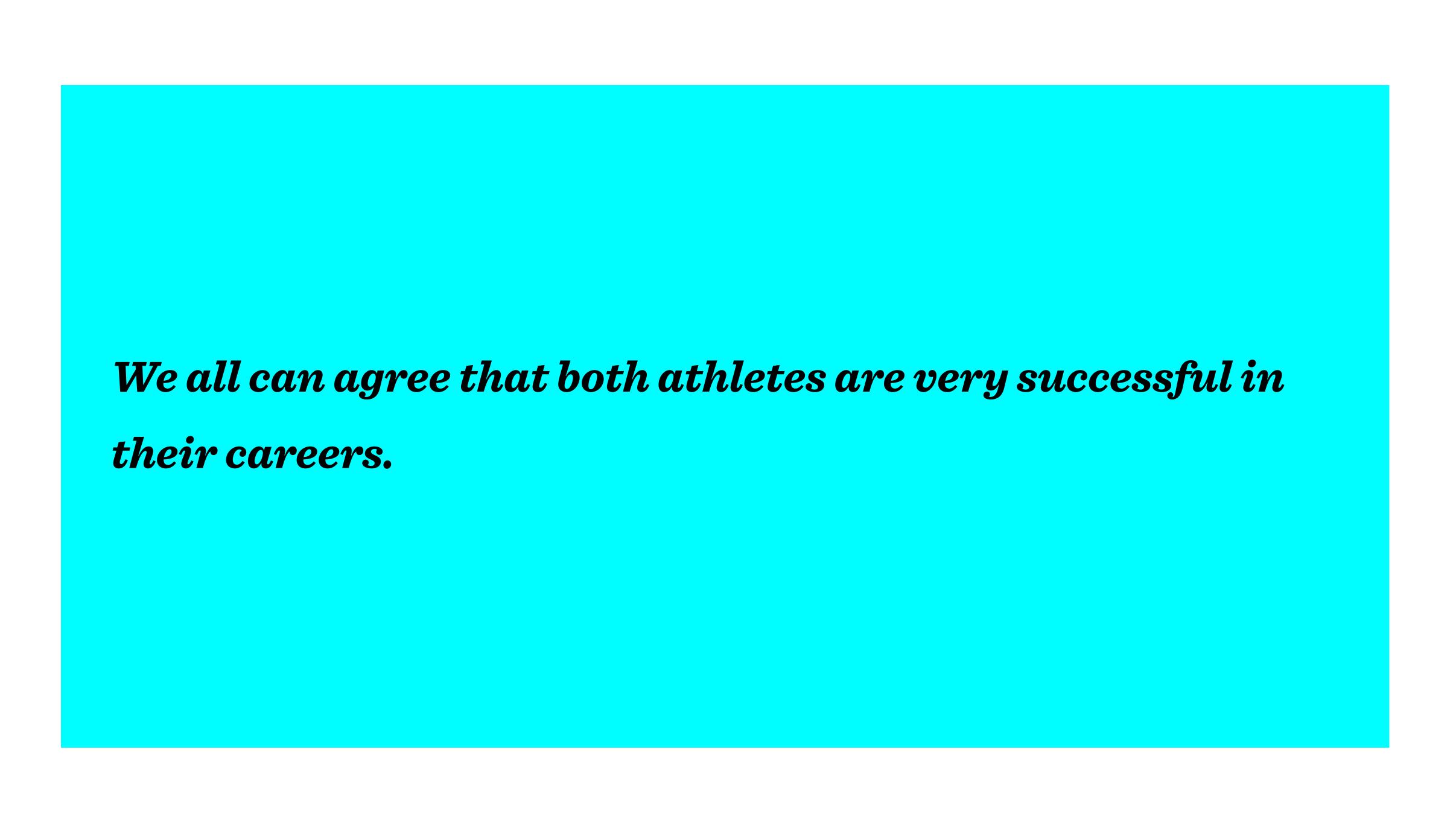
Tiger Woods started his career in golf pretty early. His father introduced golf to him when he was 2 years old. When he was 4, he was already beating adults in the field.

He is often cited as one of the greatest golfers of all time, after winning more than 80 tournaments in his career.

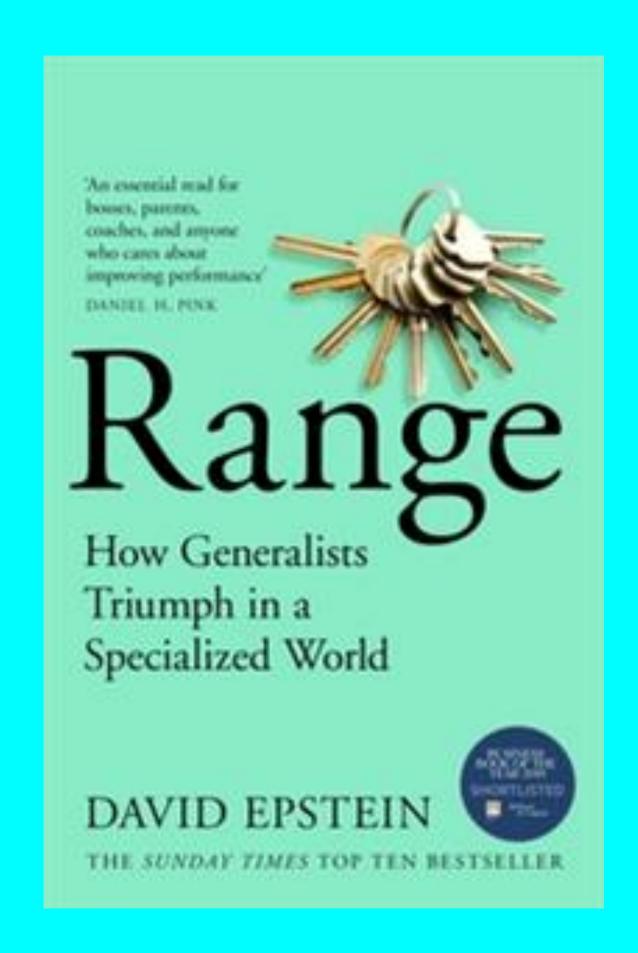


Roger Federer played basketball, handball, table tennis, badminton, football before focusing on tennis. His mom was a tennis coach, but she did not train him. If anything, Federer parents were pushing him to try other sports.

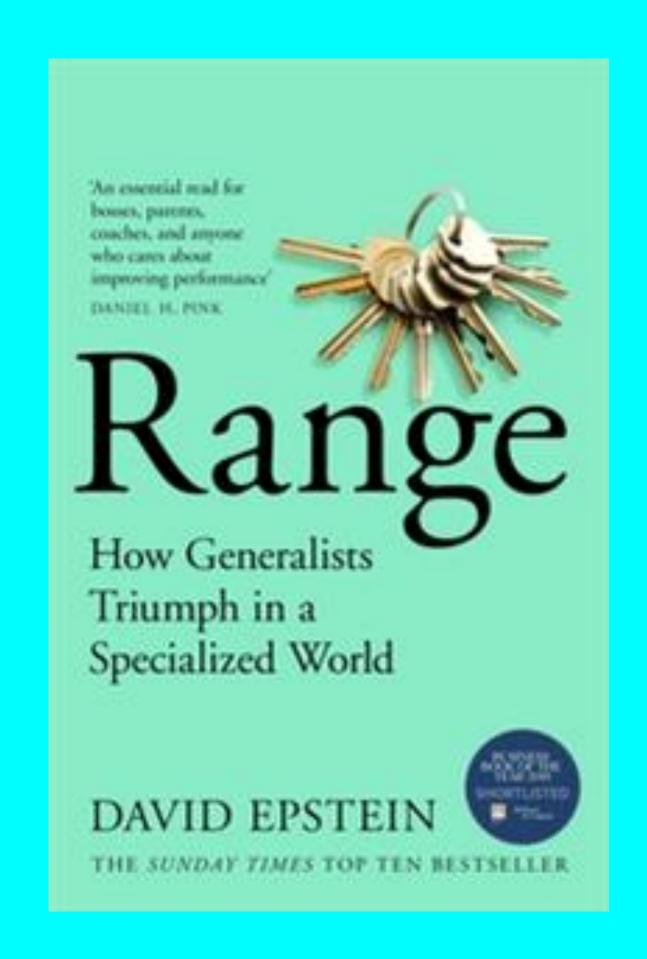
Together with Rafael Nadal and Novak Djokovic, Roger Federer is cited as one of the greatest players of all time.



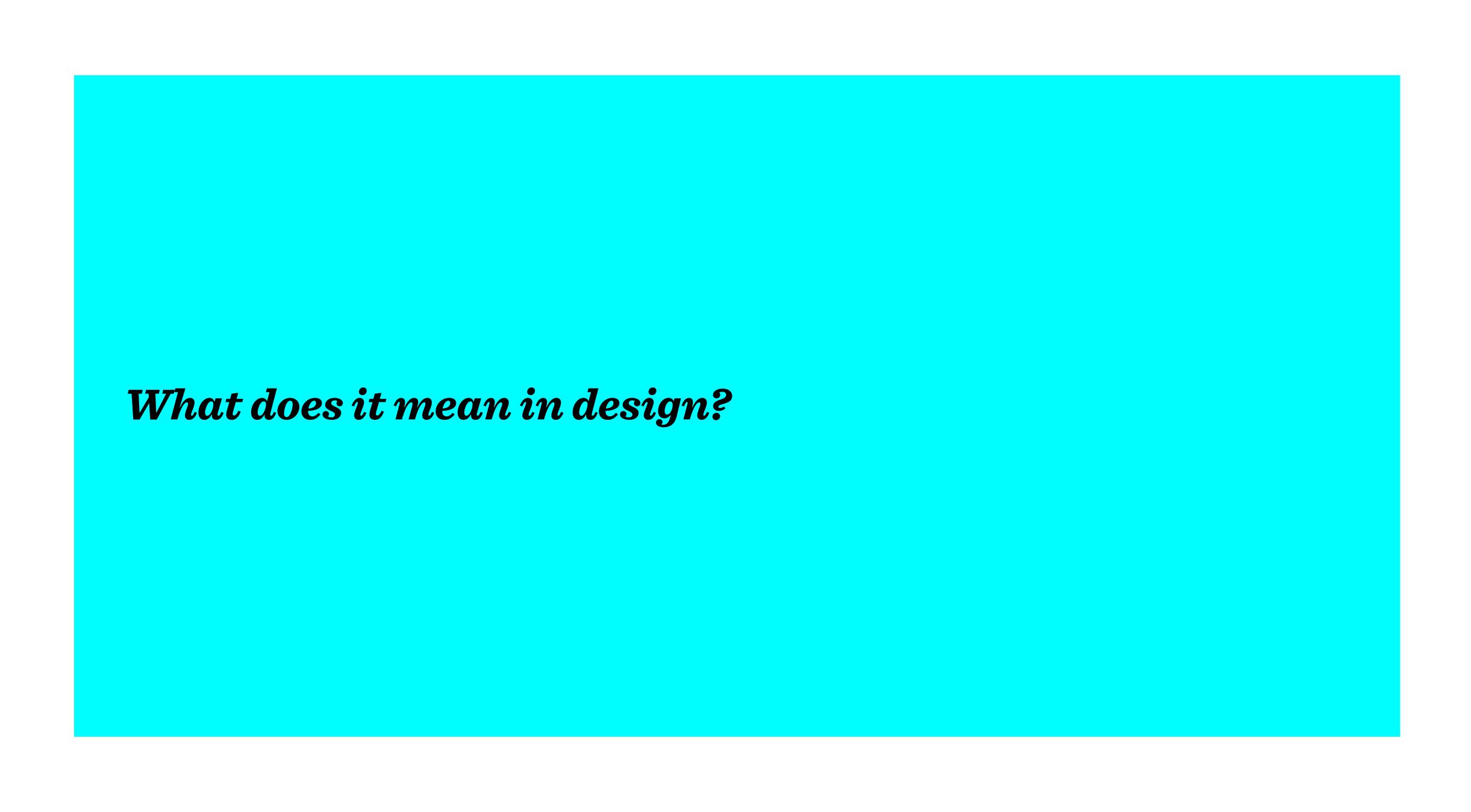
What is interesting is how they reached this success:
While Tiger Woods dedicated his whole life to one sport,
Roger Federer practised many sports before deciding to
dedicate his life to Tennis.



