DESIGN THINKING IN BUSINESS INNOVATION Isroilov R. (USA)

Israilov Rustamjon - postgraduate, UNIVERSITY OF MASSACHUSETTS, MBA IN INTERNATIONAL BUSINESS, LOWELL, USA

Abstract: this research paper explores the importance of design thinking in driving business innovation through user-centered collaboration and an iterative approach. *Keywords:* design thinking, business innovation, user-centered, collaboration, iterative approach, best practice.

ДИЗАЙН-МЫШЛЕНИЕ В БИЗНЕС-ИННОВАЦИЯХ Исроилов Р. (Соединенные Штаты Америки)

Исроилов Рустамжон - аспирант, Массачусетский университет, MBA в области международного бизнеса, г. Лоуэлл, Соединенные Штаты Америки

Аннотация: в данной исследовательской работе исследуется важность дизайн-мышления для стимулирования инноваций в бизнесе посредством ориентированного на пользователя сотрудничества и итеративного подхода. Ключевые слова: дизайн-мышление, бизнес-инновации, ориентированность на пользователя, совместная работа, итеративный подход, лучшая практика.

Introduction

Design thinking is a human-centered approach to problem-solving that has gained popularity in recent years due to its ability to drive innovation in businesses. At its core, design thinking is about understanding the needs and wants of customers and creating solutions that meet those needs in creative and effective ways. This article overviews the five stages of design thinking and examines its impact on innovation and business success. The article also explores the challenges associated with implementing design thinking in a business context and provides best practices for overcoming these challenges.

Literature Review

The origins and evolution of design thinking as a methodology

Design thinking traces back to the 1960s when the concept emerged as an approach to solving complex problems in various fields, such as engineering, architecture, and social sciences (Cross, 2007). In the 1990s, the term "design thinking" gained prominence, and it was popularized by IDEO's founder, David Kelley, and Stanford University's d.school (Brown, 2008). Design thinking evolved from a simple problem-solving approach to a human-centered innovation process, focusing on users' needs, empathy, and collaboration (Liedtka & Ogilvie, 2011).

The impact of design thinking on innovation and business success

Numerous studies have highlighted the positive impact of design thinking on innovation and business success. For example, a survey by Plattner, Meinel, and Leifer (2011) revealed that companies that adopted design thinking outperformed their industry counterparts regarding revenue growth, customer satisfaction, and employee engagement. Design thinking has also been linked to increased innovation efficiency and effectiveness (Carlgren, Elmquist, & Rauth, 2016). Moreover, a design Management Institute (DMI) report found that design-led companies outperformed the S&P 500 by 211% over a ten-year period (DMI, 2015).

Critiques of implementing design thinking in a business context

Despite the growing evidence of design thinking's impact on innovation, some critics argue that the approach is not universally applicable and may not be suitable for all organizations (Johansson-Sköldberg, Woodilla, & Çetinkaya, 2013). They say that design thinking's emphasis on creativity and collaboration might not align with traditional business structures and cultures. Additionally, the lack of clear metrics to measure the success of design thinking initiatives can make it challenging to justify investments in the approach (Buchanan, 1992).

The Five Stages of Design Thinking

1. Empathize: Understanding the Needs and Wants of Customers

The first stage of design thinking involves empathizing with customers to gain insights into their needs, desires, and challenges (Brown, 2008). This stage requires designers to engage with customers, observe their behavior, and gather qualitative data through interviews, surveys, and other methods (IDEO.org, 2015). Empathy enables designers to develop a deeper understanding of the customer's perspective, allowing them to create solutions that address their specific needs (Kouprie & Visser, 2009).

2. Define: Clearly Define the Problem That Needs to Be Solved

The Define stage focuses on synthesizing the insights gathered during the Empathize phase and identifying the problem that requires a solution (Dam & Siang, 2020). This stage involves analyzing customer data, identifying patterns, and framing the problem statement in a human-centered manner (Brown, 2008). A well-defined problem statement helps guide the design team throughout the remaining stages and ensures that the solution addresses the core issue customers face (IDEO.org, 2015).

3. Ideate: Generating a Range of Potential Solutions

In the Ideate stage, the design team generates potential solutions to address the identified problem (Dam & Siang, 2020). This stage encourages creative thinking, brainstorming, and the exploration of unconventional ideas (Brown, 2008). The goal is to create diverse ideas that can be evaluated and refined in subsequent stages. Mind mapping, sketching, and group discussions can stimulate creativity and foster collaboration (IDEO.org, 2015).

