Creating Meaningful Experiences

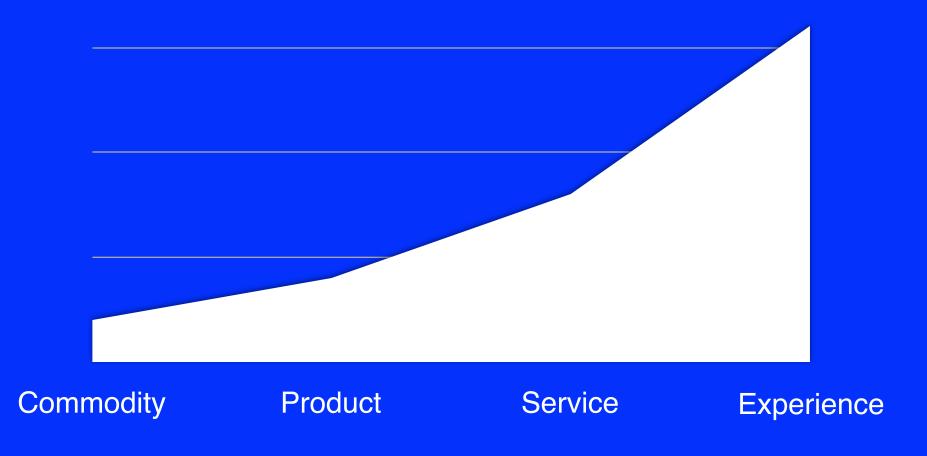
Nathan Shedroff CITRENZ 1 2010

Why Experience Design?

Usability

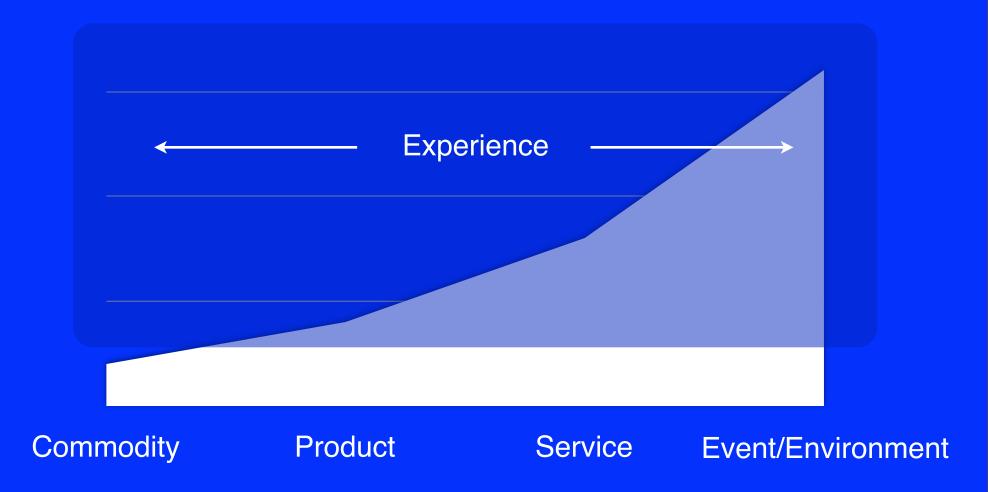
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Price/Value



From: The Experience Economy, Pine and Gilmore

Price/Value



What is Experience Design, then?

Experiences are designable

Everything we create is an experience All design is the process of making experiences

