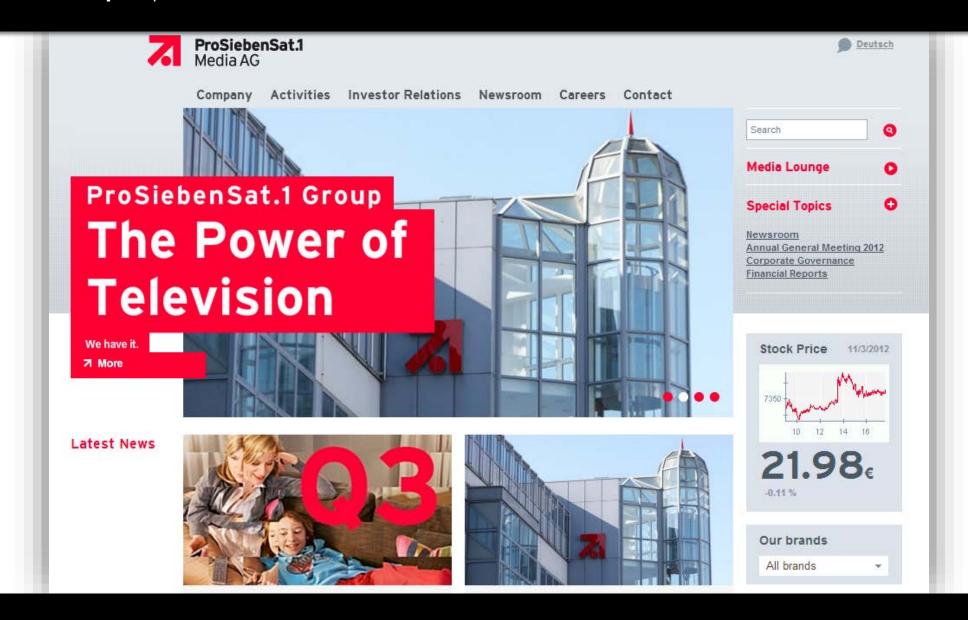
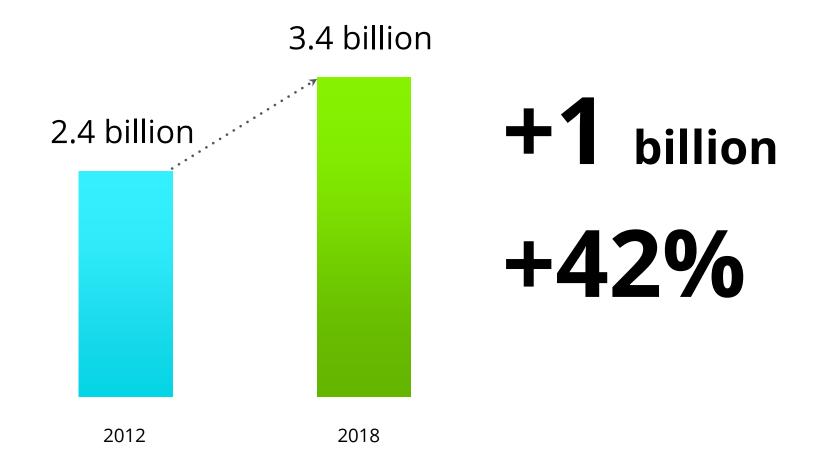
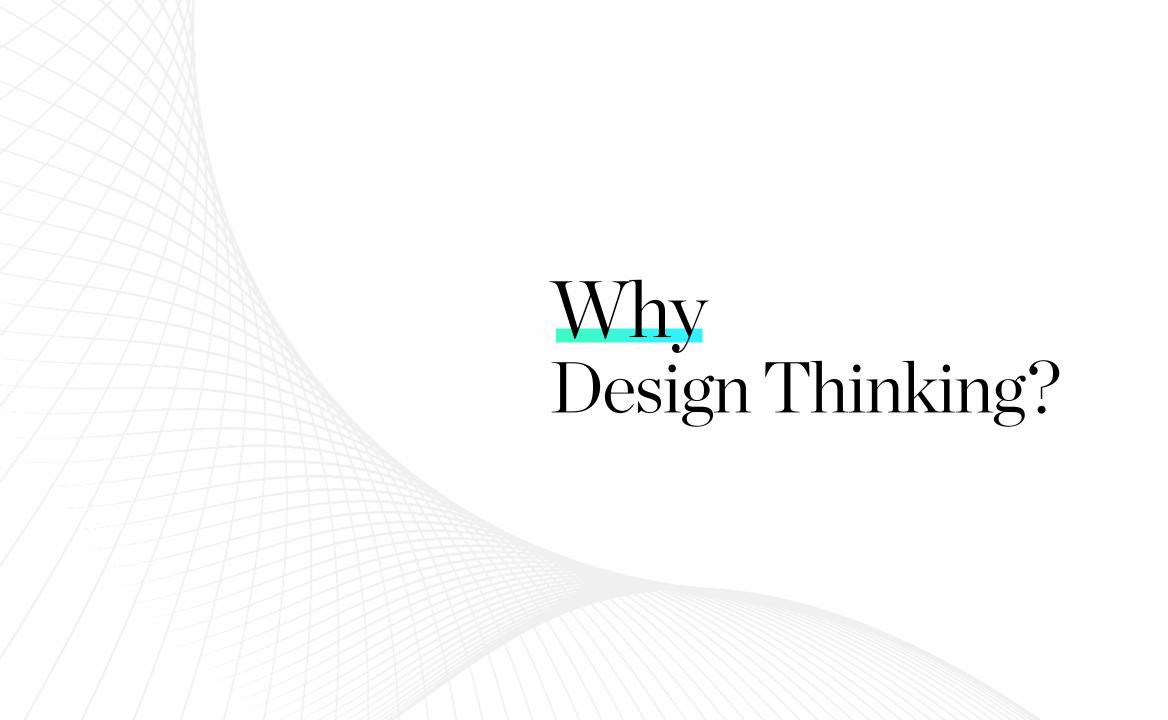


