Stop Building Useless Software DSMAGILE | 2017 DIANE ZAJAC | GREEN JEANS CONSULTING



What do you never use?

1. Write down 2 things on your phone that you NEVER use.

2. Pair up and discuss **who might** find that feature useful.

Useless \^Iyüs-ləs\

use · less: not fulfilling or not expected to achieve the intended purpose or desired outcome.

[Synonyms: futile, to no avail, (in) vain, pointless, to no purpose, hopeless, ineffectual, ineffective, to no effect, fruitless, unprofitable, profitless, unproductive]



Empathy mapping is a good way to...

- ...identify the assumptions that need to be tested.
- ...collaborate from the start.
- ...create a shared understanding.



Rate Yourself

- 1. I mostly listen
- 2. I talk when I am asked to
- 3. I talk in most meetings
- 4. I talk first
- 5. I might interrupt other people

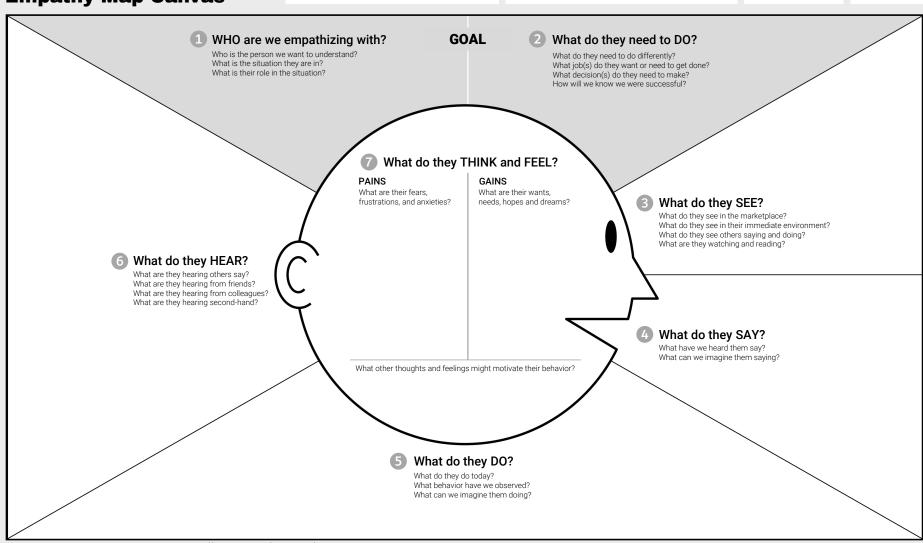
Empathy Map Canvas

Designed for:

Designed by:

Date:

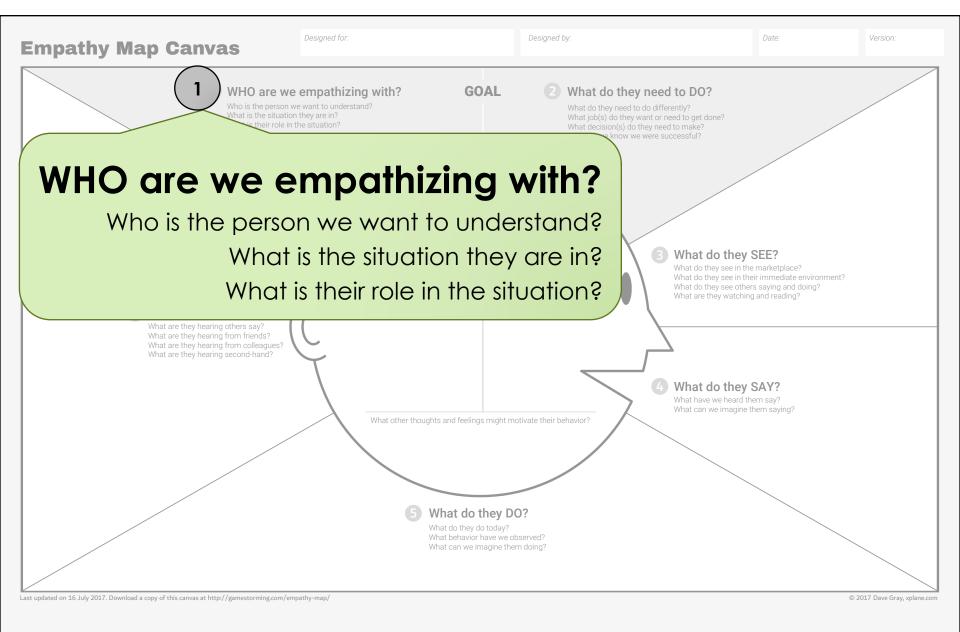
Version:



Last updated on 16 July 2017. Download a copy of this canvas at http://gamestorming.com/empathy-map/

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Purchasing airline tickets...



