



Scaling UX Beyond the Size of Your Team

Abbey Smalley & Sylas Souza Product Design Directors at Target Sept 3 2020





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Product Design Director
Supply Chain, In-Store Team Members
and Data Science



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Product Design Director

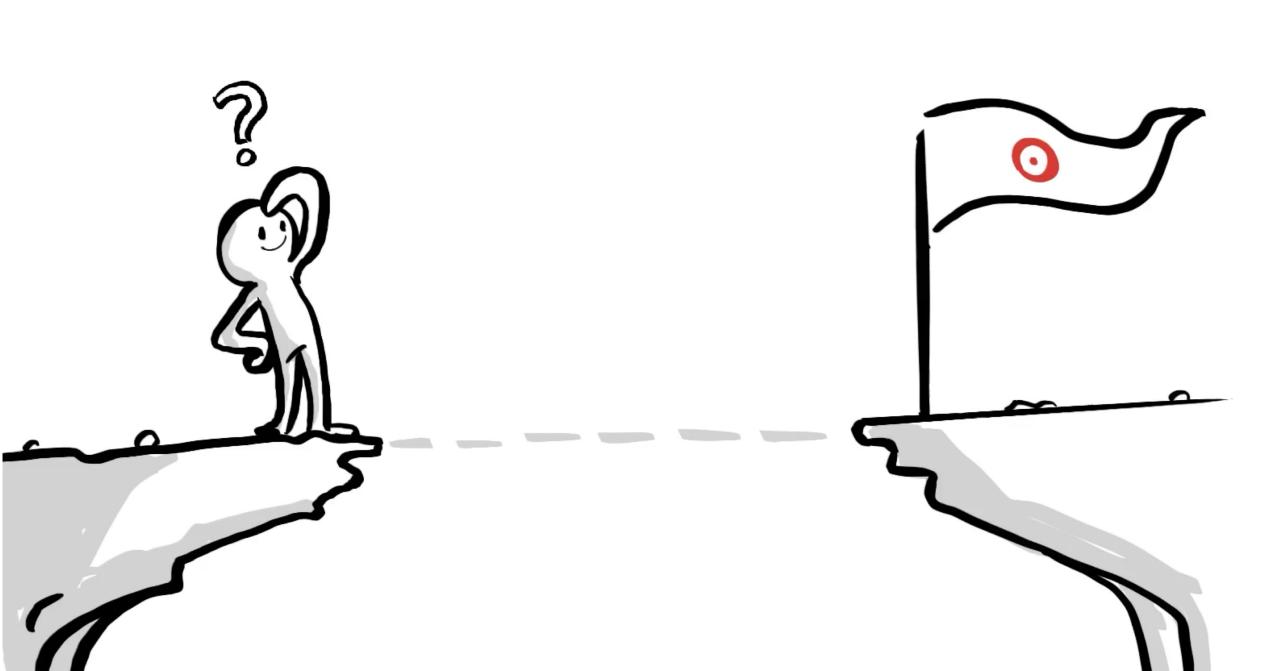
Merchandising, Design Systems and

Service Design

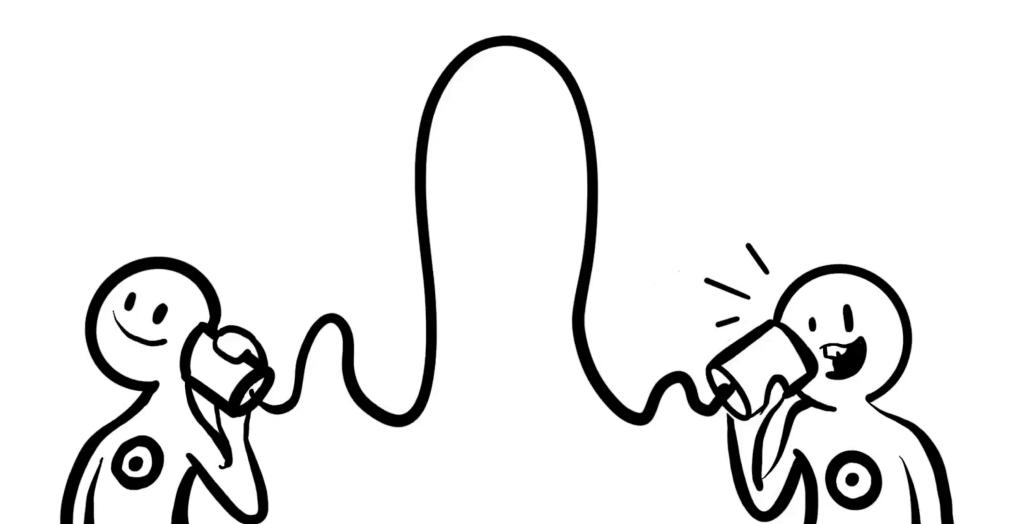




Scaling UX for Internal Tools



Lesson 1 Think Like a Designer



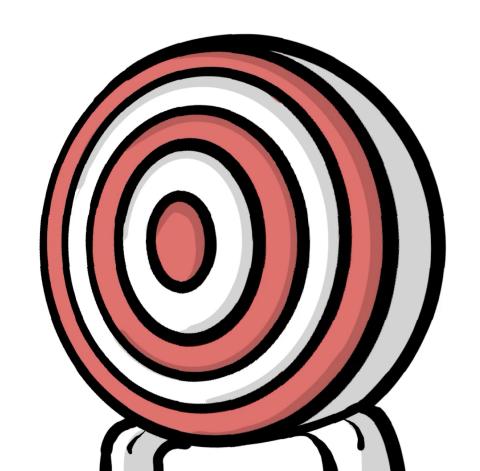


Think Like a Designer

