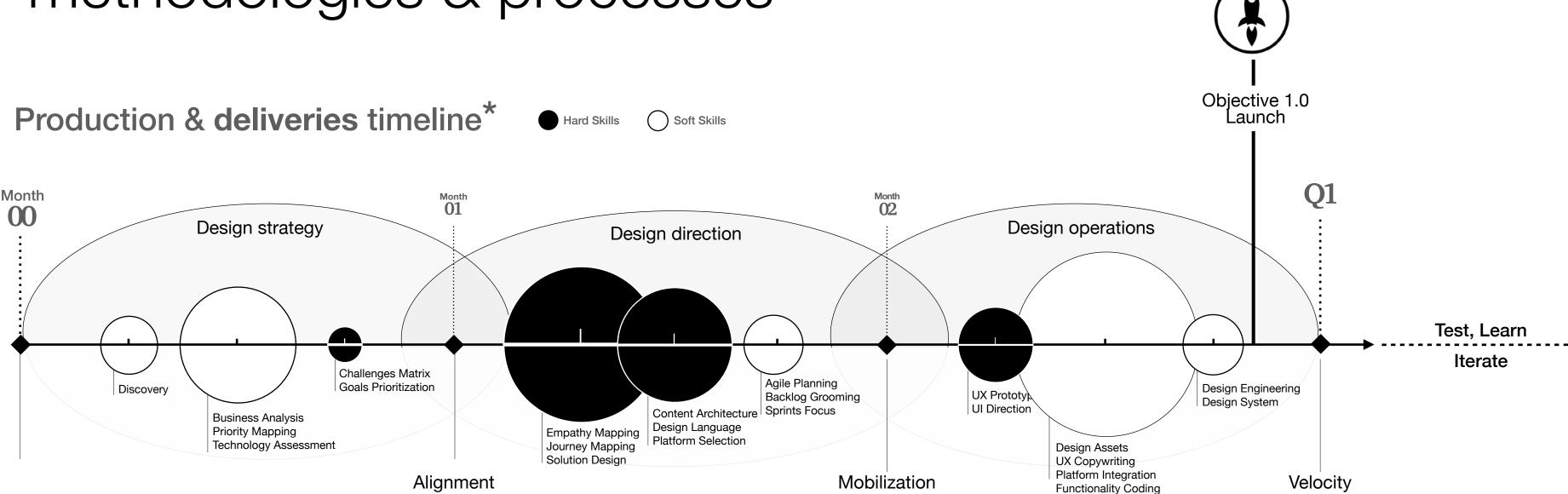


Methodologies and processes are more of guidelines and a toolbox to choose from than a rigid step-bystep procedures.

This being said, ramping up operations and skills require a progressive structure.

This timeline is an example on how I've helped establish UX Practice & Iterative **Development (Digital Transformation)** within organizations pivoting from online brochureware into the full Digitalization path of their Brand and experiences.





#### Workshops & coaching timeline\*







#### design process:.1

#### Design strategy Brand digital Vision & experiences

Strategy is Designing the right approach and establish the right path to achieve executives' desired outcomes.

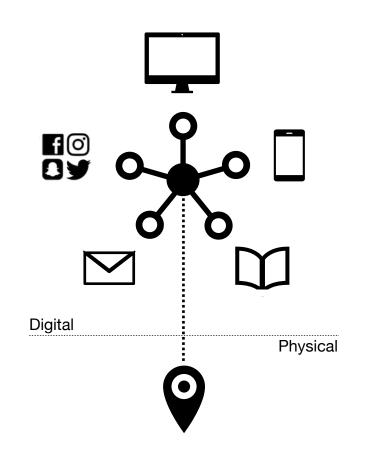
Design strategy needs to be co-created with decision makers and their broad understanding of the environment (Market), context (organization) as well as their various business constraints.

The "5 WHY" is predominant across its exercices such as: Business Analysis, Technology Assessment, Analytics, etc.

This is when the magic on how turning users into **Brand evangelists** initiates!

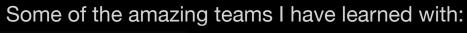


Omni-channel brand experience
Holistic, Cohesive, Complementary



You are only as strong as your weakest hyperlink - Seb



















#### design process:.2

### UX Design Direction for delightful experiences

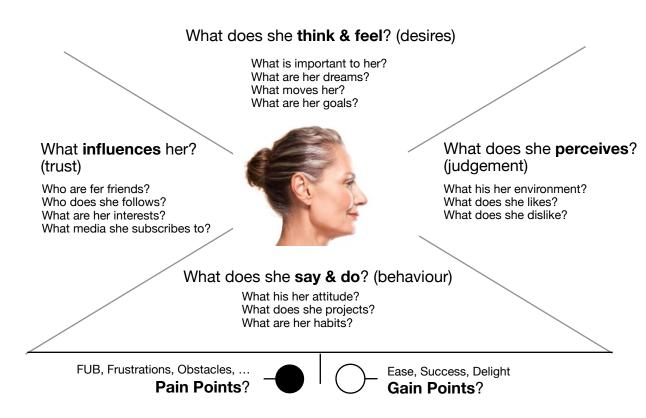
**UX Design Direction** is aligning everyone on the Design Strategy and focusses on ensuring customer delight that Brands desire when:

- Informing (ergonomics, medias, ...)
- **Telling** (storytelling, UX writing, ...)
- **Helping** (interactions, functionalities, ...)
- Inspiring (visuals, colours, motion, ...)
- Relating (conversion, conversing, ...)

