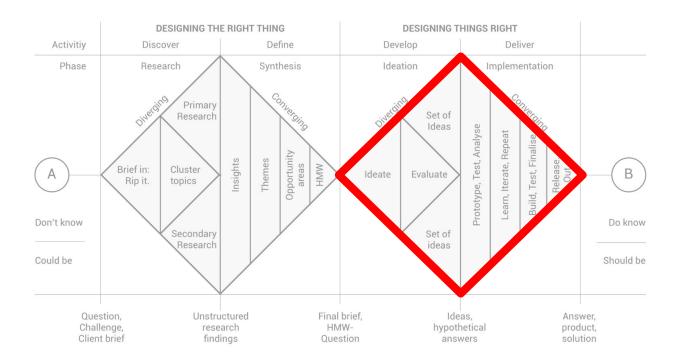
Lecture 9: Journey design & Design interventions

Monday 25.03

AALTO BA SERVICE DESIGN 2019

Nuria Solsona



Course structure

PART II PART I **Problem space** Solution space Designing the right thing Designing the thing right

2019 AALTO BA SD Nuria Solsona

Course structure: Part II

PART II: Defining the solution				
W5	W6	W7		
Journey Design & Design interventions	Prototype & Iterate	Test & Final presentation		
How will people access, receive and interact with the new service?	Prototype the experience of the service interactions	Present the final concept and the key service interactions		

Testing lab 8th April

Testing labs are environments designed to simulate a future experience. Multiple touchpoints or service interactions are then tested with real users in their context.

A real or simulated context helps users immerse themselves in a future scenario and be able to provide precise feedback on early stage prototypes – low-fidelity work in progress. The idea is to get early feedback on what service interactions are valuable before making any decisions of what should be designed.

AALTO SERVICES TESTING LAB MONDAY 8th APRIL: Space (TBD)

Three teams at the time Slot 12 - 15 Slot 15 - 18

A photographer will be taking pictures of your prototypes







Images by Liveworkstudio



	Assignments	Description	Due date
W5	Service experience map (Part 1)	Define the service experience phases of your concept and describe the experience of each phase. (Use the template provided)	Wednesday 27.03 Bring to class
W5	Service experience map (Part 2)	Define the touchpoints needed for the service experience (Use the template provided)	Monday 01.04 Bring to class
W5	Prototype plan	What service interactions would you like to test? Plan what needs to be designed to test your experience	Monday 01.04 Bring to class
W6	Build experience prototypes	Build your prototypes to test the experience with users at the testing lab	Monday 08.04 TESTING LAB DAY
W6	TESTING LAB Test your experience prototype	Test your experience prototype with users	Monday 08.04 TESTING LAB DAY
W7	Iterate concept	Iterate the selected concept based on feedback from mid-term review and users. Improve the visualisation	Thursday 11.04 FINAL PRESENTATION

Deliverables

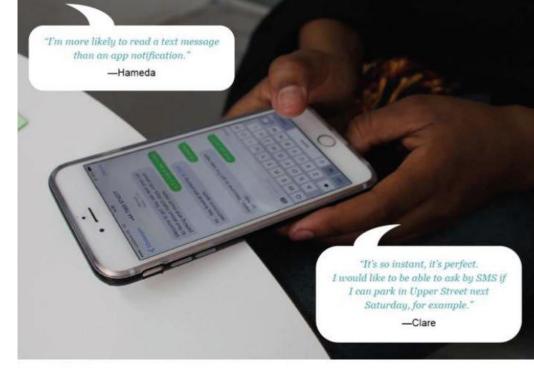
SERVICE INTERACTION PROTOTYPE

Due 11.04 Final presentation

How can the new service be accessed and assisted?

Design of the key digital or non-digital touchpoints that are critical to the experience of the new service.

Service interactions focuses on what is needed for the service to work, the outputs.

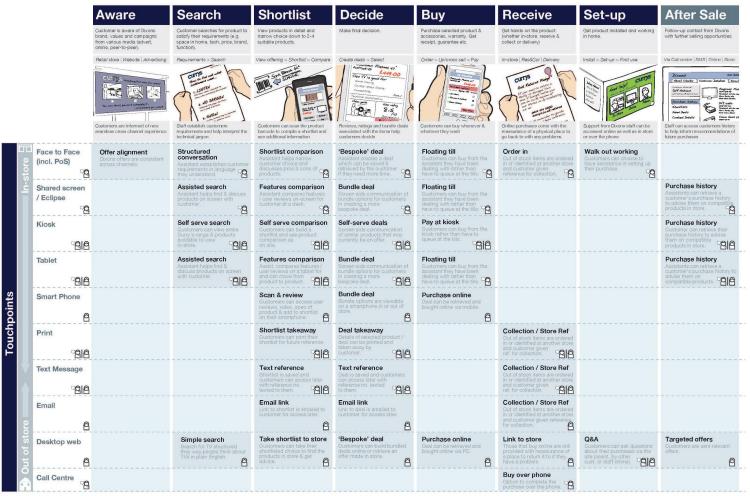




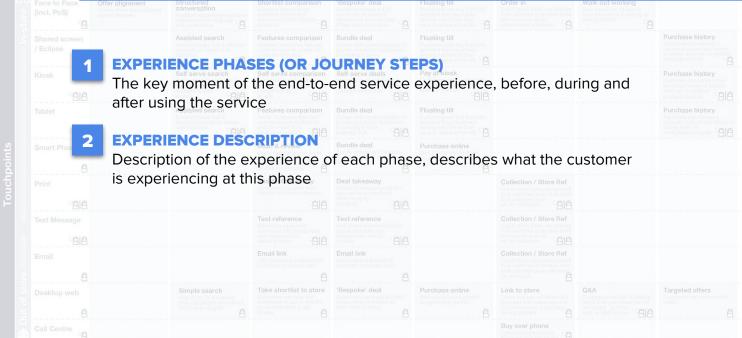


Customer Service Journey/map

- 1. Illustrates how customers perceive and experience of the service over time
- 2. Also considers the phases before and after actual interaction with the service
- 3. It maps current and/or potential future service encounters and touchpoints