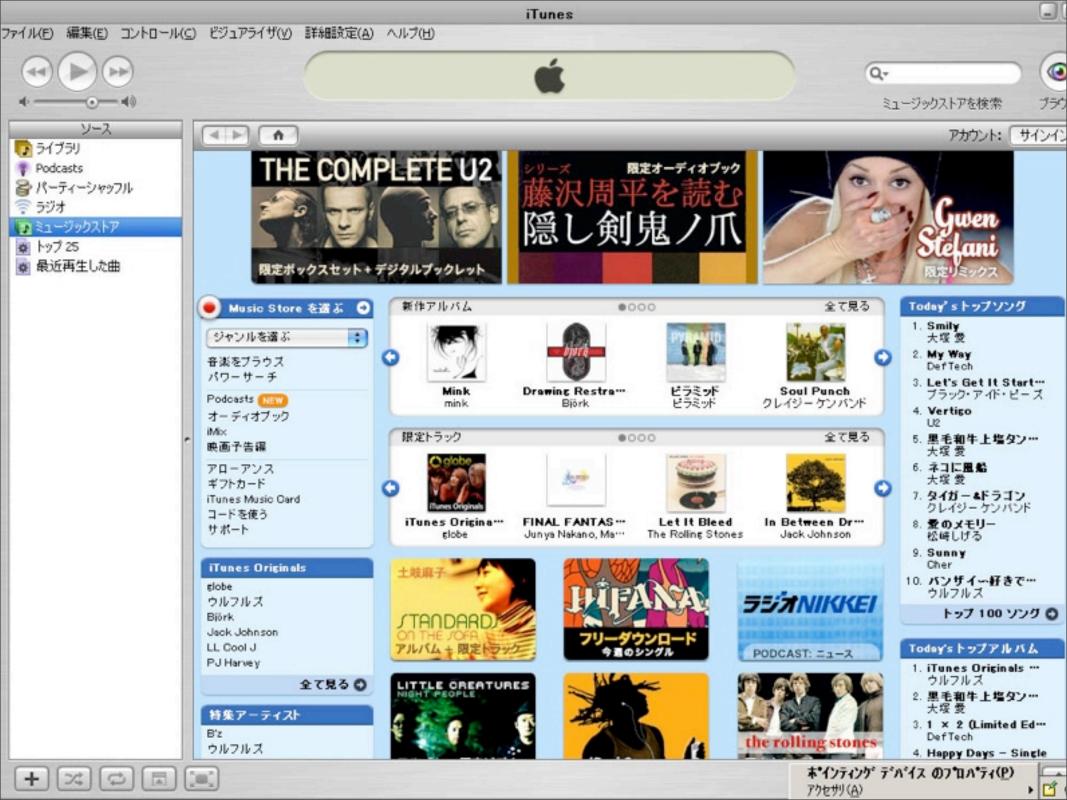
We recognize some experiences easily

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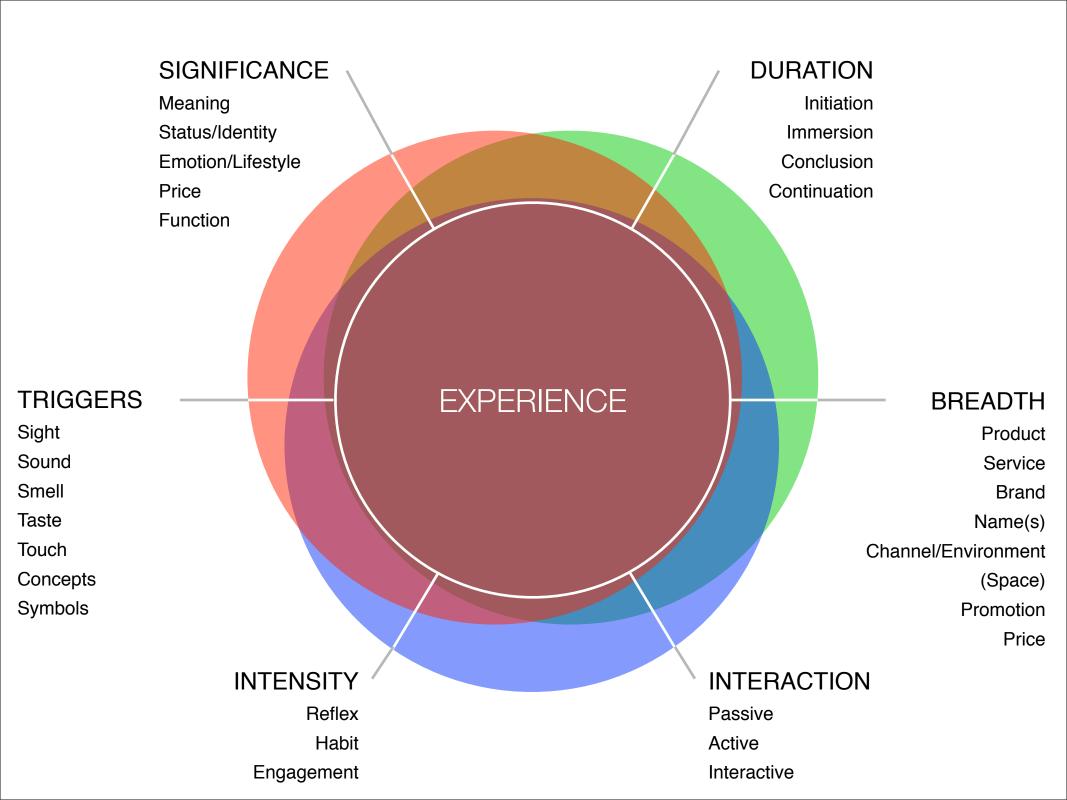
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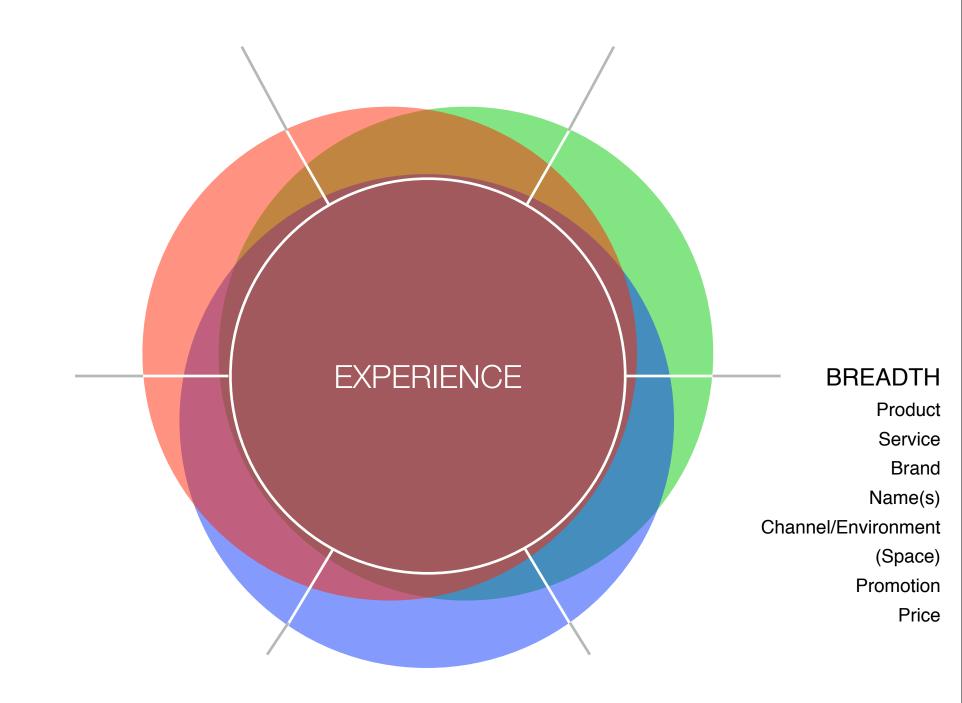
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But what, exactly, is an experience?





