

5<sup>th</sup>

11

39%

70+

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11 phones per second

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39% market share

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5<sup>th</sup> most valuable brand

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70+ language supported tires & toilet paper

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11 phones per second

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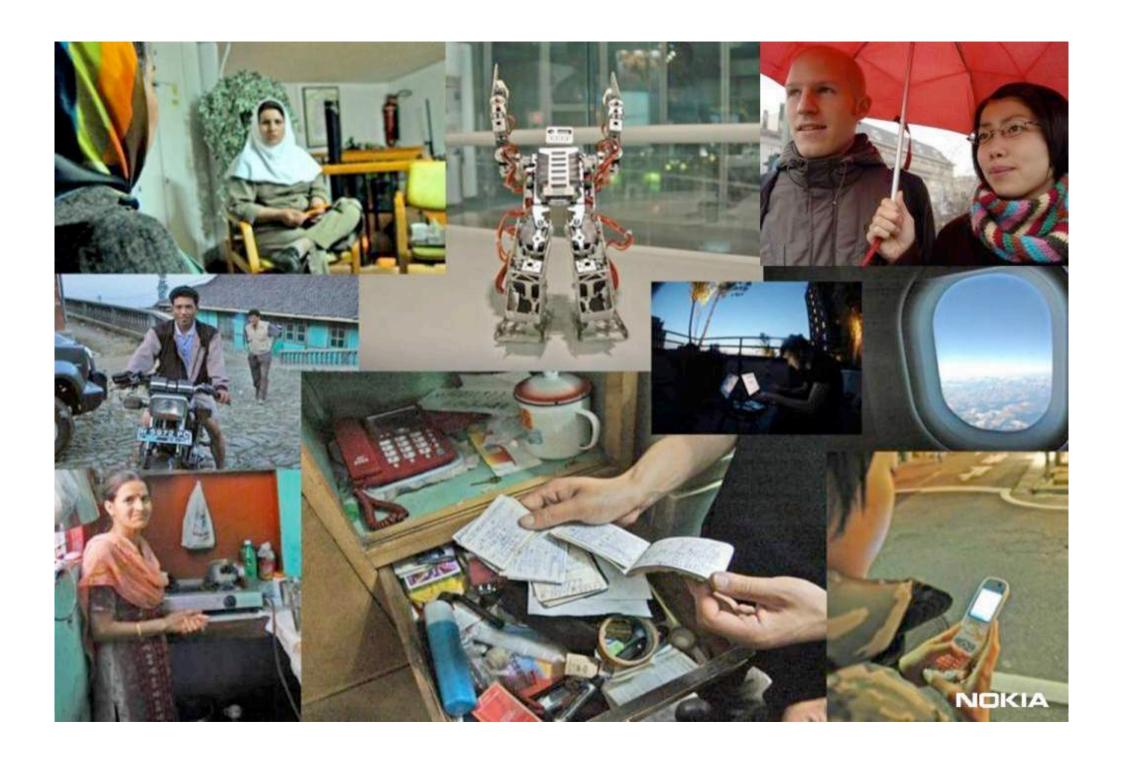
ui design > ux design research web > mobile uk > japan



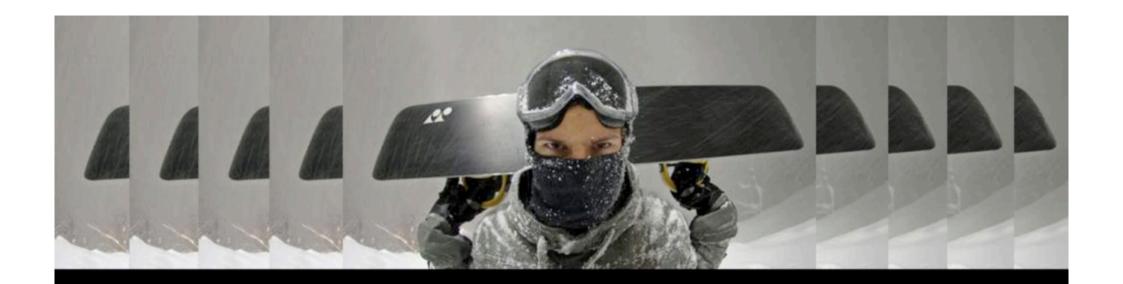
# tokyo design studio

global brief, specialists in asia pacific tracking tech trends inspire and inform the design process challenge current thinking

### user centered design







# starting questions

who are you? how can you prove it?

how do illiterate people manage their contact information?

what do you carry where? why?



