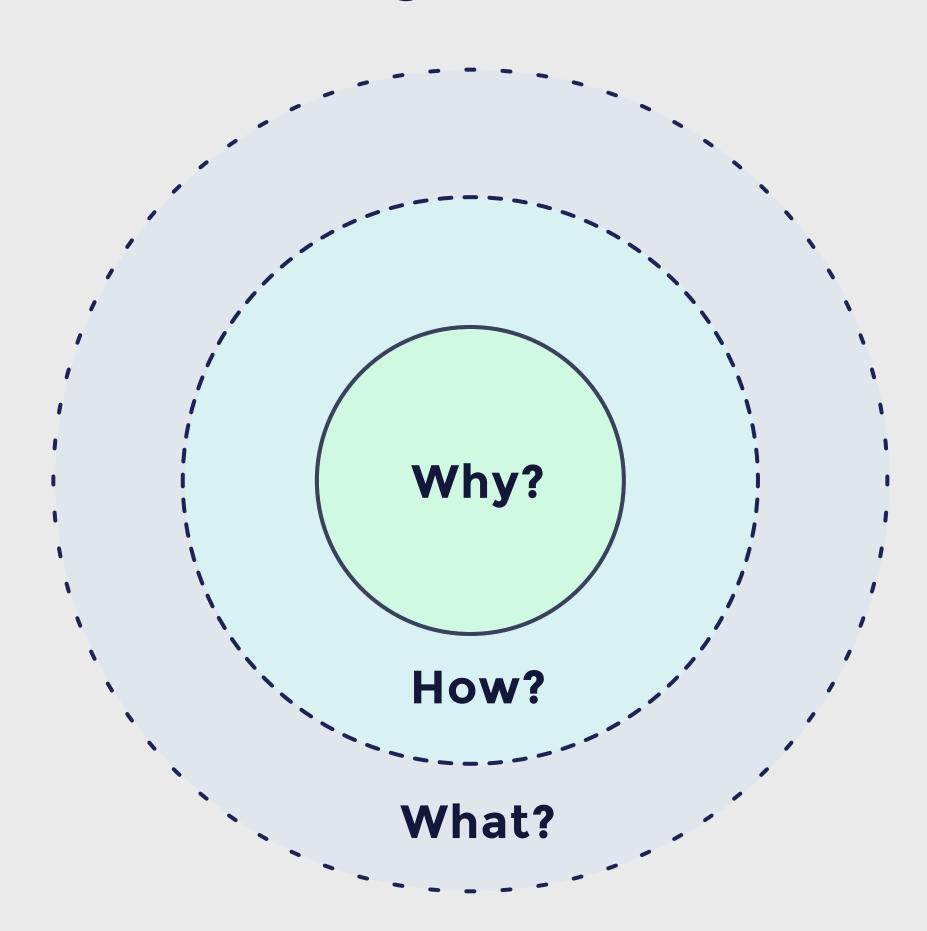


HOW TO GET NOTICED BY EARLY ADOPTERS

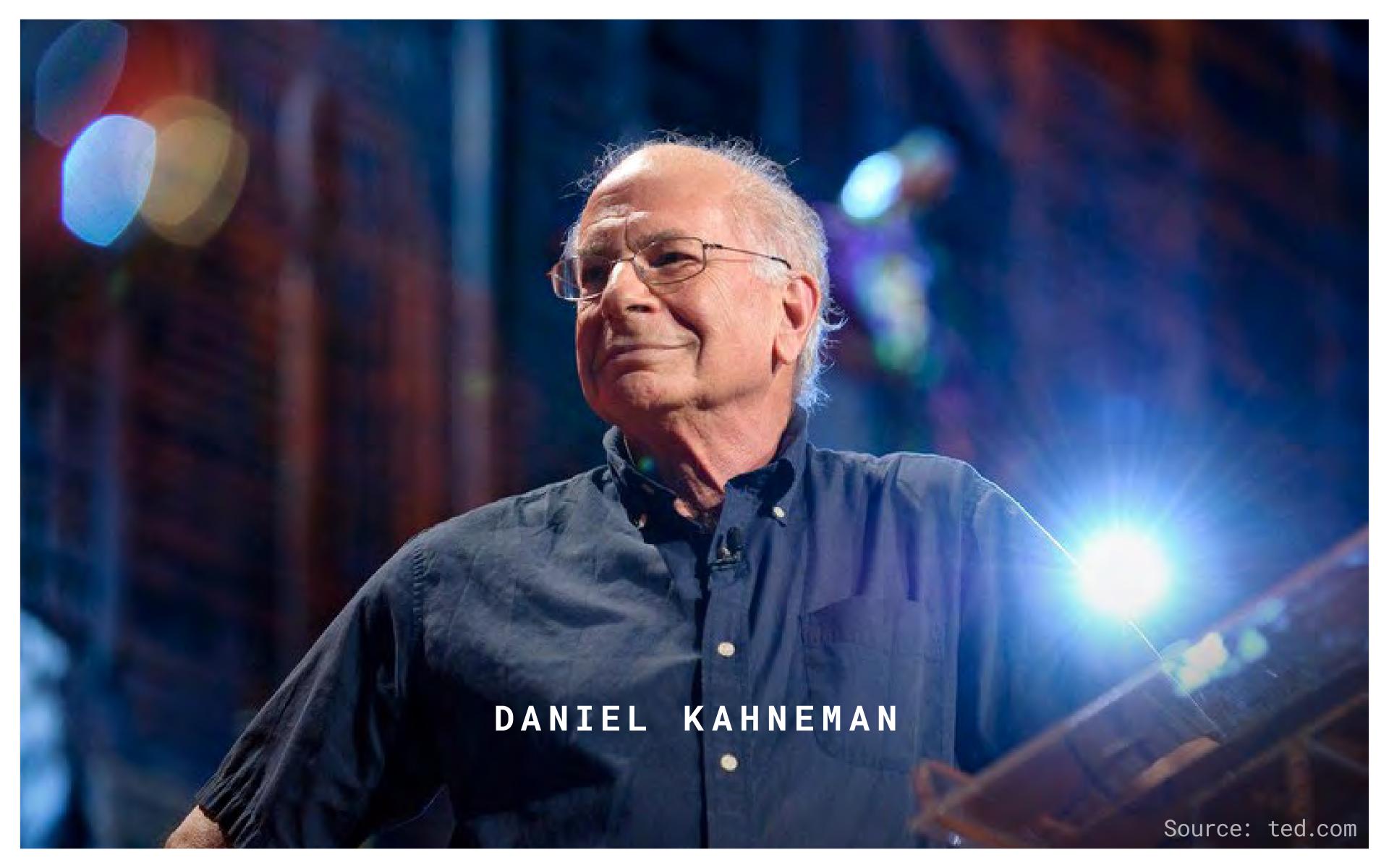
Agenda



2002

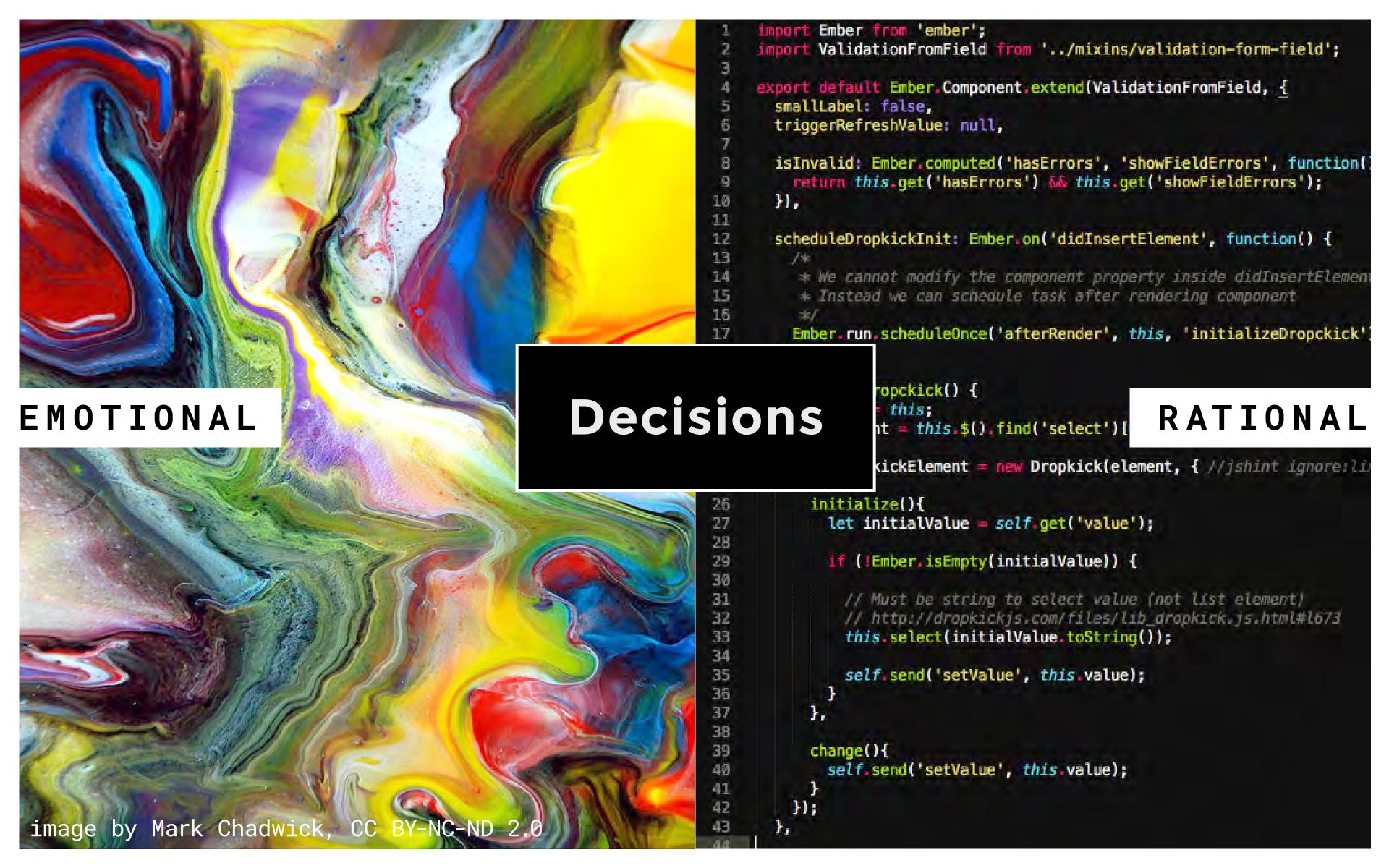


NOBEL MEMORIAL PRIZE -ECONOMICS