4. Prototype: Creating a Physical Representation of the Proposed Solution

The Prototype stage involves creating a tangible representation of one or more generated ideas (Dam & Siang, 2020). Prototypes can take various forms, such as physical models, digital mockups, or storyboards, and should be developed quickly and inexpensively (Brown, 2008). This stage allows the design team to identify potential issues, gather feedback, and iterate on their ideas before investing in a full-scale solution (IDEO.org, 2015).

5. Test: Gathering Feedback on the Prototype to Refine the Solution

The final stage of design thinking is the Test phase, in which the design team gathers customer feedback to evaluate the prototype's effectiveness and refine the solution (Dam & Siang, 2020). This stage may involve user testing, interviews, or other evaluation forms to assess how well the prototype addresses the defined problem (Brown, 2008). Based on the feedback, the design team iterates on the prototype, making improvements until a satisfactory solution is achieved (IDEO.org, 2015).

Stage	Description	Key Activities
Empathize	Understanding the needs and wants of customers	Engaging with customers, observing behavior, gathering qualitative data
Define	Clearly defining the problem that needs to be solved	Analyzing customer data, identifying patterns, framing the problem statement
Ideate	Generating a range of potential solutions	Creative thinking, brainstorming, exploration of unconventional ideas
Prototype	Creating a physical representation of the proposed solution	Developing tangible models quickly and inexpensively
Test	Gathering feedback on the prototype to refine the solution	User testing, interviews, and evaluation of prototype effectiveness

Table 1 The Five Stages of Design Thinking.

The table above elaborates on the key activities that are typically carried out during each stage of the design thinking process. While these activities are not necessarily exhaustive or mutually exclusive, they provide a general framework for understanding the overall process. It is important to note that design thinking is an iterative process, and the stages may be revisited multiple times to refine and improve the solution.

Success Stories: Examples of Companies That Have Used Design Thinking to Innovate

Several companies have used design thinking to drive innovation and transform their businesses. The following are examples of companies that have adopted design thinking to create innovative solutions:

6. Apple's Design-led Approach to Product Development

Apple is known for its innovative products and design-led approach to product development. The company's design thinking is evident in creating products like the iPhone, iPod, and MacBook (Safian, 2012). In addition, apple's design team emphasizes the user experience, focusing on creating intuitive and easy-to-use products (Hurst, 2010). By prioritizing the user experience, Apple has been able to develop products that are both functional and aesthetically pleasing.

7. Airbnb's Use of Design Thinking to Re-imagine the Travel Experience

Airbnb, the online marketplace for short-term lodging, has revolutionized the travel industry by using design thinking to create a more personalized and authentic travel experience (Brown, 2015). The company's design team focuses on understanding the needs and desires of travelers and hosts to create a platform that meets their needs. As a result, Airbnb's platform provides travelers with a range of unique accommodations and experiences tailored to their preferences, allowing them to create a more memorable and meaningful travel experience.

8. IBM's Adoption of Design Thinking to Drive Digital Transformation

A leading technology company, IBM has adopted design thinking to drive digital transformation and create innovative solutions for its clients (Liedtka, Salzman, & Rosenbaum, 2018). The company's design team works closely with clients to understand their needs and develop user-centered and data-driven solutions. By adopting design thinking, IBM has been able to create solutions that are both innovative and effective, helping its clients to stay ahead of the curve in an ever-changing technological landscape.

Challenges of Implementing Design Thinking in a Business Context

Despite the potential benefits of design thinking, there are several challenges that companies may face when implementing this approach in a business context:

Resistance to Change from Employees and Leadership

One of the primary challenges of implementing design thinking is resistance to change from employees and leadership (Kimbell, 2011). Design thinking requires a shift in mindset and culture, and some employees may be resistant to change or skeptical of the benefits of this approach.

• Difficulty in Measuring the ROI of Design Thinking Initiatives

Another challenge of implementing design thinking is the difficulty in measuring these initiatives' return on investment (ROI) (Brown, 2008). Design thinking is a creative and iterative process, and it may not be easy to quantify the impact of these efforts on traditional business metrics such as revenue or profit.

Lack of Understanding of Design Thinking Among Employees and Leadership

Finally, a lack of understanding of design thinking among employees and leadership can hinder its adoption (Martin, 2009). Some employees may be unfamiliar with design thinking principles or may not understand how to apply them in their work.