Breadth

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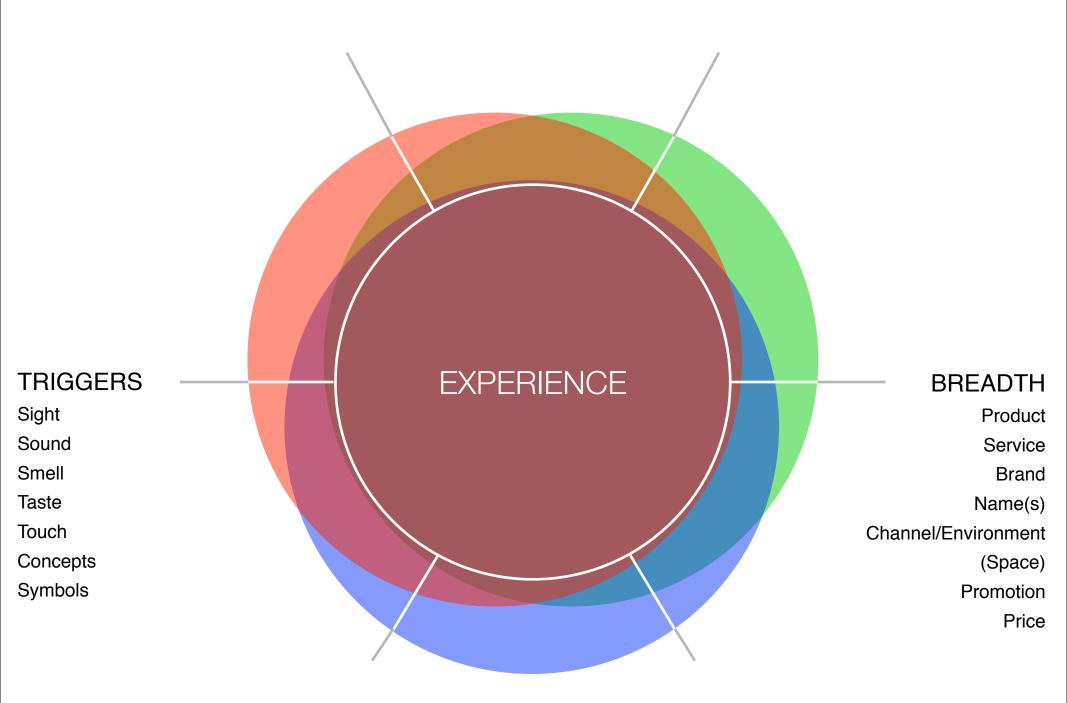
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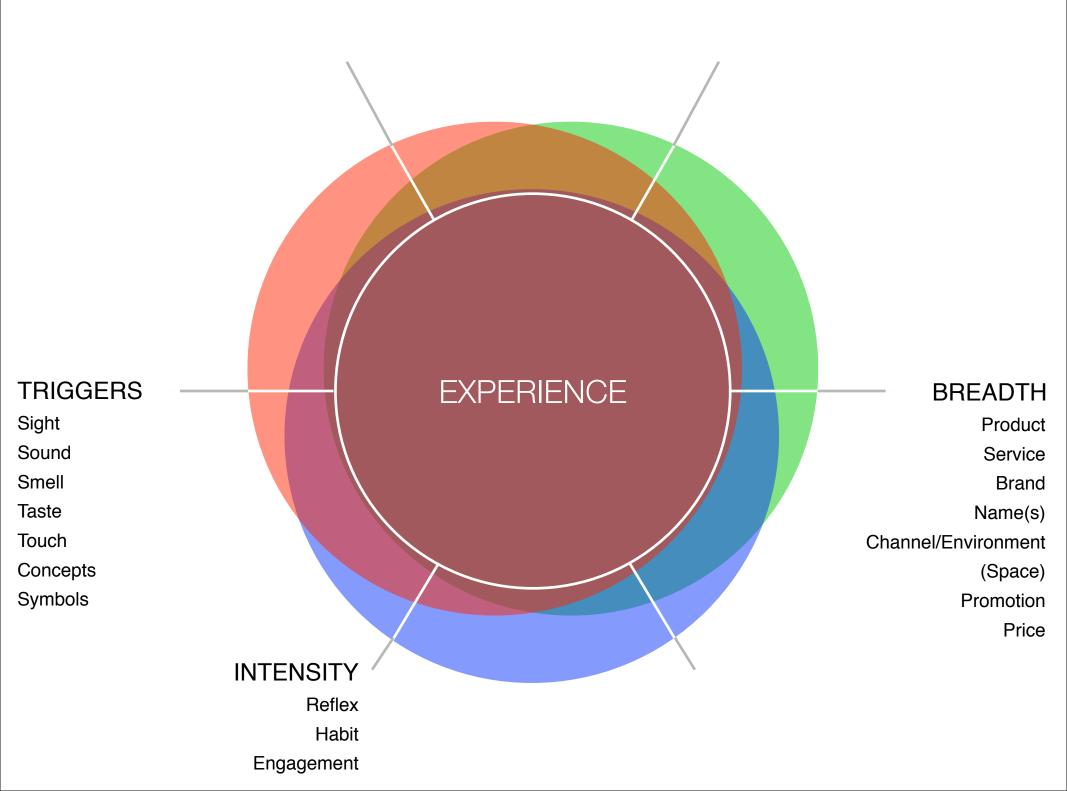


