Walking the walk: The ingredients for good design

Anna Arasa + Jorge Furuya Volvo Cars





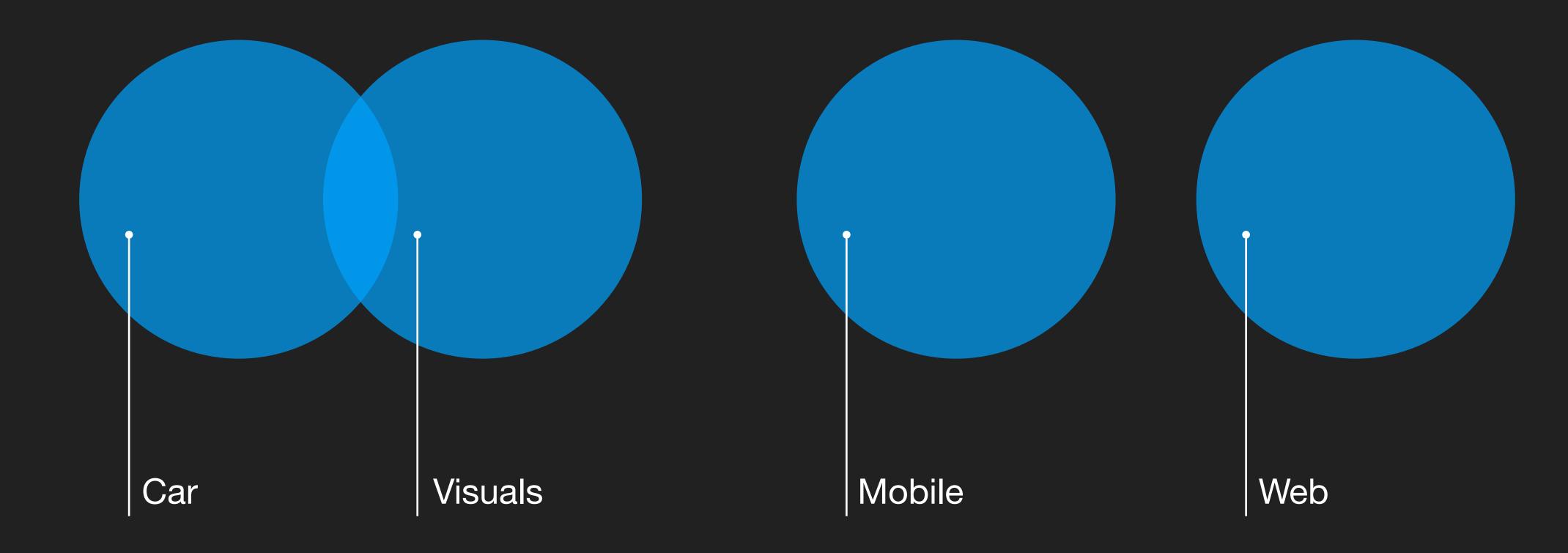
The "ingredients" for good design: Setting the right context Killing assumptions Defining & defending the user benefits and the trade offs