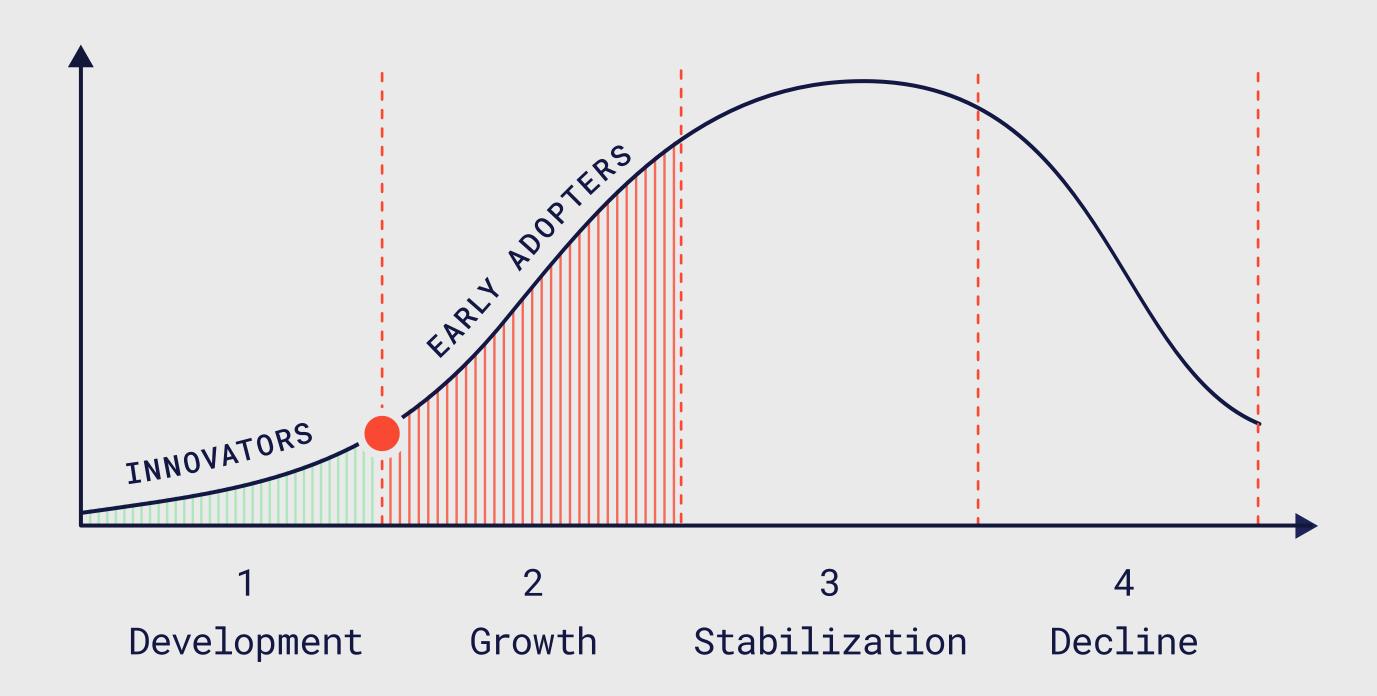
System 1 is fast, intuitive and emotional.

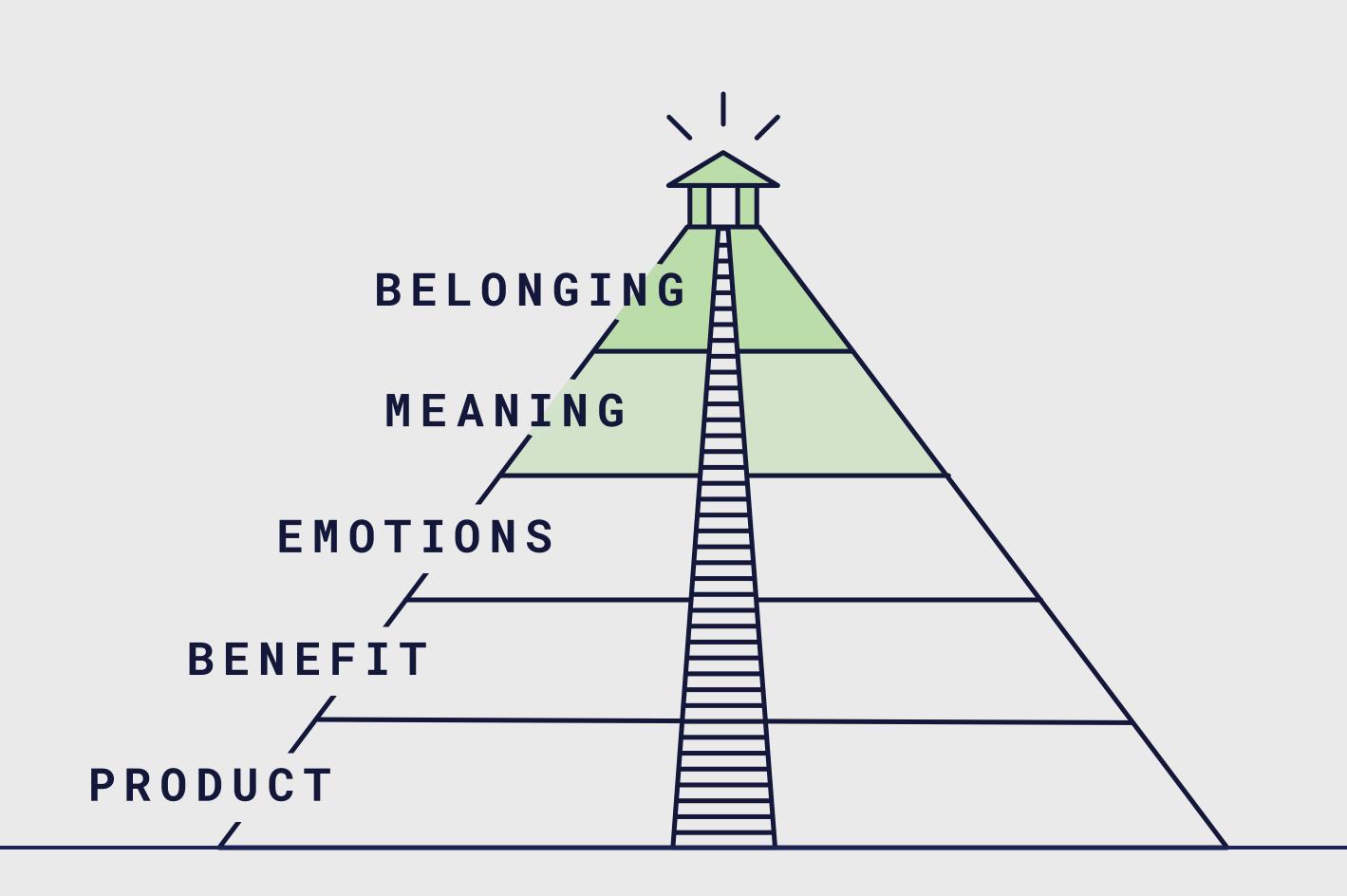
System 2 is slower, more deliberative and more logical.