Every sensorial decision is a trigger:

color, texture, smell, taste, typeface, sound, music, voice, pattern, icon, symbol, interaction, layout, concept, temperature, expression, etc...









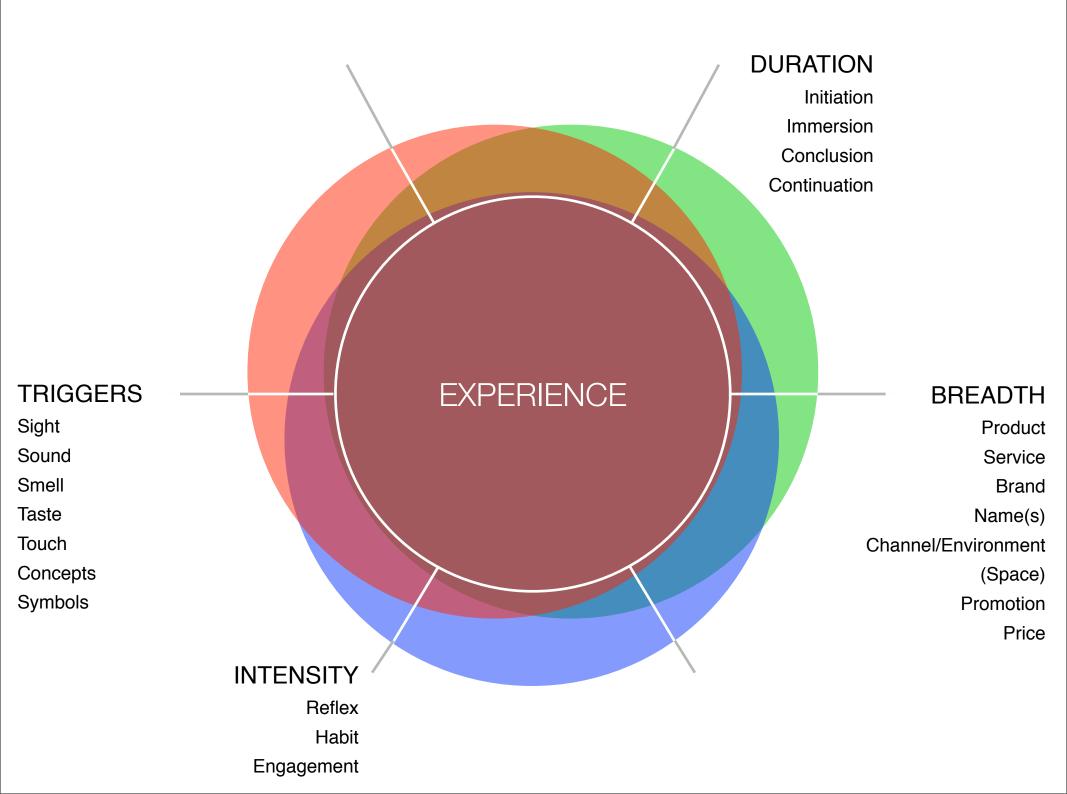
Intensity

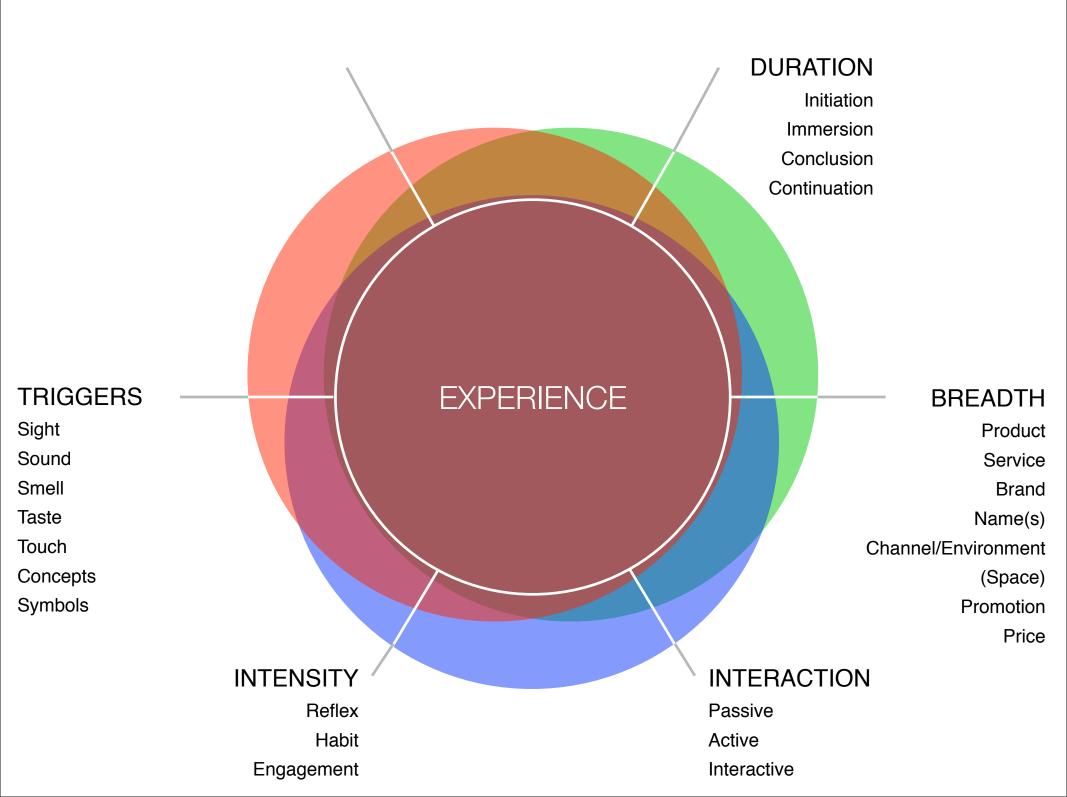


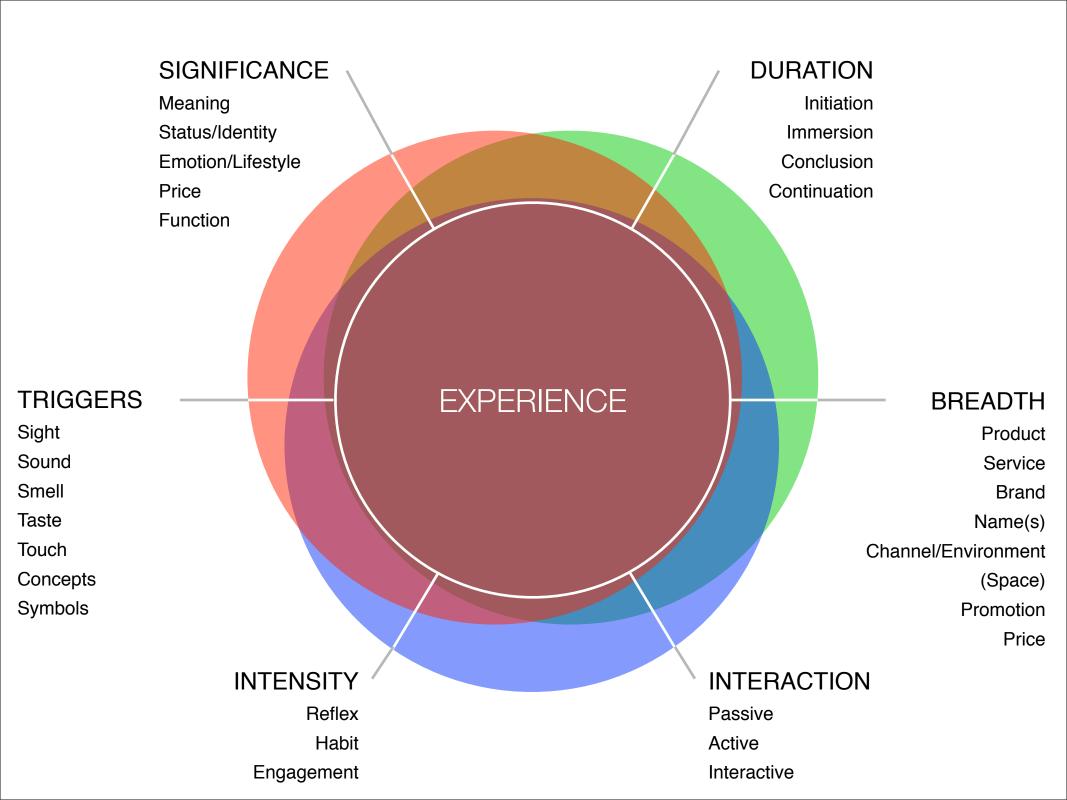
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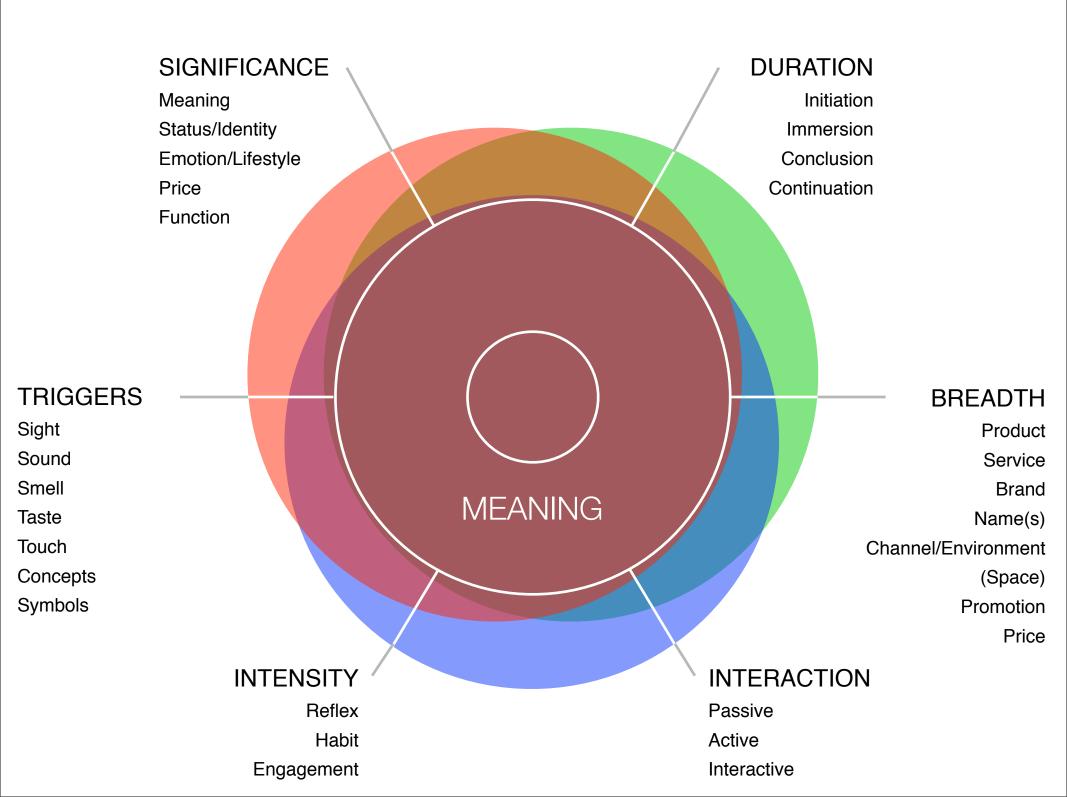