# typical projects

scoping studies carrying behaviours; identity; the future of urban spaces; way finding; understanding feminine inspiration

targeted at a particular technology or service: mobile television early adopters in South Korea; the social acceptability of near to eye displays in public spaces in NYC and Tokyo; WIFI use on commuter trains



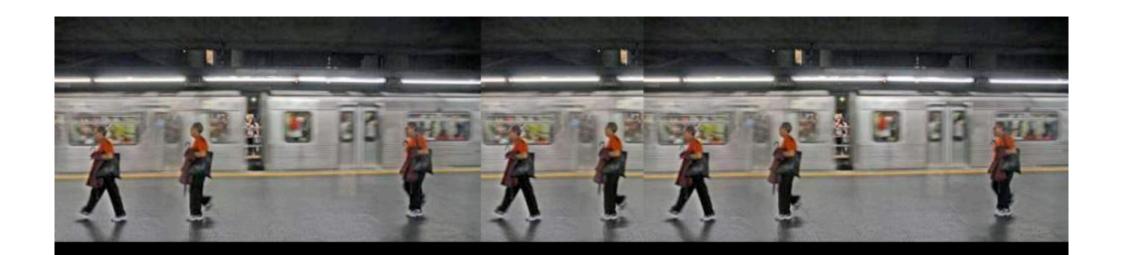
### deliverables

user experience reports
physical & software prototypes
briefings, workshops, training
knowledge bank
IP, PR



# illiteracy

1 month to understand what it would take to design a phone for illiterate people > an indian subcontractor willing to put in a weekend of her time > piquing sufficient to commit more funds... 4 years of research



### social acceptability of tech x

3 weeks, intern + actors to collect data, testing near to eye displays in 6 contexts in Tokyo: commuting subway, taxi, home, hotel, cafe & park. What are the factors affecting the use?



### the future of urban spaces

6 months; to run 3 full field studies, with months to prepare; 2 weeks in the field; bringing together teams of 20 people: Nokia + local translators, guides, experts, creatives, street survey teams, running 6 different types of data gathering exercises



# methods









### co-creation/participatory design



EIGCTOR'S ADVICE FOR THE HEALTH OF YOURSELF AND OTHERS. 医生忠告: 为了您和他人的健康, 请勿随地吐痰: signs