'Late specialization' means exploring many different activities before deciding which one is better for you.



Epstein tells that the idea of late
specialization is key to the success of Roger
Federer in Tennis. All the skills and
experience he learned from football,
basketball, etc. were then brought to tennis



In formal design education, students spend from 3 to 5 years learning a range of different skills: visual design, branding, materials, usability and many more (depending on the emphasis of the school).

This sea of possibilities for designers has both a good and bad side.

The good side is that there are many options to pursue.

Funny enough, the bad side is exactly the same thing: there are many options to pursue.

So what should designers do?

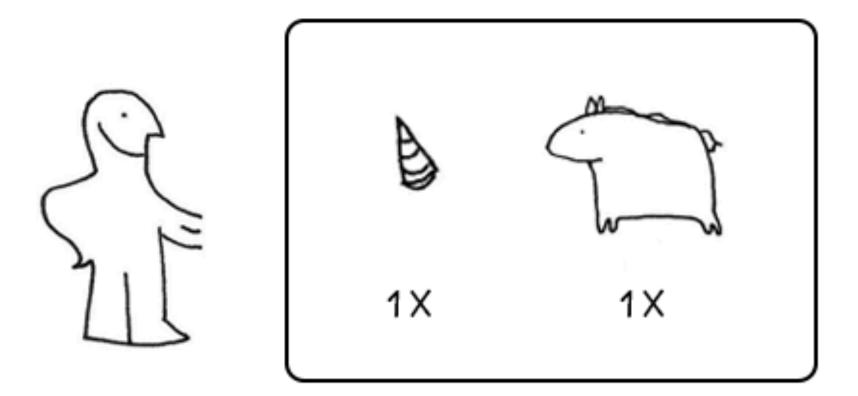
Follow the Tiger Woods approach, where they decide on a topic (for example, visual design) and stick to that for their whole career, not wasting time in learning other areas, building their craft and digging deeper into that area?

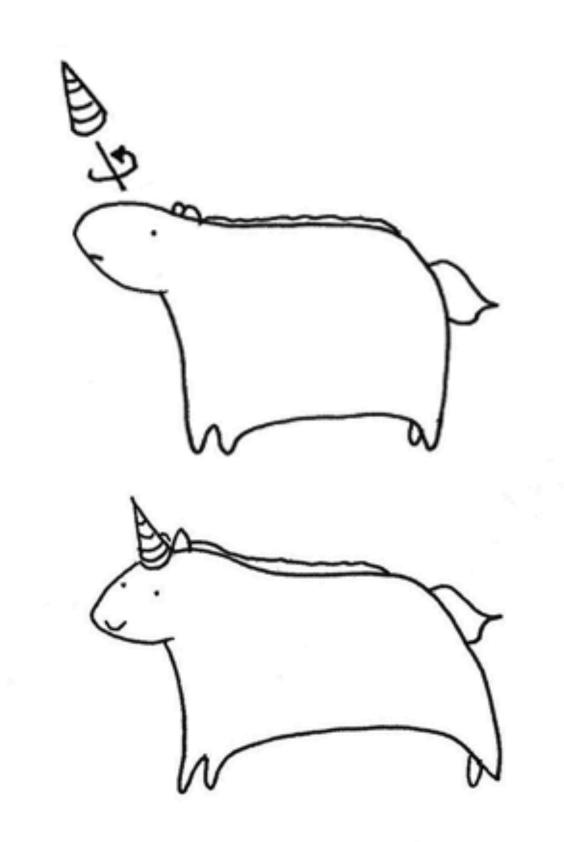
Or should they follow the Roger Federer approach, where they learn many different sub-areas of design (for example, UX design, Product Management, Coding) before sticking with one field?



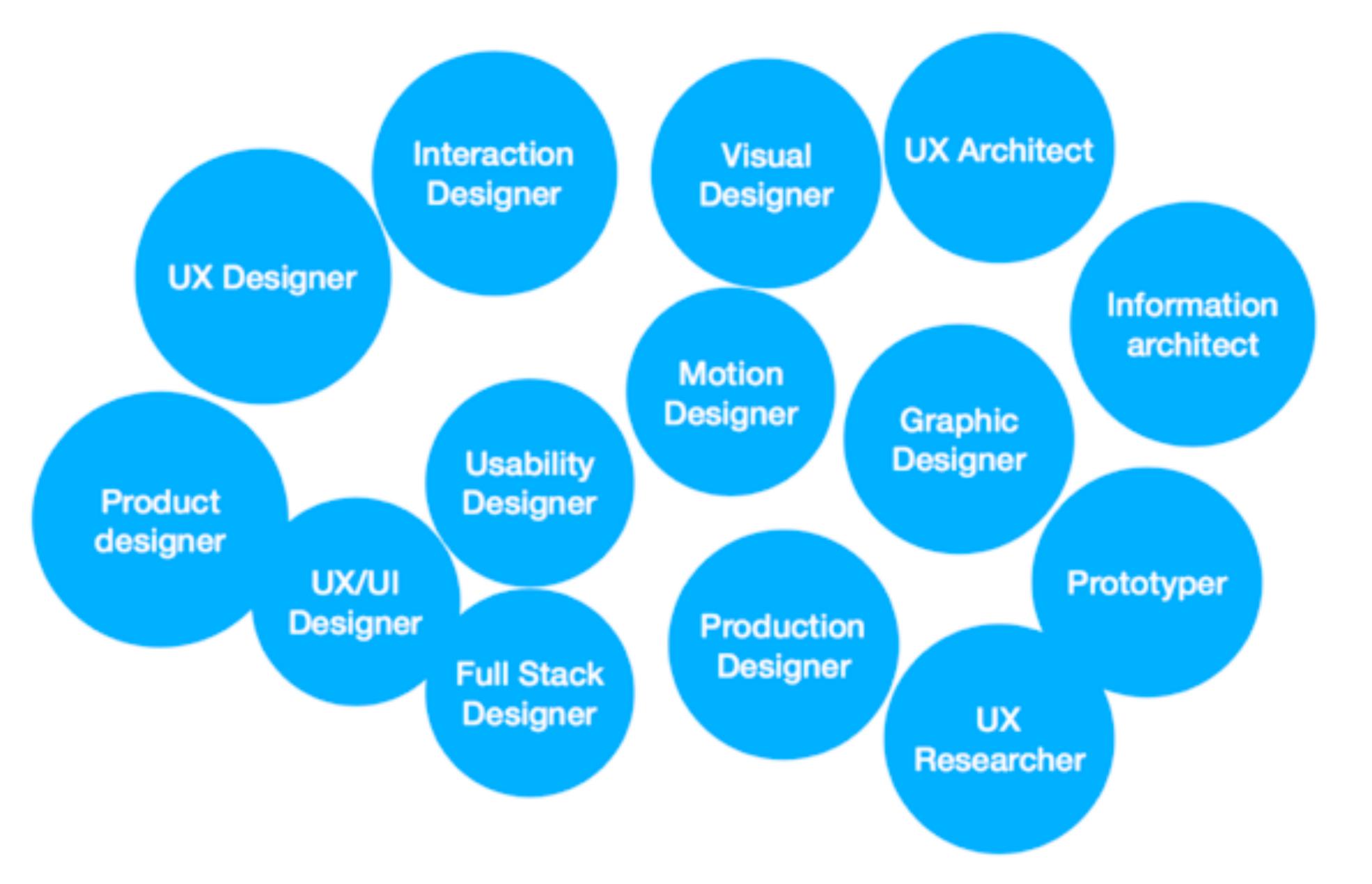
#2 - Designers in companies - recruitment and job market

## Ünicorn Designer





Eric Yi 2017



https://medium.com/@mobiquityAMS/there-are-too-many-designers-6a222e375eeb

**ABOUT** 

## We need to talk about UX roles.

This industry is suffering from a lack of clarity about roles, skills and methods. Every job description is vague, every recruiter is confused, every role seems to hinge on agile and every big organisation seems to really, really want us right now. Even if they don't know quite what to do with us.











### Graphic designer and skillset

What companies talk about in their j advertisements

Paulo Roberto Nicoletti Dziobczen

Graphic designers' work

	United Kingdom – Study 1		Finland – Study 2		Brazil – Study 3	
	Request	%	Request	%	Request	%
#01	2D software	80.1%	Interpersonal	81.4%	2D software	68.2%
#02	Print and advertising	63.9%	2D software	72.9%	Print design	56.9%
#03	Digital design	63.4%	Acumen	72.9%		
#04	Acumen	61.8%	Aesthetic and visual sense	71.2%		
#05	Project planning and admin	56.7%	Self-driven	64.4%		
#06	Aesthetic and creative sensitivity	53.1%	Print and advertising	62.7%		
#07			Business orientation	62.7%		
#08			Digital design work	57.6%		
#09			Project management	52.5%		

9.6 requirements per job advertisement



4.8 requirements per job advertisement



11.5 requirements per job advertisement





## Graphic Designer Wanted: A Document Analysis of the Described Skill Set of Graphic Designers in Job Advertisements from the United Kingdom

#### Paulo Roberto Nicoletti Dziobczenski 1,2,\* and Oscar Person 1

The present study investigates what skill set employers expect from graphic designers, based on a document analysis of 1,406 job advertisements from the United Kingdom. In organising the statements made in the advertisements, we describe the skill set of graphic designers in three main areas: (1) what graphic designers are expected to deliver (competence areas), (2) what graphic designers are expected to know (knowledge and skills), and (3) what personal characteristics graphic designers are expected to have. In analysing advertisements for different types of positions, we compared how employers articulate their interests at different levels of seniority (junior, middle, and senior) and for different types of positions (internal and external to a company). The results of our study suggest that employers seek a varied skill set from graphic designers and that the relevance of different skills partly depends on the position advertised. Based on our findings, we discuss implications for design education and practice in terms of how expertise in graphic design is articulated, studied and taught.