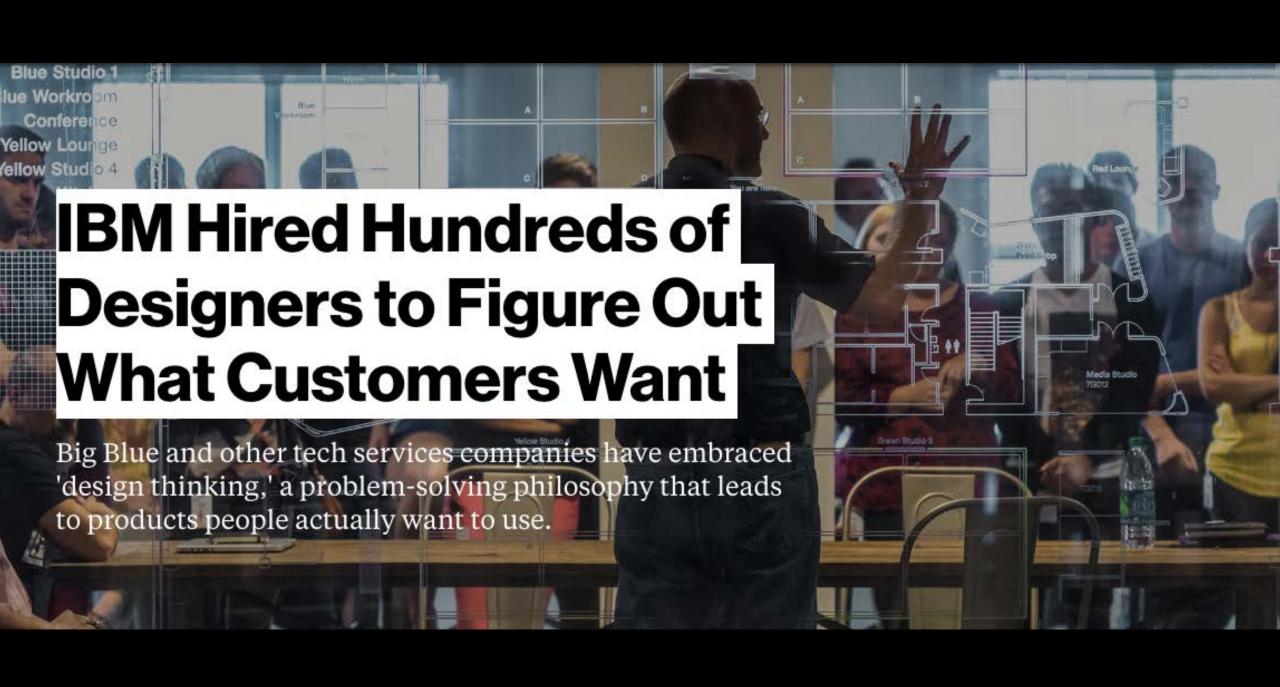
[the garage]





# HOW?





# 300% ROI of Design Thinking at IBM.

Over a 3 year period.