**Design Direction** is not about giving instructions but rather evangelize, inspire, orient, coach, **mobilize**...

It's to co-create every potential solution focussed on current priorities, and to secure that bests ones are implemented.

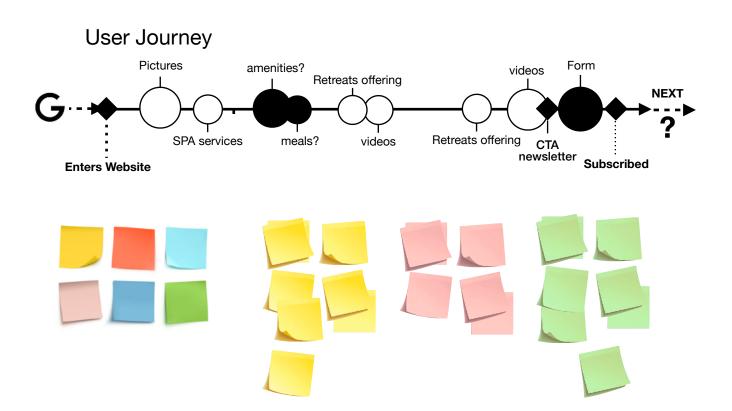




Empathize

Personas, Empathy mapping

**Design**Hypotheses







### design process:.3

### UX/UI Design Direction for emotional impact

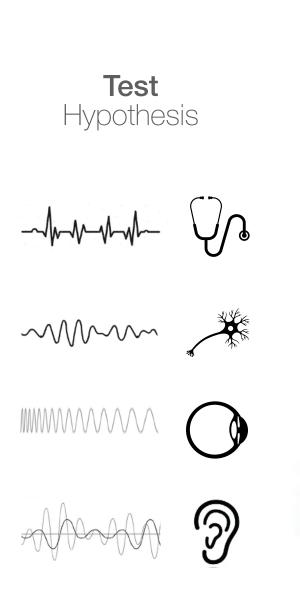
UI Direction is more than designing beautiful visual assets, it is ensuring visual harmony and effectiveness.

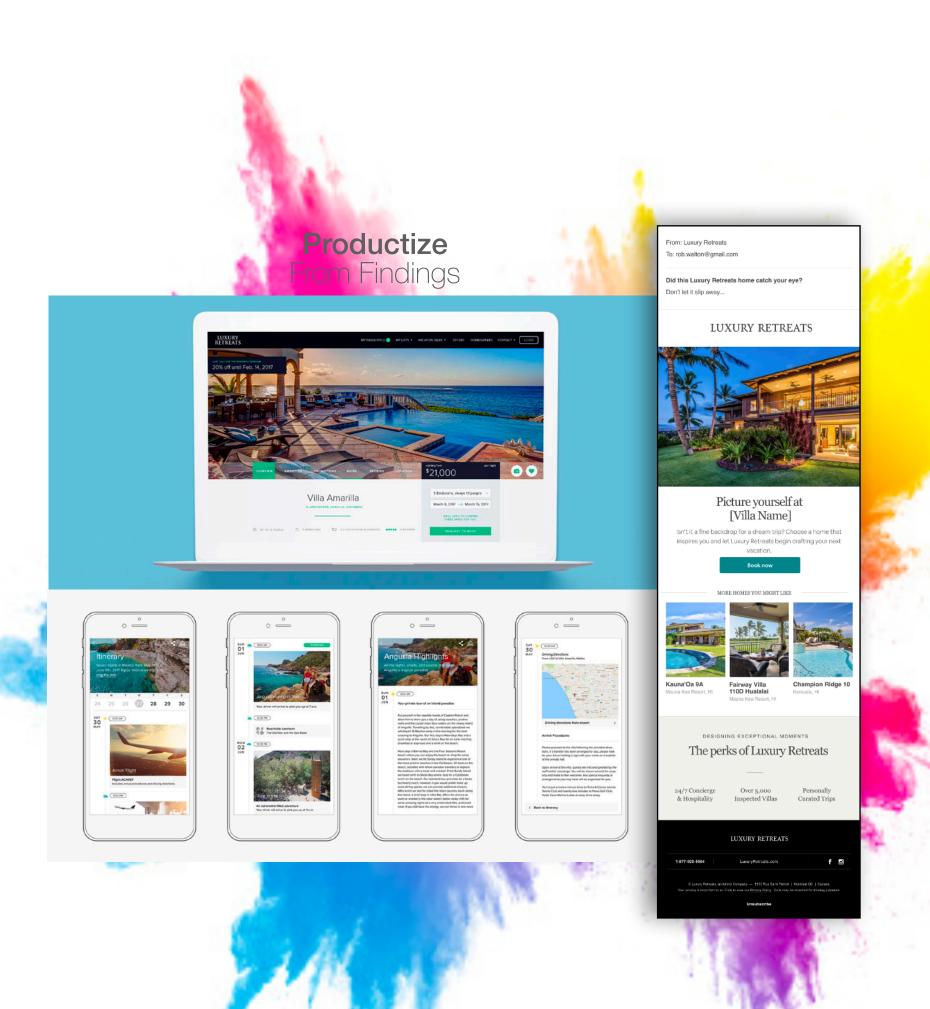
Visual strategy is about accurately communicating brand's identity and to inspire viewers with the desired emotions.

