HUMAN-CENTERED DESIGN

DEVELOPING MARKETS AND CHANGING BEHAVIORS



WHAT IS THE "ESSENCE" OF HCD?

Not just a research and design methodology, but more of an "attitude," a kind of "culture" of the organization – "how we do things here"

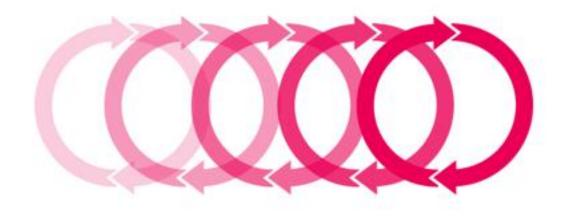
USER-CENTRIC

Engages all stakeholders at every step of the process



"ITERATIVE"

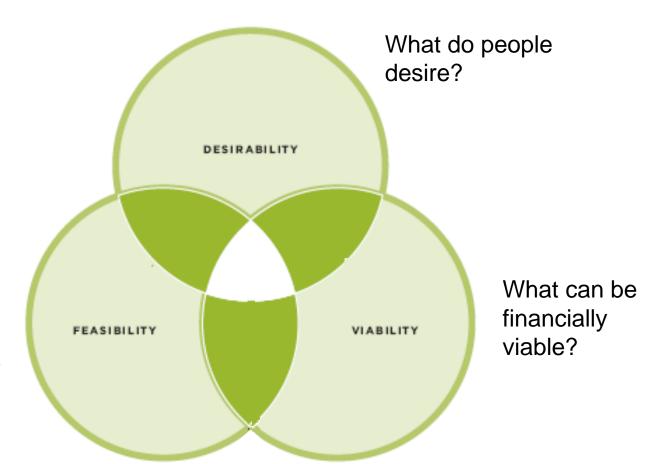
Hear
Create
Deliver



Rapid prototyping: Fail early, fail fast, fail often

COMMON MISCONCEP TIONS

HCD VS. ENGINEERING



What is technically and organizationally feasible?

HCD VS. TRADITIONAL QUALITATIVE RESEARCH

Traditional HCD
Qualitative Market
Research

Goal Obtain Information: Transform information
describe what the into ideas.
majority of people do
and think.

HCD VS. TRADITIONAL QUALITATIVE RESEARCH

Traditional Qualitative Market Research

HCD

Focus Identify the major common behavioral patterns of the majority.

Ex. Orders are

canceled

Additionally, look for "unique" individuals who are doing "unique" activities, and can be a source of inspiration. Ex. Deposits

HCD VS. TRADITIONAL QUALITATIVE RESEARCH

Traditional
Qualitative Market
Research

HCD

Roles Investigation +

Implementation roles are separated between the market researcher and the implementer (manager, strategist, designer...) This allows for efficiency.

Investigation +
Implementation roles
are blurred. New ideas
require creativity, which
requires intuition and
direct exposure to the
context where those
ideas will be adopted.

HCD VS. PRODUCT DESIGN:



Humble design – BUT – Remarkable for the customer AND the producer

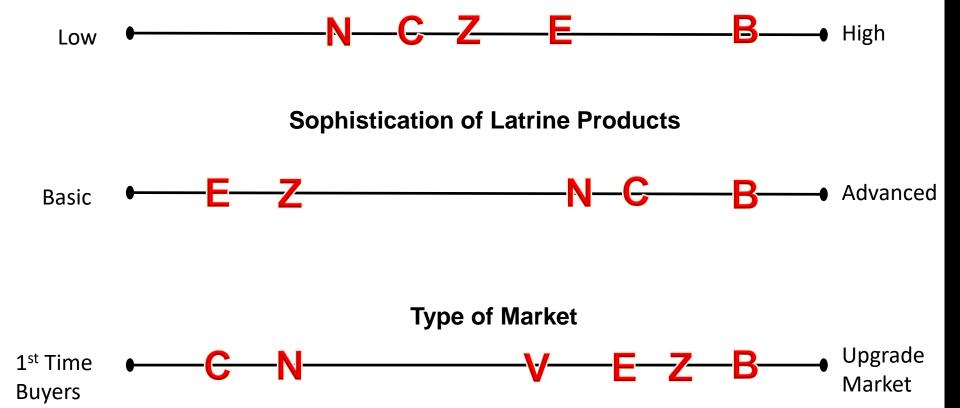
Design = not just product – but the business model.