**Cut cost by accelerating projects** 

**\$20.6** million

Reduced risk and increases portfolio profitability

**\$18.6** million

Streamlined organizational process efficiency

**\$9.2** million

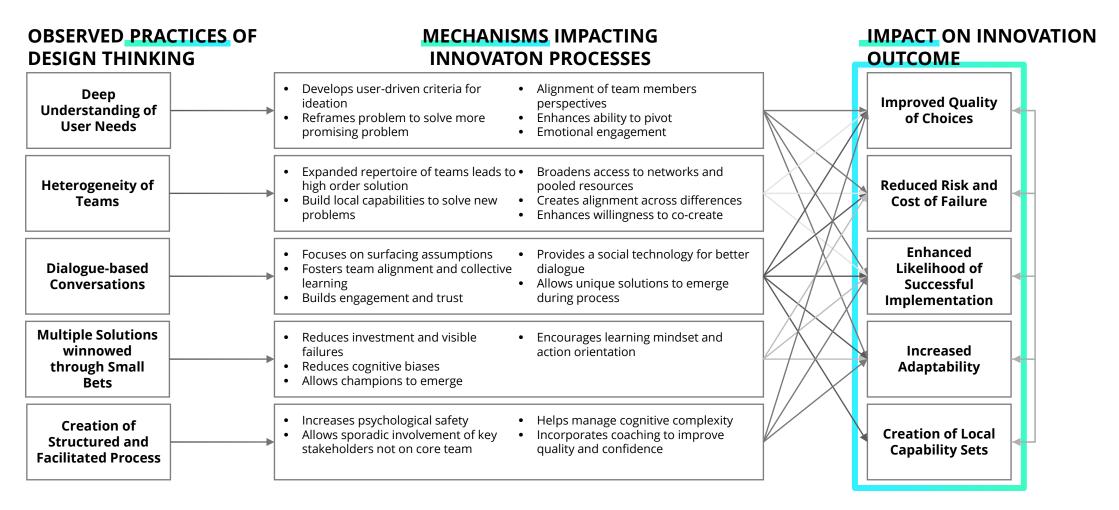
2x

faster time to market

75% reduced design time

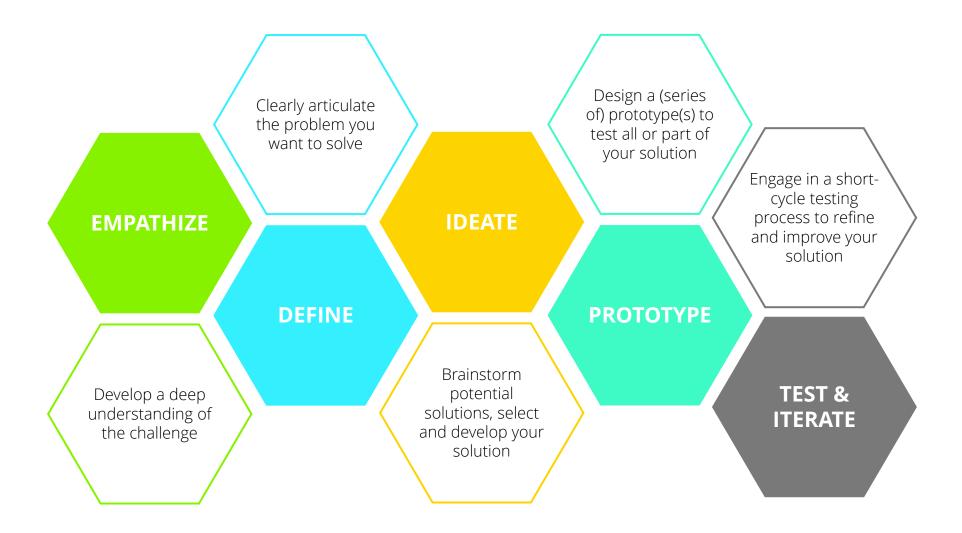
33% reduced development and testing time

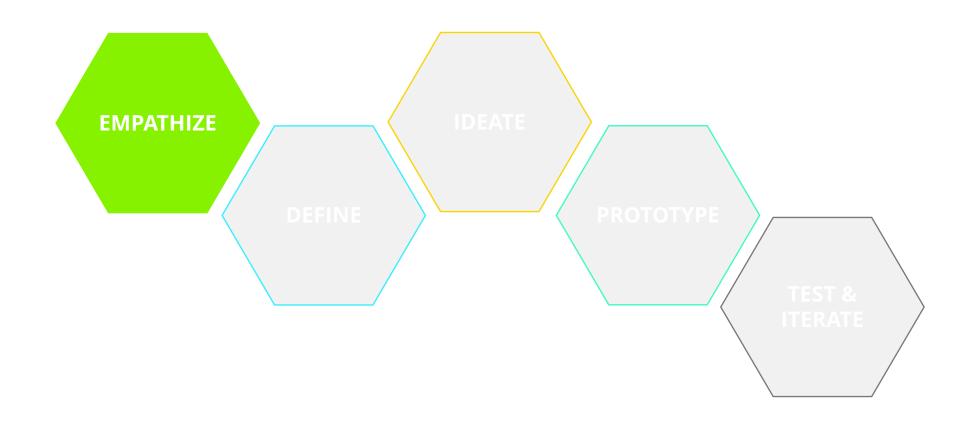
# Increased Innovation Performance.