Learn what matters to your partners and connect your (user centered) goals to what they care about.

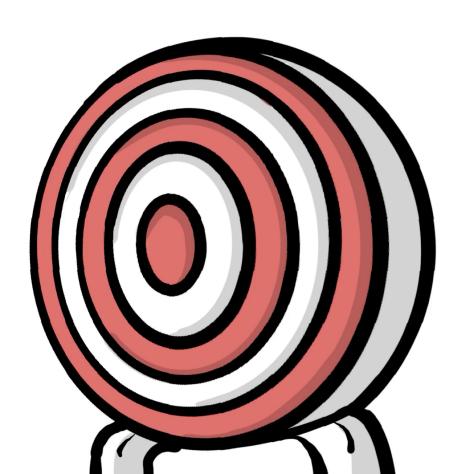
If you don't know what their goals are, ask with curiosity.







Progress not Perfection





Product Design Advocate Training

- 5 How to Leverage Design Systems
- 4 How to Improve Accessibility
- How to Conduct User Interviews and prioritize themed learnings into actions
- How to sketch ideas for alignment and create wireframes and prototypes
- **Measuring Usability**



Progress not Perfection

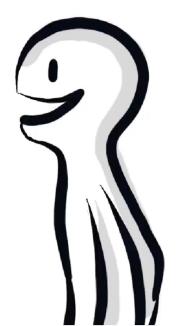
Don't be afraid to start small to get things moving in the right direction