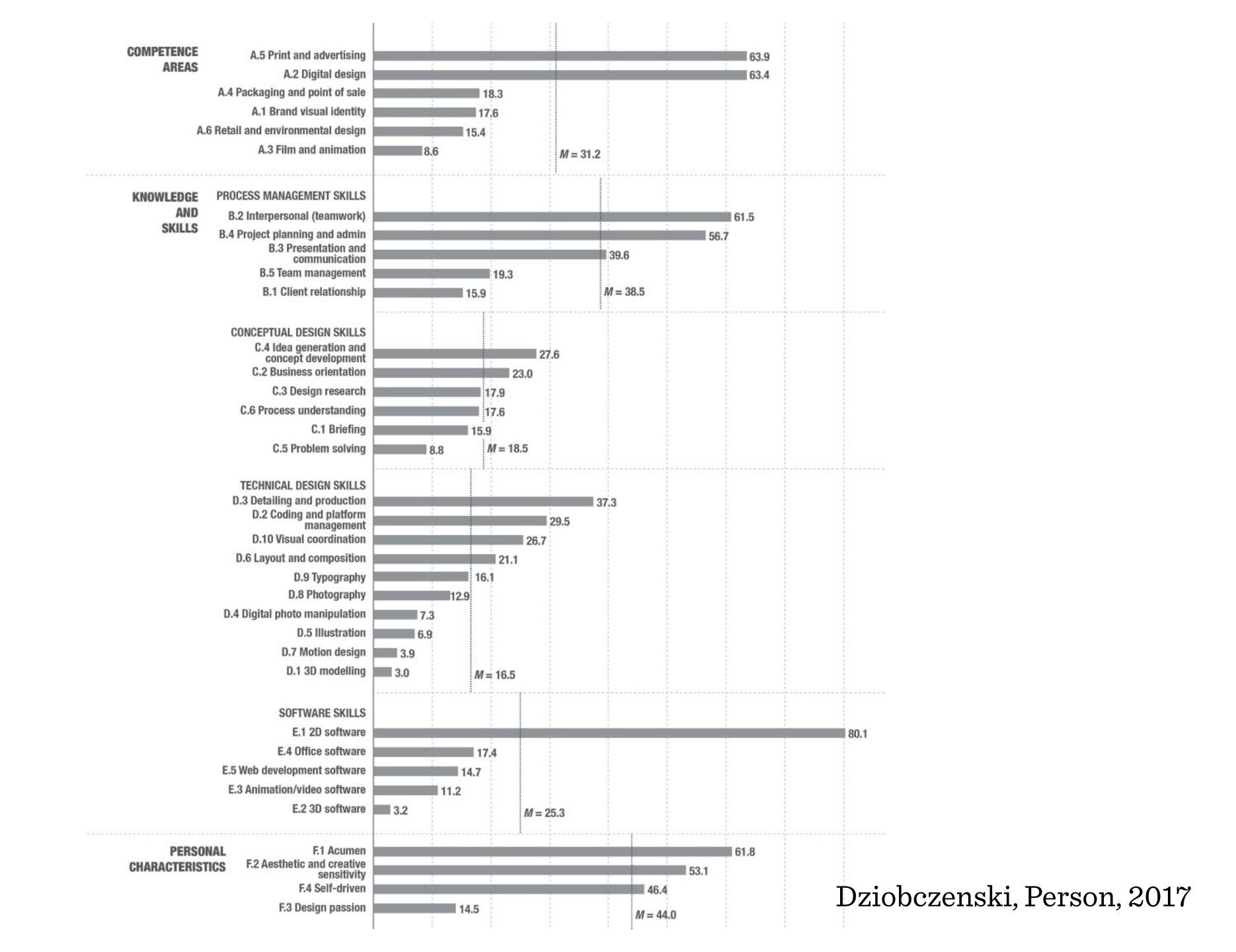
Keywords - Design Education, Design Knowledge, Graphic Design, Job Advertisements, United Kingdom.

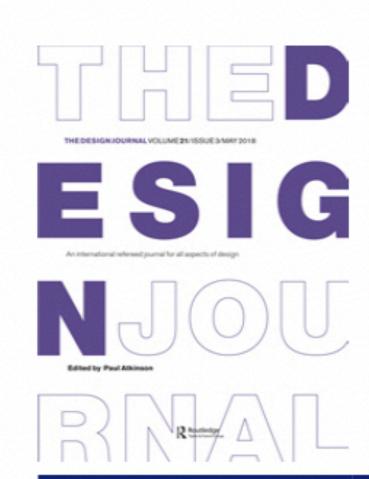
Relevance to Design Practice – Graphic design professionals and students can use our findings as a guide for self-development and in articulating their contribution to organisations at different stages of their careers. Educators may use our findings in assessing the fit between their educational practices and the requirements employers set for graphic designers.

Citation: Dziobczenski, P. R. N., & Person, O. (2017). Graphic designer wanted: A document analysis of the described skill set of graphic designers in job advertisements from the United Kingdom. International Journal of Design, 11(2), 41-55.

<sup>&</sup>lt;sup>1</sup> Aalto University, Helsinki, Finland

<sup>&</sup>lt;sup>2</sup> CAPES Foundation, Brasilia, Brazil







### The Design Journal

An International Journal for All Aspects of Design

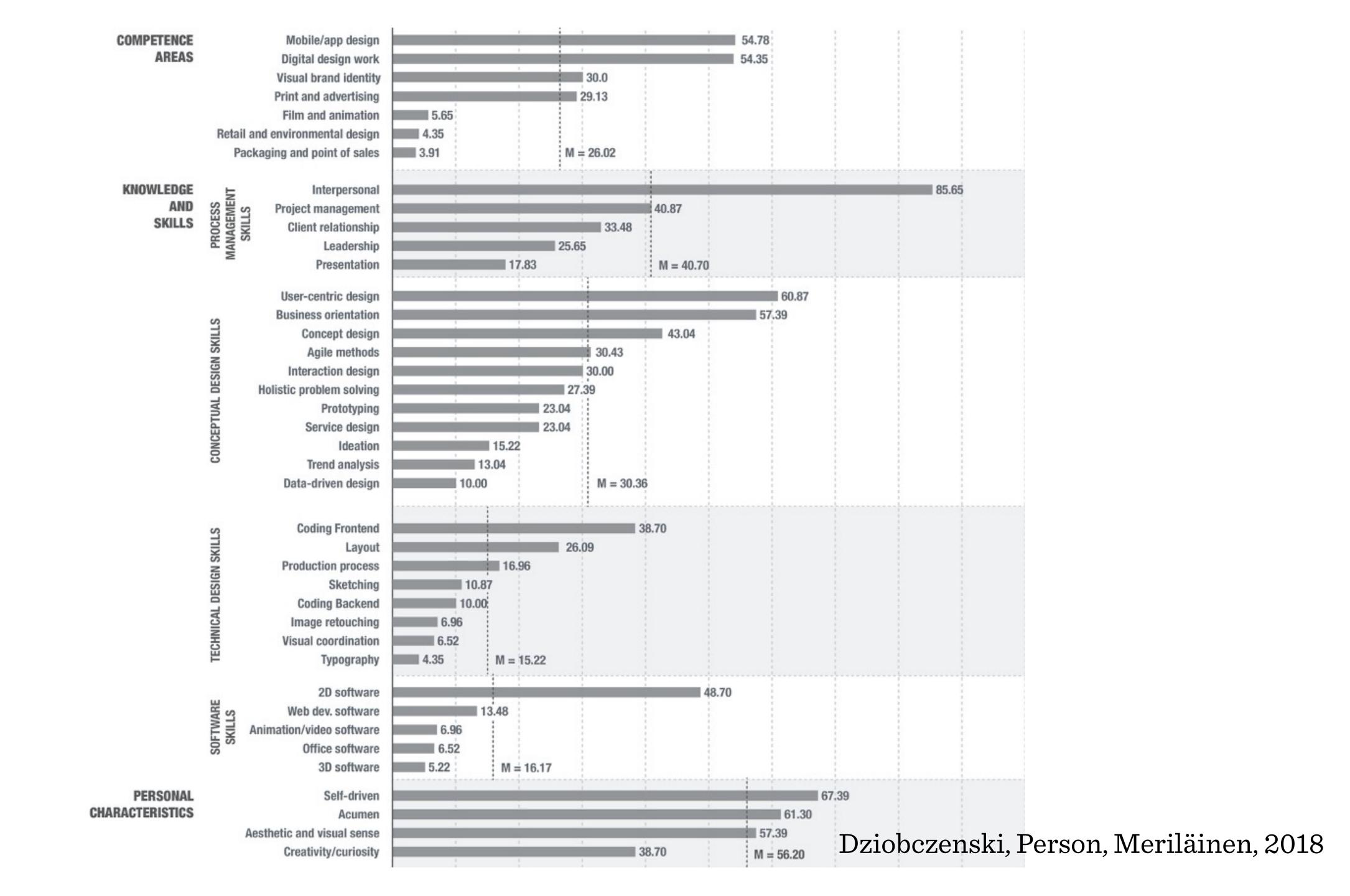
ISSN: 1460-6925 (Print) 1756-3062 (Online) Journal homepage: http://www.tandfonline.com/loi/rfdj20

# Designing Career Paths in Graphic Design: A Document Analysis of Job Advertisements for Graphic Design Positions in Finland

Paulo Roberto Nicoletti Dziobczenski, Oscar Person & Sonja Meriläinen

To cite this article: Paulo Roberto Nicoletti Dziobczenski, Oscar Person & Sonja Meriläinen (2018) Designing Career Paths in Graphic Design: A Document Analysis of Job Advertisements for Graphic Design Positions in Finland, The Design Journal, 21:3, 349-370, DOI: 10.1080/14606925.2018.1444874

To link to this article: <a href="https://doi.org/10.1080/14606925.2018.1444874">https://doi.org/10.1080/14606925.2018.1444874</a>