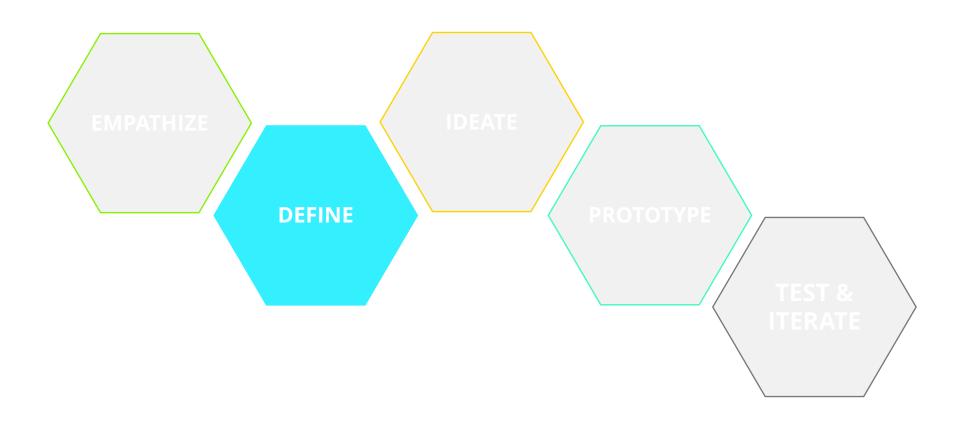
<sup>8</sup> Jeanne Liedtka (2018) Darden Working Paper Series "Exploring the impact of design thinking in action".

# What is Design Thinking?





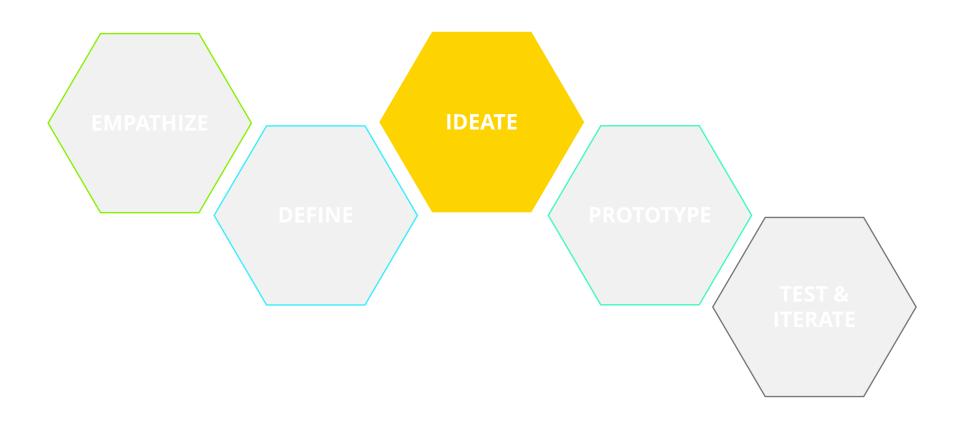




# MOVATION

- Cannot afford it,
- Don't want to spend money on an uncertain outcome,
- Don't have the experience with planning and executing TV media campaigns.

What did Pro7 do?



# NOVATION



# OFFERING & CUSTOMER EXPERIENCE

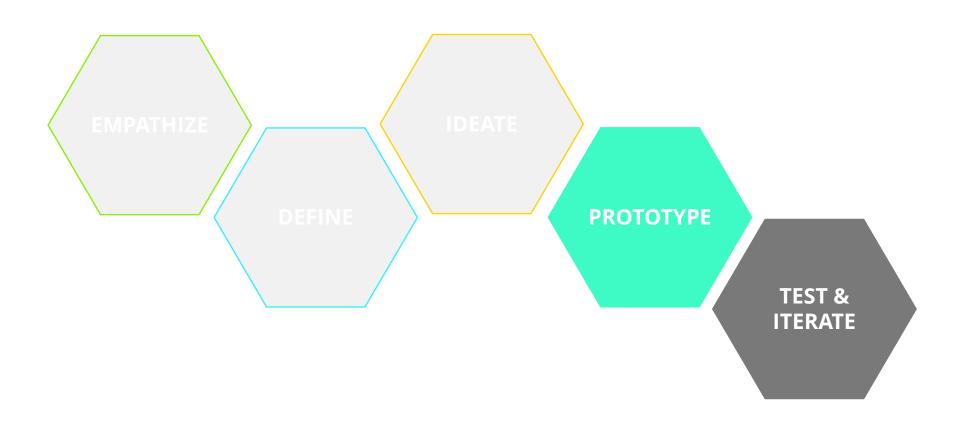
Access to media for free Media strategy Media planning Production