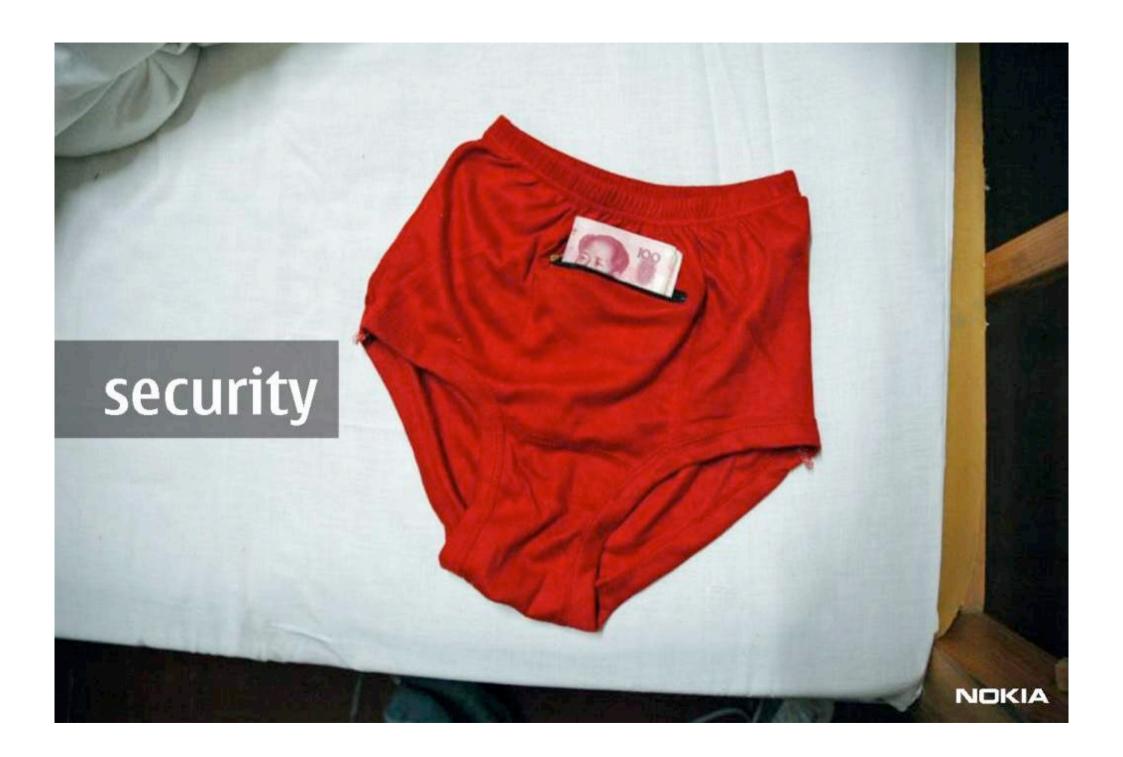






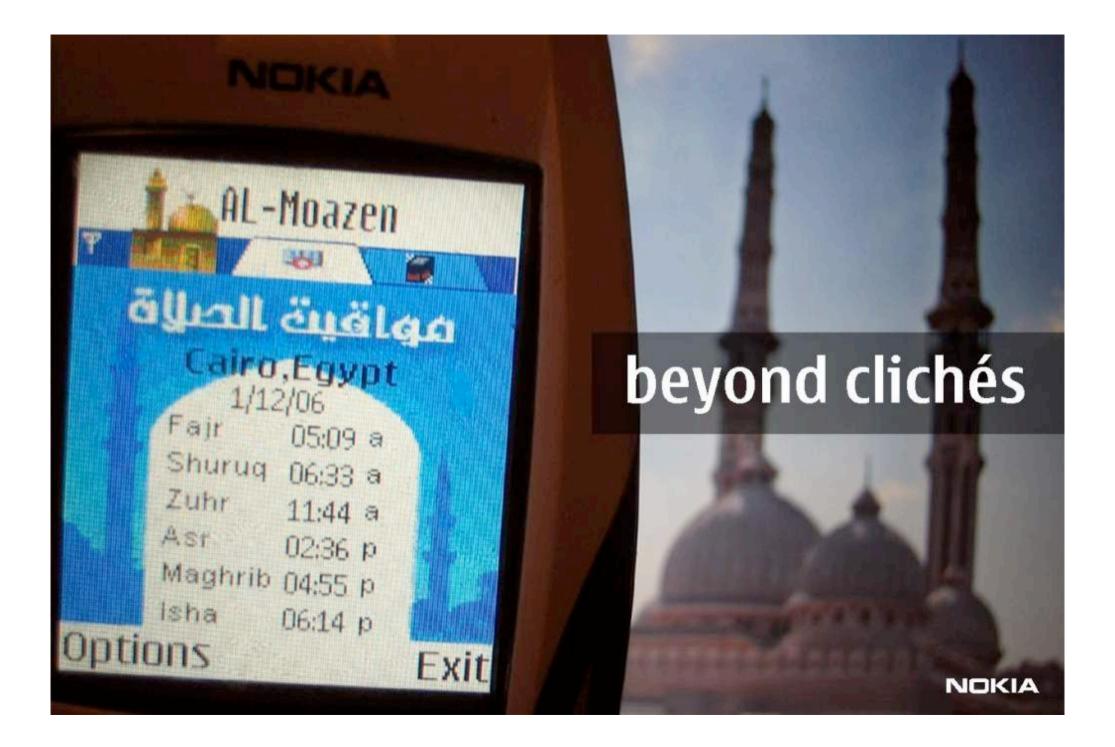