	Traditional ar	nd Digital GD			
Primary foundation themes	CA - Visual brand identity  PMS - Interpersonal  CDS - Business orientation  CDS - Concept design  TDS - Coding Frontend  TDS - Production process  PC - Aesthetic and visual sense  PC - Self-driven				
Secondary foundation themes	CA - Packaging and point of sales  PMS - Client relationship  PMS - Leadership  PMS - Presentation  CDS - Data-driven design  CDS - Holistic problem solving  CDS - Ideation  CDS - Service design  TDS - Coding Backend	TDS - Image retouching TDS - Sketching TDS - Typography TDS - Visual coordination SS - 3D software SS - Animation software SS - Office software SS - Web software			
		````			
	Traditional GD	Digital GD			
Primary specialization themes	CA - Digital design work CA - Print and advertising TDS - Layout SS - 2D software PC - Acumen	CA - Mobile/app design CDS - Agile methods CDS - User-centric design			
Secondary specialization themes	CA - Film and animation  CA - Retail and environmental design  PMS - Project management  CDS - Trend analysis  PC - Creativity/curiosity	CDS - Prototyping CDS - Interaction design			

Lander der Greativity/curiosity and Lander de la PC - Creativity/curiosity and Dziobczenski, Person, Meriläinen, 2018



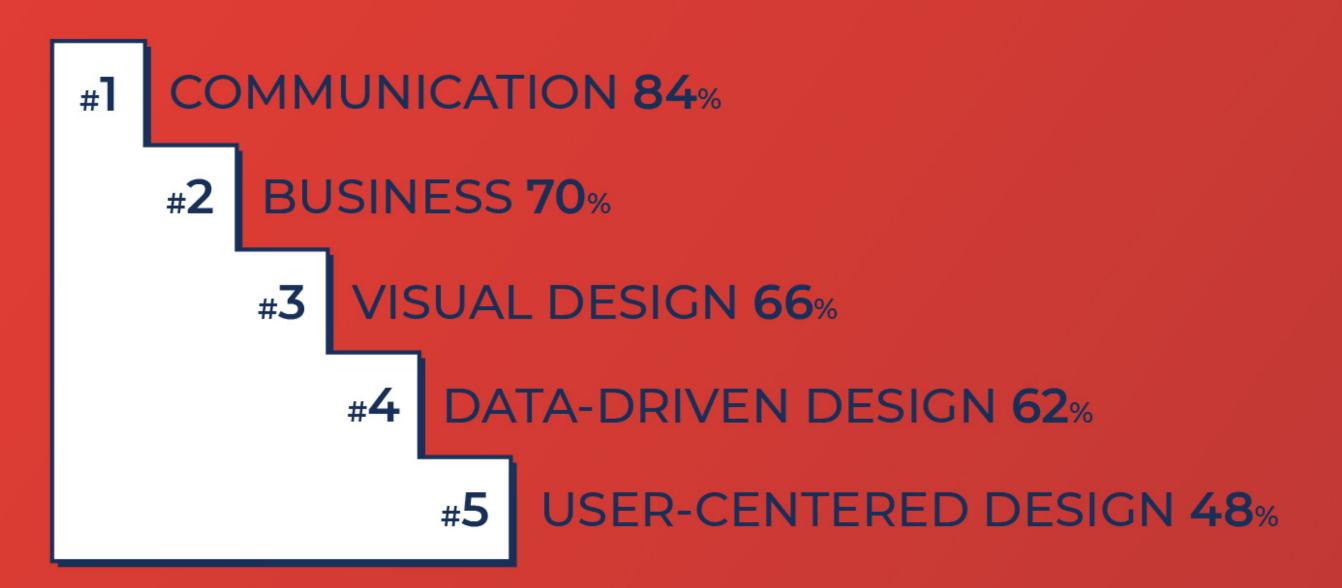
# Design job titles: Explained

BY PAULO DZIOBCZENSKI - NOV 2020

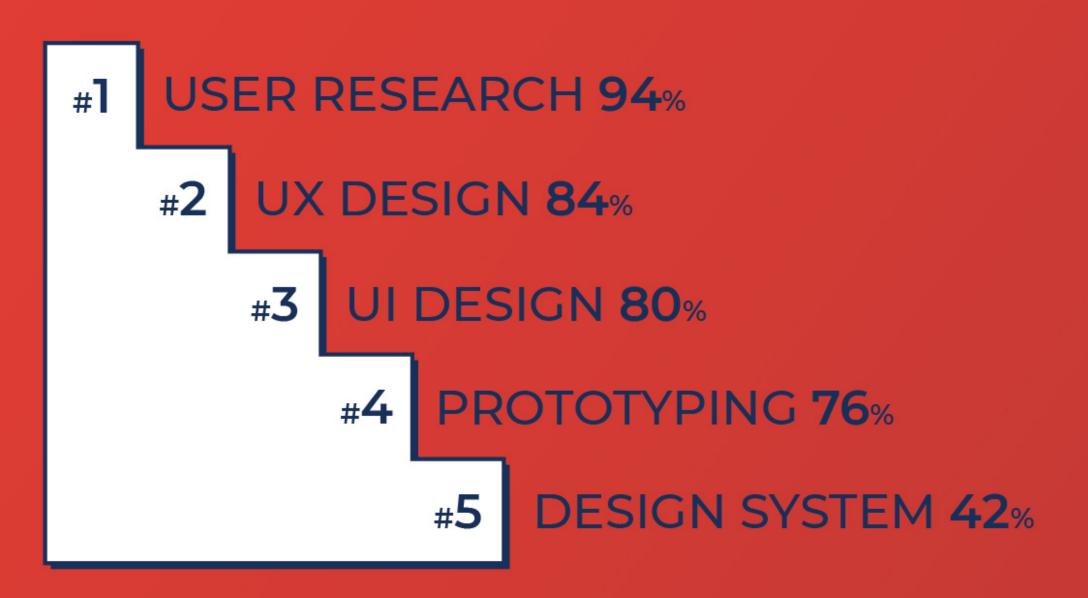
In this article, I explain how I did a datadriven analysis of four design job titles: Product Designer, UX Designer, UI Designer and Visual Designer. The analysis is based on job ads from companies such as Amazon, Apple, Facebook, Fitbit, Google, Ikea, Netflix.

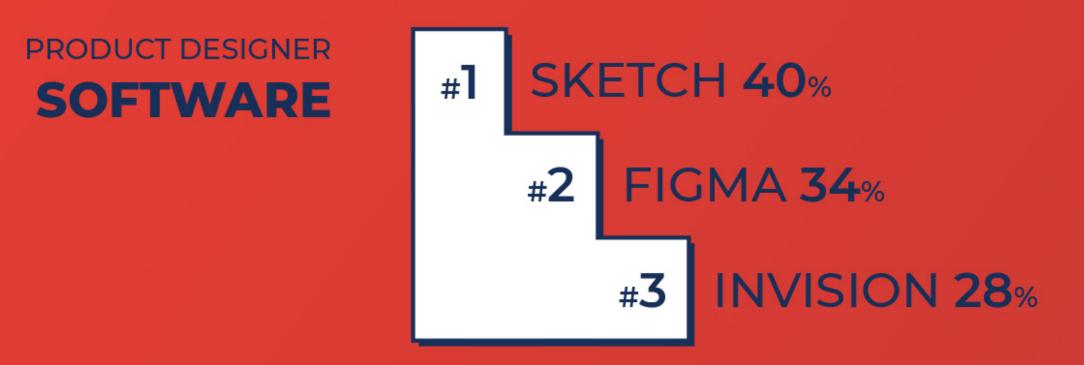
designcareer.co/articles-design-career/designjobtitles-explained

PRODUCT DESIGNER
TOP 5 SKILLS



# PRODUCT DESIGNER TOP 5 DELIVERIES





PRODUCT DESIGNER

SOFTWARE

```
#1 SKETCH 40%

#2 FIGMA 34%

#3 INVISION 28%
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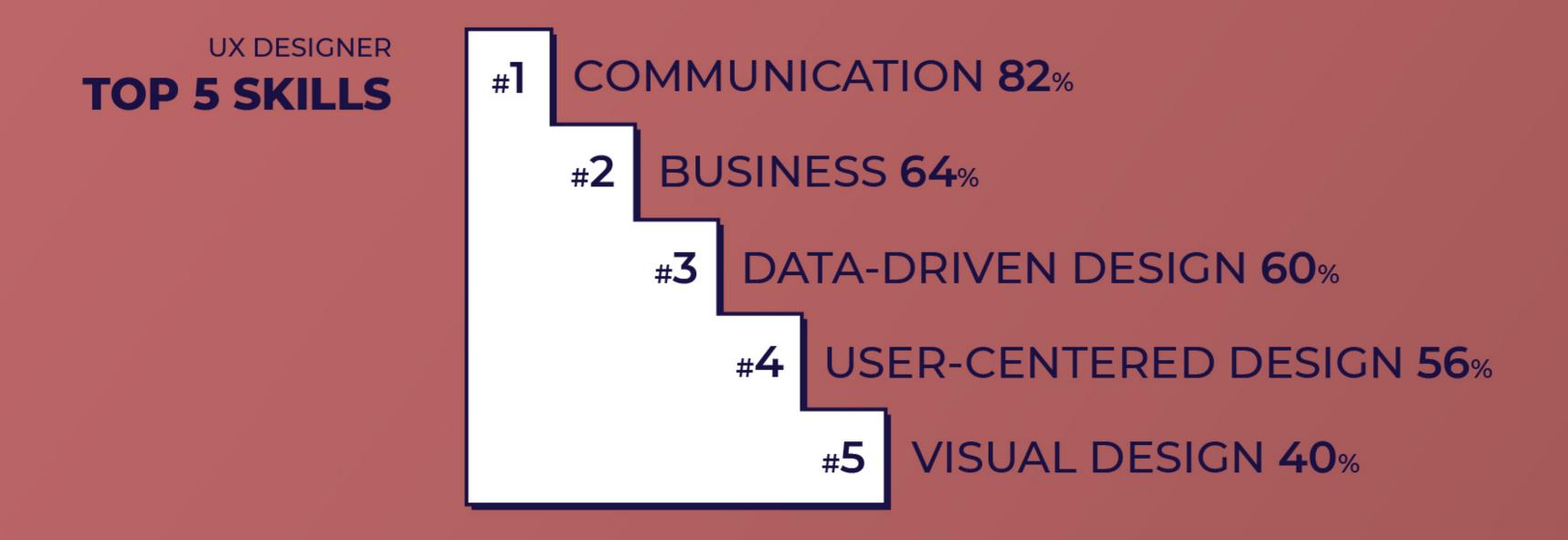
#### **FACEBOOK**

You will be involved in every aspect of the product development process, from collaborating on the vision of the experiences to defining the creative direction, to end stage user testing and iteration to deliver a high quality product.