### **REVENUE MODEL**

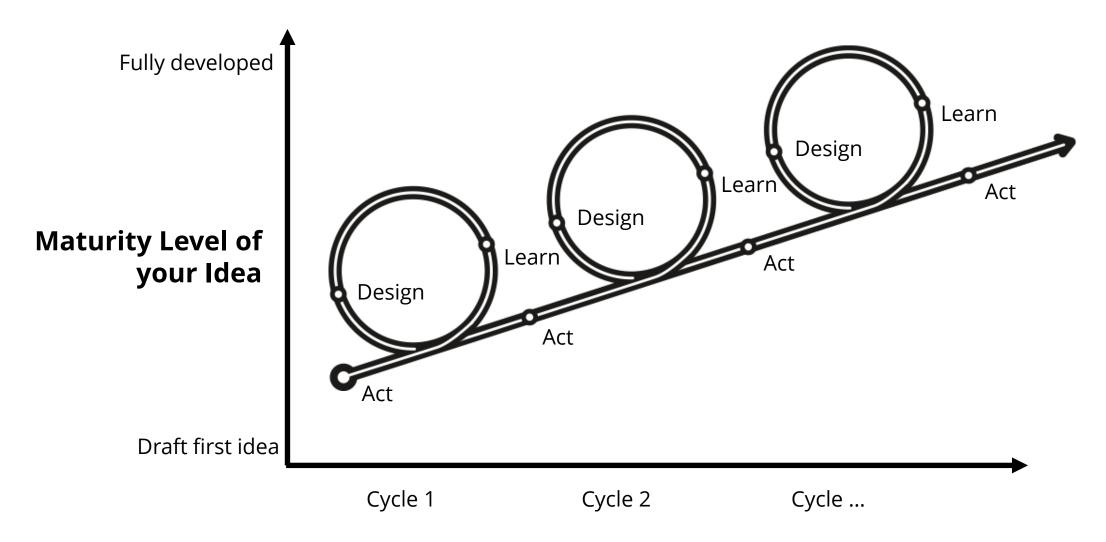
Media-for-Revenue

What did Pro7 do?





# **How Your Idea Matures**

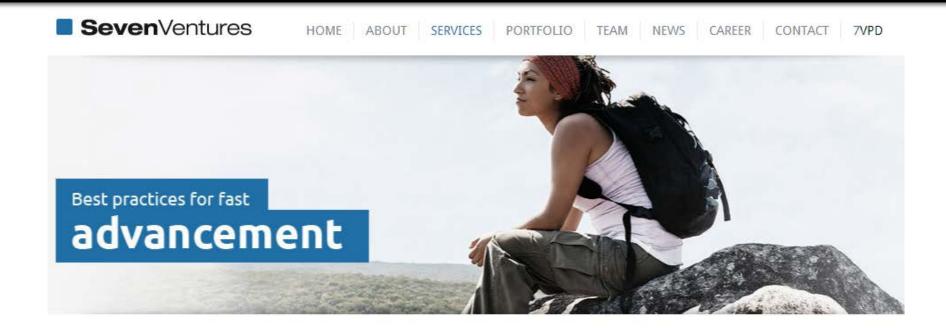


# MINOVATION

- Issued a press release
- Got 12s of business plans of interested companies
- Selected a few to get started

What did Pro7 do?

**Portfolio of Strategic Investments Media for Equity Media for Equity Fixed Fee Fixed Fee Fixed Fee Media for Revenue Media for Revenue Media for Revenue Media for Revenue** Share **Share Share Share** Focus on online Focus on specific Focus on specific No specific company online businesses online businesses focus businesses What did Pro7 do?