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Shortlist

Decide

Buy

Receiv

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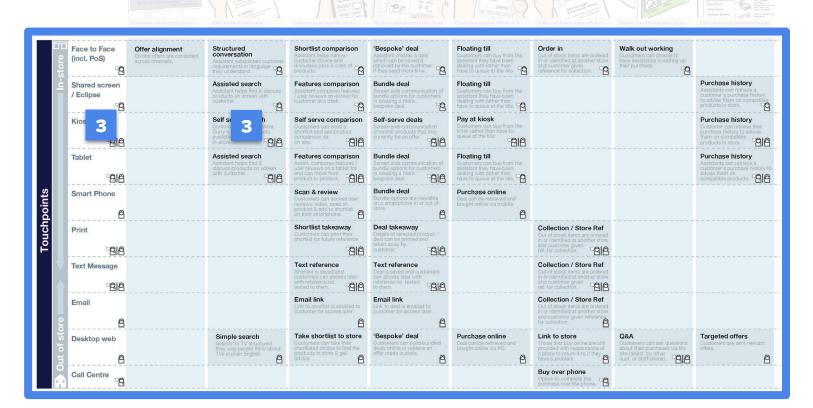
oct-up

ng Follow-up co

Follow-up contact from Dixons with further selling opportunities

FRONT-END INTERACTIONS

All the customer touchpoints organised by channels. Everything the customer interacts with at each phase of the service experience.

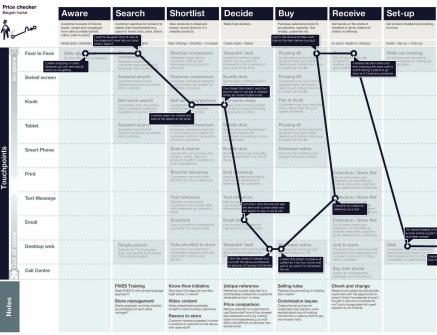


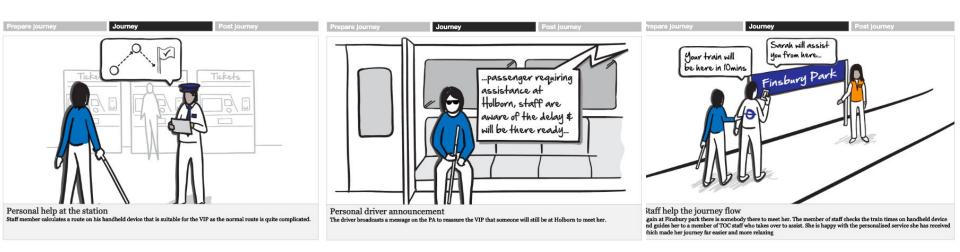
Service experience map	Scenario-agnostic and channel-agnostic. The generic end-to-end experience of the service through many touchpoints . Describes the <i>customer</i> relationship.	Defining the solution SD
User journey maps & Storyboards	Illustration of one specific user typology experiencing the end-to-end service or one phase of service through many touchpoints	Defining the solution SD/UX
User flows, User stories & storyboards	Channel-specific or Use-case scenario specific. The user flow of using one touchpoint.	Designing the solution UX/UI

Service experience map



User journey (layer)

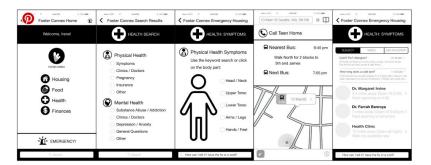




User journey (storyboard)

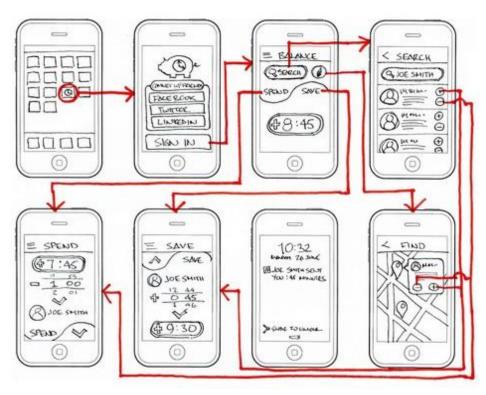
Images from Livework studio





User stories

Images from: http://www.steffanielorig.com/ux-design



Type of journey steps

Types of journey steps (lenses)

The customer experience across all service offerings (the entire service organisation)

SD

Airline service experience

Plan

Book

At Airport Departure

On-Board

Wait

At Airport Arrival

The user experience of one service moment - or service offering

UX

Check-in experience

Booking confirmation

At check-in gate

Security check

Wait

Boarding gate

Transfer

The user interface steps of using one touchpoint

U

Check-in experience via App

Download

Register & Login

Add booking

Add / Buy options

Add/Change details

Get boarding pass

Types of journey steps (lenses)

- Journey steps or phases are the events or episodes that must happen for a service to create an outcome, e.g. Airport check in.
- Phases should be generic, not channel specific nor use case specific.
- Phases are service moments not processes. Phases are moments experienced by the customer. It takes into account that customers are not only following the process that the service provider suggests: they also make their own choices. E.g. 'Wait' vs 'Check-in'
- Phases are cyclical and not necessarily liniar. The purpose is to compress the end-to-end service experience into high-level stages not user steps. Better 7 than 11 stages.