# Maximising your value as a designer

Design Matters Lagos 2023

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#### McKinsey & Company

## Partner

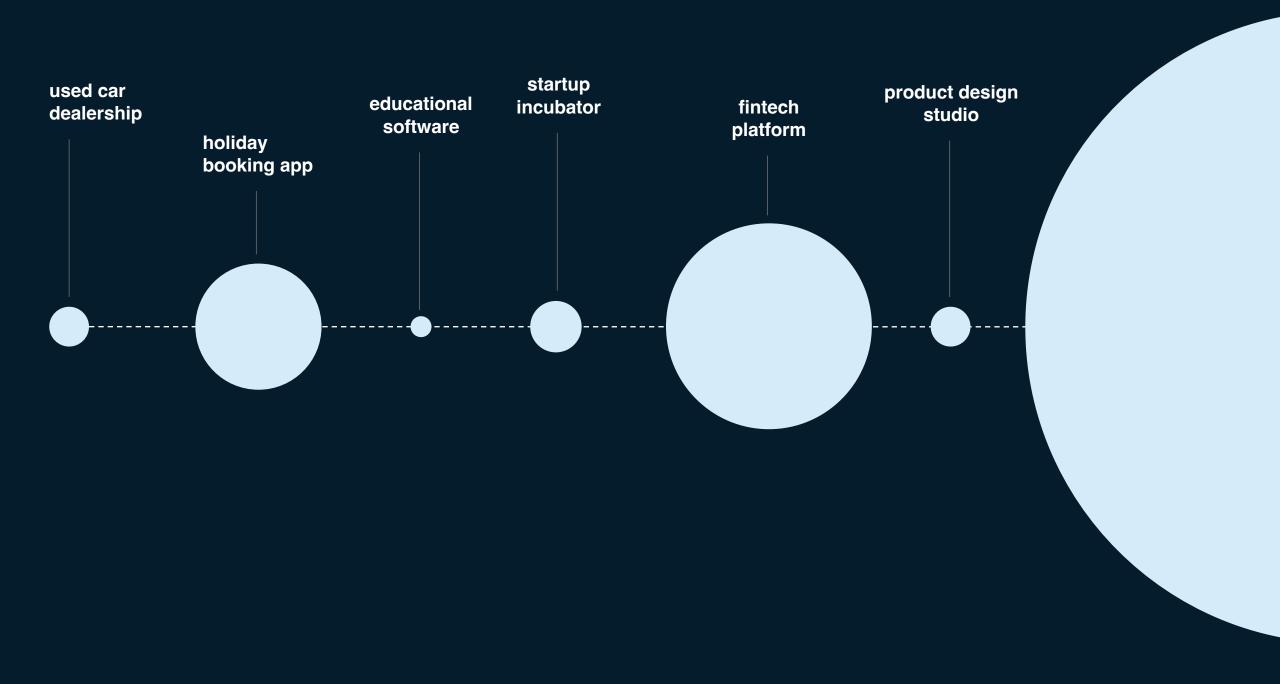
and Head of McKinsey Design Europe

## 100+ offices

and clients in (almost) every country in the world

## 400+ designers

interaction designers
service designers
user experience designers
design researchers
physical product designers
graphic designers
motion designers
illustrators