Why SevenVentures

Business model

Investment models

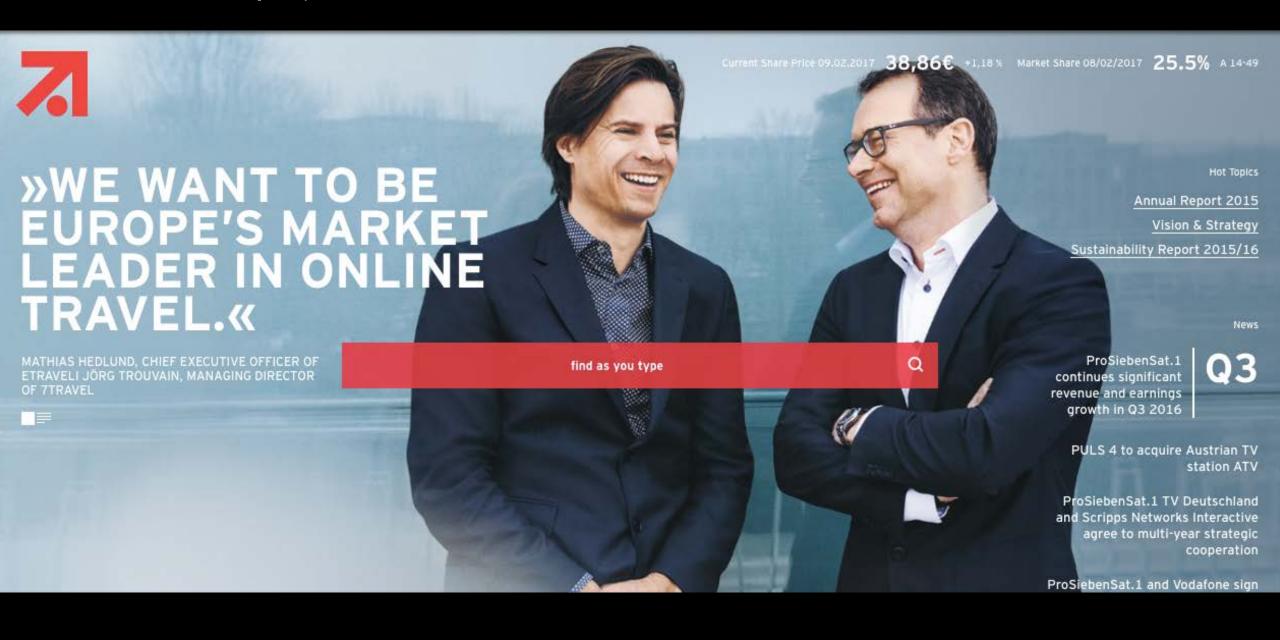
TV-Media

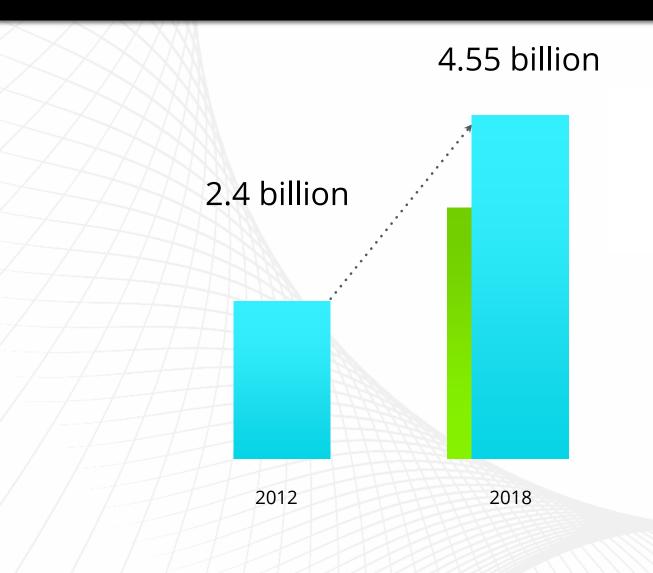
### **Business** model

We invest with media performance in promising products and services and thus provide our customers with the opportunity to broadcast TV media on the SAT.1, ProSieben and kabel eins channels.

Important criteria for involvement in our group in the form of media-for-revenue or media-for-equity are:

- . Innovative products and services with a clear USP
- · Strong leadership team
- · Sustainable business model
- · Lucrative markets with exceptional growth potential

