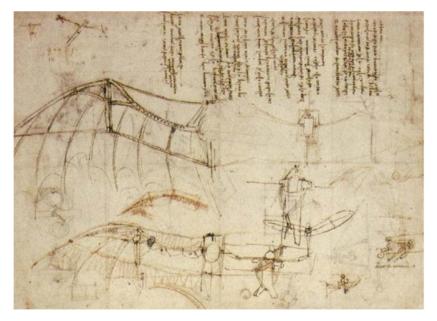


INNOVATION AND INVENTION

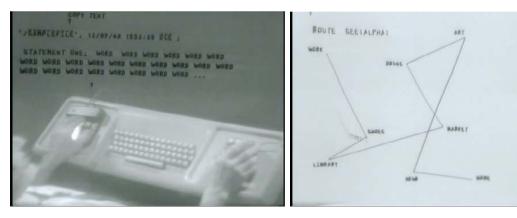


Leonardo da Vinci | 1506



Otto Lilienthal | 1895

EXAMPLES FOR INNOVATIONS



The GUI Engelbart et al. | 1968





iDrive BMW | 2001





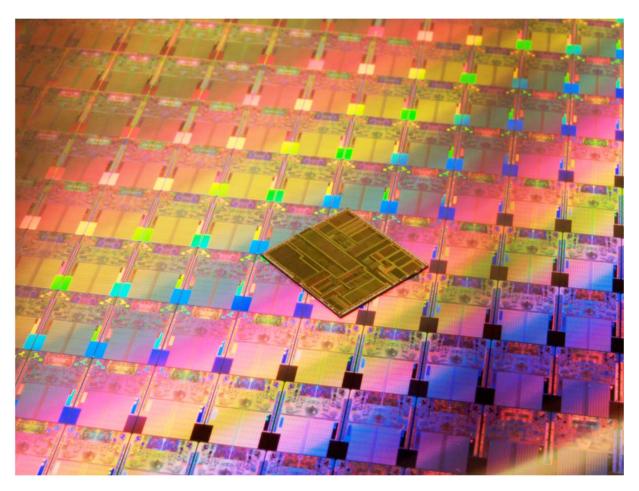
iTunes Apple | 2001

"Companies must become more innovative if they want to remain competitive."



Prof. Dr. Hasso Plattner Cofounder and Chairman of the Supervisory Board of SAP

WHY INNOVATION?



A USER DRIVEN INNOVATION

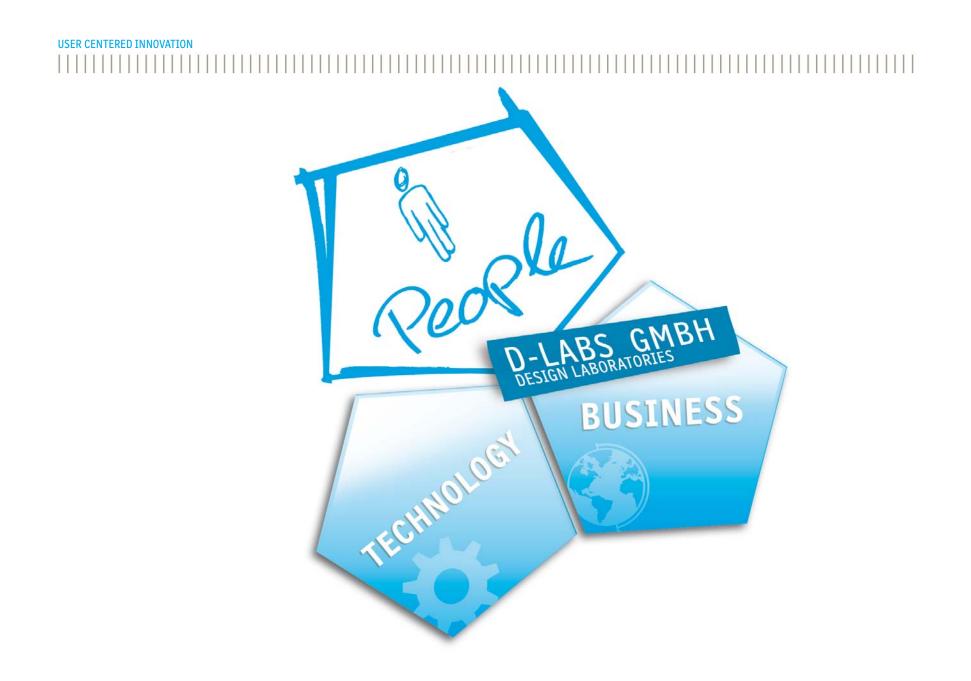




Palm Pilot US Robotics | 1996

USER NEEDS AS A DRIVER FOR INNOVATION





USER RESEARCH

Team

- Psychology
- Sociology

Expertise

- Development of surveys and analyses
- Preparation, realization and analysis of qualitative und quantitative studies
- Development of use cases and personas
- Validation and evaluation of prototypes and end products