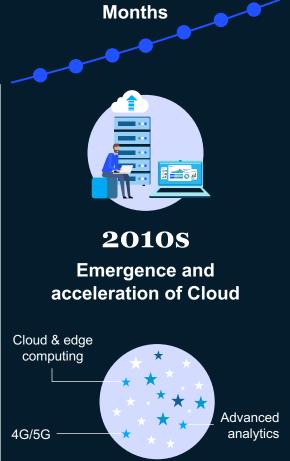




# The emergence of tech disruptions and the pace of change have accelerated over the last 10 years









GenAl

Web3.0

Weeks

# 5,200

Last year, the number of startups in Africa tripled

# 6X

faster than the global average



33,000 graphic designers 7,100 web designers

4,900 product designers

5,100 UX designers

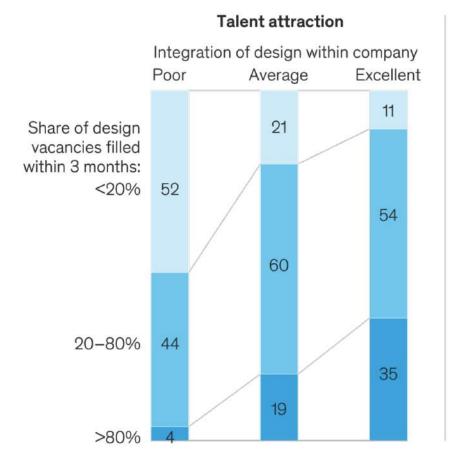
4,200 UI designers

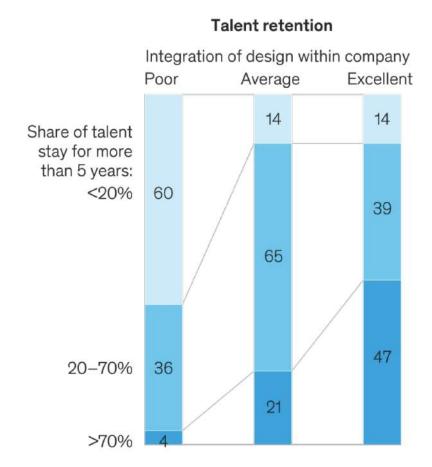
746 motion designers



# The more integrated designers are into the company, the longer they stick around

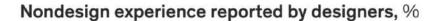
#### Cross-functional design integration vs attracting and retaining talent

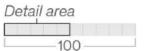




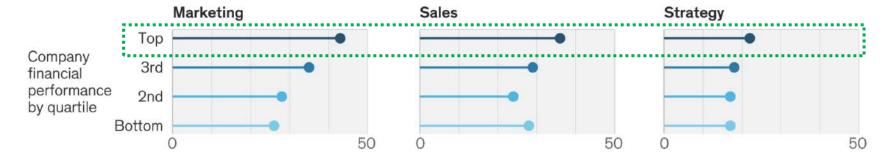
Source: BVoD More than a department survey (n = 250)

When designers learn things other than design, the whole company does better





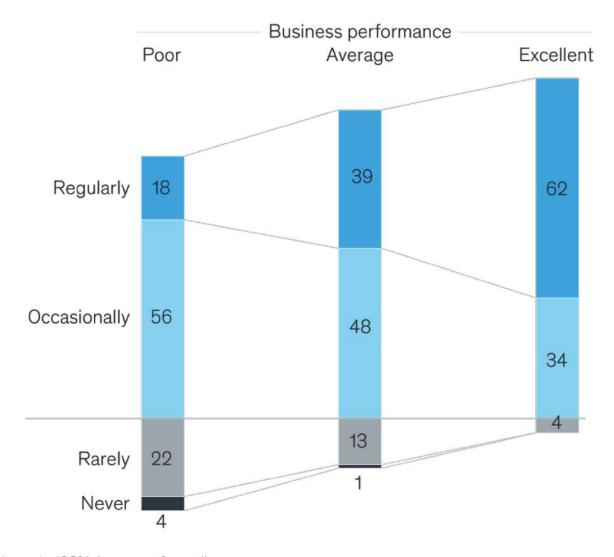




Average excess total shareholder returns. Source: BVoD More than a department survey (n = 250)