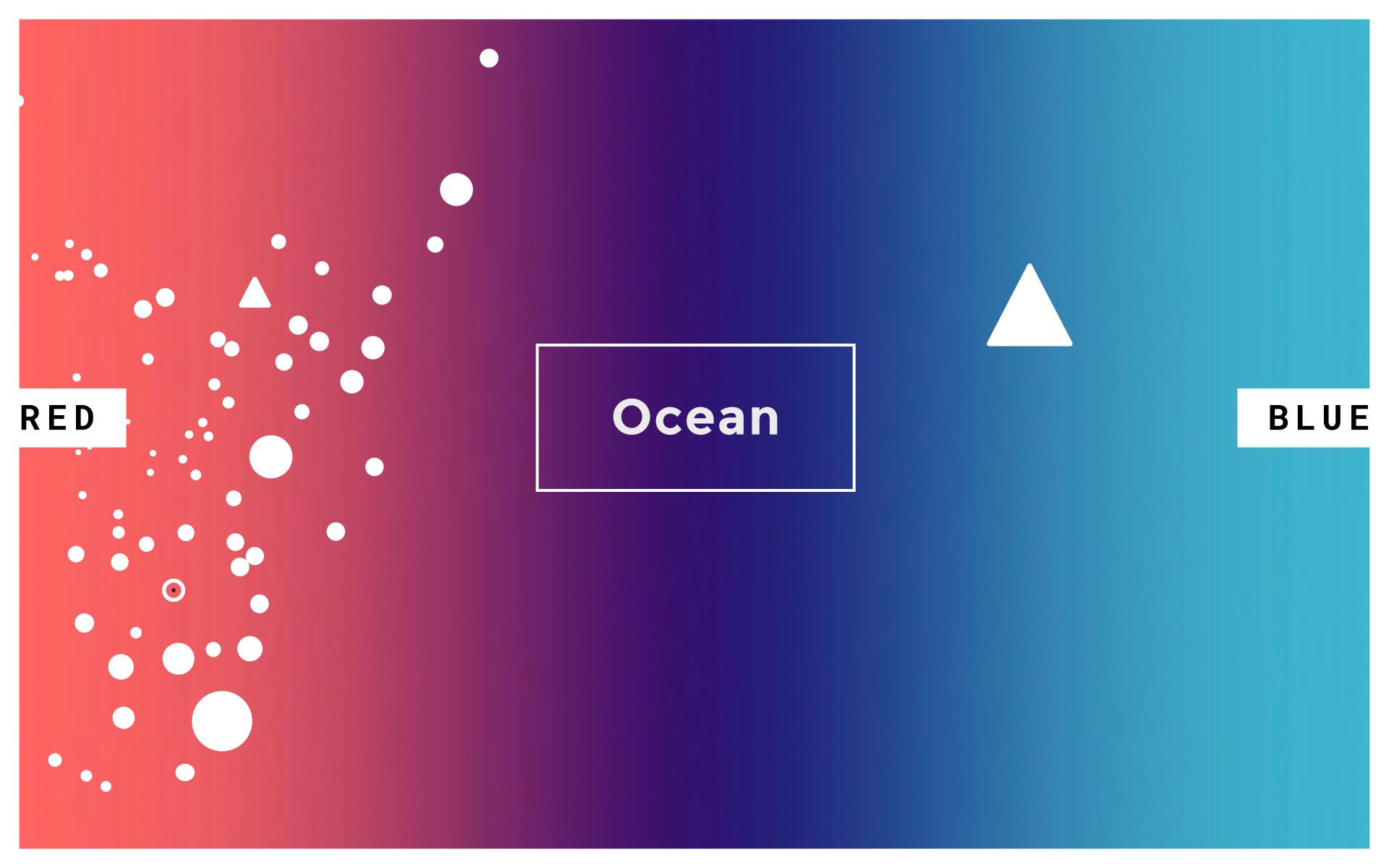






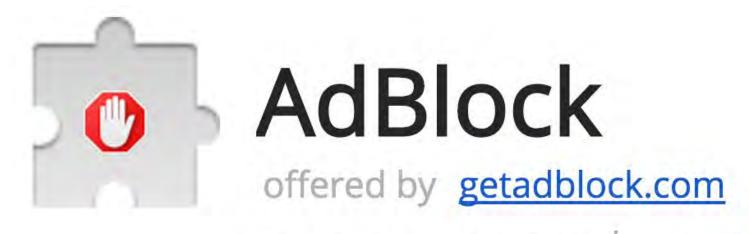








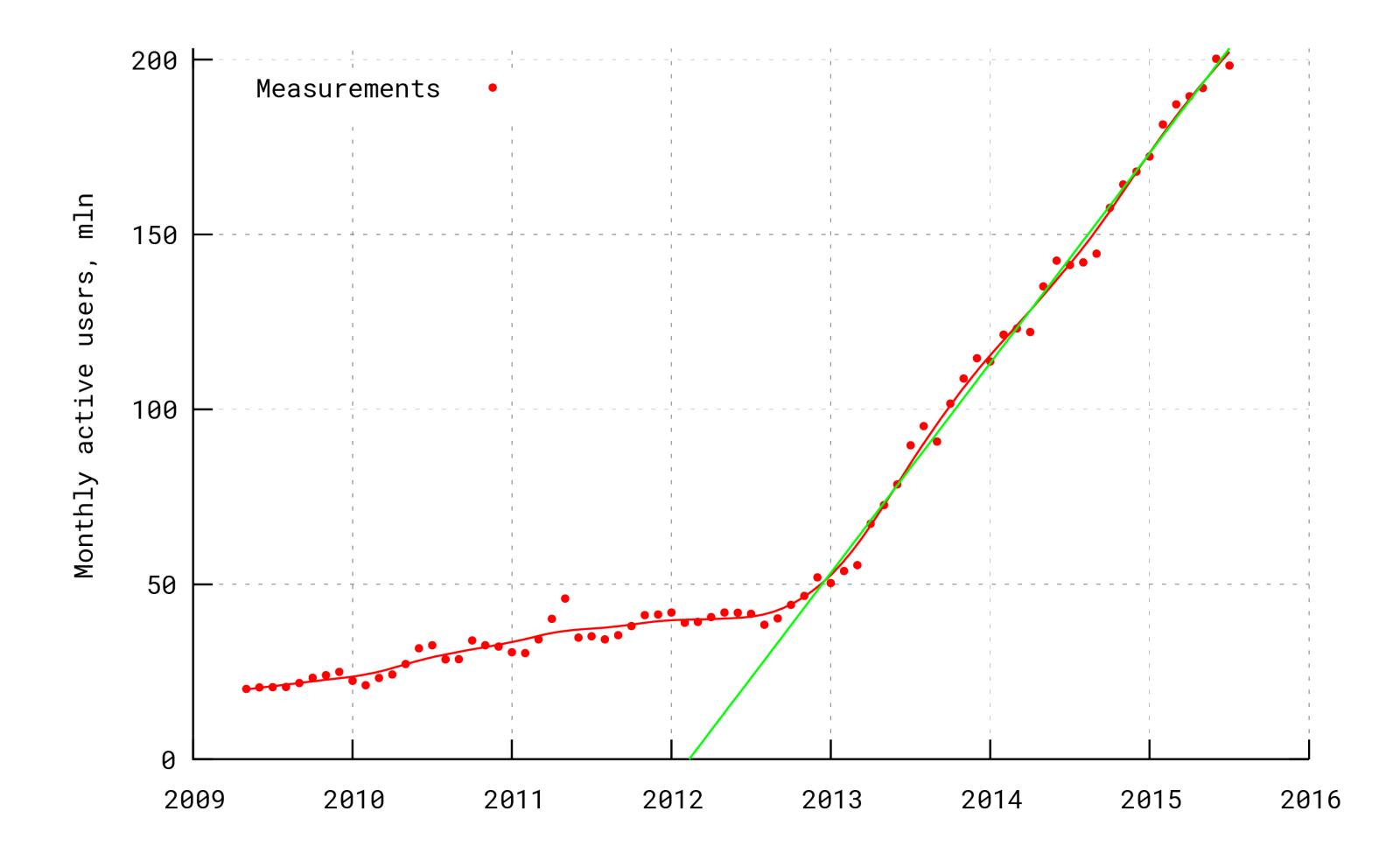
- X Hide advert
 See fewer adverts like this
- Why am I seeing this?



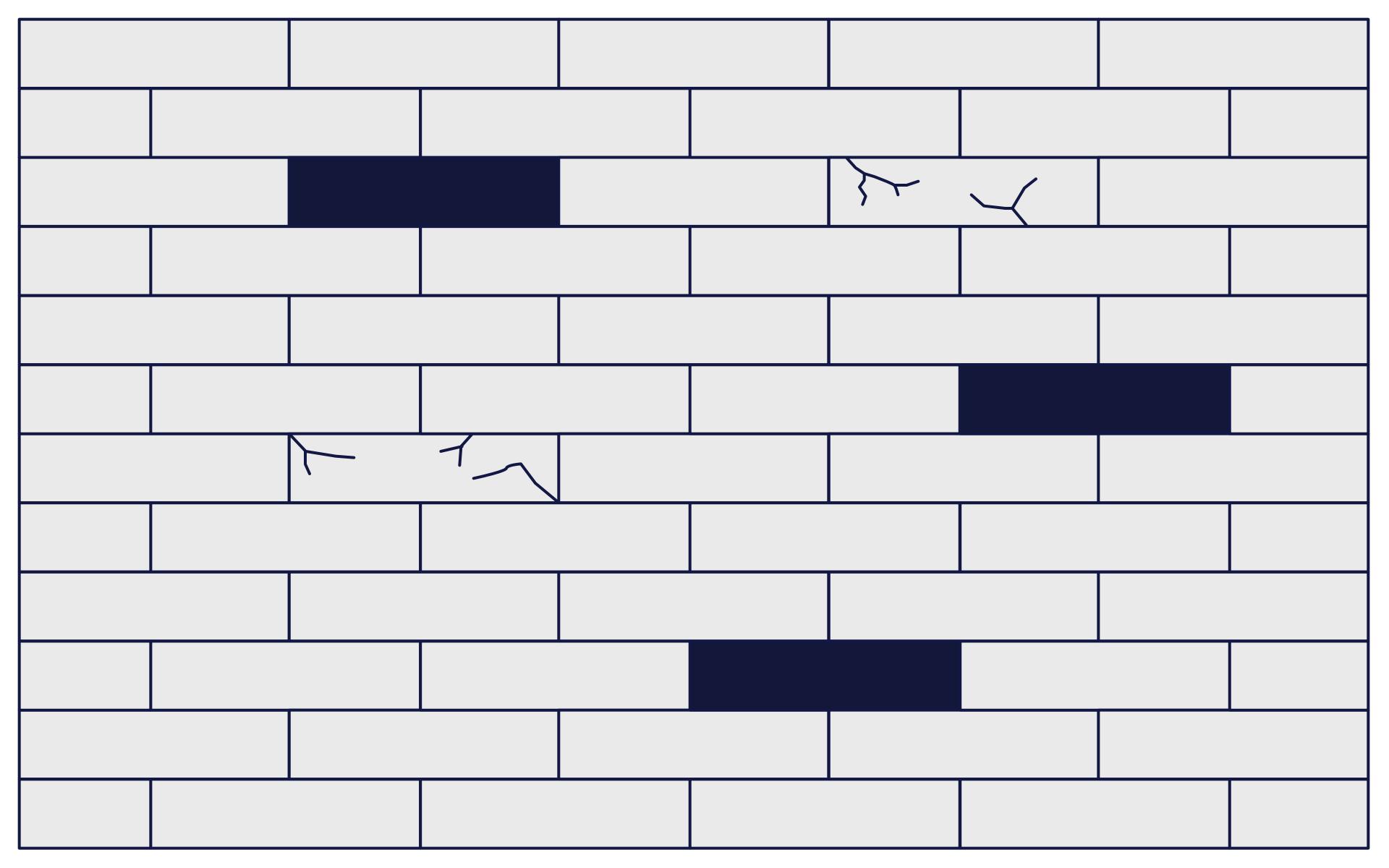
******* (198549)