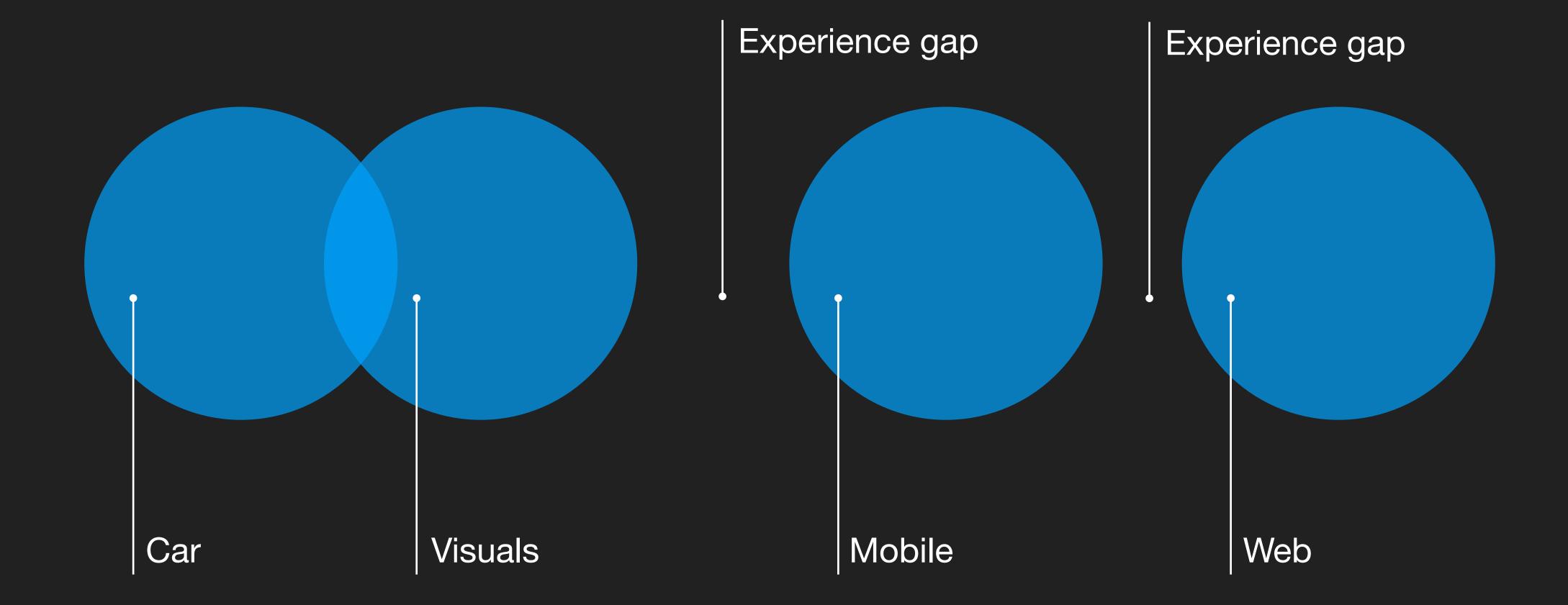




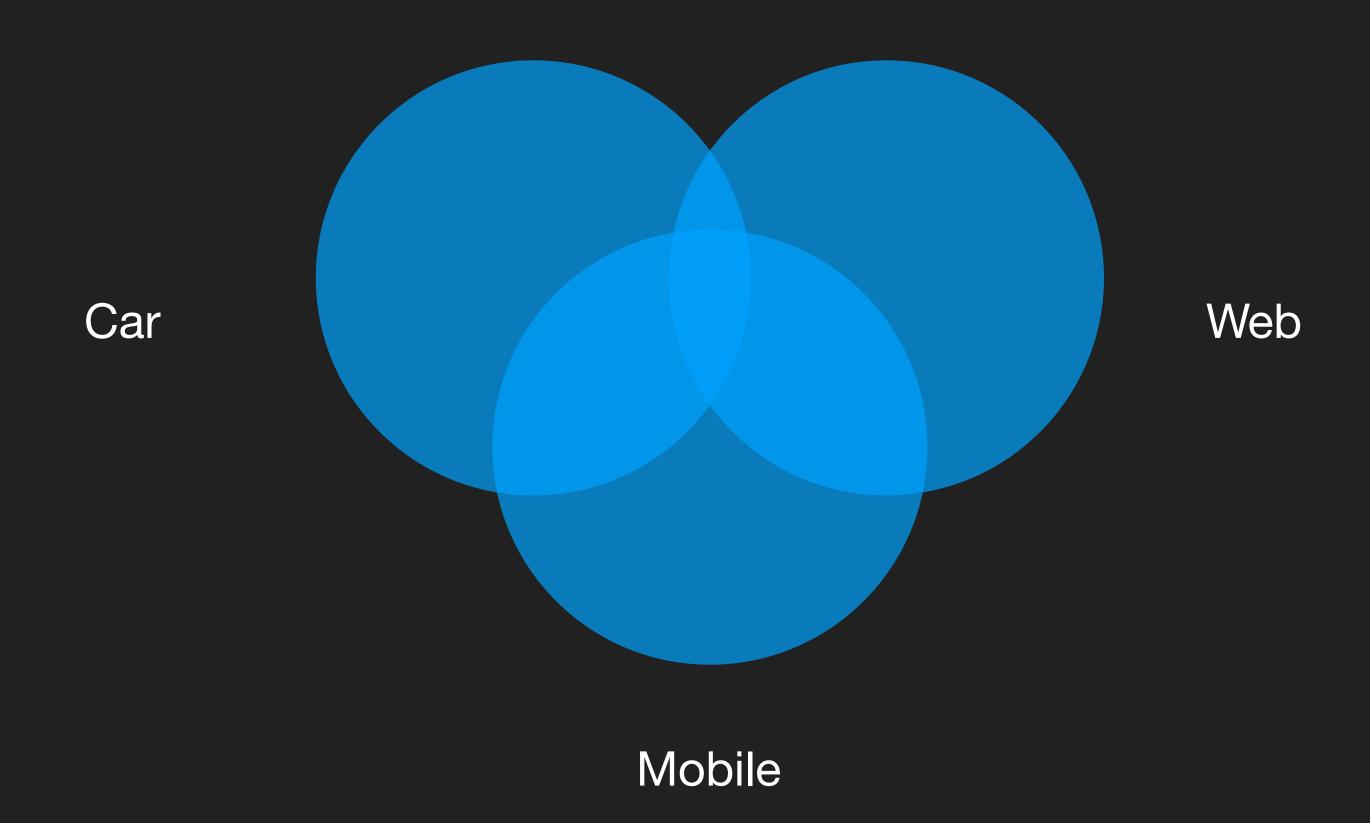
Once upon a time the Volvo UX team

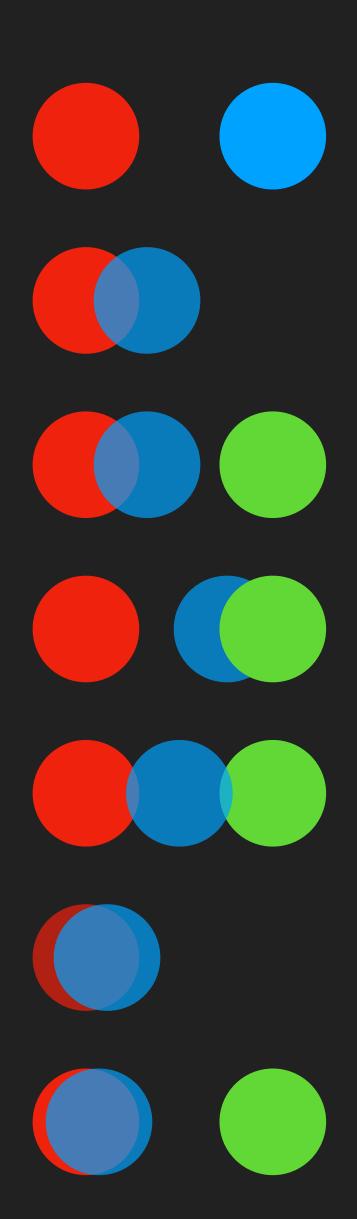


"Any organisation that designs a system will produce a design whose structure is a copy of the organization's communication structure"



Craft delightful and unified experiences for our users across the entire Volvo Cars ecosystem, inspired by empathy, imagined with curiosity and implemented with precision.