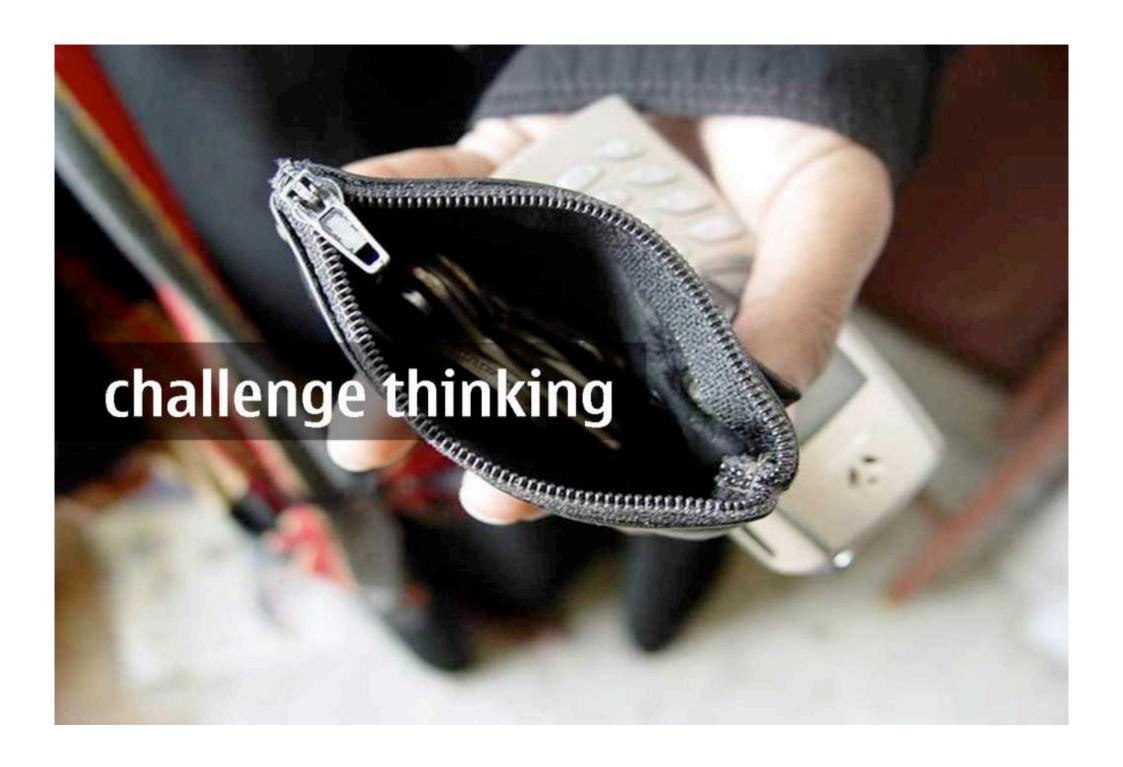




### what?









## challenges





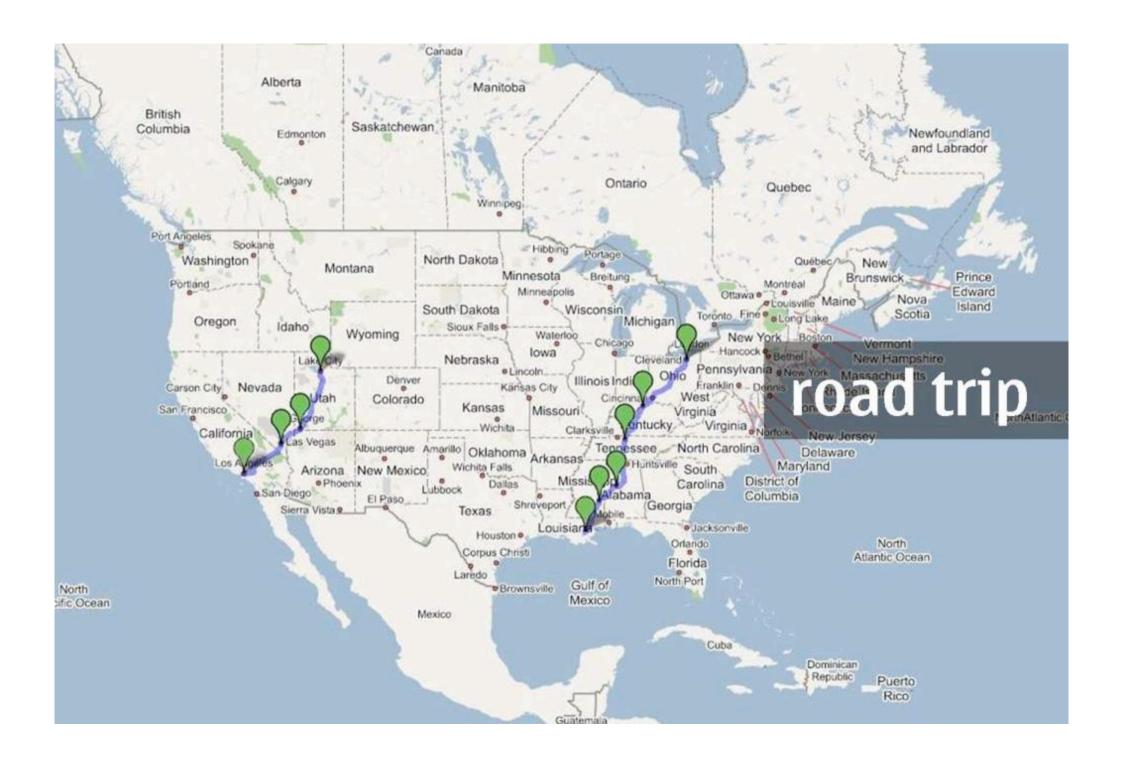