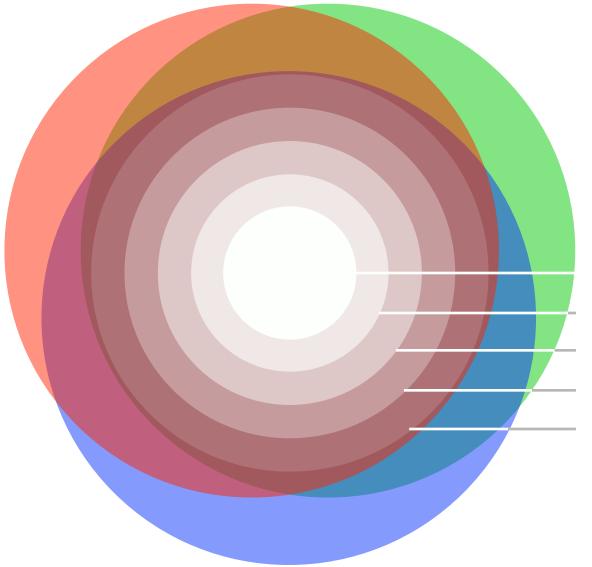
Intensity



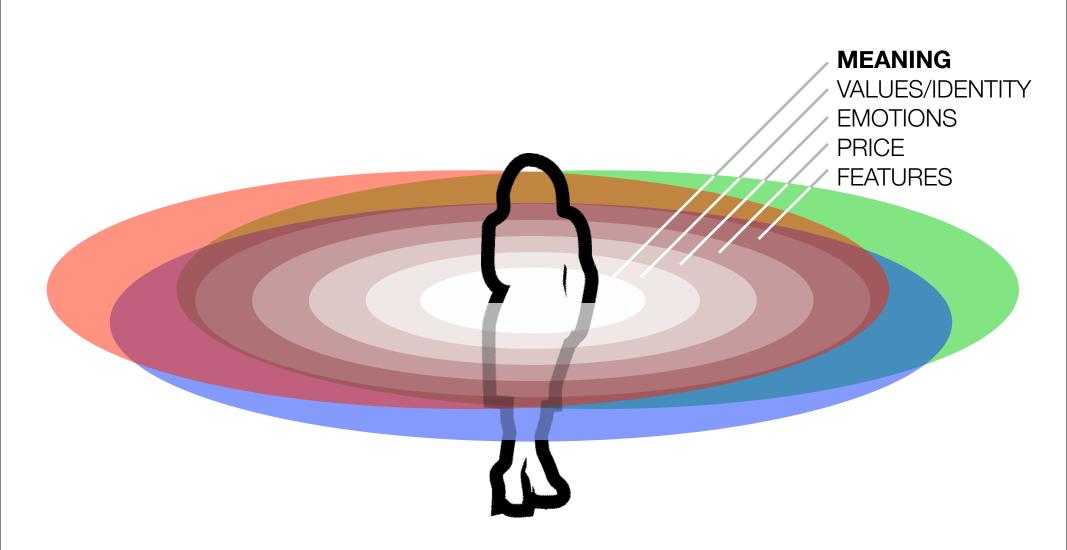








MEANING VALUES EMOTIONS PRICE FEATURES





Price (Value): Does this do what I need at a price that's worth it?

Emotions (Lifestyle): Does this make me feel good?



Status/Identity (Values): Is this me?



Meaning (Reality): Does this fit into my reality?