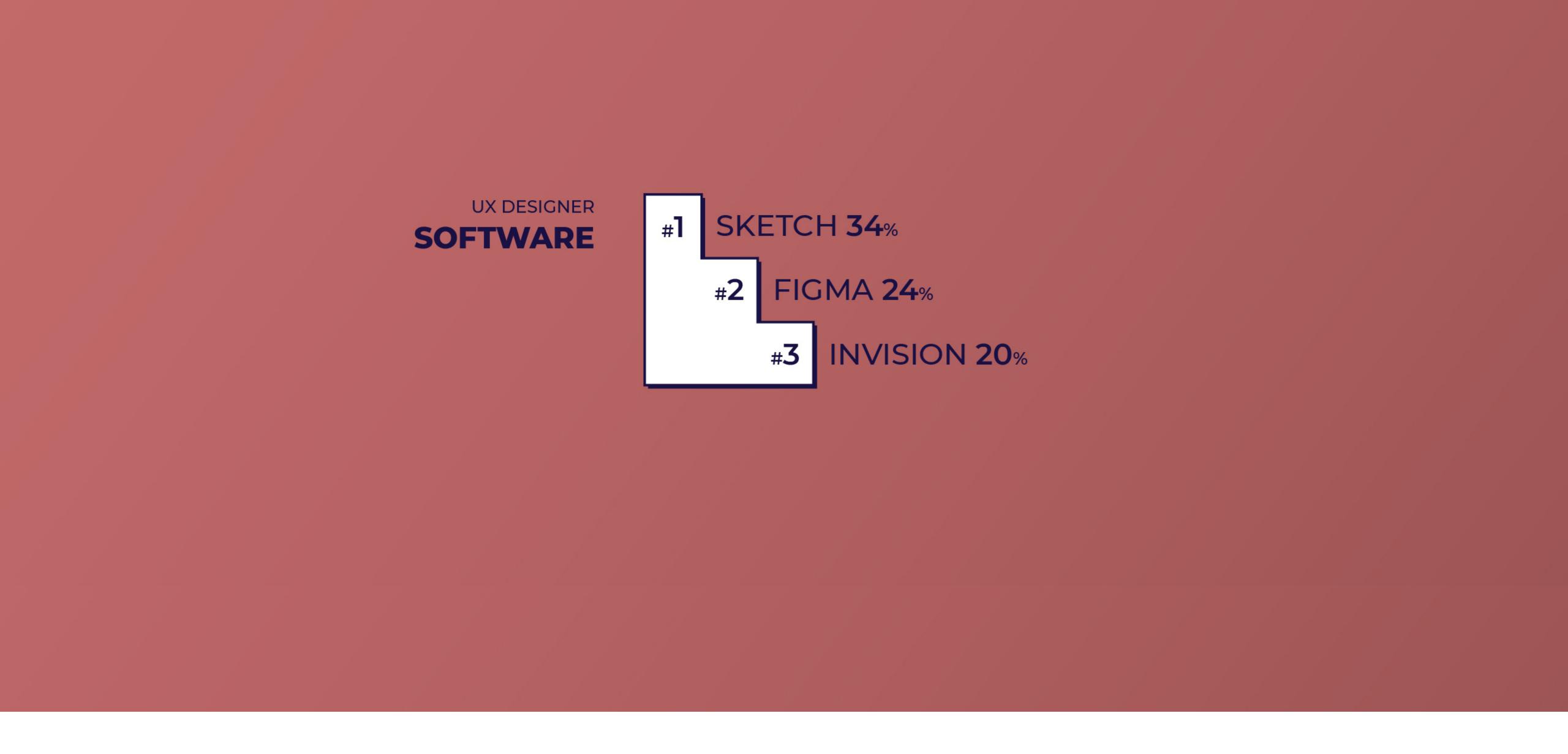
#### **BEEKEEPER**

You will work on how our users experience our product. Starting from a holistic understanding of our problem space and our different users, to discovering different solutions, delivering meaningful user experiences, and making our product and customers more successful.

	APPLE	FACEBOOK	FORD	NETFLIX	PAYPAL
BUSINESS					
COMMUNICATION					
DATA-DRIVEN					
DESIGN SYSTEM					
PROTOTYPING					
UCD					
UI					
USER RESEARCH					
UX					
VISUAL DESIGN					



# TOP 5 OUTCOMES #1 UX DESIGN 100% #2 USER RESEARCH 90% #3 UI DESIGN 80% #4 PROTOTYPING 74% #5 DESIGN SYSTEM 30%



#### **SOLARWINDS**

What the UX designer does NOT do?

- Work on the SolarWinds MSP web site.
- Create marketing banners and advertisements.
- Spend days making things look cool or pretty. We all like pretty but making software that's easy-to-use is critical to our business. Our sales method dictates that users must see value within an hour of using our software for evaluation. We focus on easy-to-use over pretty.

	AMAZON	APPLE	EA	IKEA	MICROSOFT
BUSINESS					
COMMUNICATION					
DATA-DRIVEN					
DESIGN SYSTEM					
PROTOTYPING					
UCD					
UI					
USER RESEARCH					
UX					
VISUAL DESIGN					

TOP 5 SKILLS

#1 COMMUNICATION 70%

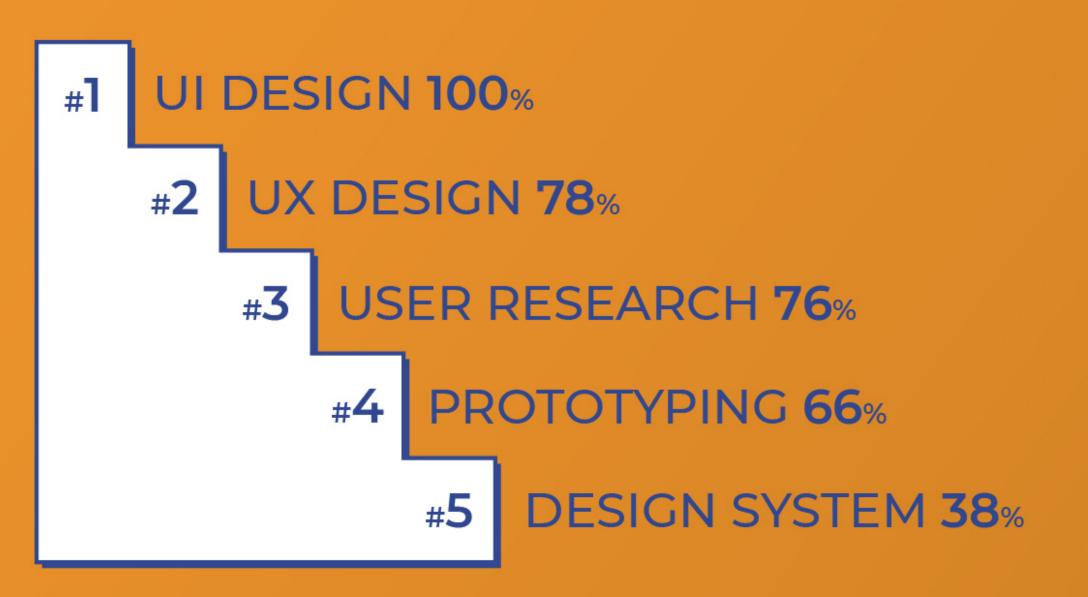
#2 VISUAL DESIGN 66%

#3 BUSINESS 46%

#4 USER-CENTERED DESIGN 34%

#5 DATA-DRIVEN DESIGN 28%







TOP 5 SKILLS

#1 COMMUNICATION 70%

#2 VISUAL DESIGN 66%

#3 BUSINESS 46%

#4 USER-CENTERED DESIGN 34%

#5 DATA-DRIVEN DESIGN 28%

# **HERD**

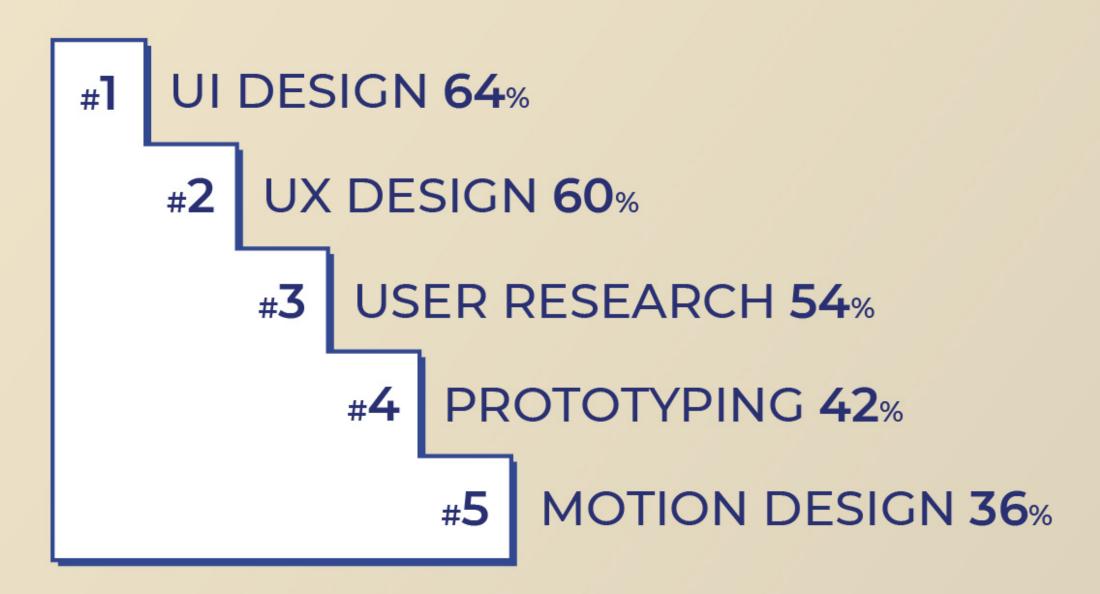
User Interface (UI) Design focuses on anticipating what users might need to do and ensuring that the interface has elements that are easy to access, understand, and use to facilitate those actions with a focus on maximising efficiency, responsiveness and aesthetics to foster a good user experience

	PELOTON	SEAT	UBISOFT
BUSINESS			
COMMUNICATION	1		
DATA-DRIVEN			
DESIGN SYSTEM			
PROTOTYPING			
UCD			
UI			
USER RESEARCH			
UX			
VISUAL DESIGN			

# VISUAL DESIGNER TOP 5 SKILLS



# TOP 5 OUTCOMES





#### **AMAZON**

In this role you will provide unique customer solutions through world class UX and UI design, conceptualization of unique advertising ideas, execute them into visually stunning and effective campaigns that tell stories and drive business performance for the world's leading brands.