## " tour bus ethnography "

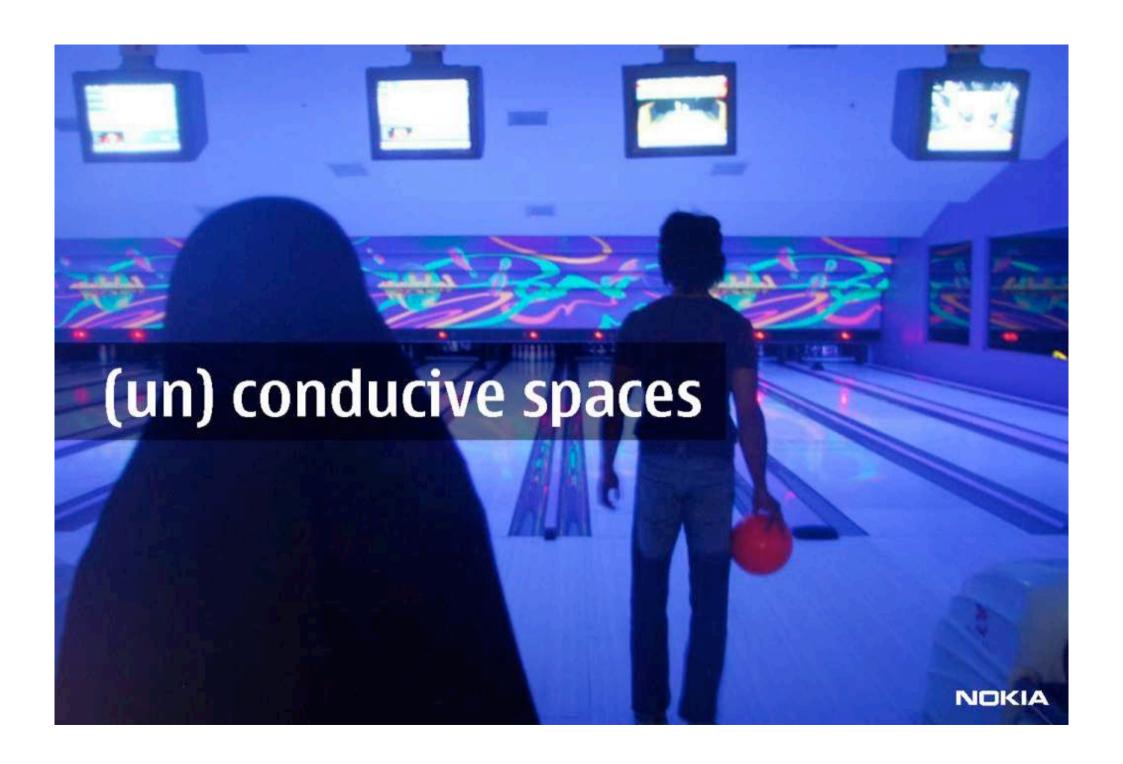
how long is long enough?