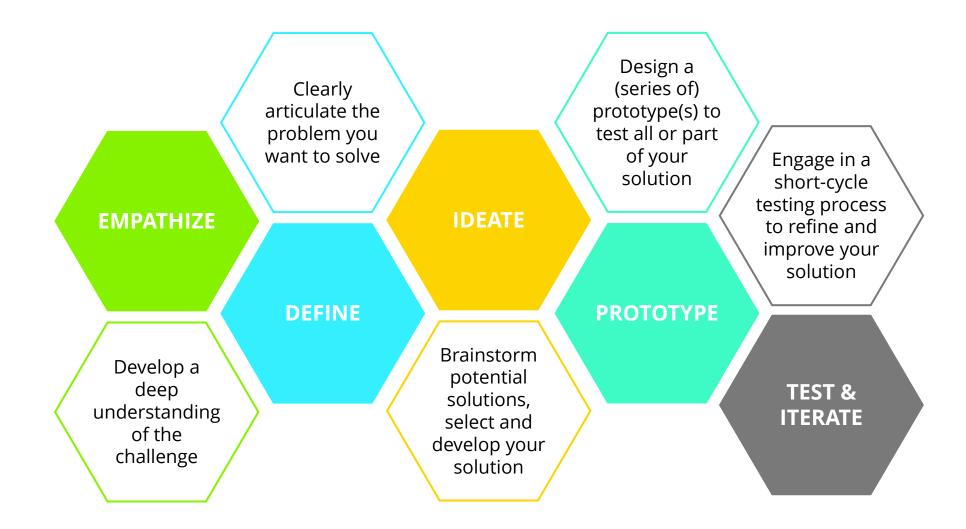


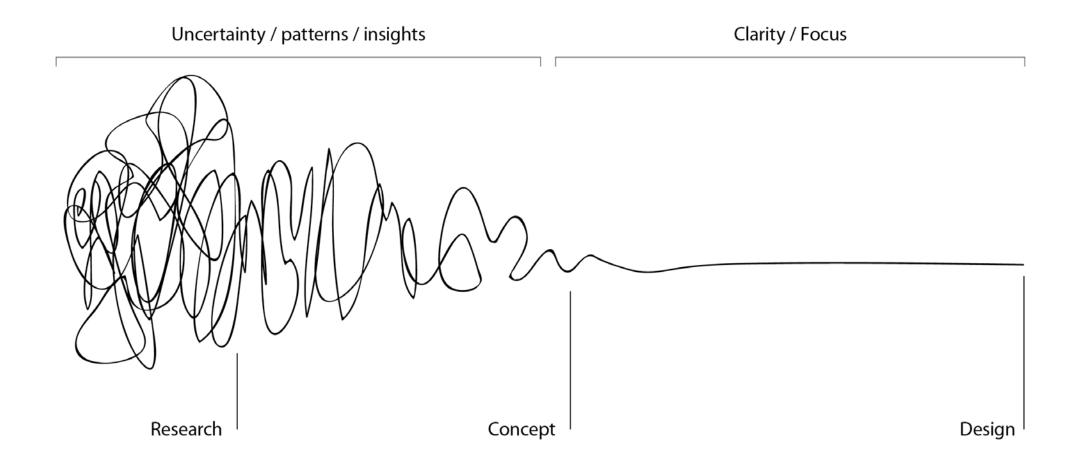


+2.15 billion

+~90%

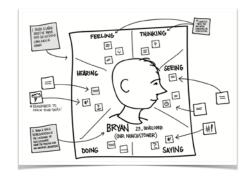
# > 50% outside of traditional TV advertising

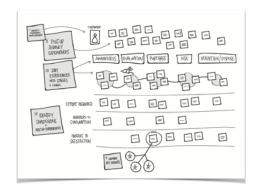


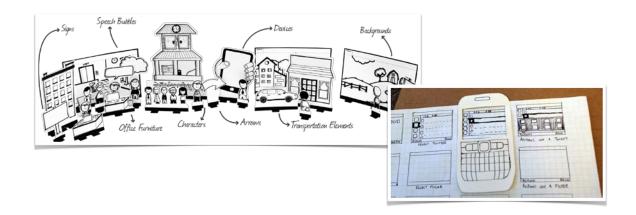


# Design Thinking: Tools.

PHASES				
*	ρ	$\Omega$	*	S
DISCOVERY	INTERPRETATION	IDEATION	EXPERIMENTATION	EVOLUTION
METHODS				
1. Define the Challenge	4. Tell Stories	7. Generate Ideas	9. Make Prototypes	11. Evaluate Learnings
1.1 Understand the challenge	4.1 Capture your learnings	7.1 Prepare for brainstorming	9.1 Create a prototype	11.1 Integrate feedback
1.2 Define your audience	4.2 Share inspiring stories	7.2 Facilitate brainstorming		11.2 Define success
1.3 Build a team		7.3 Select promising ideas	10. Get Feedback	
1.4 Share what you know	5. Search for Meaning	7.4 Build to think	10.1 Make a test plan	12. Build the Experience
2. Prepare Research	5.1 Find themes	8. Refine Ideas	10.2 Identify sources for feedback	12.1 Identify what's needed
	5.2 Make sense of findings			12.2 Pitch your concept
2.1 Make a plan	5.3 Define insights	8.1 Do a reality check	10.3 Invite feedback participants	12.3 Build partnerships
2.2 Identify sources of inspiration		8.2 Describe your idea	10.4 Build a question guide	12.4 Plan next steps
2.3 Invite research participants	6. Frame Opportunities		10.5 Facilitate feedback conversations	12.5 Document progress
	6.1 Create a visual reminder			12.6 Share your story
2.4 Build a question guide	6.2 Make insights actionable		10.6 Capture feedback learnings	
2.5 Prepare for fieldwork			go	
2.6 Practice research techniques				
3. Gather Inspiration				
3.1 Immerse yourself in context				
3.2 Learn from individuals 3.3 Learn from groups 3.4 Learn from experts 3.5 Learn from peers observing peers 3.6 Learn from peoples' self-documentation				
3.7 Seek inspiration in new places				







# Design Thinking: A Fresh Mind Set.



### Human Centered

- Deep empathetic understanding of people's needs in specific contexts.
- Development of userdriven design criteria.



# Iterative Action

- Bias toward action.
- Quick validation of solutions and assumptions through small experiments for learning reduces risk.
- Iteration for adaptation.



# Co-creative & Collaborative

- Heterogeneous teams foster diverse thinking.
- Involvement of customers/users for quick feedback.
- Involvement of multiple stakeholders fosters implementation.