Core Meanings:

Accomplishment Beauty Creation Community Duty Enlightenment Freedom

Harmony Justice Oneness Redemption Security Truth Validation Wonder

Core Meanings:

Definitions: makingmeaning.org



Meaning is more powerful than Price and Performance



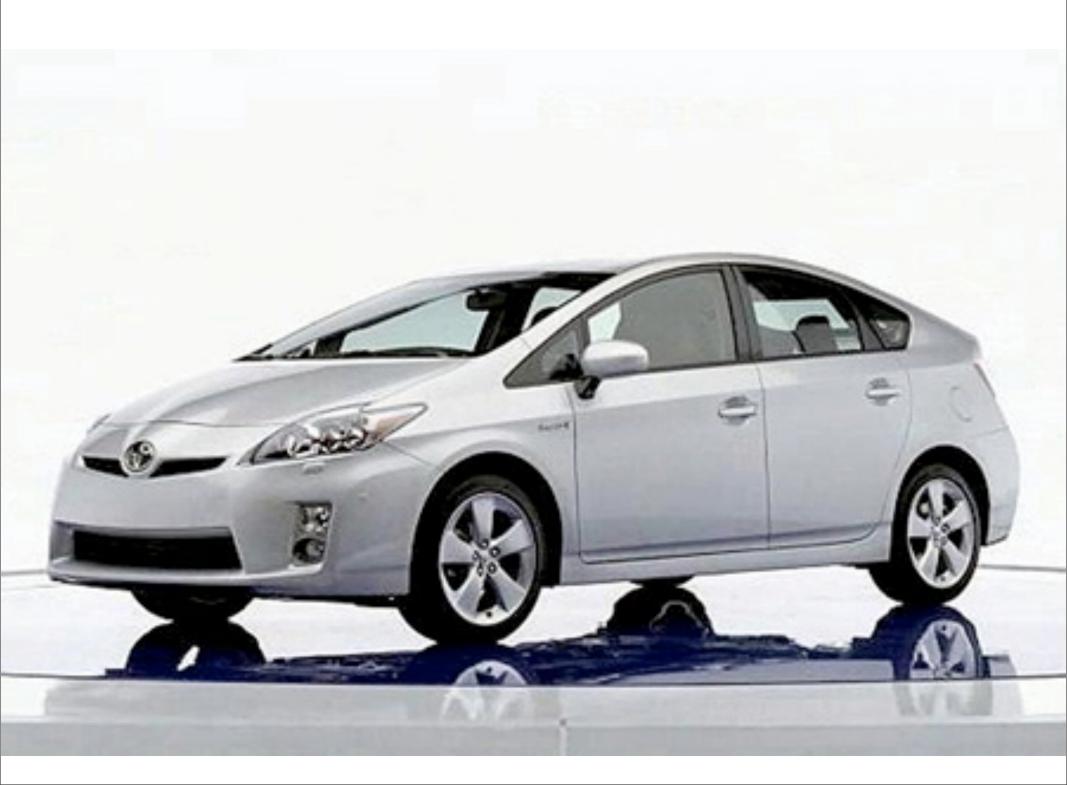
Meaning is more powerful than **Price and Performance**



Meaning lasts longer than **emotions**

Meaning transcends values

Meaning transcends values





The most successful experiences are **meaningful**

Meaning is at the core of Values: Priorities and Expressions

Nike:

Accomplishment Beauty

Creation Community Duty Enlightenment Freedom

Harmony Justice Oneness Redemption Security Truth Validation Wonder

Apple (iPod):

Accomplishment **Beauty** Creation Community Duty Enlightenment Freedom

Harmony Justice Oneness Redemption Security Truth Validation

Target:

Accomplishment **Beauty** Creation Community Duty Enlightenment Freedom

Harmony Justice Oneness Redemption Security Truth Validation Wonder

Walmart:

Accomplishment Harmony Beauty Creation **Justice** Oneness Save Community Live be Redemption Duty Security Truth Enlightenment Freedom Validation Wonder

Meaning is the deepest connection you can make with a customer/user/audience Successful experiences are meaningful (and not merely novel) Design is the process of **evoking** meaning

How does this relate to business & strategy?

What meanings do your customers prioritize?

What meanings does your organization prioritize?

What meanings do you prioritize?

What meanings do your competitors trigger?