INTERACTION DESIGN

Team

- Interaction Designer
- Product and communication design, interface design, media information technology

Expertise

- Development of interaction design concepts for software solutions
- From Wireframe design to graphical interface specification
- Development of design guidelines including graphical user interface templates und interaction patterns



PROTOTYPE DEVELOPMENT

Team

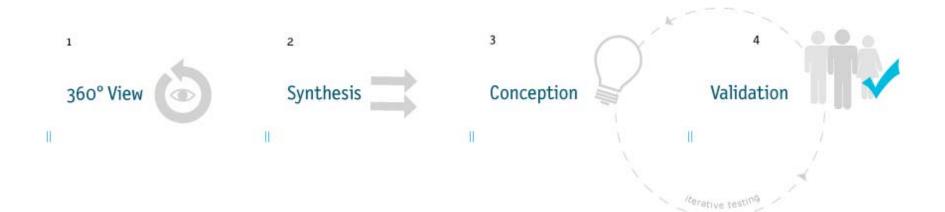
- Software engineering
- Media information technology
- Information management

Expertise

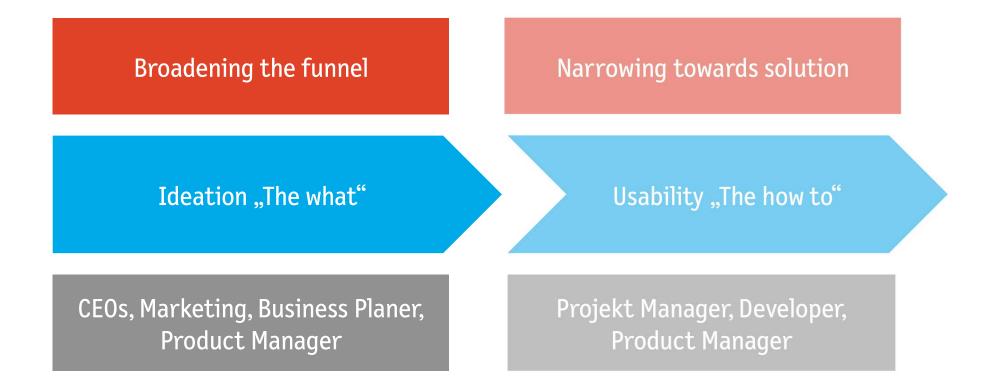
- Conceptual design and implementation of functional prototypes
- Translation of visual designs e.g. storyboards, wireframes und mock-ups in technical specifications and functional prototypes



DESIGN LED INNOVATION



FROM INNOVATION TO PRODUCTION



USER CENTERED INNOVATION		

GET TO KNOW THE USERS





GET TO KNOW THE ENVIRONMENT



GET TO KNOW THE ENVIRONMENT



COLLECT ARTEFACTS



COLLECT ARTEFACTS







MYSTERY SHOPPING



ANALOGY STUDY

Hi Level Analogies			
e.g. In what other domains is this			
idea incorporated			

Mid Level Analogies e.g. Where else are similar outcomes used

Low Level Analogies e.g. What other products and services deal with the same process