Productivity

10,000,000+ users



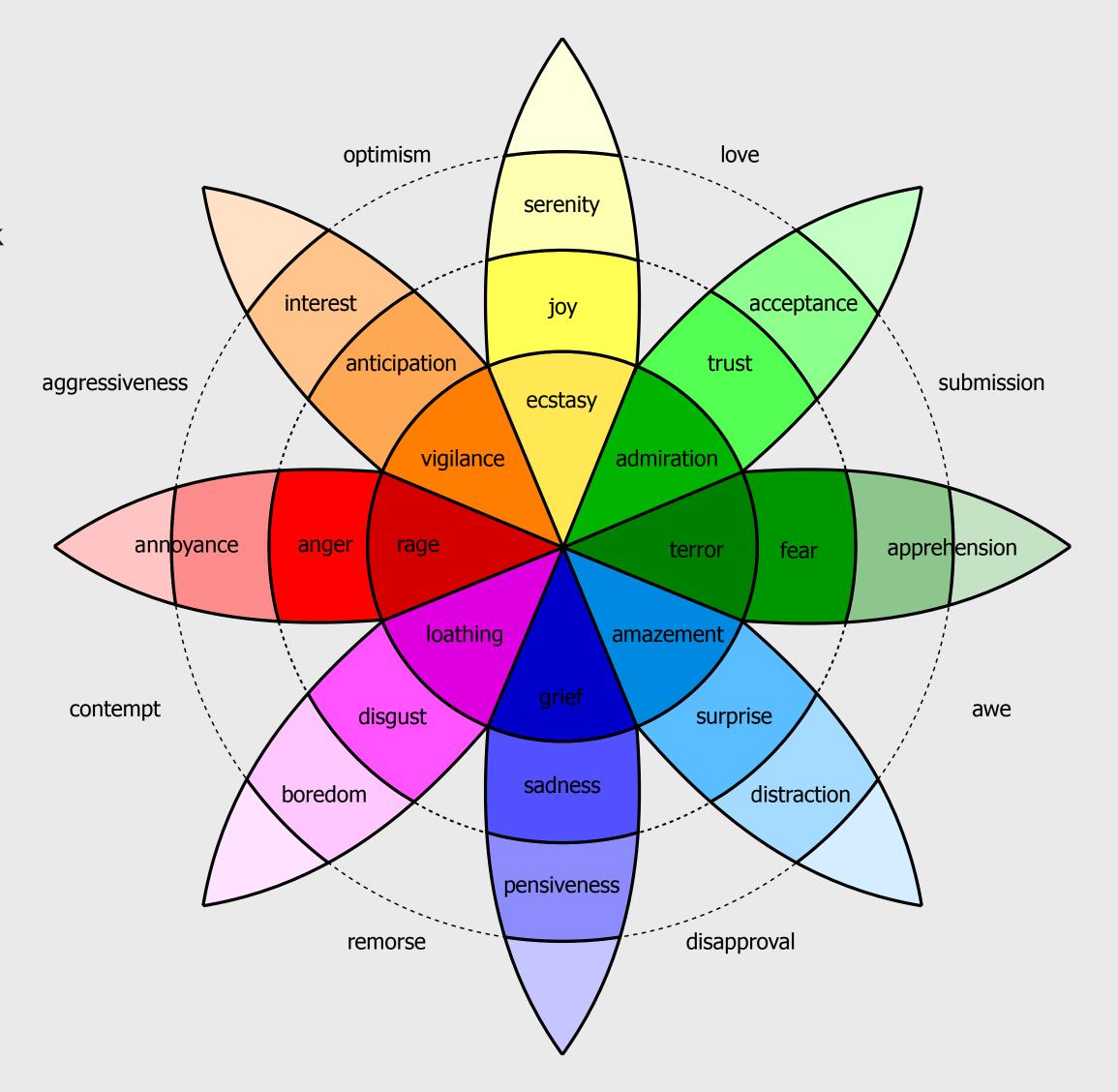
Value Value A LIE

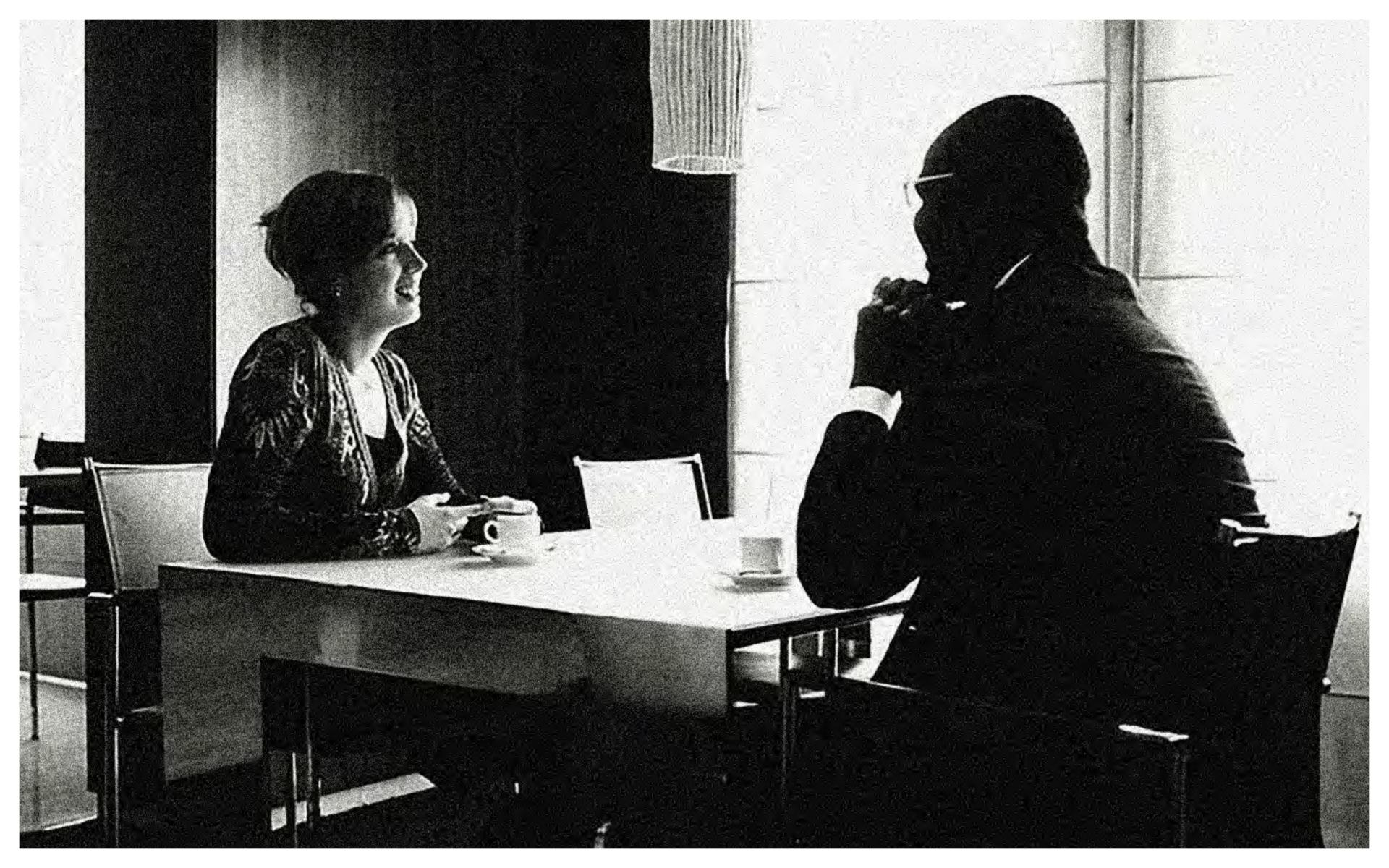


EMOTIONAL TRIGGERS

WHEEL OF EMOTIONS

by Robert Plutchik



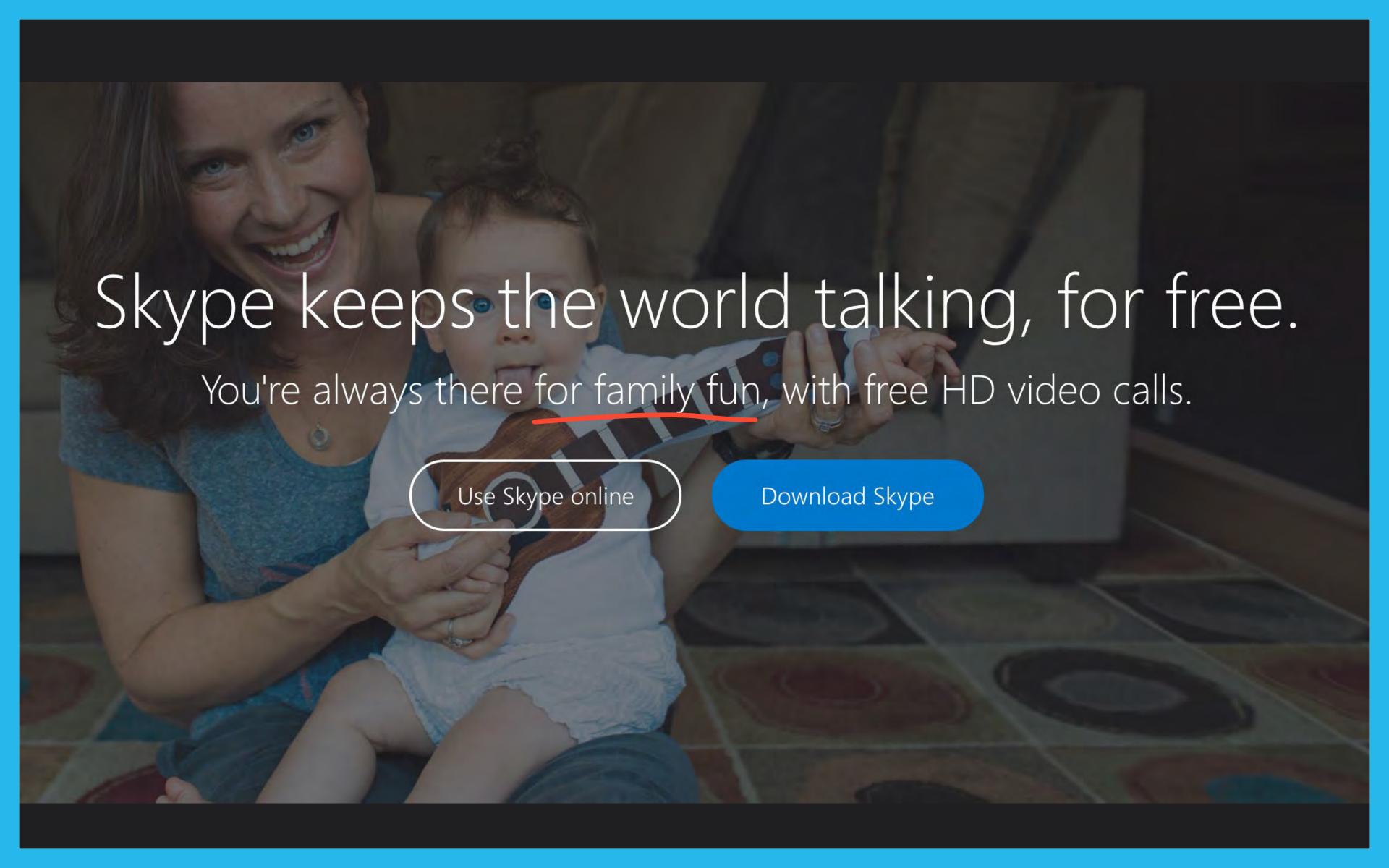


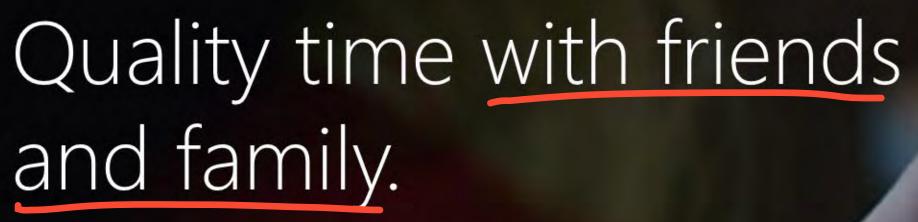


Who do they want to become?