LEARNINGS EMERGING OUT OF IDE'S HCD WORK

HCD ACTION

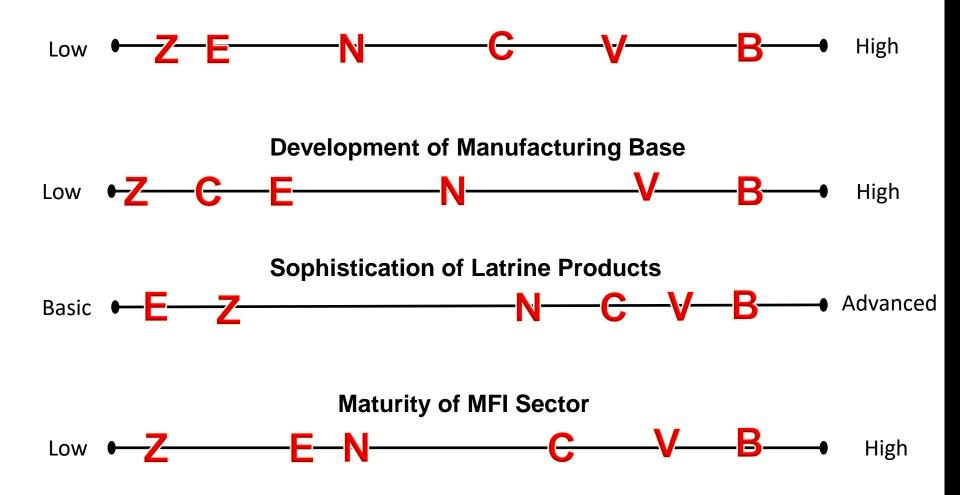
DEMAND

Level of Awareness about Sanitation

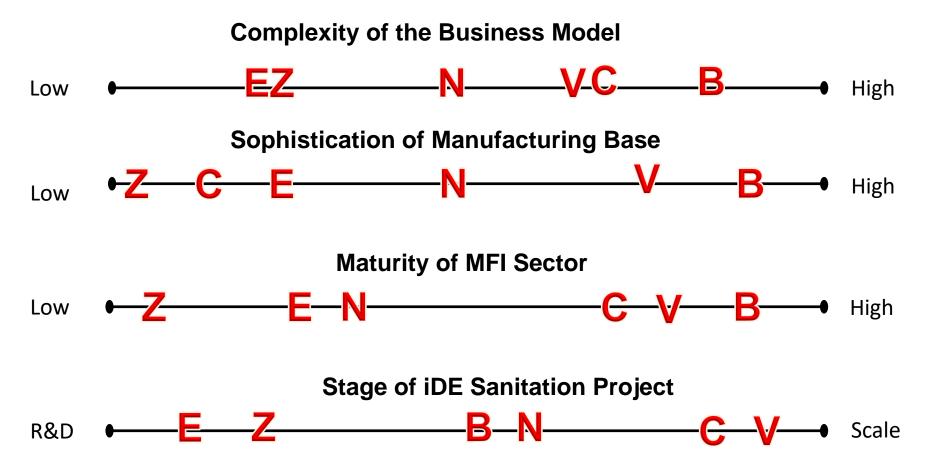


SUPPLY

Maturity of the Sanitation Supply Chain

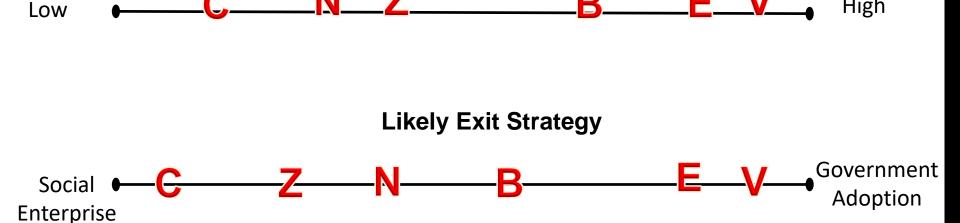


BUSINESS MODELS



GOVERNMENT & EXIT STRATEGY

Level of Engagement with the Government



M4P

MARKETS ARE CONSTANTLY CHANGING. HCD PROCESS DOESN'T