Meet teams where they are at while making plans for what's next

Don't wait for 100% confidence to get moving









Give to Get

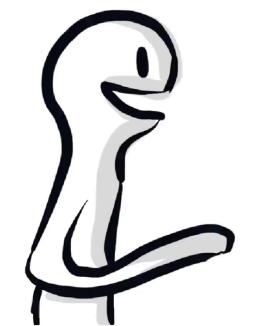






Give to Get

Time

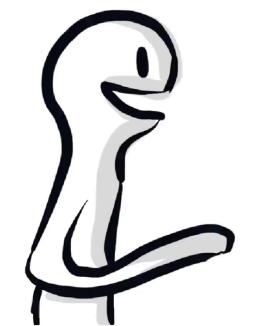






Give to Get

Trust

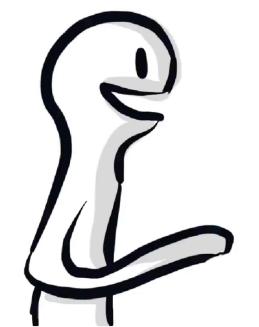






Give to Get

Influence







Give to Get

Be willing to be influenced if you hope to also be able to influence others



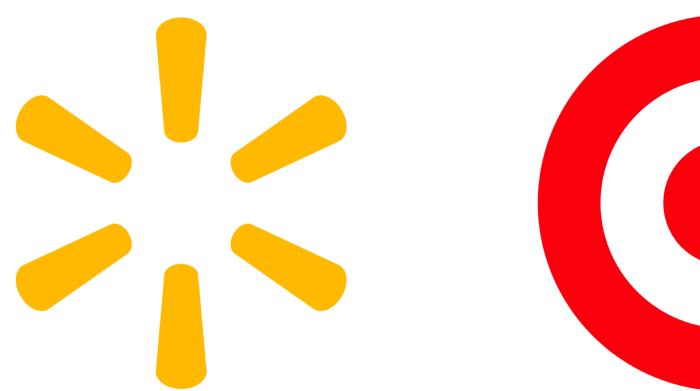




Scaling our Design System

Design Systems

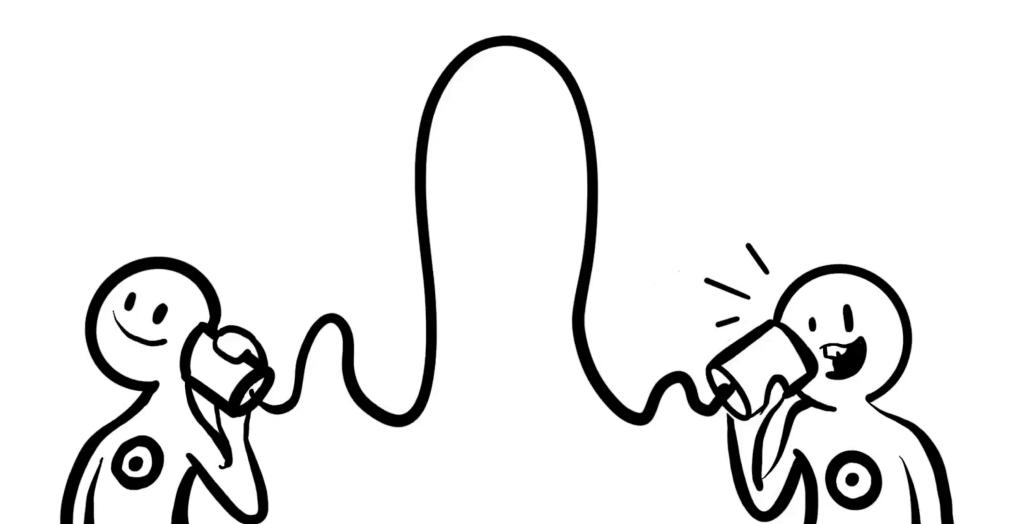








Lesson 1 Think Like a Designer





What is the level of maturity of design in your organization?



Design Ladder

4

Design as strategy

Design is a key strategic element in the business model

3

Design as process

Design is organically integrated with the development process

2

Design as style

Design is used exclusively to give form or style

Non-design

Design not applied systematically

Danish Design Centre

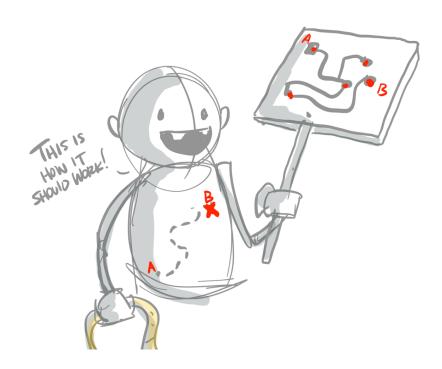
Inconsistency Miscommunication Different Frameworks



Who are you designing for?