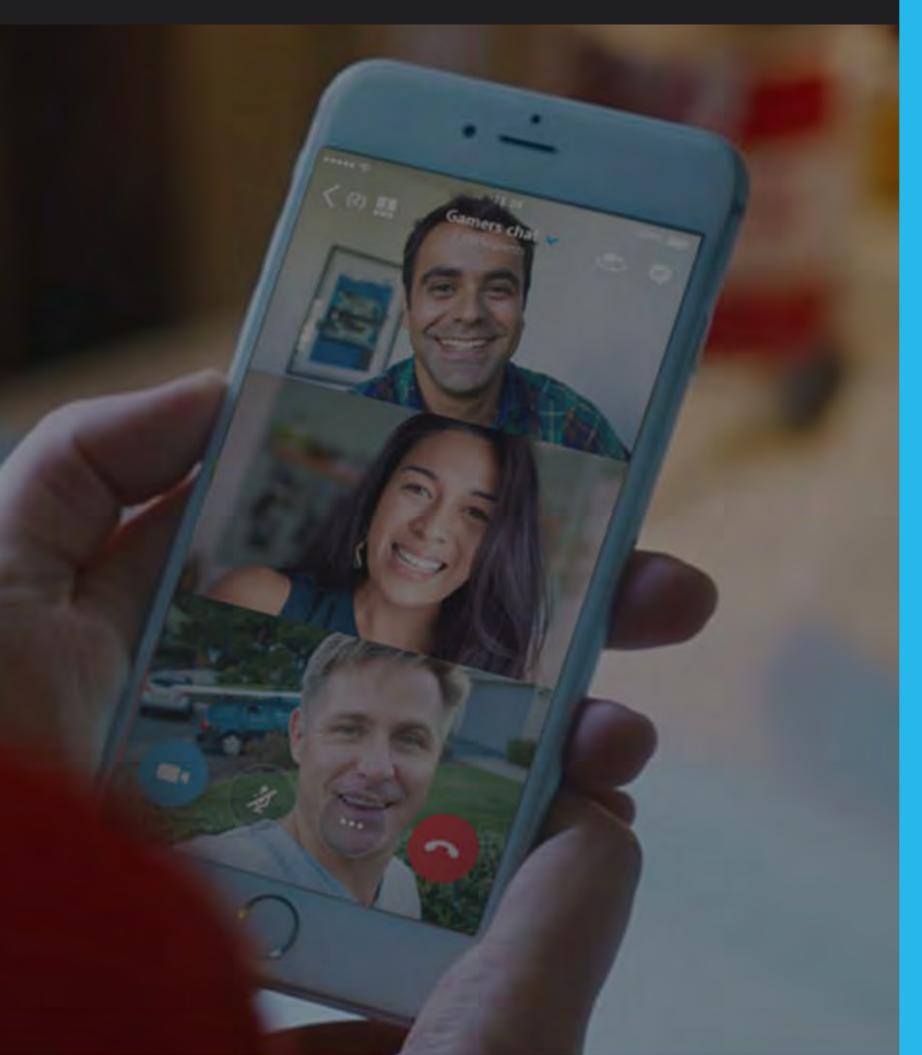
Who are they?

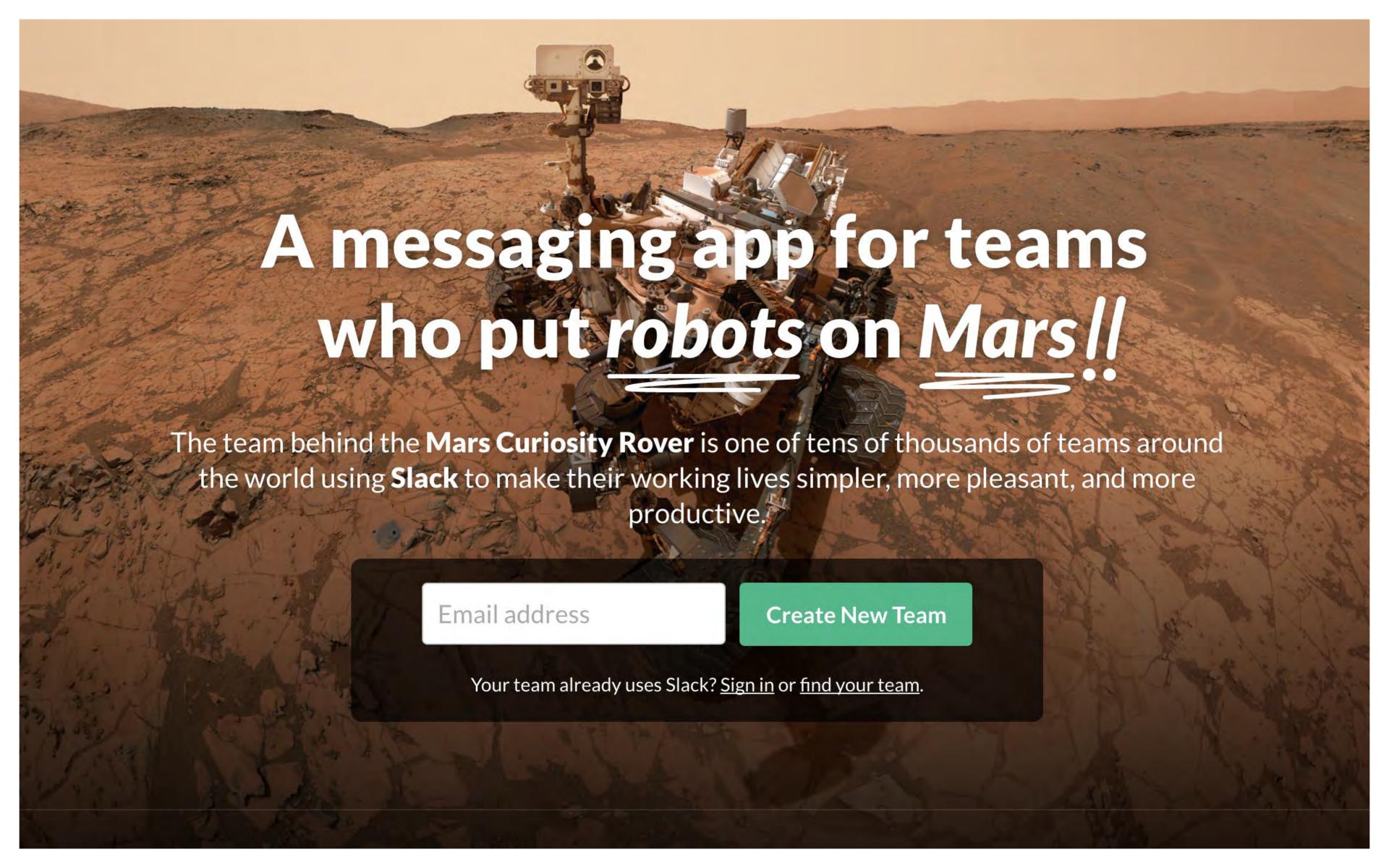
Who are we?





Feel closer with free HD video calls, one-to-one, or as a group. Never miss regular catchups or special occasions again.







charity: water is one of tens of thousands of teams around the world using **Slack** to make their working lives simpler, more pleasant, and more productive.

Email address

Create New Team

Your team already uses Slack? Sign in or find your team.



MONUMENT VALLEY IS THE MOST ELEGANT GAME I HAVE EVER PLAYED.

TIM SCHAFER

THE MOST SUBLIME HOUR MY IPAD HAS EVER GIVEN ME... AND THE VALUE OF SUCH A THING IS INCALCULABLE.