# When designers help design the business, the business does better

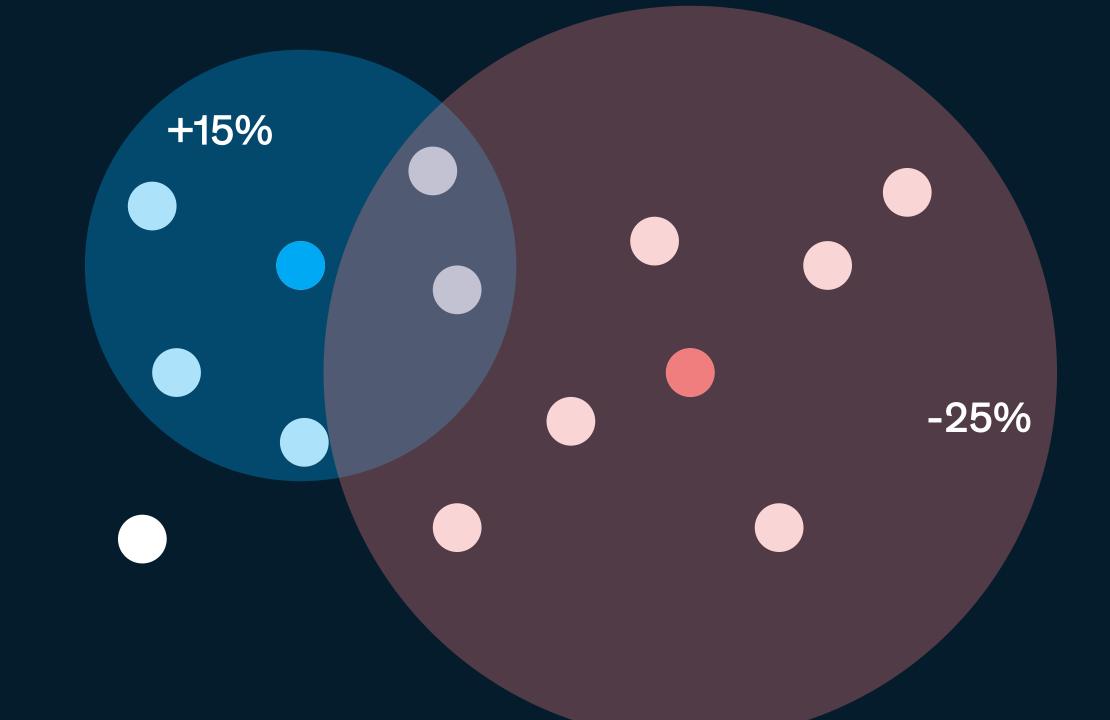
#### Frequency of designers contributing to internal processes, %



Note: Figures may not sum to 100%, because of rounding. Source: BVoD More than a department survey (n = 250)