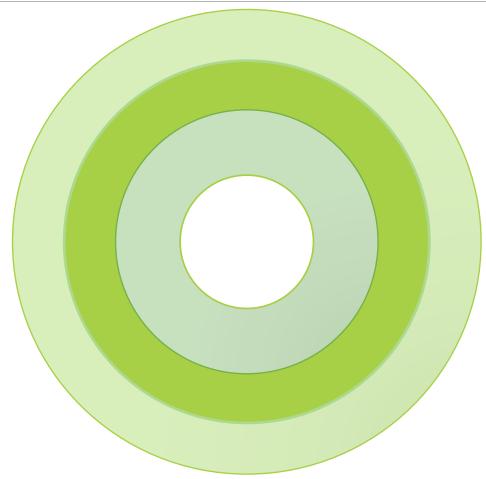
Lightweight Personas

At your table, silently write down 2-3
personas persona
mersona
persona
mersona
mers

grandson

2. Take turns reading out 1 persona at a time. Place in the center of the table, removing duplicates.

Bullseye Focus



Bullseye Focus

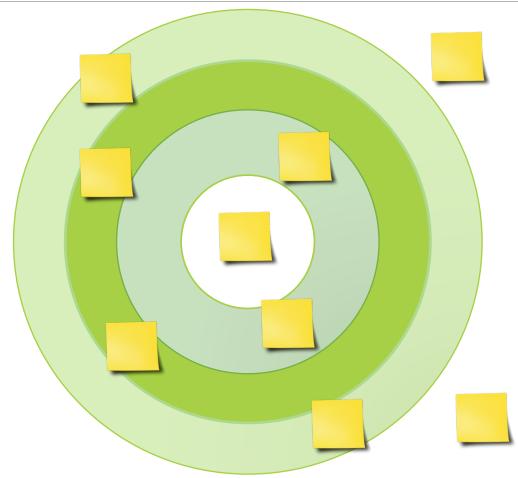
Take turns placing one persona at a time according to how valuable that persona is to you.

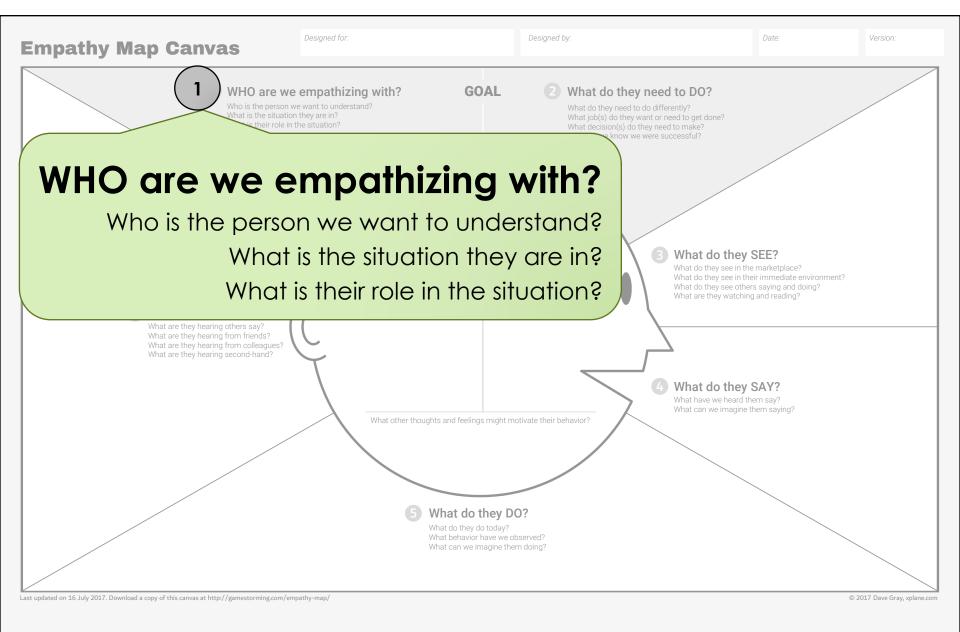
Your choices are to either:

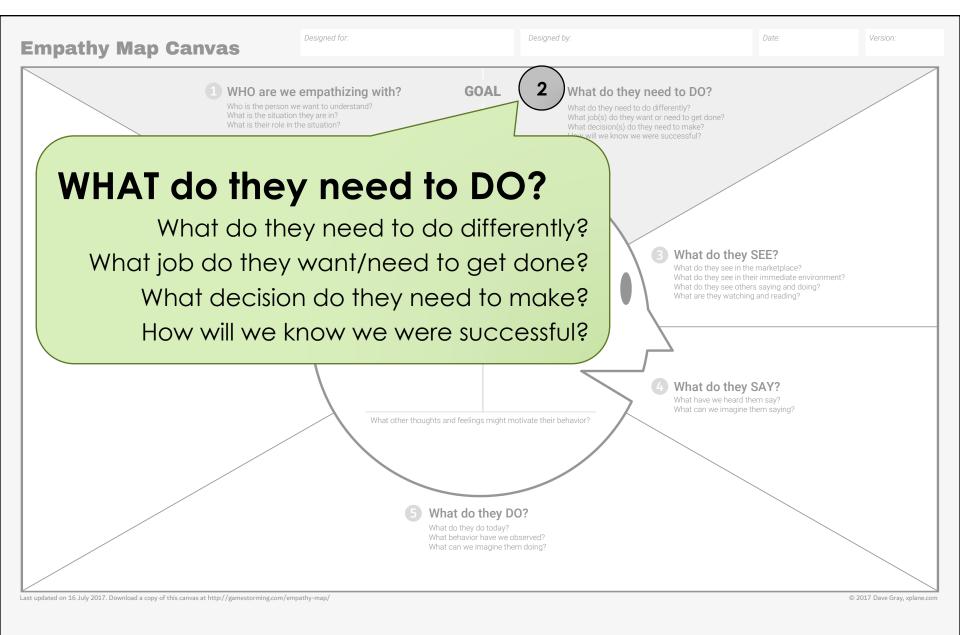
- place a persona anywhere on the bullseye
- or move a persona to a different circle

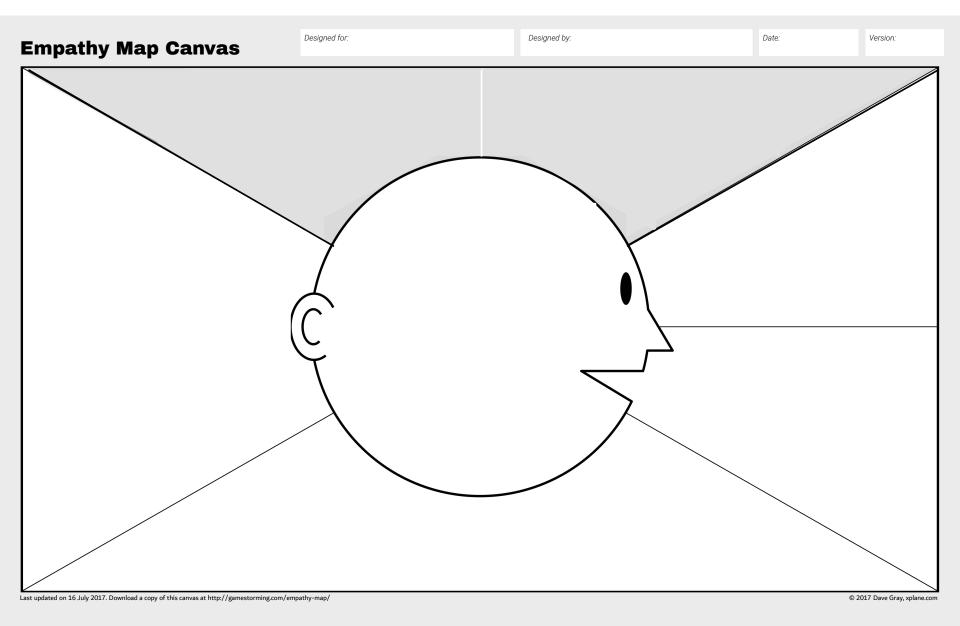
If you move a persona, you must make a one sentence statement about why you are moving it.