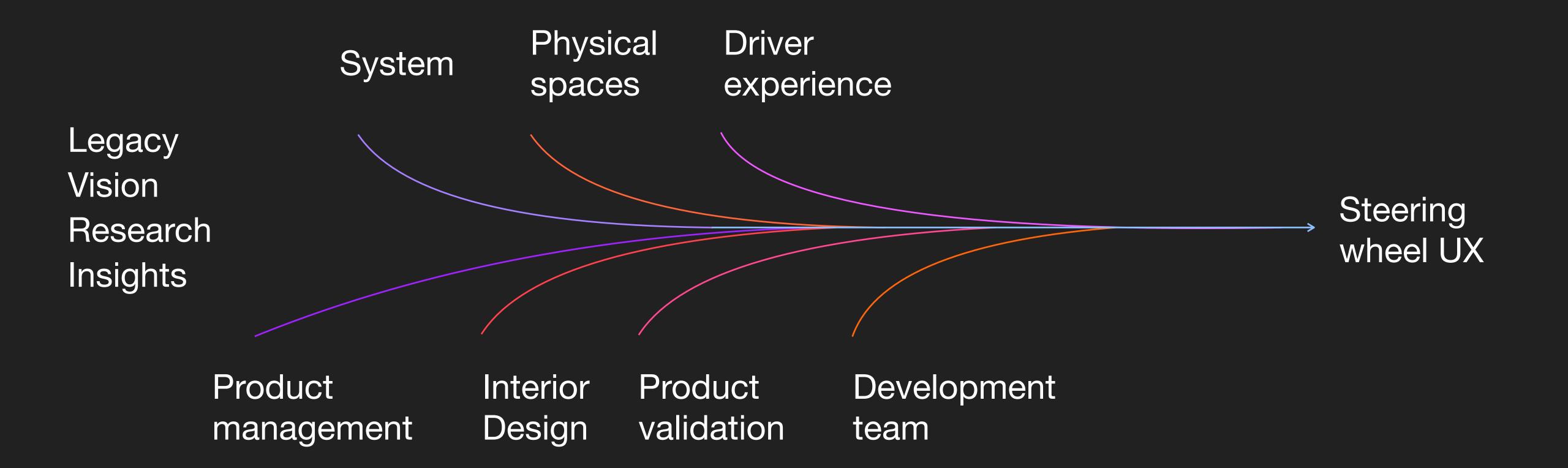


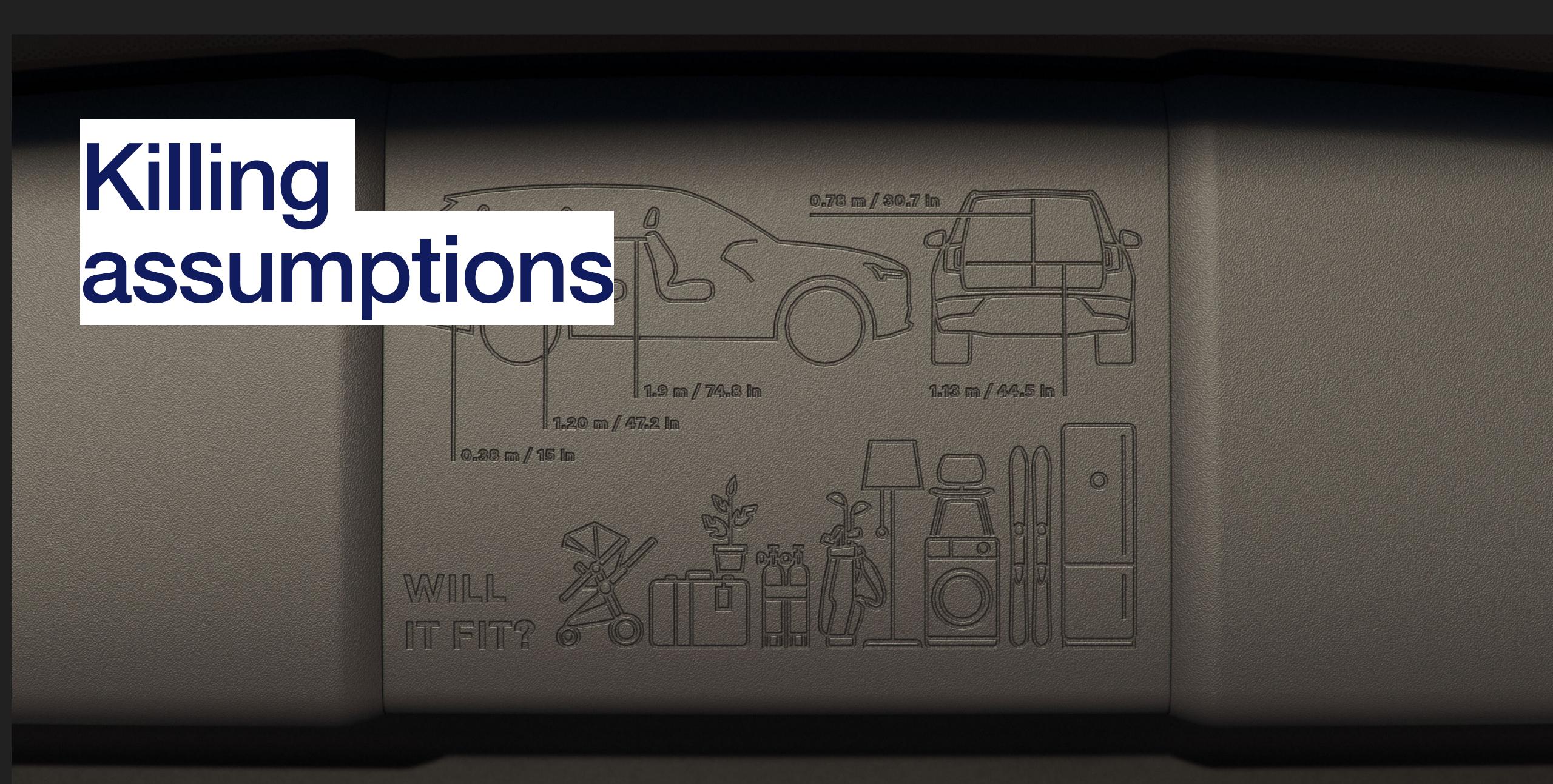
Design your organisation the way you envision your product