#### **FROG**

This important role requires broad knowledge and advanced skills in visual design, user experience, user interface, and a solid understanding of available client-side technologies.

	ACCENTURE	AMAZON	FROG	GOOGLE	MOTOROLA
BUSINESS					
COMMUNICATIO	V				
MOTION DESIGN					
PROJECT MAN.					
PROTOTYPING					
UCD					
UI					
USER RESEARCH					
UX					
VISUAL DESIGN					

	APPLE	FACEBOOK	FORD	NETFLIX	PAYPAL
BUSINESS					
COMMUNICATION					
DATA-DRIVEN					
DESIGN SYSTEM					
PROTOTYPING					
UCD					
UI					
USER RESEARCH					
UX					
VISUAL DESIGN					

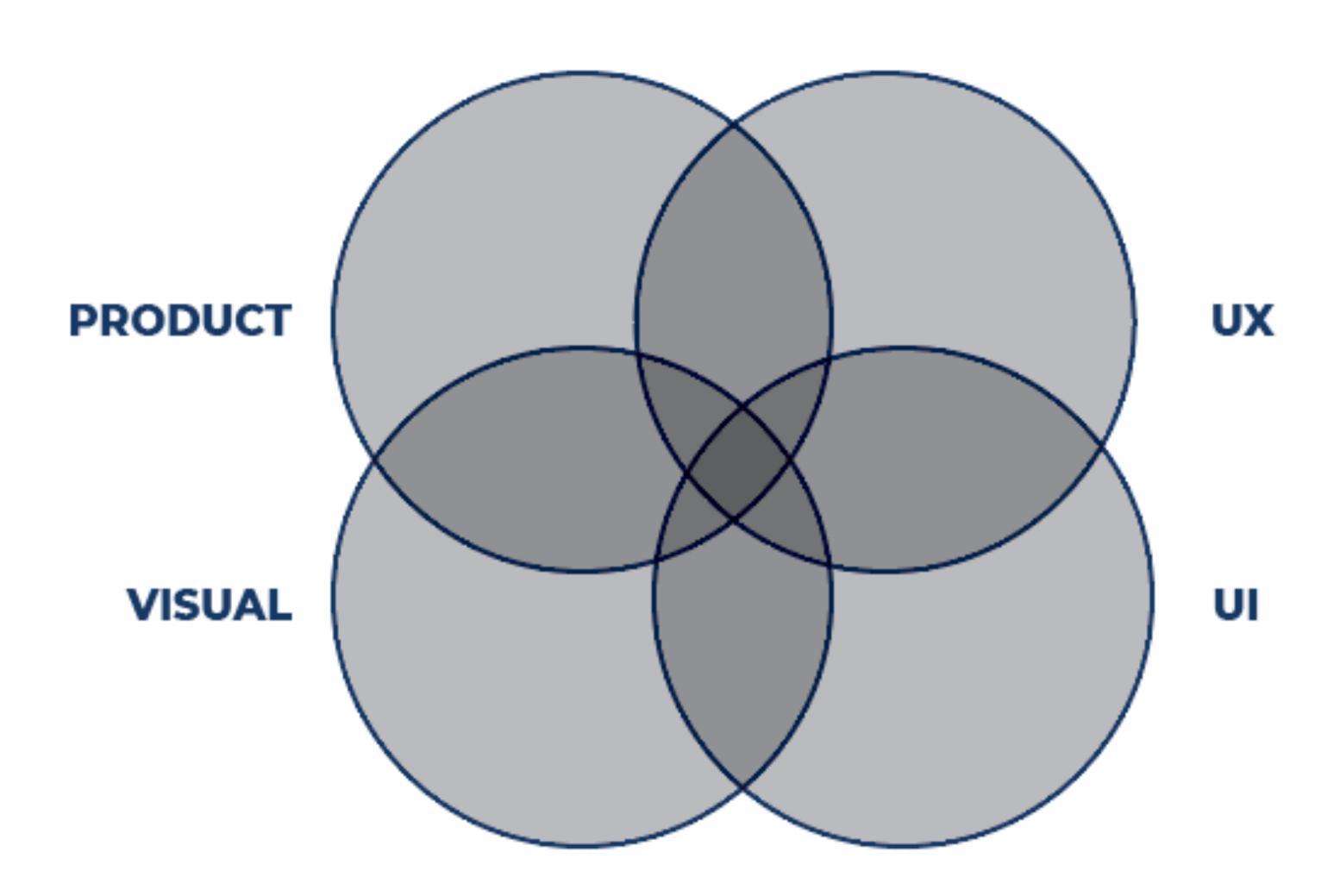
	ACCENTURE	AMAZON	FROG	GOOGLE	MOTOROLA
BUSINESS					
COMMUNICATIO	N O			0	0
MOTION DESIGN	$\bigcirc$	$\bigcirc$	$\bigcirc$		0
PROJECT MAN.		$\bigcirc$		0	
PROTOTYPING			0		0
UCD	0	0		0	0
UI	0	0	0		0
USER RESEARCH	0		0	0	0
UX		0	0	0	0

VISUAL DESIGN

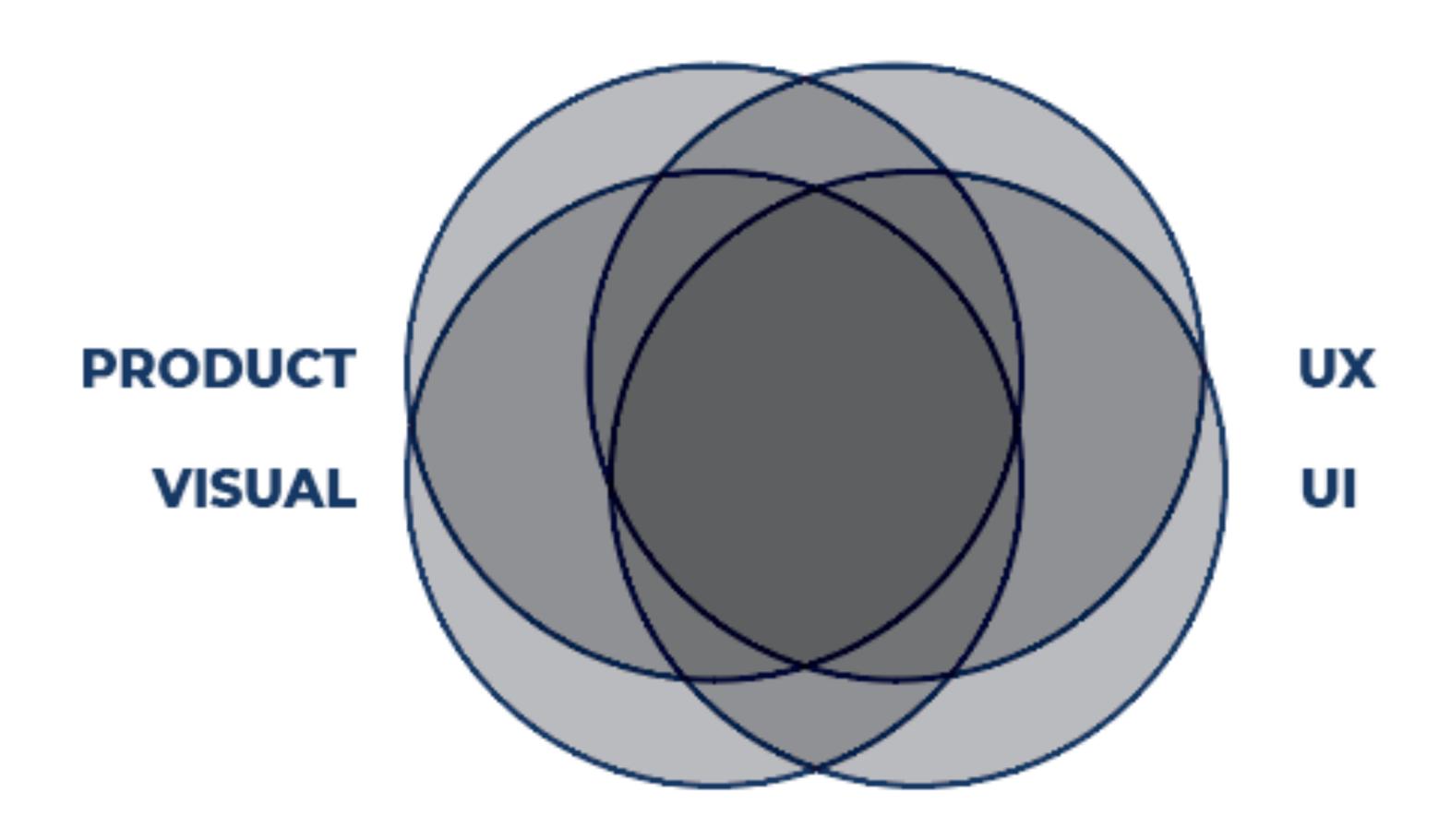
	AMAZON	APPLE	EA	IKEA	MICROSOFT
BUSINESS					
COMMUNICATION	٧ )		0		
DATA-DRIVEN	0		0		
DESIGN SYSTEM			0		
PROTOTYPING	0		0		
UCD	0		0	0	
UI	0		0	0	
USER RESEARCH	0		0		
UX	0		0	0	
VISUAL DESIGN			0		

	PELOTON	SEAT	UBISOFT
BUSINESS			
COMMUNICATION	<b>V</b>		
DATA-DRIVEN			
DESIGN SYSTEM			
PROTOTYPING			
UCD			
UI			
USER RESEARCH			
UX			
VISUAL DESIGN			

# How we think it is



# How it really is



Everybody is right. Everybody is wrong.

Every company is different.