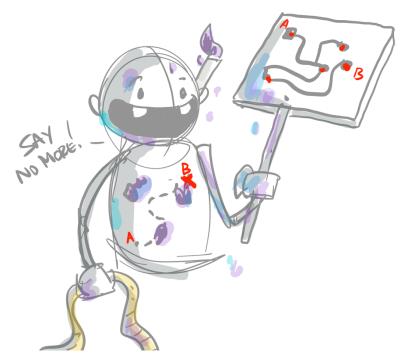
Design Personas



The Architect

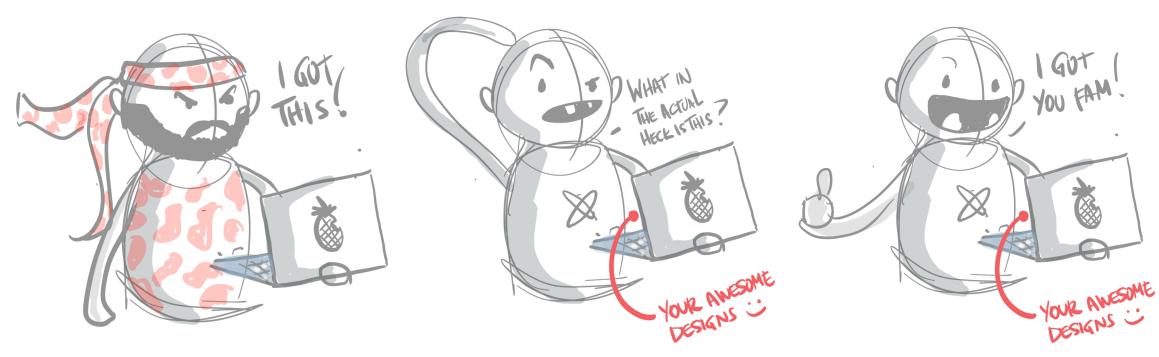


The Visual Designer



The Generalist

Engineering Personas



The Unsupported **Developer**

The Novice Developer

The UX Friendly Developer

Think Like a Designer

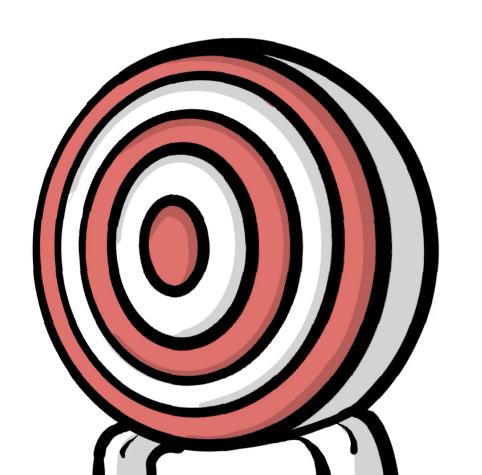
Seek to understand where your org/company is

Have assumptions, validate them and look for opportunities that will have the most impact first