what do you expect to learn from 3 days/weeks/months/years in the field?

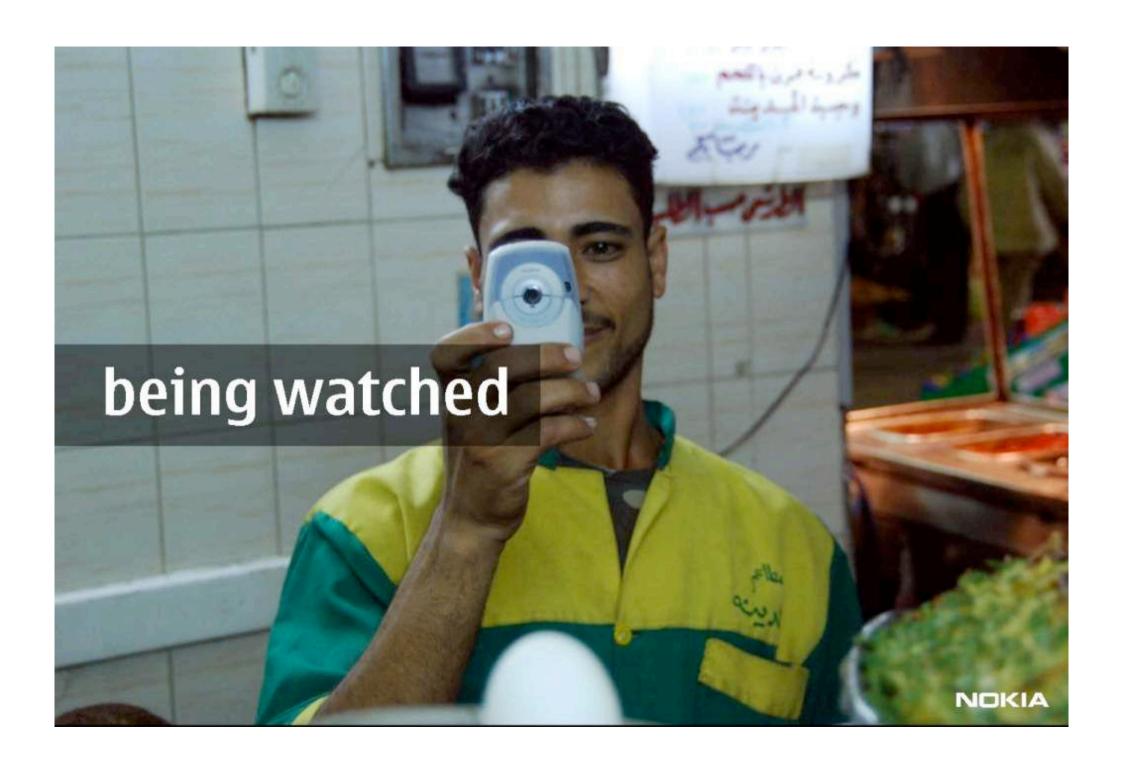
what does it take to function effectively in your organisation?











## three things that work

1. make your colleagues smarter

## 2. know who you are

there are no rules understand & communicate boundaries of the research utilize the resources at your disposal