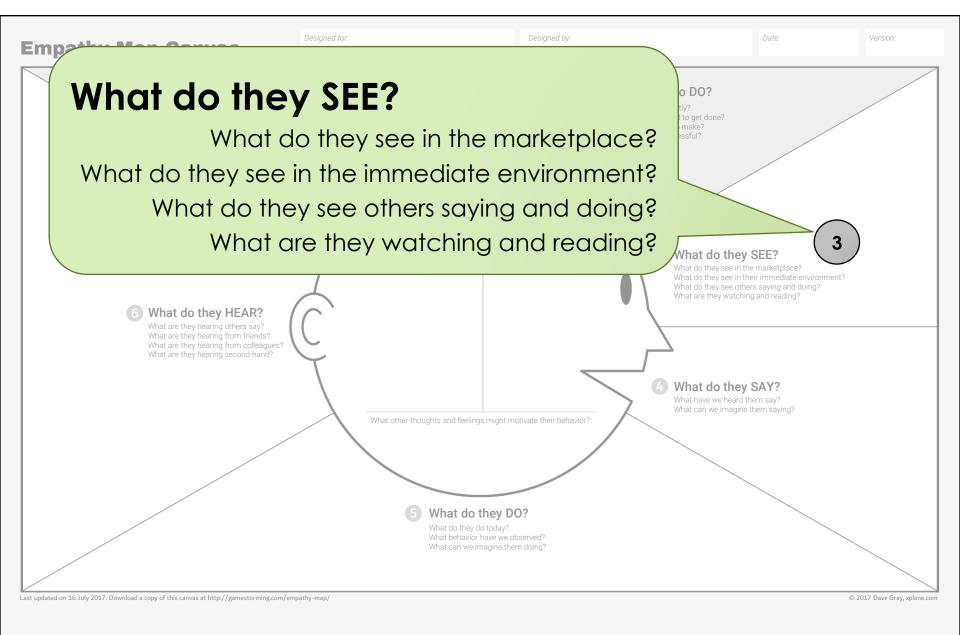
Bullseye Focus











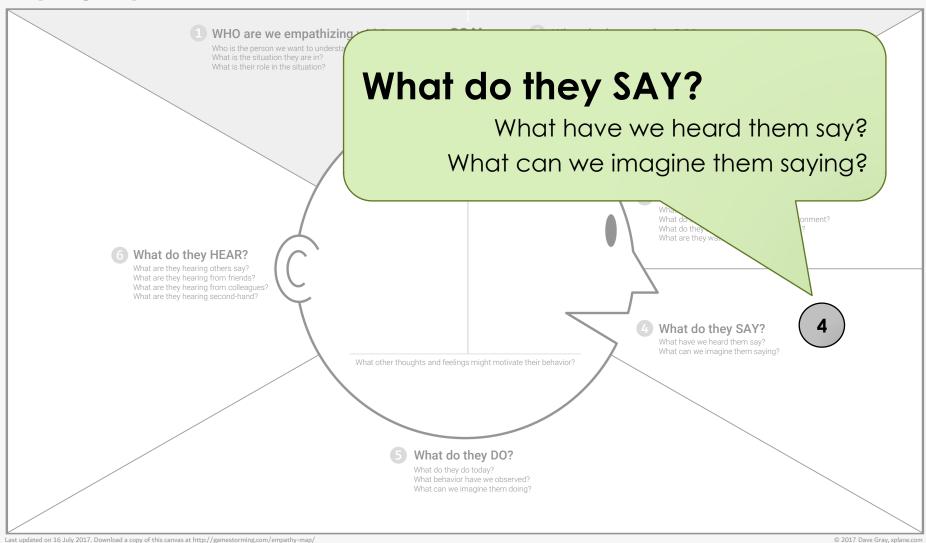
Empathy Map Canvas

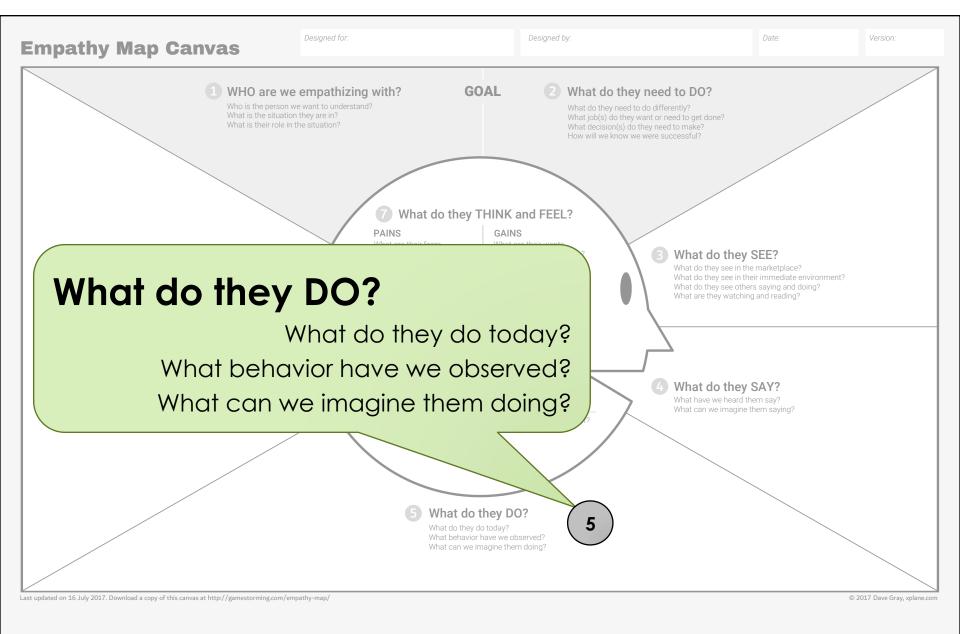
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