Understand those who you will be designing for

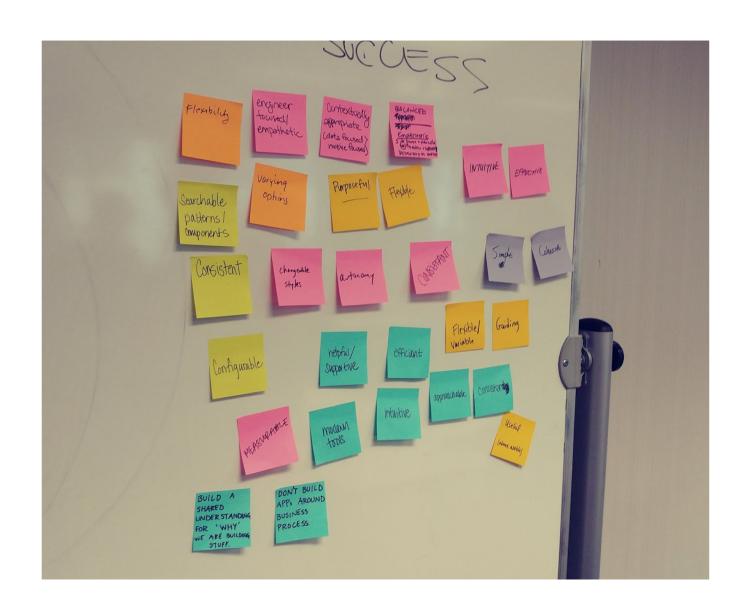


Lesson 2 Progress not Perfection





Design Principles

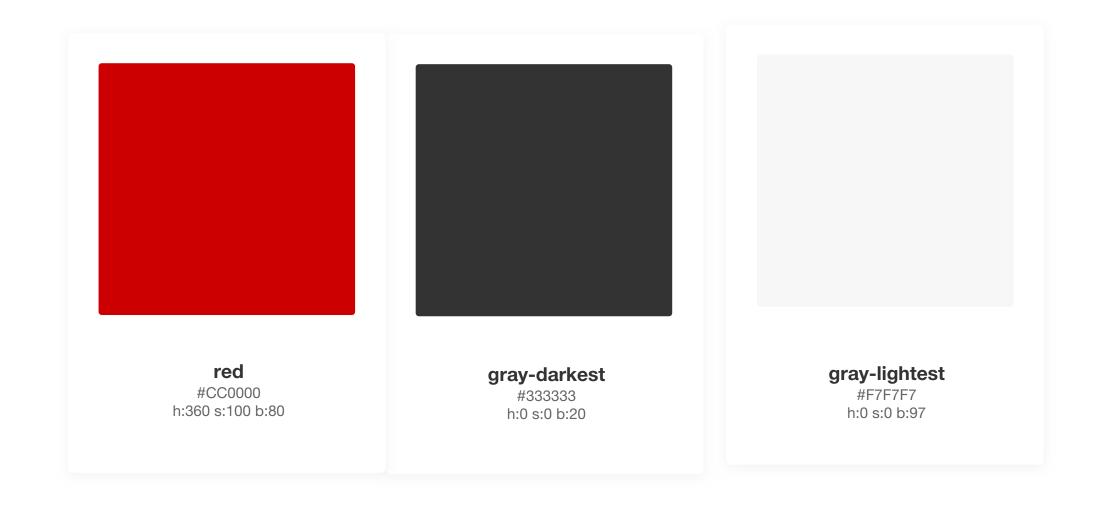




Consistent Intuitive Configurable Accessible



Meet where they are



Guest Facing

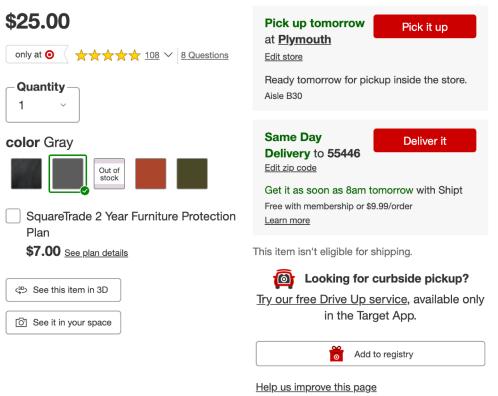


Target / Furniture / Living Room Furniture / Chairs / Accent Chairs

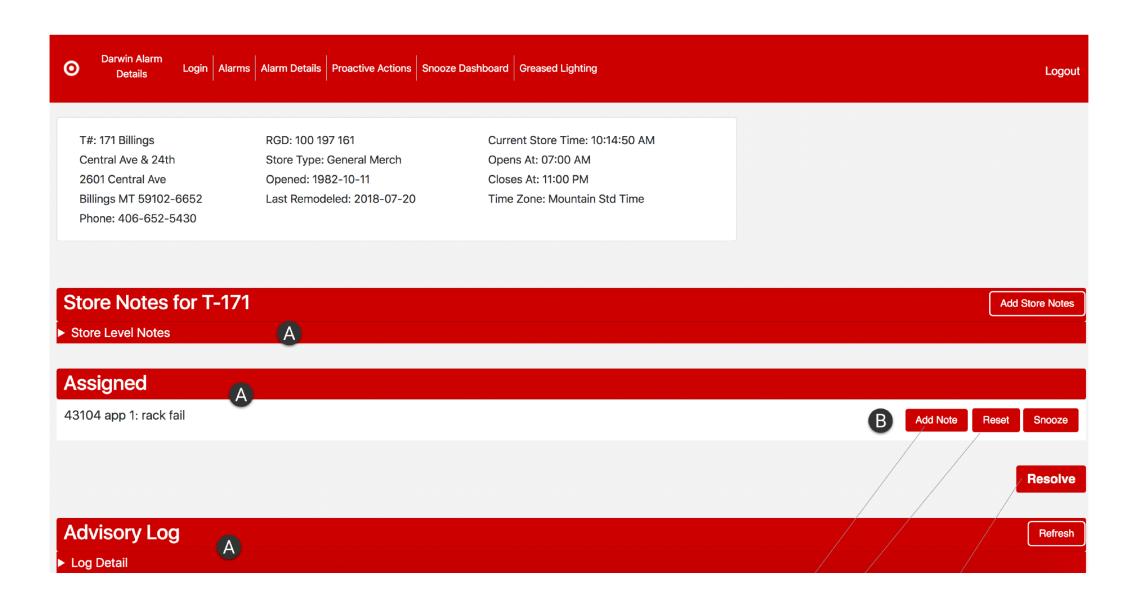
Dish Chair - Room Essentials™

Shop all Room Essentials

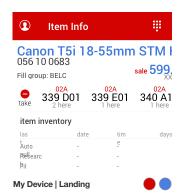


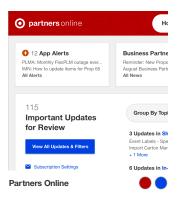


Enterprise

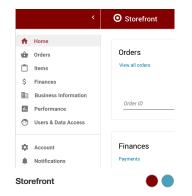


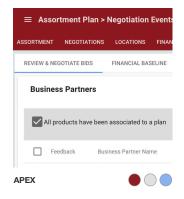
Red Header Based Apps

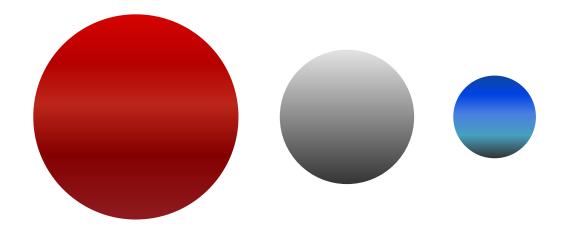




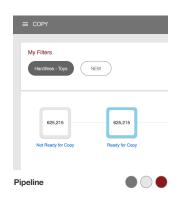


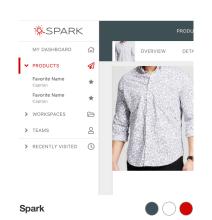


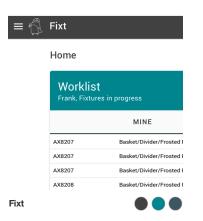


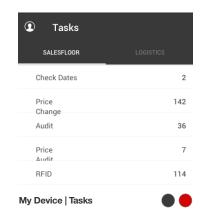


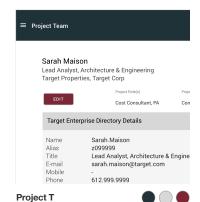
Dark Gray Header Based Apps

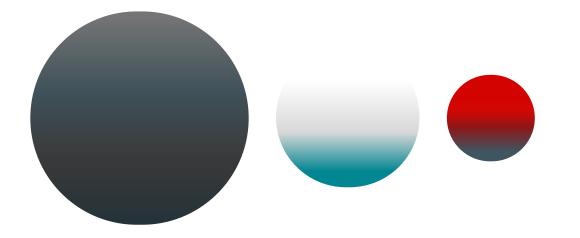




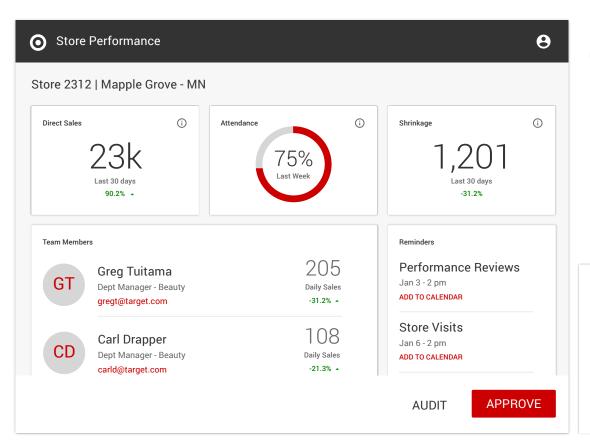