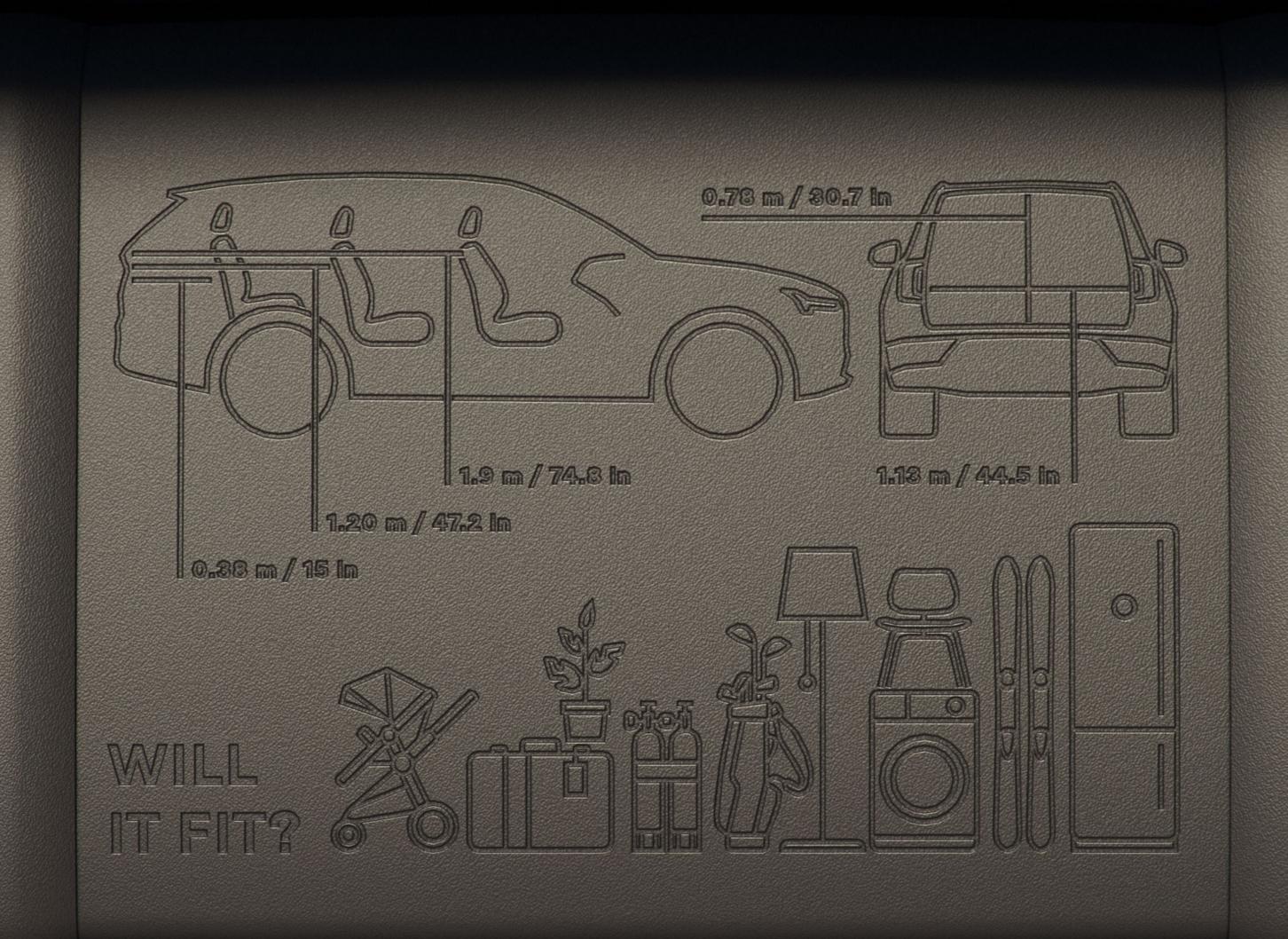




Driving experience Physical spaces Experience gap System Interior design Development team Product management Product validation





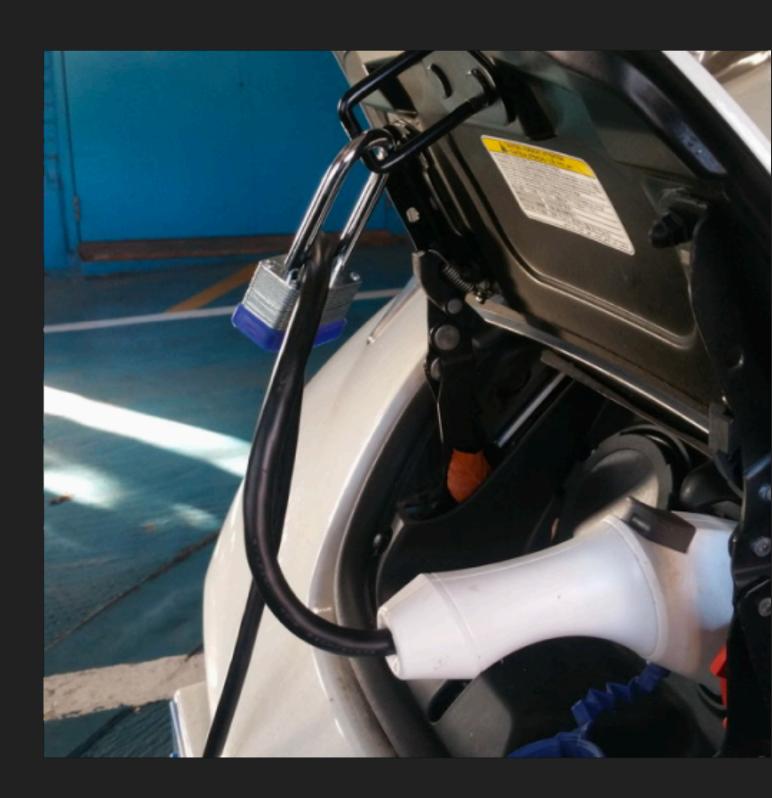


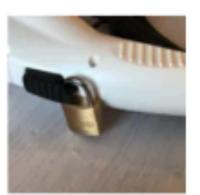
"It ain't what you don't know that gets you into trouble. It's what you know for sure that just ain't so"



















Type 1 charging cable securing Padlock

£7.95

A small padlock designed to fit a Type 1 cable trigger mechanism.

Secures a Type 1 cable in place when charging.

- Body made from solid brass
- Shackle made from hardened steel

Build clear & inclusive collaboration tools & forums to bring people together to understand and rally behind a human opportunity

Design Principles

Design for safe display of information

Design for behavioural continuity

Design to empower, not to outsmart

Design for accessibility & inclusivity

Design for reusable knowledge

Principles are communication and scalability tools. They work at their best when they are actionable, shaped by a broad spectrum of behavioural inputs and widely shared across all the groups inside an organisation that have a say in product definition

Design Review Template

Mythical controls for winged unicorn (Project Name)

Design

Princess Peach Super Mario

Stakeholders

Bowser Jr, PO Yoshi, FO Wario, SBO

Stage

Problem framing Information Exploration Definition Decision

Vira ticket

ARTUXDESIGN-XXX

22wXX

Car UX | Volvo Cars

I'm baby deep v bespoke wayfarers, umami leggings forage yr keffiyeh mustache next level lyft mixtape. Intelligentsia heirloom lomo dreamcatcher vice banjo yuccie thundercats chia kombucha occupy chambray cliche craft beer.