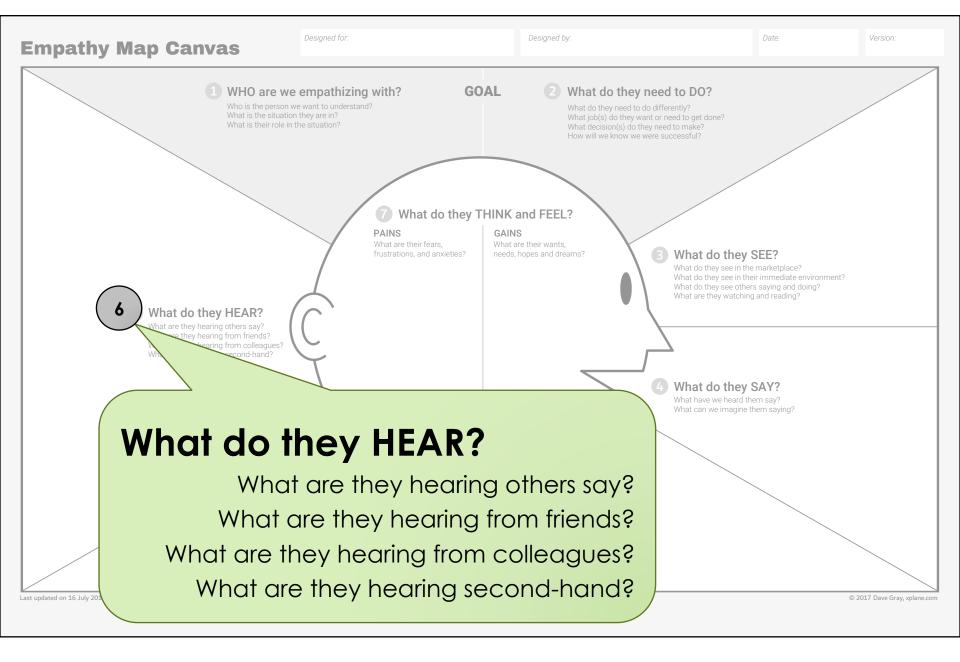
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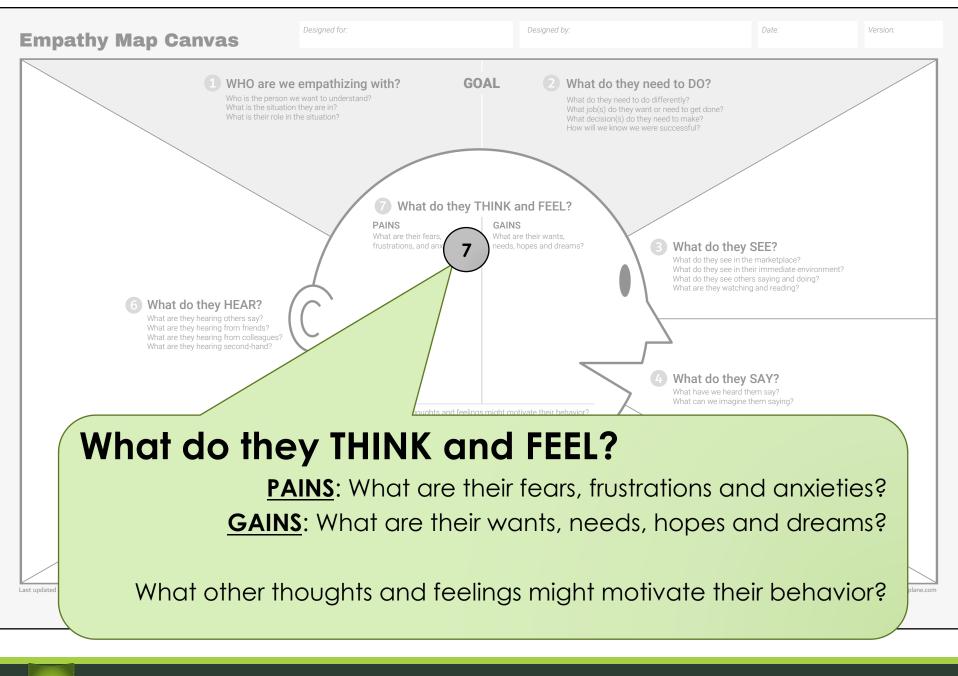
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Version:









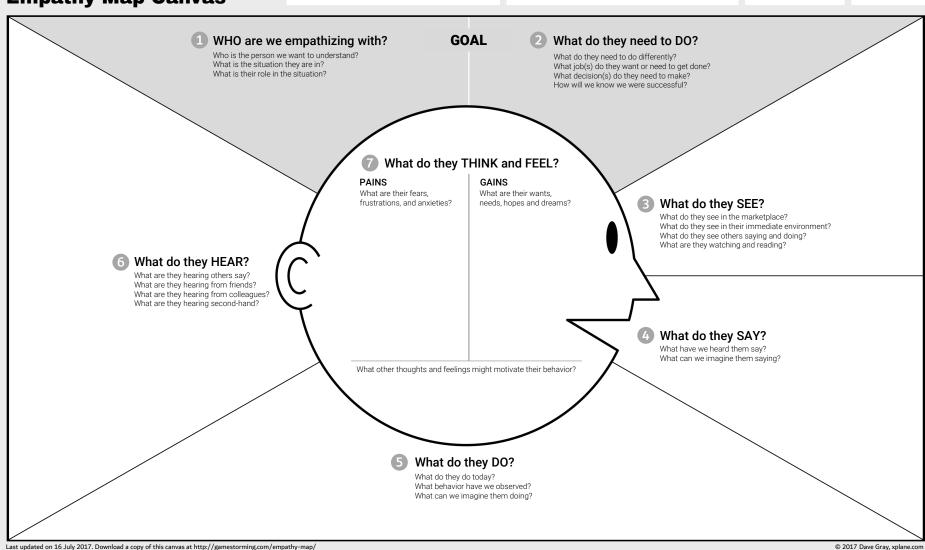
Empathy Map Canvas

Designed for:

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Empathy mapping is a good way to...

- ...identify the assumptions that need to be tested.
- ...collaborate from the start.
- ...create a shared understanding.

Learnings

- 1. One Aha: write down one new idea that you heard
- 2. One Validation: write down one thing that you heard that validated what you already knew

Session Feedback

Please jot me a note or send me an email with any feedback. Any and all feedback is appreciated!

Thanks for being here!

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Resources

Updated Empathy Map Canvas article: https://medium.com/the-xplane-collection/updatedempathy-map-canvas-46df22df3c8a

Empathy Map Canvas download: <u>http://gamestorming.com/empathy-map-canvas-006/</u>