# Visual & Tangible

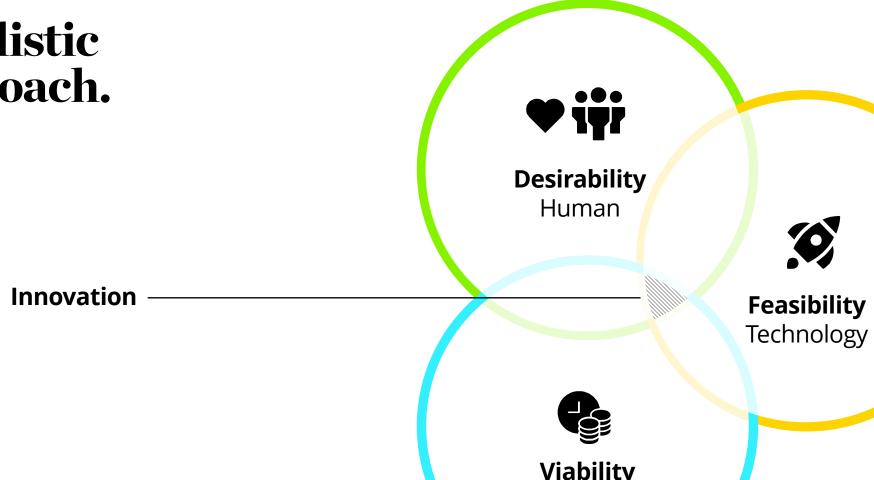


### Holistic

- Fosters common understanding.
- Dialogue-based conversations.

- Content + (structured and facilitated) Process.
- Multiple dimensions for solving the challenge.
- End to end journey.
- Multiple stakeholder perspectives.

# **A Holistic** Approach.



Viability Business



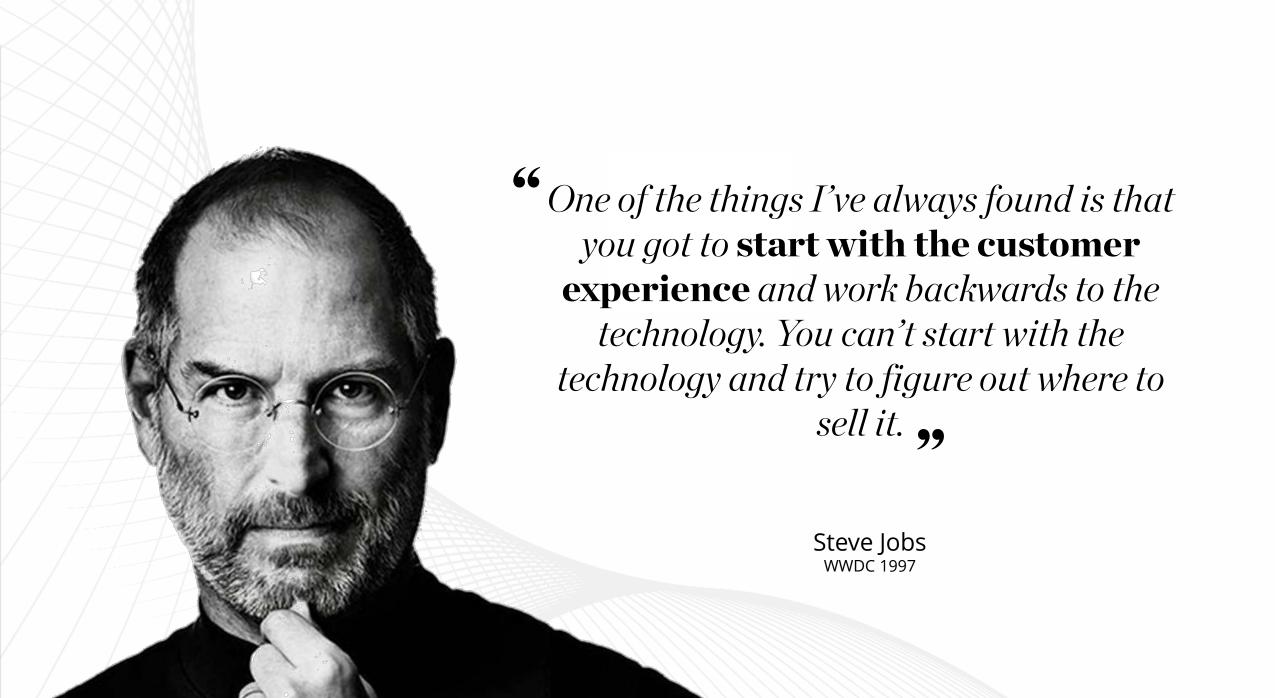






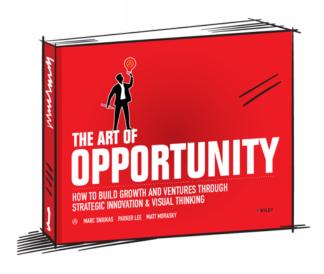






# Want to learn more?

www.theartofopportunity.net





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