KOTAKU

BRILLIANT DESIGN... STAYED WITH ME LIKE A
DREAM I DIDN'T WANT TO FORGET... 9/10

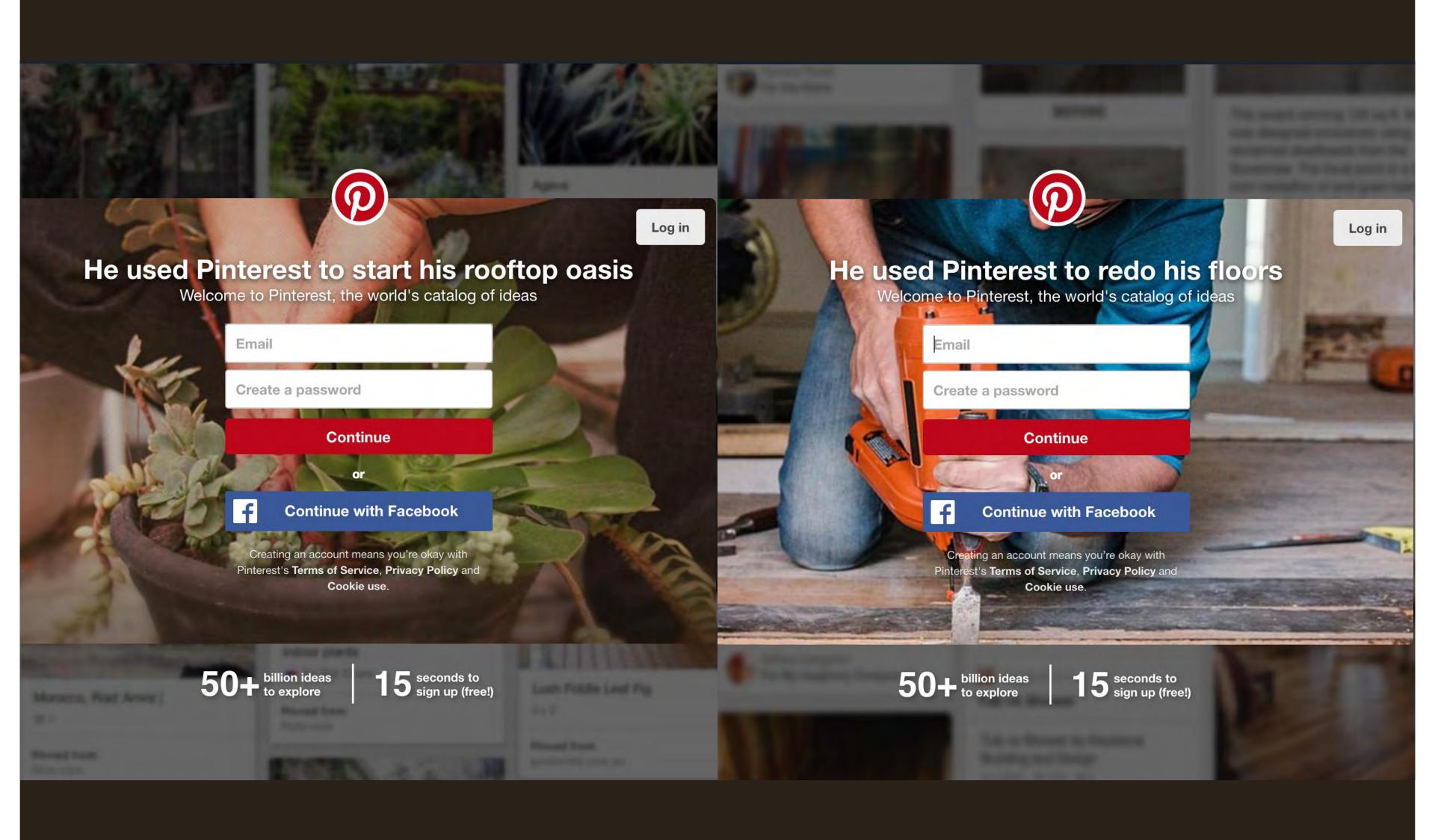
POLYGON

MONUMENT VALLEY STUNS WITH ITS SERENITY...
EACH SCREEN IS A WORK OF ART.

HUFFINGTON POST

ALMOST IMPOSSIBLY GORGEOUS... A FEAST FOR YOUR SENSES... 5/5

TOUCHARCADE









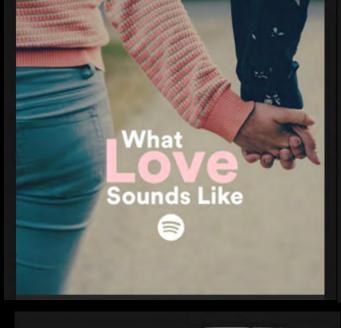
























Who do they want to become?

Who are they?

Who are we?

Exercise/

CUSTOMER POSITIONING

Our	customers	want	to	be (to feel) more	
Our	customers	want	to	highlight that they are	
Our	customers	want	to	be seen as	

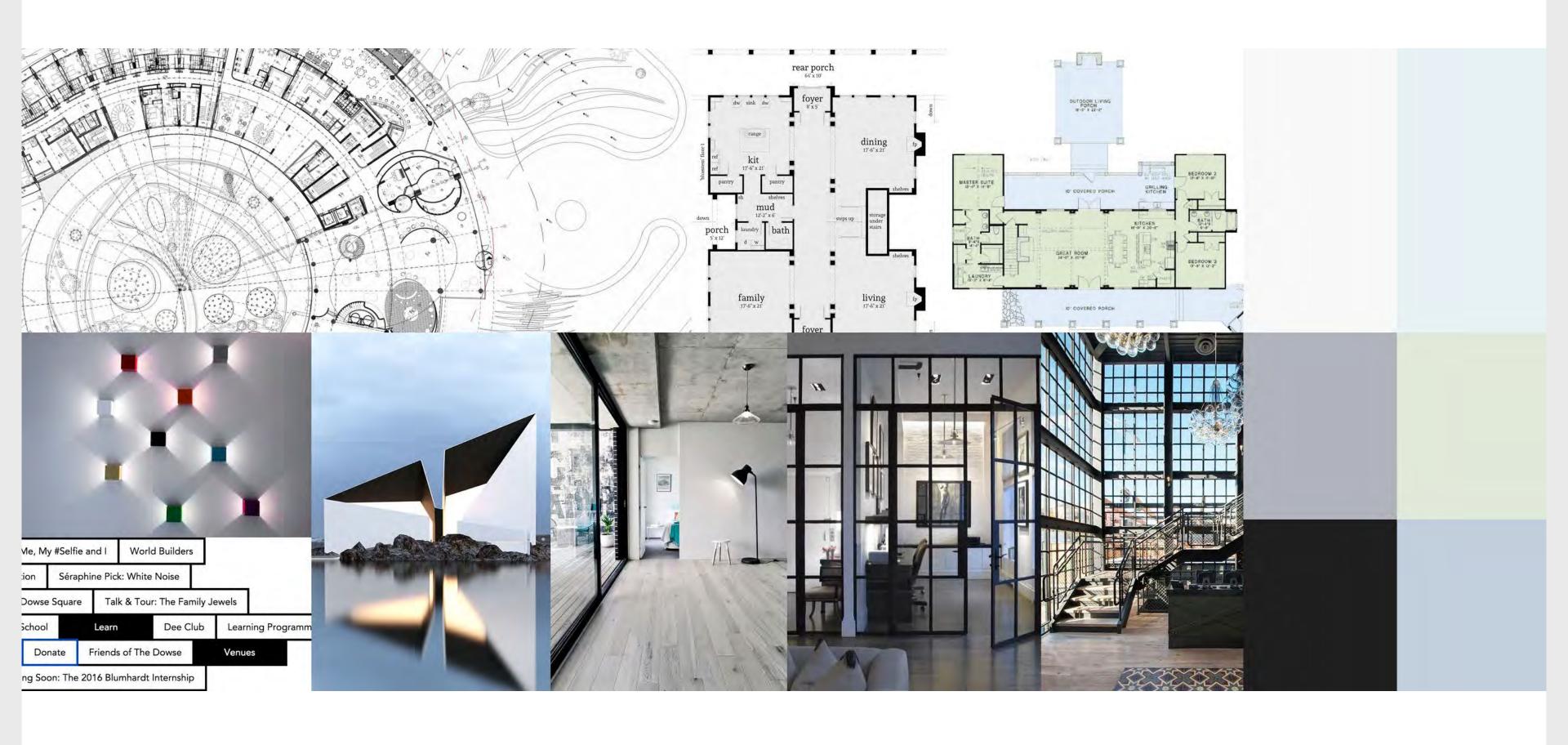
PRODUCT PERSONALITY

lo make our customers notice us and trust us,	
our brand should look, and	
People will join us,	
if they think we are, and brand	•
We want people to tell others that we are]
we want people to tell others that we are] .

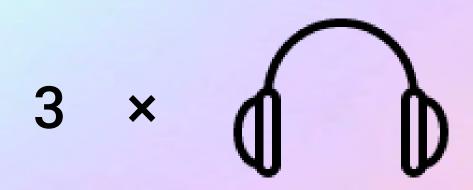
Co-working spaces Offices Conference centers Education centers

steady accessible reliable sleek smooth fast comfortable lightweigh white-labeled

wires glass transparency structure transformation links swiss style ecosystem







SATURATED CATEGORY

Case 1

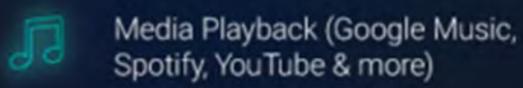




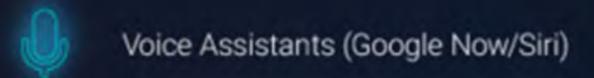




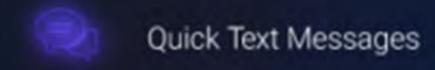
Smart, Intuitive Controls Headphone & Sound Design





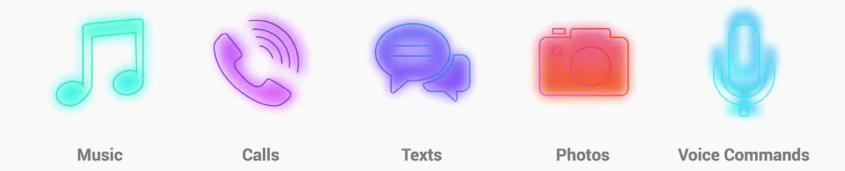


Camera Shutter



Laser-Illuminated

Pulses To Your Beat





Case 2



BEOPLAY H3 ANC

EXPERIENCE

TECH SPEC

BUY



H3 ANC

Premium Active Noise Cancellation in-ear headphone tuned for music lovers.