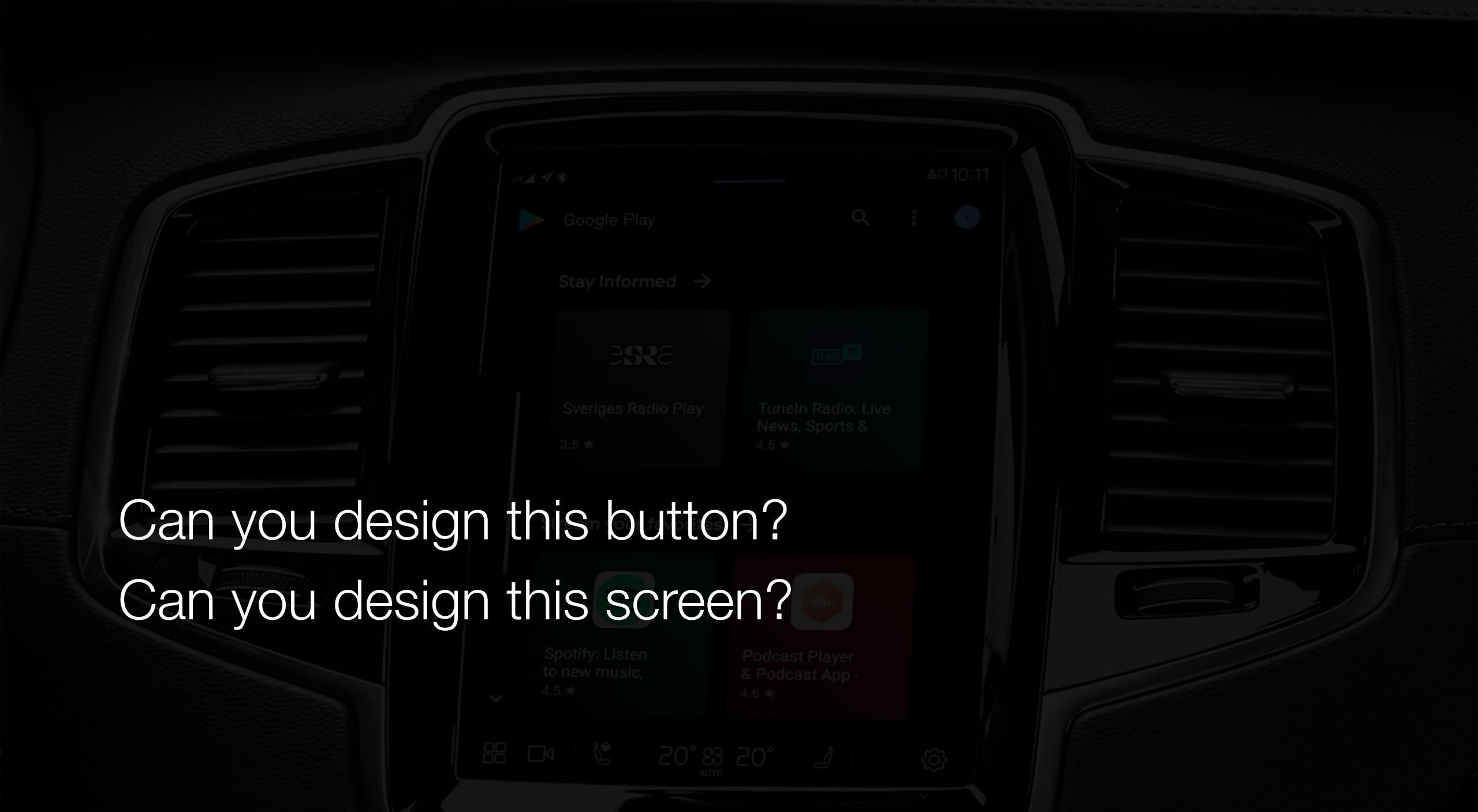
User Problem 22wXX

Car UX | Volvo Cars

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It sounds basic, but If we don't clearly separate technical, logistical and business challenges from user problems we are at risk of not identifying & solving a meaningful user centric opportunity