Best Practices for Implementing Design Thinking in Business

To overcome these challenges and successfully implement design thinking in a business context, the following best practices can be followed:

• Fostering a culture of experimentation and risk-taking: Design thinking requires a willingness to experiment and take risks to innovate and find new solutions.

• **Empowering employees to take ownership of the design thinking process:** Employees should be given the autonomy and resources to take ownership of the design thinking process and generate creative ideas.

• **Incorporating user feedback throughout the process:** User feedback should be incorporated at every stage of the design thinking process to ensure that solutions meet customers' needs.

• **Emphasizing visualization and storytelling:** Visualization and storytelling can help teams to communicate their ideas and create a shared understanding of the problem and solution.

• **Creating a dedicated design thinking team or lab:** Creating a dedicated team or space for design thinking can help to promote a culture of innovation and experimentation within the organization.

• **Providing training and resources for employees:** It can help increase their understanding of design thinking and their ability to apply it in their work.

Conclusion

Design thinking is a robust methodology that can help businesses to drive innovation and transform their organizations. By placing the user at the center of the process and adopting a collaborative and iterative approach, design thinking can help businesses create effective and innovative solutions. However, implementing design thinking in a business context can be challenging, particularly in terms of resistance to change and difficulty in measuring ROI. To overcome these challenges, businesses can follow best practices such as fostering a culture of experimentation, empowering employees, and incorporating user feedback. By adopting a design thinking mindset and incorporating its principles into their work, businesses can differentiate themselves from competitors and stay ahead of the curve in an ever-changing business landscape. Ultimately, design thinking is not just a methodology; it's a mindset that can transform businesses and create new opportunities for growth and success.

References / Список литературы

- 1. Brown T. Design thinking. Harvard Business Review, 2008 86(6), P. 84-92.
- 2. Brown T. Change by design: How design thinking transforms organizations and inspires innovation. Harper Business. 2015.
- 3. Buchanan R. Wicked problems in design thinking. Design Issues, 1992, 8(2), P. 5-21.
- Carlgren L., Elmquist M., & Rauth I. Framing design thinking: The concept in idea and enactment. Creativity and Innovation Management, 2016 - 25(1), P. 38-57.
- 5. Cross N. Designerly ways of knowing. Birkhäuser. 2007.
- Dam R.F., & Siang T.Y. Stages in the Design Thinking Process. Interaction Design Foundation. [Electronic Resource]. URL: https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process/ (date of access: 19.03.2023).
- Design Management Institute (DMI). The DMI Design Value Index: Design Value Matters. [Electronic Resource]. URL: https://www.dmi.org/page/2015DVIandOTW/ (date of access: 10.03.2023).
- 8. *Hurst A.* How Apple's design process works. Gizmodo. [Electronic Resource]. URL: https://gizmodo.com/how-apples-design-process-works-5180501/ (date of access: 01.03.2023).
- 9. IDEO.org. The Field Guide to Human-Centered Design. IDEO.org. 2015.
- 10. Johansson-Sköldberg U., Woodilla J., & Çetinkaya, M. Design thinking: Past, present and possible futures. Creativity and Innovation Management, 2013 22(2), P. 121-146.
- 11. Kimbell L. Rethinking design thinking: Part I. Design and Culture, 2011 3(3), P. 285-306.
- 12. *Kouprie M., & Visser F.S.* A framework for empathy in design: stepping into and out of the user's life. Journal of Engineering Design, 2009 20(5), P. 437-448.
- 13. *Liedtka J.*, & *Ogilvie T*. Designing for growth: A design thinking tool kit for managers. Columbia University Press. 2011.
- 14. *Liedtka J., Salzman R., & Rosenbaum S.* Design thinking for the greater good: Innovation in the social sector. Columbia University Press. 2018.
- 15. *Martin R.L.* The design of business: Why design thinking is the next competitive advantage. Harvard Business Press. 2009.
- 16. Plattner H., Meinel C., & Leifer L. (Eds.). Design thinking: Understand, improve, apply. Springer Science & Business Media. 2011.
- 17. *Safian R*. How Apple works: Inside the world's biggest startup. Fast Company. [Electronic Resource]. URL: https://www.fastcompany.com/3000075/how-apple-works-inside-worlds-biggest-startup/ (date of access: 11.03.2023).