€ 249



BUY



A1 BLACK

A1 DEEP REI

HS DEEP RE

H7 COCOA BROWN

H5 MOSS GREEN

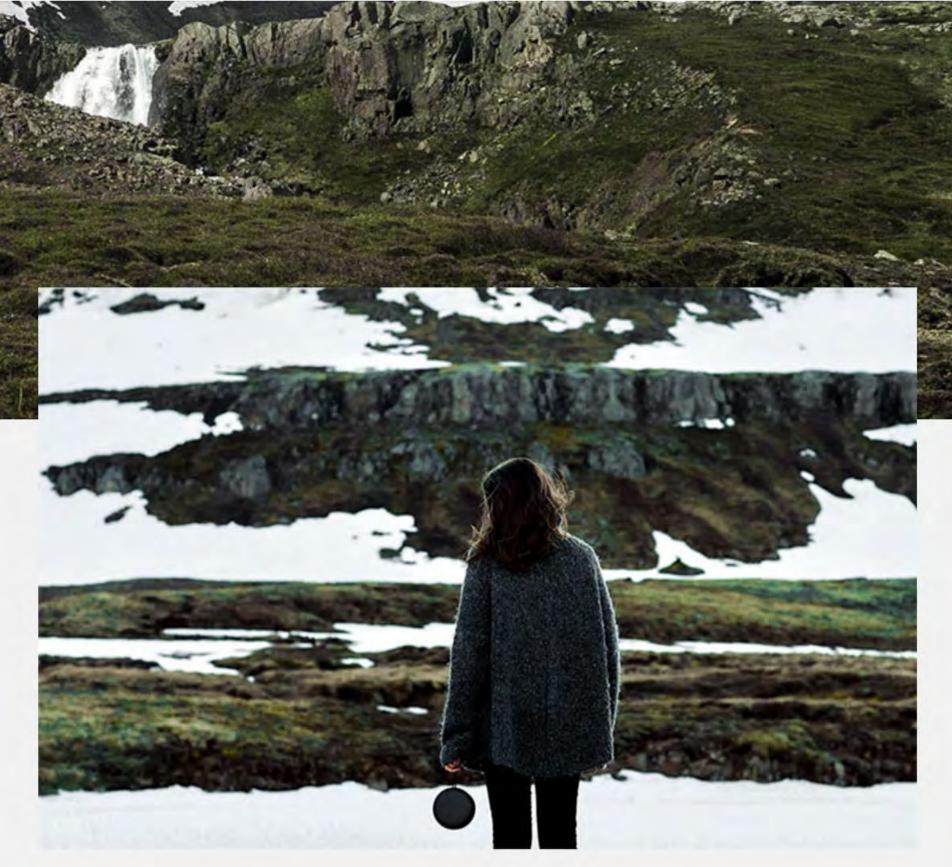
6 MOSS GREE

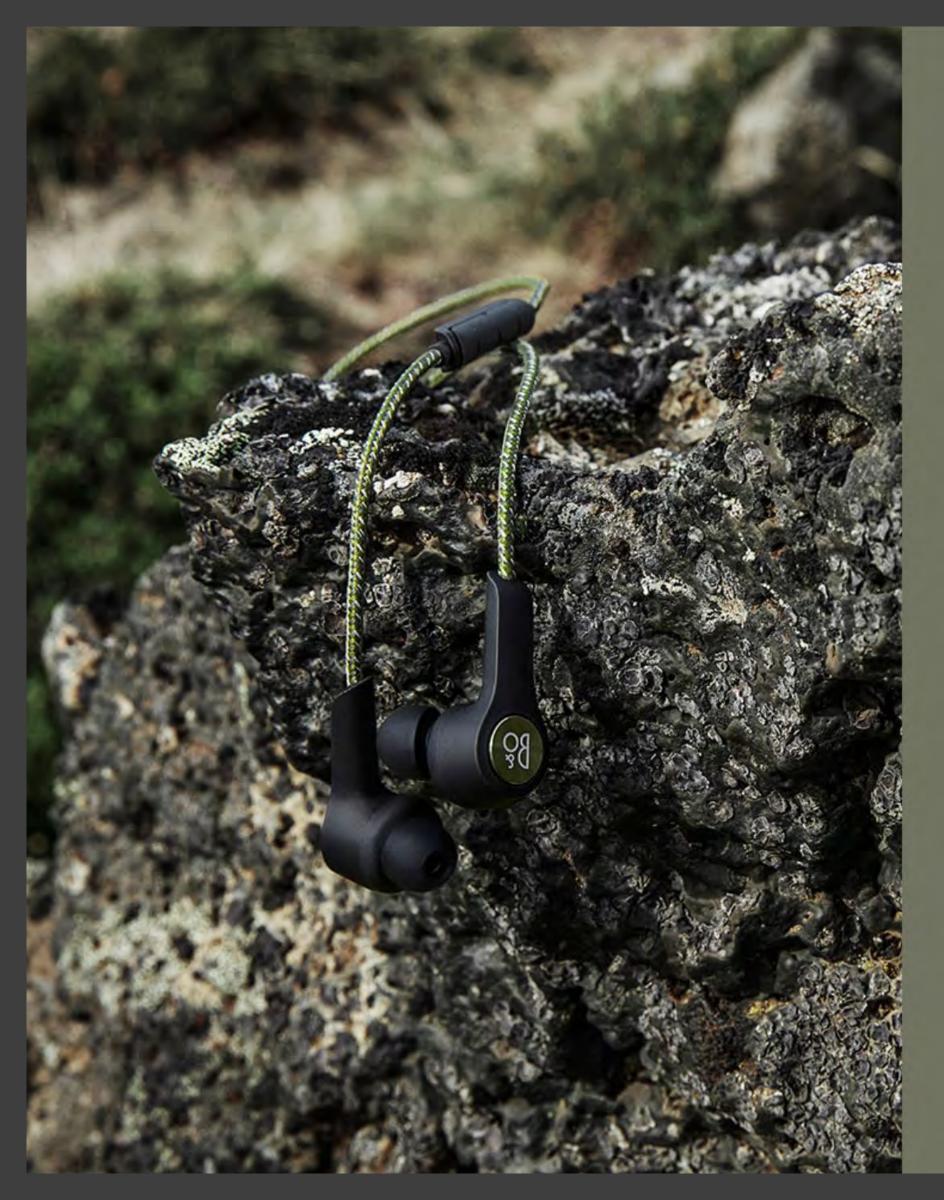
BUY



AW16

Let music help you escape.
Dream yourself into vast
landscapes of clean air
and beautiful colours.