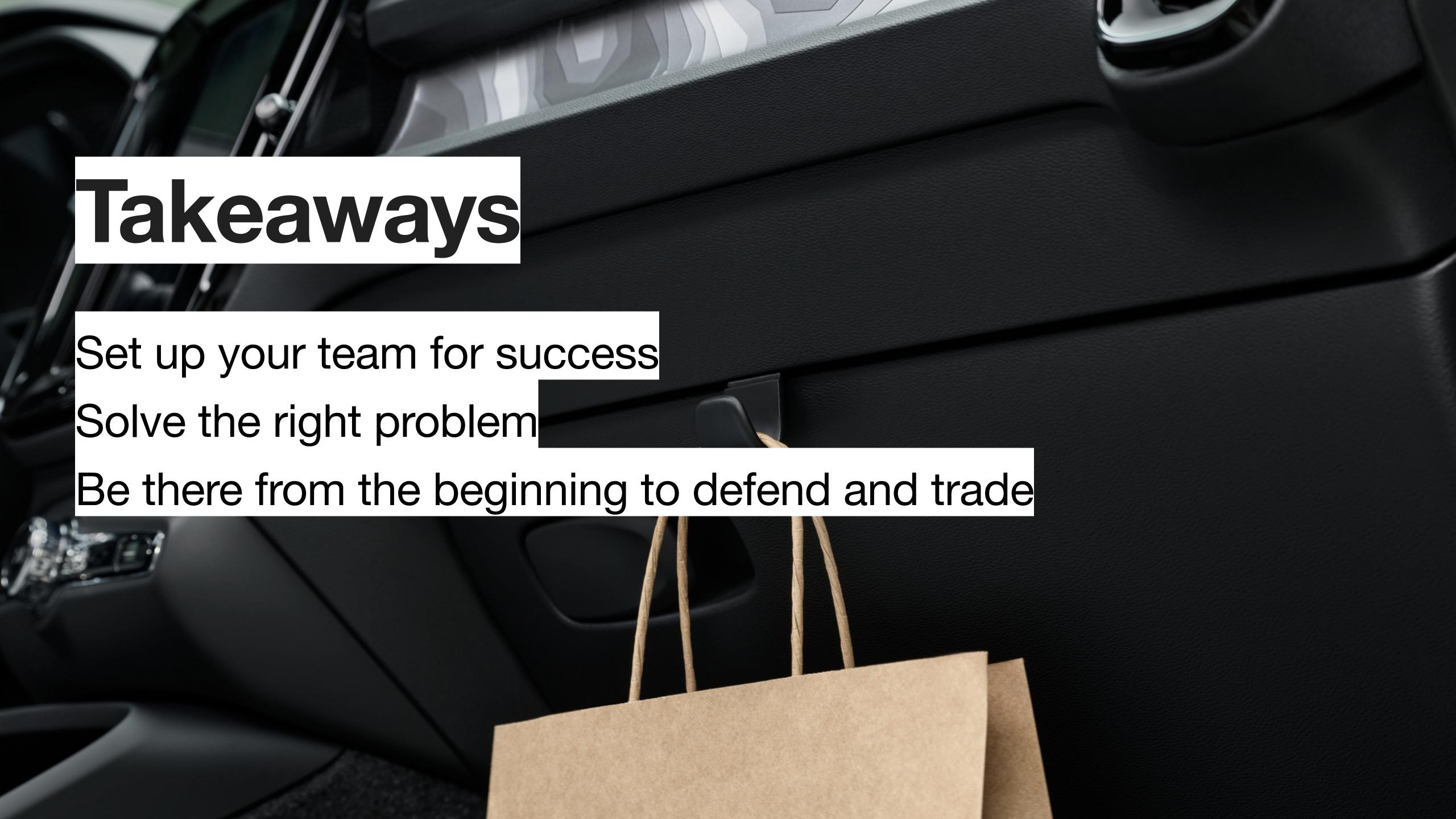
"The most profound technologies are those that disappear.
They weave themselves into the fabric of everyday life until they are indistinguishable from it"





Have a clear understanding of the "real" problem that you could solve and its impact, refrain from only candy coating.





Thanks