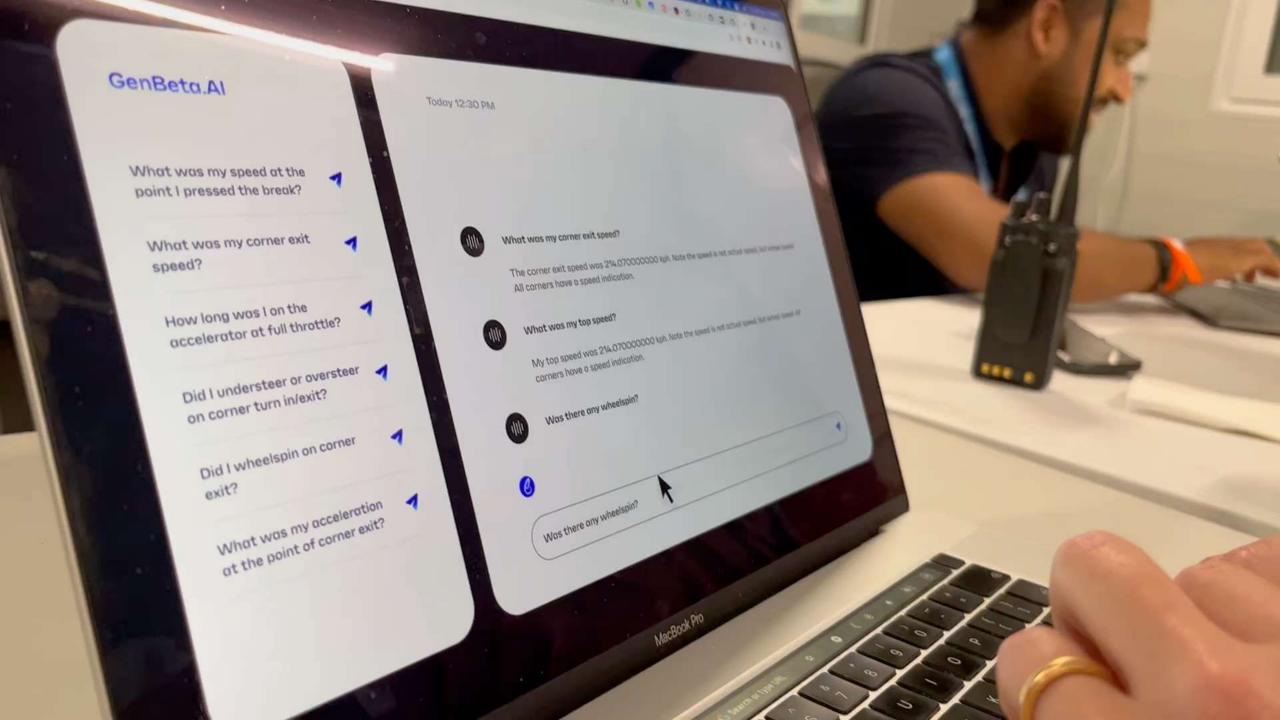






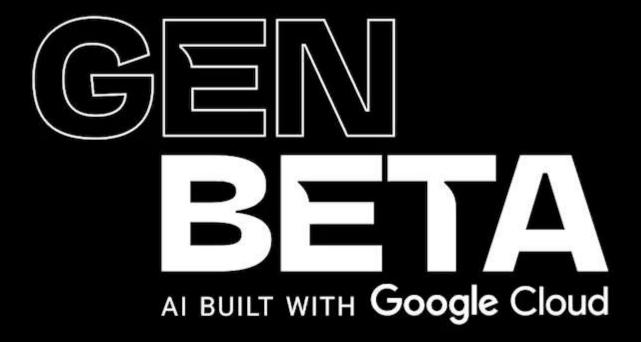










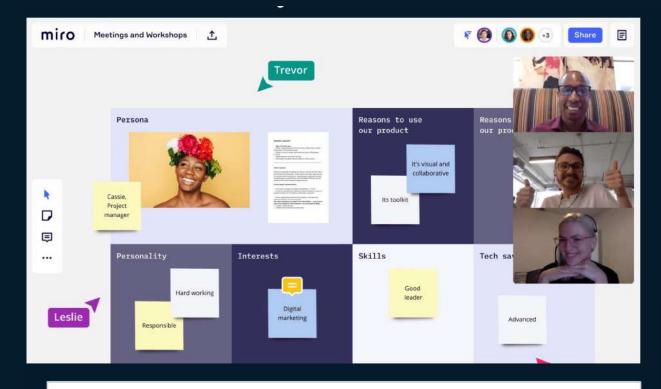


# 1/Integrate

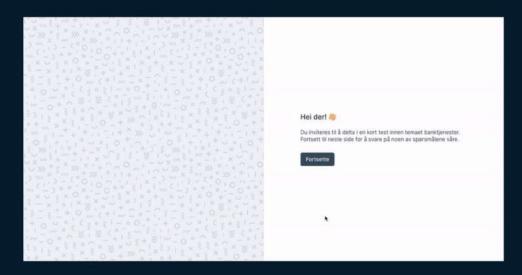


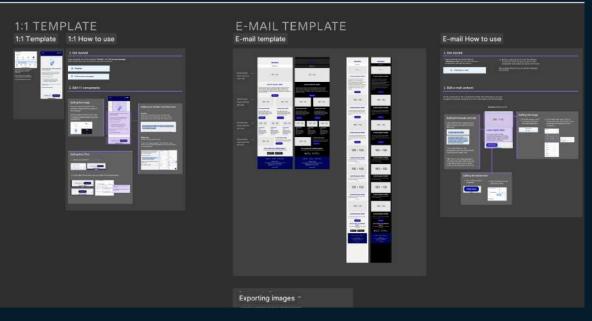


#### **Tool vitality**

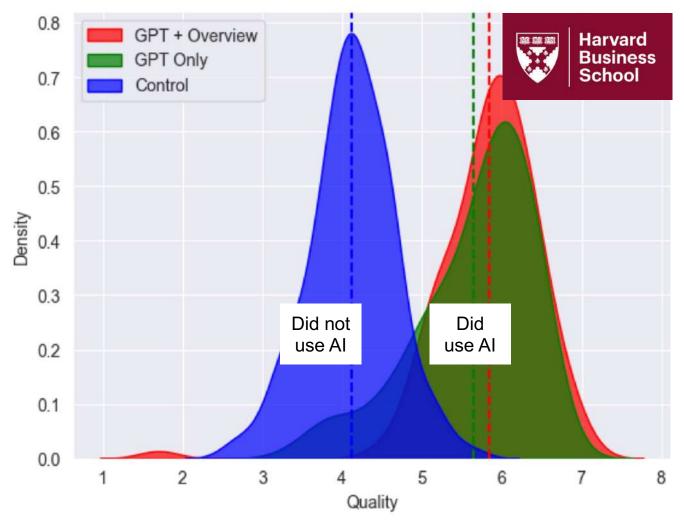


- What do I need to have in mind when preparing a workshop to improve in-app notifications for customers in their bank app?
- When preparing a workshop to improve in-app notifications for customers in their bank app,  $\Box \ \Box \ \Box \ \Box$  there are a few key things to keep in mind:
  - Objectives: Clearly define the goals and objectives of the workshop. This could be to gather feedback on current notifications, brainstorm new notification ideas, or prioritize and plan a roadmap for implementing improvements.
  - 2. Participants: Determine who should be involved in the workshop. This could include