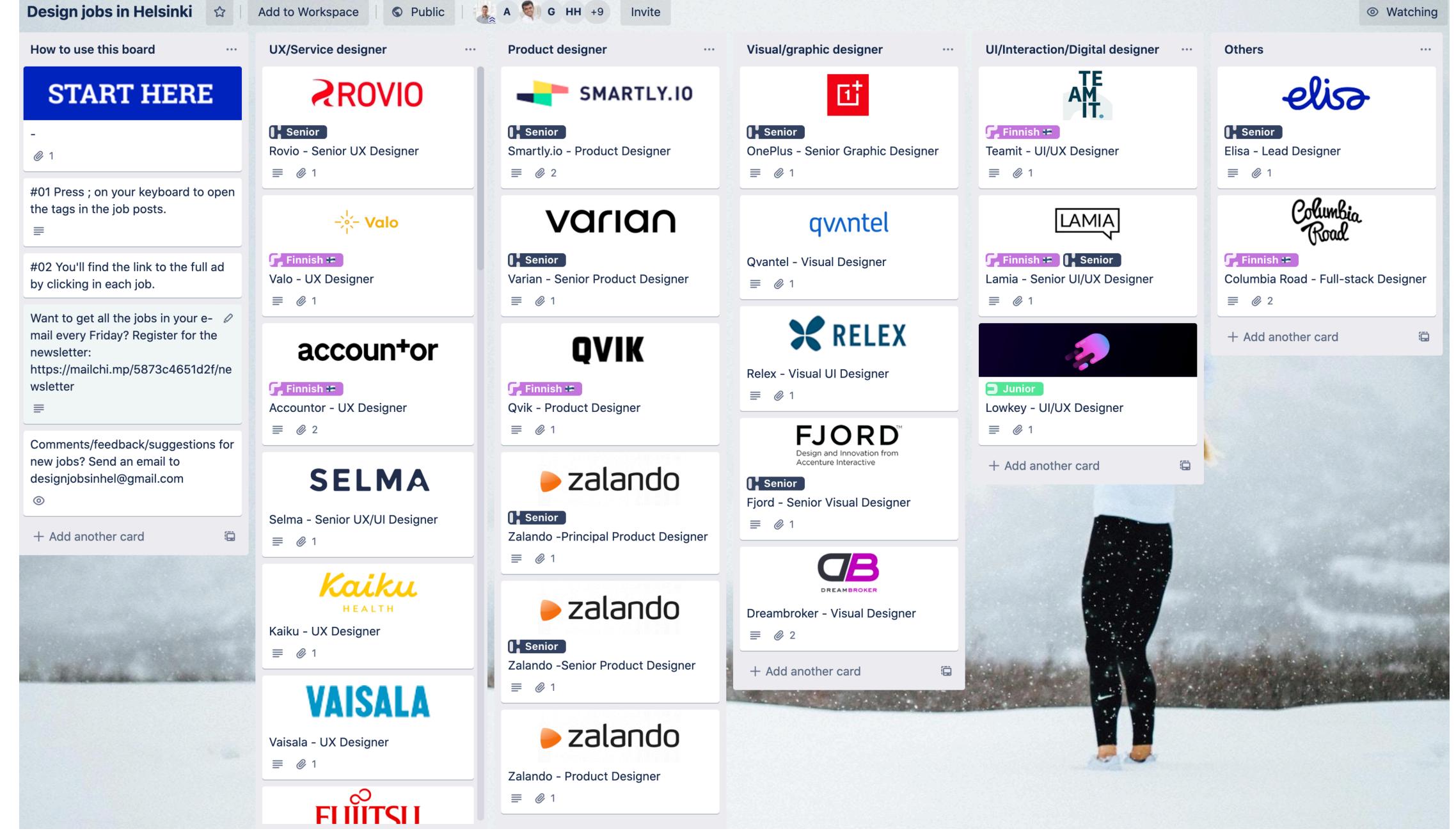
Job titles are relevant as a signal of what companies care about.

**UX** designer

vs.

UX/UI/Visual designer (who also knows how to code)

#3 - Design job market in Helsinki



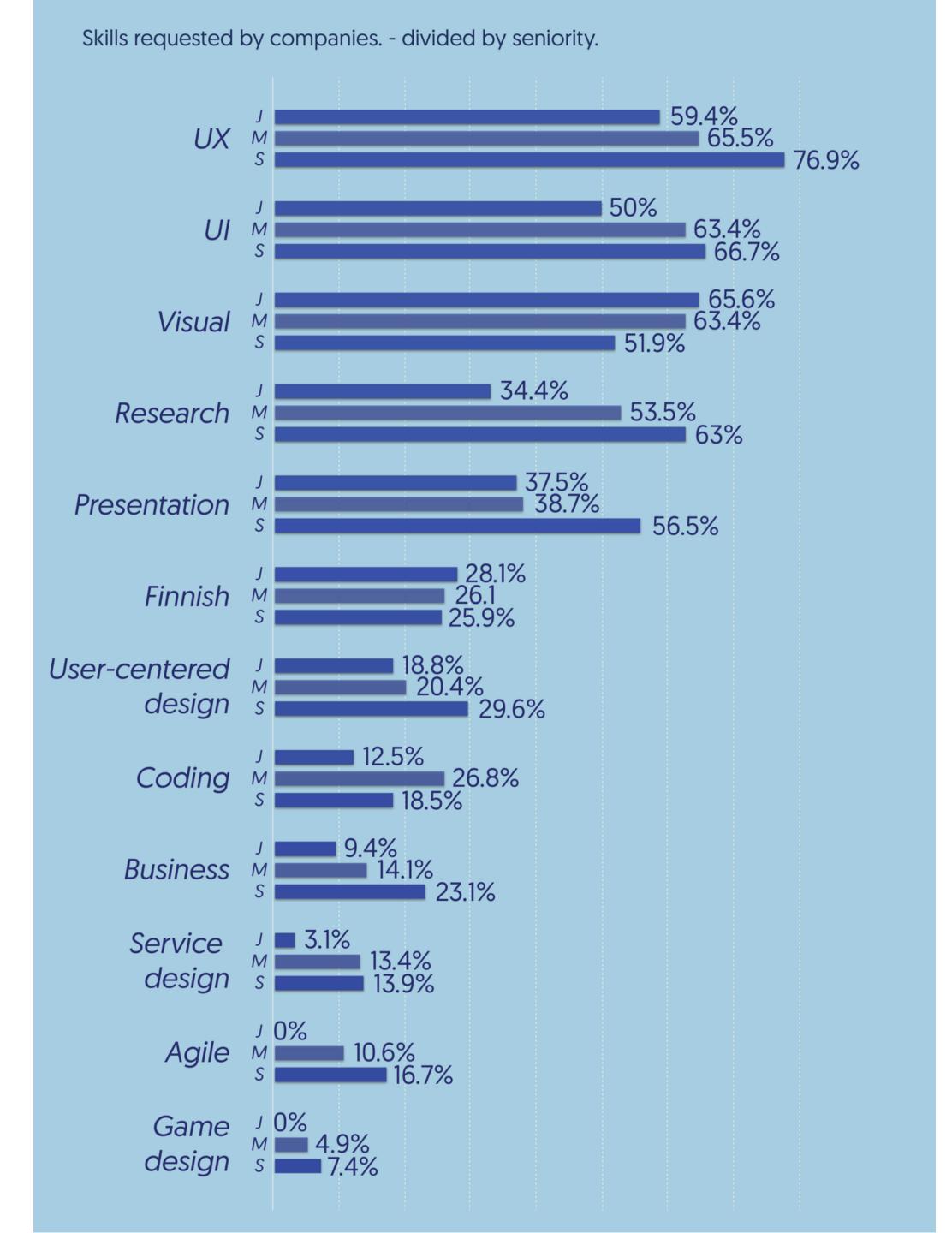
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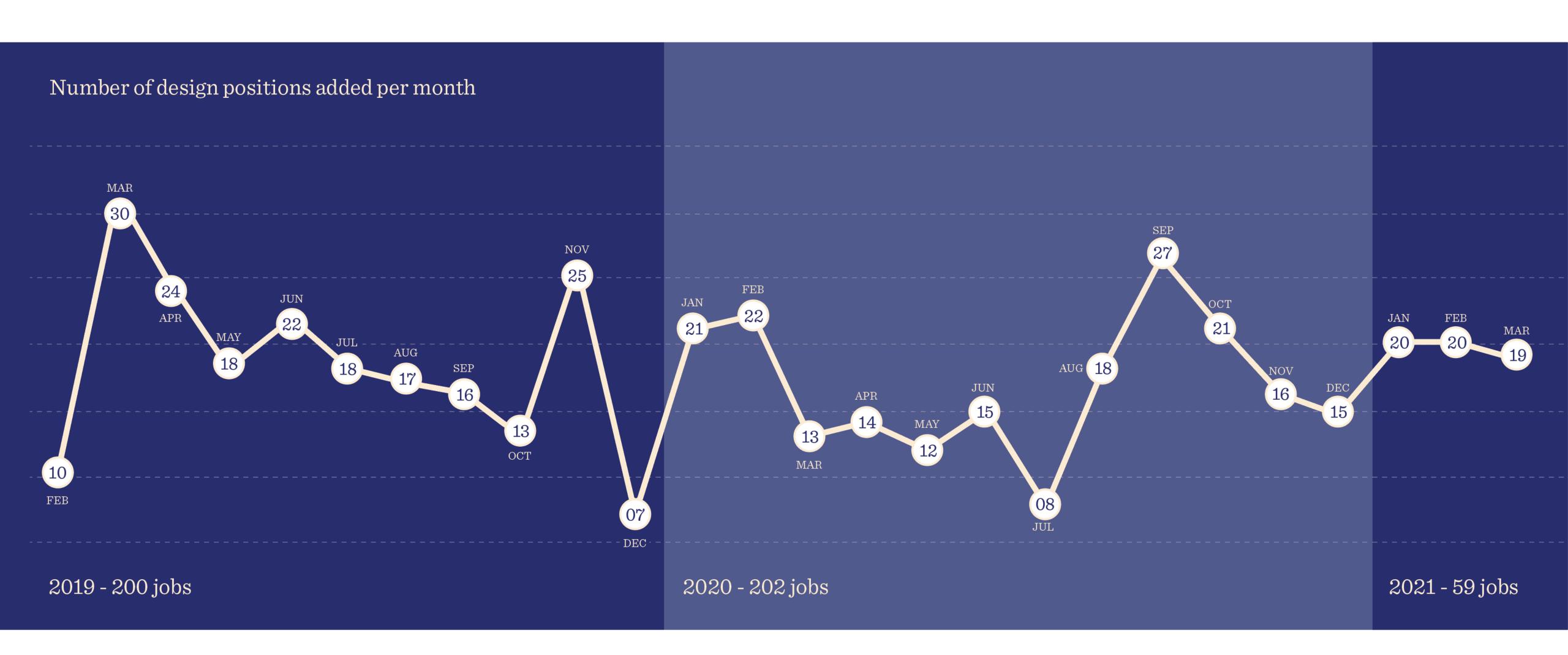
design job market in