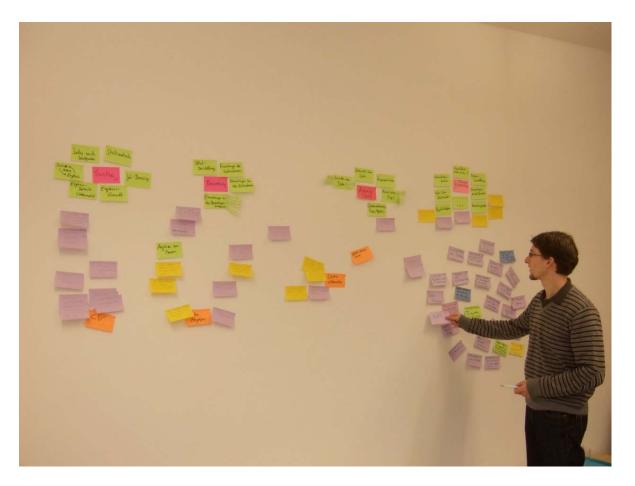
steps

Analogies that can be transfered to our domain

STORY TELLING



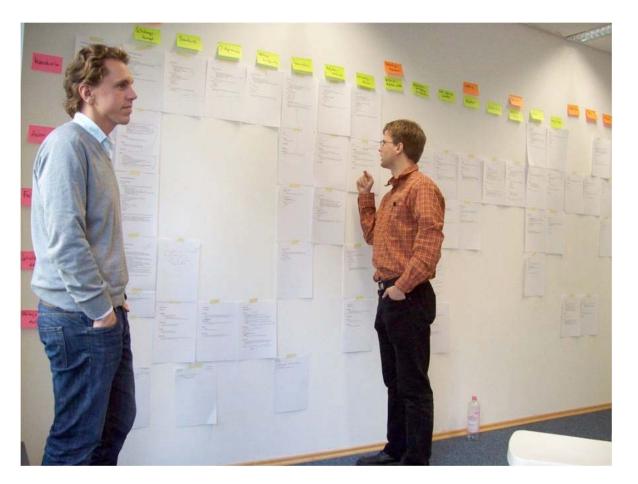
STORY TELLING



BRAINSTORM



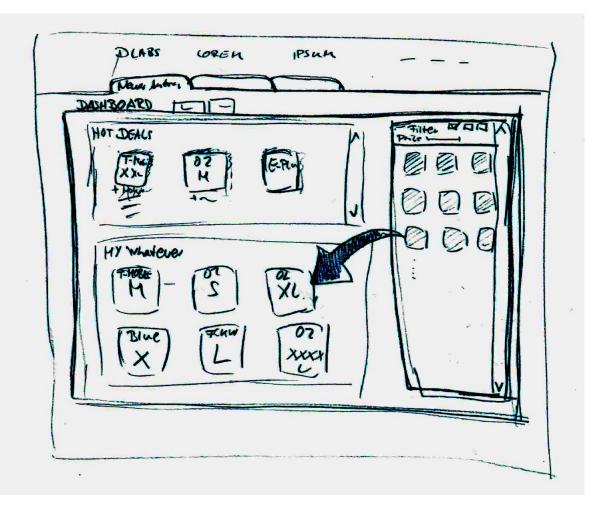
BRAINSTORM



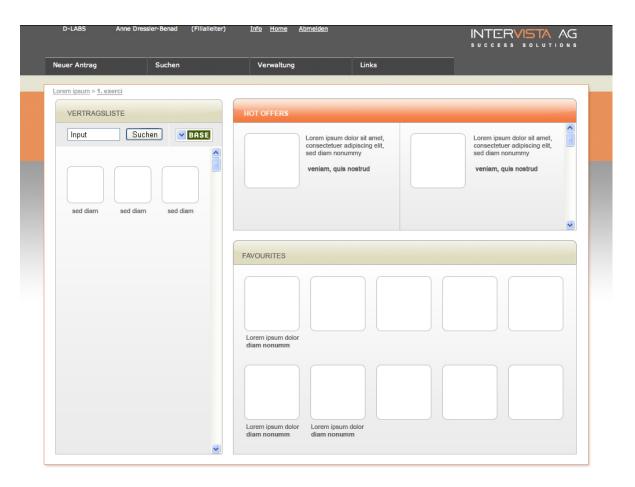
SKETCH



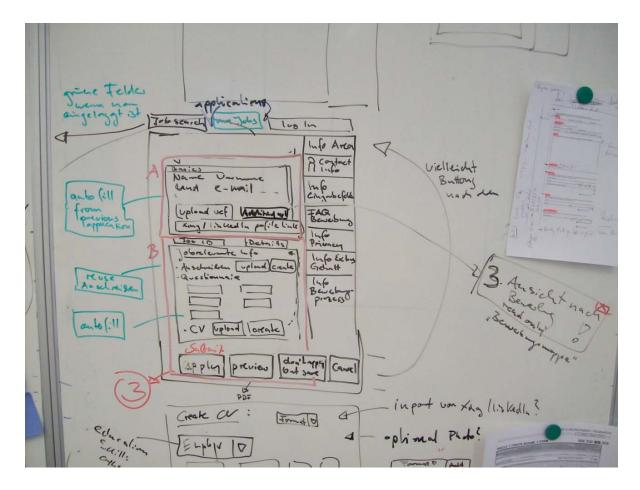
SKETCH



SKETCH



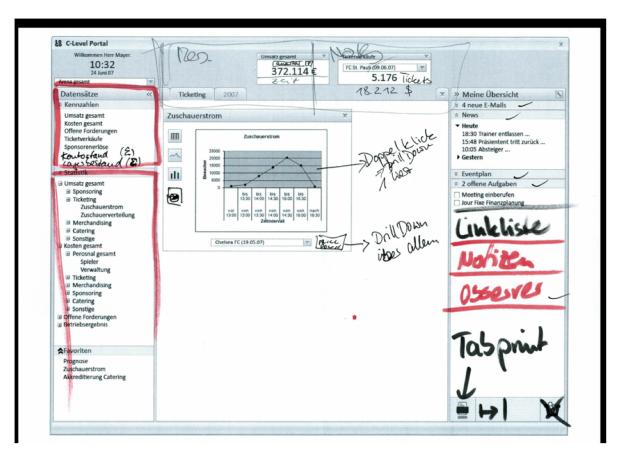
SKETCH



SKETCH



NARROW DOWN!



FUTURE OUTLOOK