UI Direction is co-designing the visual assets inspired by the Design Language, set at Design Strategy, that are cohesive and collaborative (aka Design System).

Democratizing all assets improves drastically the velocity at Productizing.













## Digital operations & Productizing assets (Graphic Design) & COde < Development />

Operations in Digital is the fast delivery of measurable solutions to empower users' feedback loop for teams to iterate on.

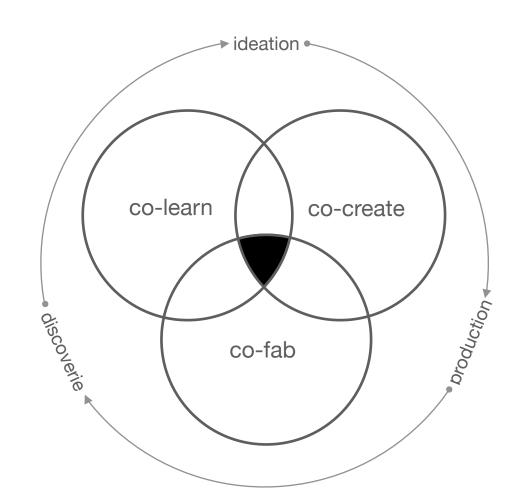
Operation Design is the orchestration of Team's dynamic with proven methodologies and technologies to maximize fun & velocity.

Selecting the proper tech & tools with the team is key to operation sustainability!

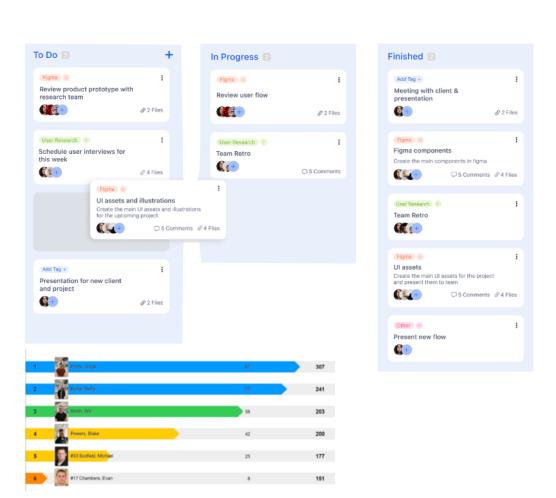
It is also ensuring that all team members have all the right information at the right time for workflow fluidity and cohesiveness.

Nurturing each other's strengths creates both personal and team fulfillment. All necessary ingredients to success...

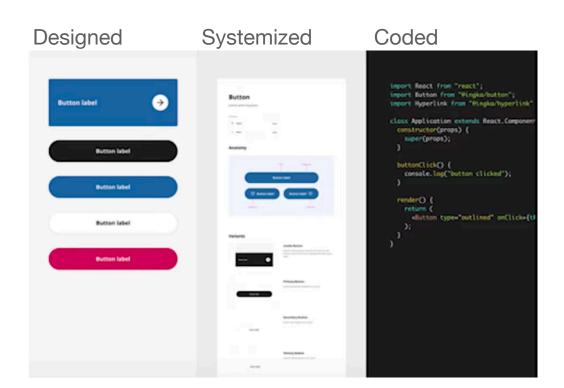
**Iterative Development** Launch, Test, Improve



**Team Synchronization** Work Gamification



**Team Collaboration** Empowerment



<sup>66</sup> Celebration creates success, success creates Celebration! "" - Seb





### Sustainability

# Design Legacy continuous improvement, lasting connections...

Design Legacy is the true impact.

To ensure continuity and cohesiveness, successful findings, artefacts and guidelines well defined.

Beyond products and team successes, seeding the empowerment with proven methods and tools is the most gratifying achievement for a UX & Design Director.

As the **impermanent** digital products continue to evolve in time, witnessing the progress of a product and of the people involved is the true reward.