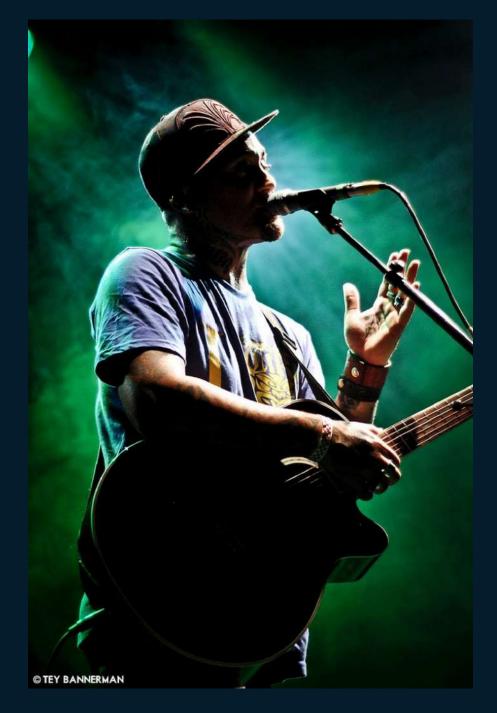
Supercharge designers in an environment where everyone can move with confidence



Sep 2023: All powers higher quality knowledge work that is easier to do and faster.

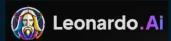
















Principles:

Certainly! Here's an assessment of the provided screen based on the 12 Visual Design

6



Ŝ}	chi	me	?
	ve a tip t		
<b>5%</b> \$0.87	<b>10%</b> \$1.75	<b>15%</b> \$2.62	No tip
Whether	SpotMe eligib	ility or limit	
	SpotMe eligib	ility or limit	
Checkin	SpotMe eligib	ility or limit	
Checkin	g Accour  898  deposit	ility or limit	s
Checkin  Solution  Check 9:02am  Gas St Yesterda	g Accour  98 deposit ation Up transfer	ility or limit	+\$826.43

Visual Design Principle	Issues	Opportunities
1. Size and Scale	All elements appear well-scaled for mobile, "Leave a tip for SpotMe" might overshadow primary account details.	- Reduce the prominence of the tip prompt or make it collapsible to give primary focus to account details.
2. Color Contrast	- Green and white have good contrast, but	- Use a darker shade for light

- The "Leave a tip for SpotMe" prompt has

attention away from main account details.

a lot of emphasis, potentially drawing

However, some elements might be too

- Icon styles and button designs are

consistent, providing a sense of cohesion.

Overall good use, but the space between

transaction details could be increased for

- Typography is clear and legible.

bold compared to others.

t gray

ally.

be

Imagine you are a UI expert focused on usability and design direction. Please use the 12 Visual Design principles to assess the following screen. For each principle, please detail issues and opportunities. Place into a table format

4. Emphasis

5. Balanced

Typography

6. Repetition

7. White/Negative

Spacing

better clarity. - Use color or size variation to ensure primary account details remain the main focus. - Ensure a consistent typography hierarchy to guide user attention effectively. - Maintain this consistency

throughout the app for a unified

- Adjust spacing between

transactions for better

user experience.

gray text to ensure readability.