Helsinki — present,

past and future

June - 2020

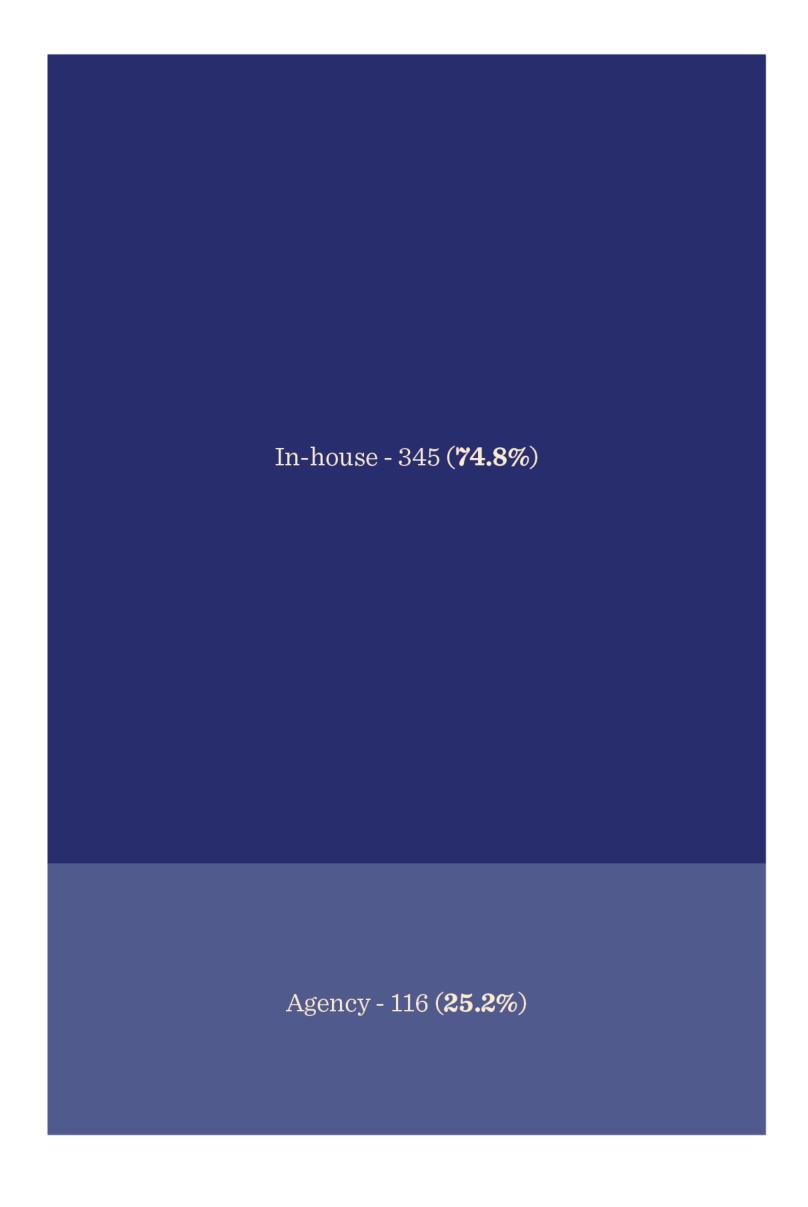




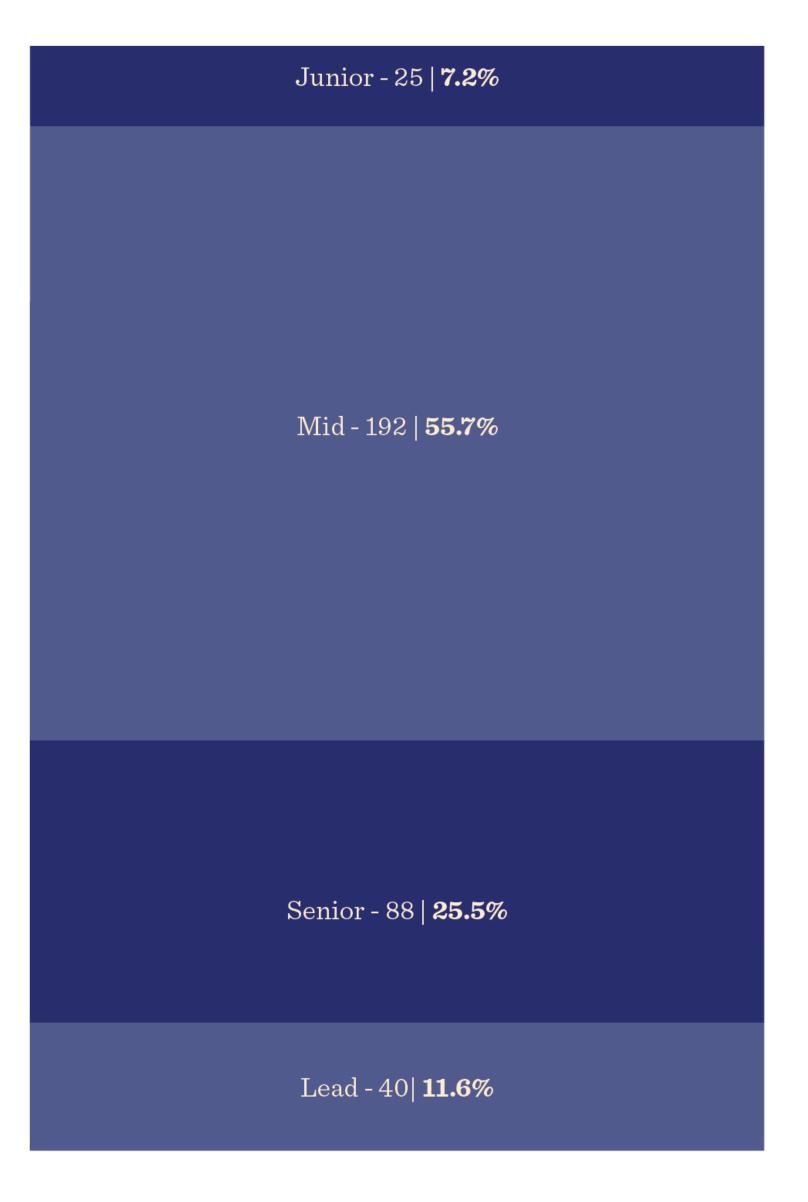
# **SENIORITY**



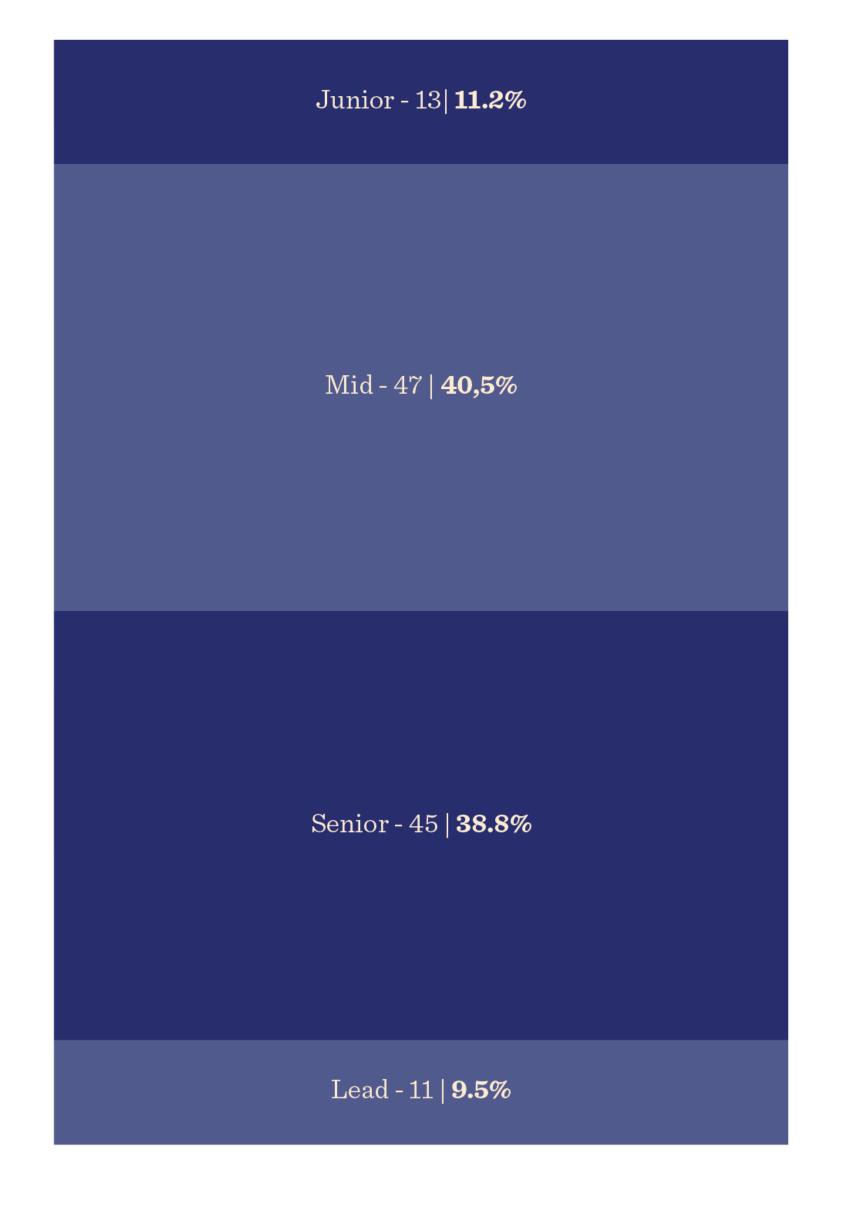
# **IN-HOUSE X AGENCY**



# SENIORITY In-house



# SENIORITY Agency



### **TITLES**

UX - 118   <b>25.6%</b>
Visual - 77   <b>16.7%</b>
UX/UI - 59   <b>12.8%</b>
Product - 52   <b>11.3</b> %
Service - 38   <b>8.2%</b>
Digital - 15   <b>3.3</b> %
UI - 12   <b>2.6%</b>
Research - 10   <b>2.2</b> %
Others - 80   <b>17.4</b> %

	2019 200 positions	2020 202 positions	2021 59 positions
UX	26.0%	22.8%	33.9%
Visual	18.5%	17.3%	8.5%
UX/UI	14.5%	12.4%	8.5%
Product	8.0%	13.4%	15.3%
Service	4.0%	12.9%	6.8%
Digital	3.5%	3.0%	3.4%
UI	3.0%	2.0%	3.4%
Research	1.0%	3.0%	3.4%

	2019 200 positions	2020 202 positions	2021 59 positions
UX	26.0%	22.8%	33.9%
Product	8.0%	13.4%	<b>15.3</b> %
Research	1.0%	3.0%	3.4%



	2019 200 positions	2020 202 positions	2021 59 positions
Visual	18.5%	17.3%	8.5%
UX/UI	14.5%	12.4%	8.5%



	2019 200 positions	2020 202 positions	2021 59 positions
Service	4.0%	12.9%	6.8%
Digital	3.5%	3.0%	3.4%
UI	3.0%	2.0%	3.4%



Kiitos
Thank you
Obrigado

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