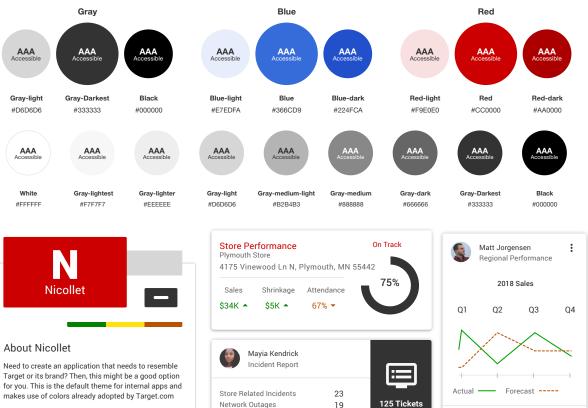






Target's Enterprise Design System





123

6:30 pm

BUTTON

BUTTON

Hardware Requests

Main UI Frameworks Used Internally



Material UI



Canvas



Bootstrap



Lesson 3 Give to Get

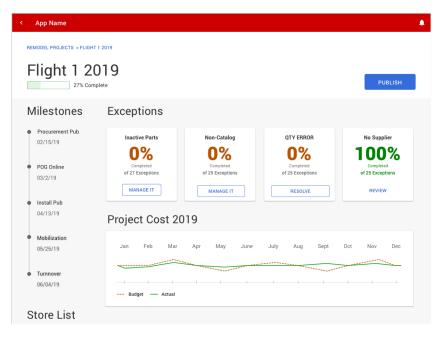






Partnerships







Give to Get

Be willing to be influenced if you hope to also be able to influence others

Give without expecting to receive



Now You Try! bit.ly/scale-ux



By Abbey Smalley & Sylas Souza

Where Are You Stuck?:

- Do you have a goal or ask that you have not received support for yet? What assumptions need to be validated in order to scale UX in your organization?

Think Like a Designer:



- Are you clear on what your partners consider their main goals and outcomes they hope to achieve? If not, ask to better understand their specific goals and ideas they might have around how you and your team could support those
- Create something that better explains or illustrates how your user-centered goals Create something that better explains or illustrates how your user-centered goals
 map to the success of your Partner's goals and articulate what support you need to
- How might you treat your organization as you would with a user, by empathizing with a user by emp How might you treat your organization as you would with a user, by empathizing with them, understanding their challenges and applying design thinking to solve their issues? Progress, Not Perfection:

- Where might you have been stubborn in the past about your approach that has Where might you have been stubborn in the past about your approach that has blocked you from your hopeful end result? How else might you approach this problem to
- What small steps could help move this effort forward that considers what the team and while considers what the team readly for? Oan will break this down into smaller What small steps could neip move this effort forward that considers what the team
 and your cross-functional partners are ready for? Can you break this down into smaller

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actions