- Refine vertical alignment

between icons and text for

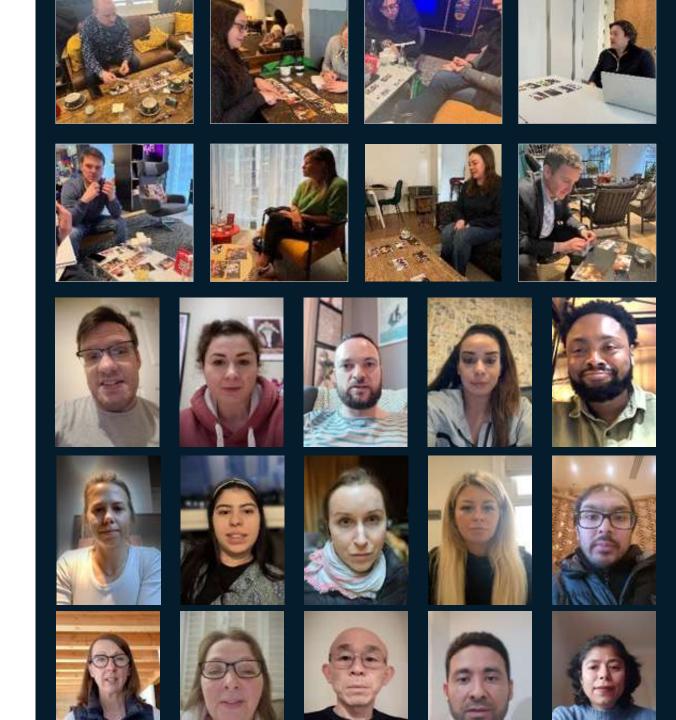


In partnership with a beverage client, we designed a portfolio of innovative sake products and experiences aimed at capturing greater share of the UK market and fueling exponential growth in sake exports



#### Customer research was augmented by GenAl, helping distil insights and identify themes

- The Japanese writing on the bottle is still important... it's iconic, it tells me it's sake. I'd like a visual cue of the taste I should be expecting cherry blossoms for a floral taste
- It would be great to get something fast, easy, bubbly...fun, interesting flavors...just something I can relax with after a busy day with the children
- I feel like I know something my clients don't. To be able to introduce them to sake, tell a cool story about it...something like a digestif after a business dinner...
- If I see another table with a beautiful embossed bottle on the table, little ceramic sake cups...it'll make me want to try it
- I love how they present cocktails these days. Super cool presentation, something that marries old and new... that's what I think of with a sake cocktail



# Prompts of <u>products</u> in customer language generated previously unimagined product concepts











3

# Prompts of <u>experiences</u> in customer language generated bespoke experiences and occasions



Sake tasting at a fusion restaurant



Collectible, limited edition flasks



Sake pairing at fine-dining restaurants



Flavored sake shots at a bar

Generated using Midjourney

Speed

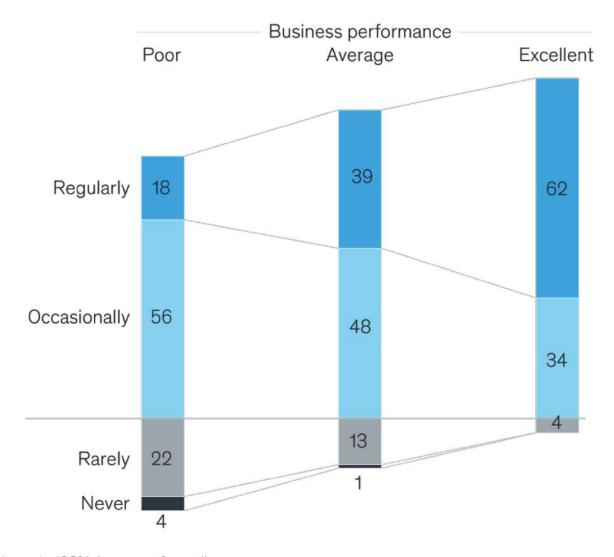
Scale

# 2/Learn new things

## 3/Build the business

# When designers help design the business, the business does better

#### Frequency of designers contributing to internal processes, %



Note: Figures may not sum to 100%, because of rounding. Source: BVoD More than a department survey (n = 250)





# How the role of design is typically perceived...



UX and UI: Getting user interfaces, visuals, and the underlying user research right



#### How designers can actually contribute...



UX and UI: Getting user interfaces, visuals, and the underlying user research right



Adoption and growth: How are we positioning ourselves to our target market, and continuously iterating and improving?



Legal, HR, and finance: What problems do our internal functions face? How can we help them be more effective?



**Technology and data:** Do we have suitable tech and data to solve the evolving needs of our business



**Strategy:** Is there alignment between our objectives and the needs of our customers and employees? Which real human problem are we trying to solve?

## 3/Build the business

# What should you demand from yourself and those around you?



## Psychological safety

Fail-fast mindset and openness to learn from errors

Risk-taking in the pursuit of innovative problem-solving is permitted and protected



### Continuous improvement culture

Desire to experiment continuously to find new solutions

Continuous value delivery based on quick feedback

Culture of individual and team achievements recognition



### Collaboration and Knowledge sharing

Building strong communities of practice through regular meetups on specific topics, mentorship, sponsorship, etc.

Close engagement with the customer through demos and research