Organization's Meaning Priorities

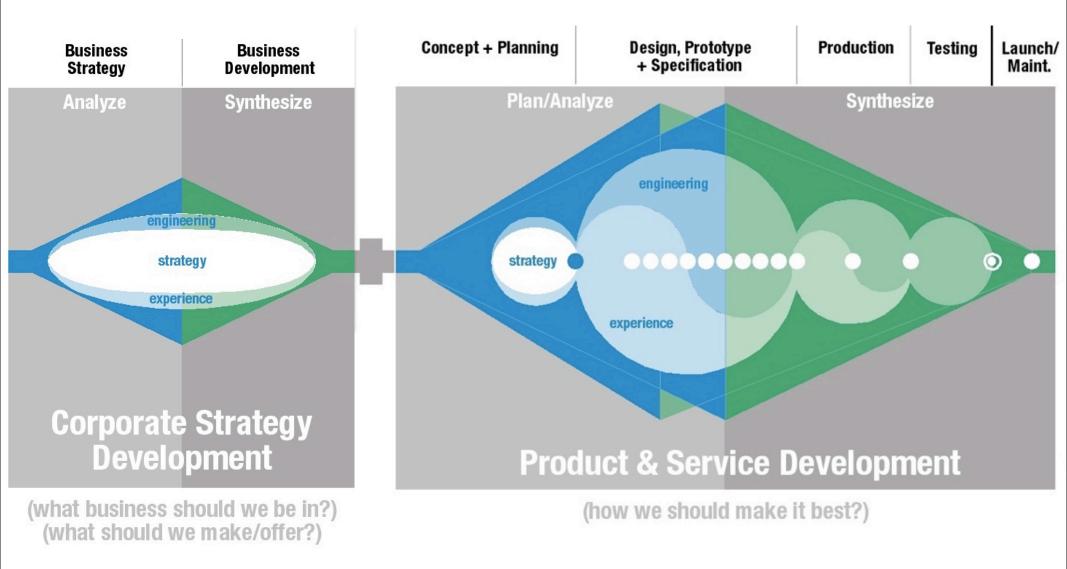
Focus

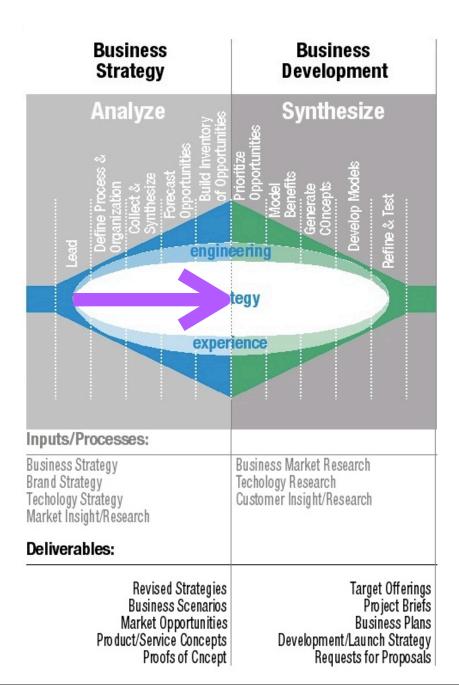
Team/Your Meaning Priorities

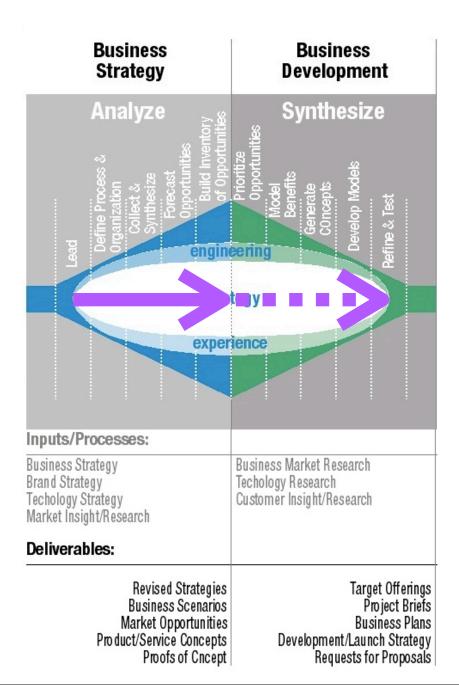
Customer Meaning Priorities

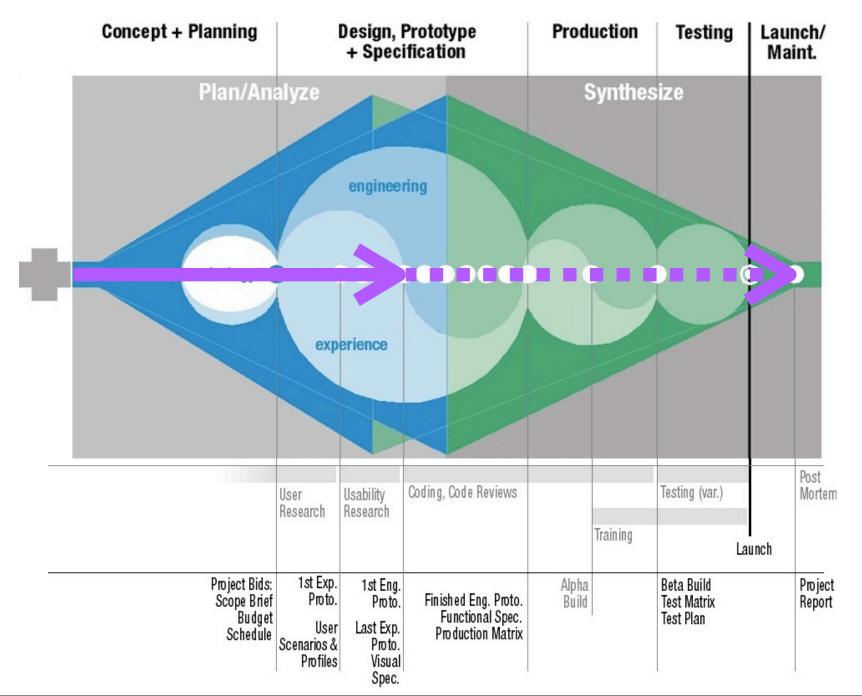
Competitors' Meanings

How do you put this into the development process?









Research Techniques: Interviews Careful Surveys Shadowing Games, etc.

The Meaning of Things by Mihaly Csikszentmihalyi

Who's doing this?

Who's doing this? You

Should companies evoke meaning?

Should companies evoke meaning? Why not?

Is meaning manipulation?

Is meaning manipulation? Maybe, maybe not Are you creating anything meaningful?

What's meaningful to you?

Can meaning kill consumerism?

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