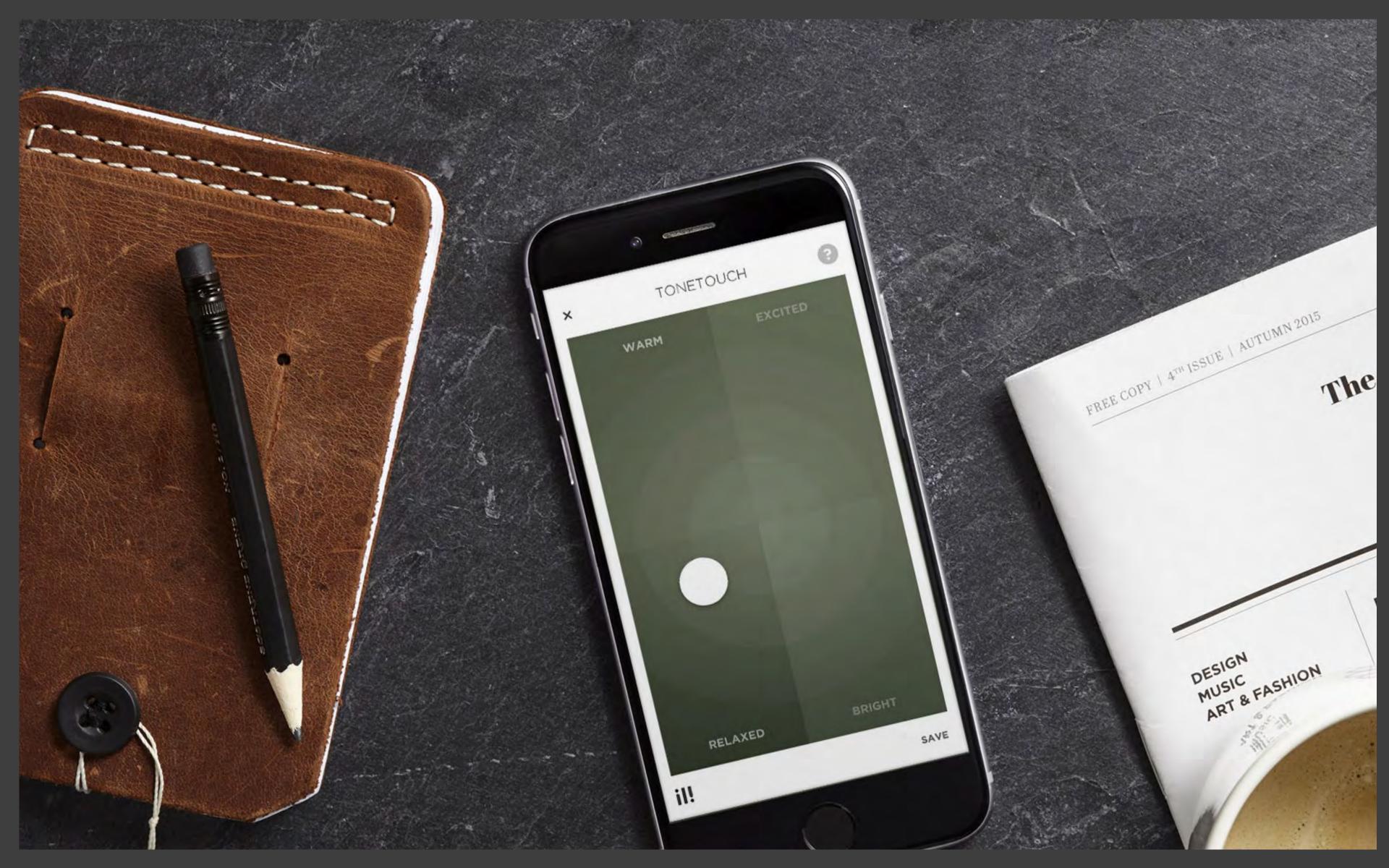


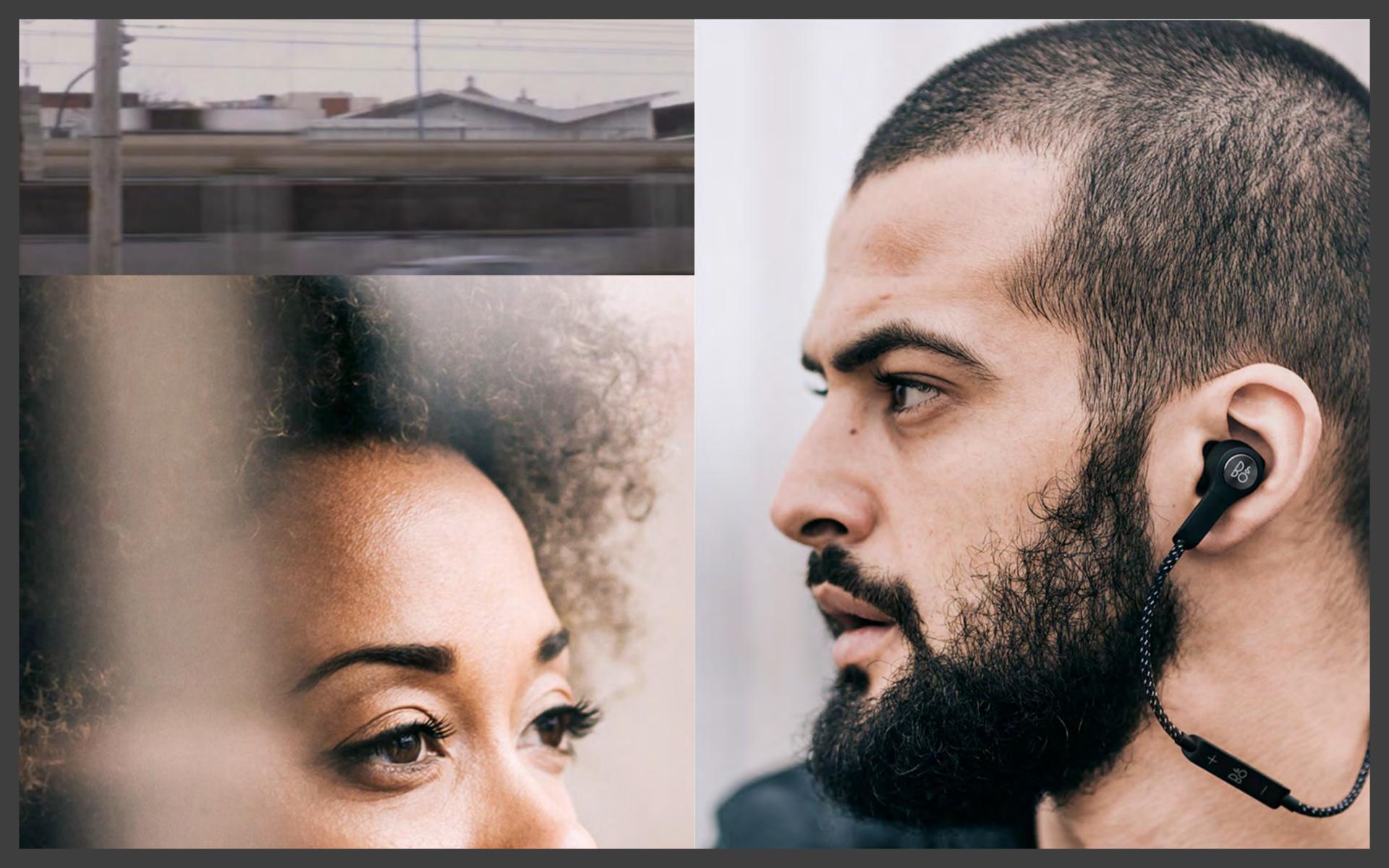


BEOPLAY H5

MOSS GREEN

Inspired by the rich mineral clay of Nordic nature.





Case 3



HOME SHOP - ABOUT - NEWS SERVICE - ACCOUNT - CART



MUNITIO









glowheadphones

FOLLOW

000

Glow Headphones The world's first smart headphones that glow with laser light.

Available for pre-order now www.glowheadphones.com/preorder

47 posts

1,227 followers

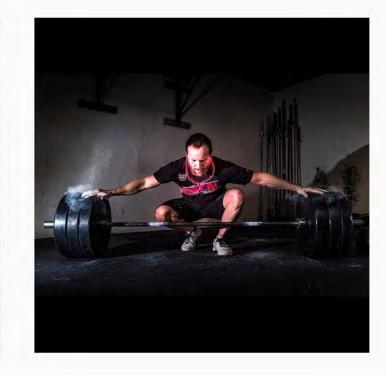
90 following





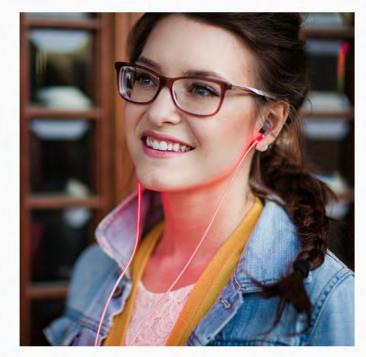




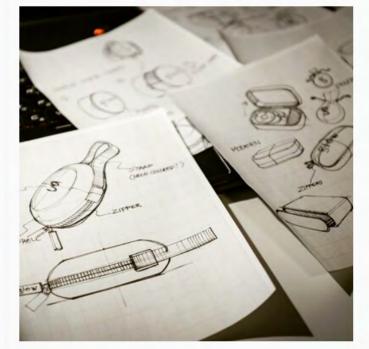


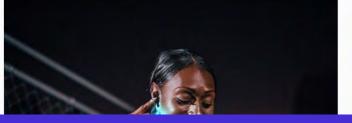


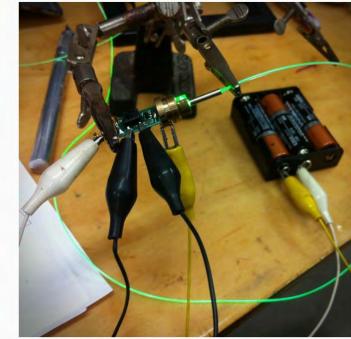
















beoplay Follow

B&O PLAY beoplay.com/ford

946 posts

63.8k followers

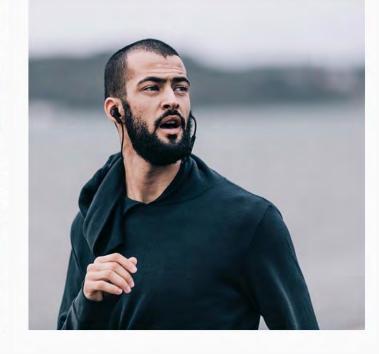
402 following

































munitio

Follow

MUNITIO The Baddest Headphones on the planet, MUNITIO incorporates Titanium, Kevlar & Military grade components into each headphone.

www.munitio.com

126 posts

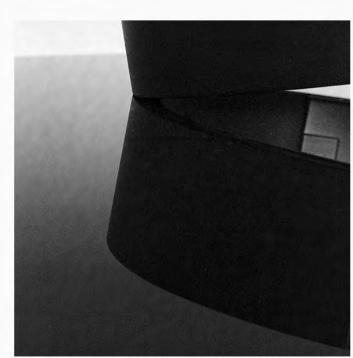
12.8k followers

1 following



















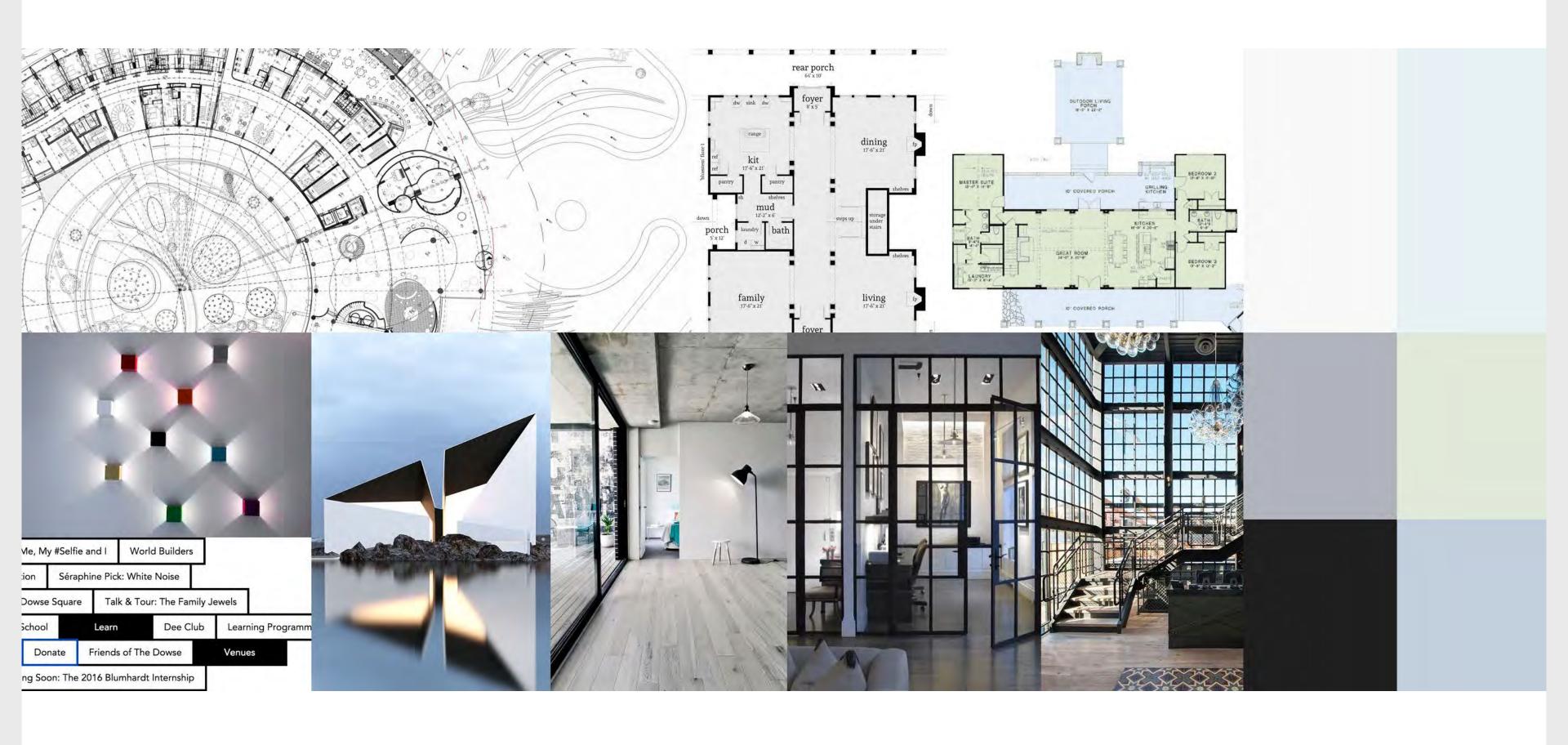












Additional slides

I added few more slides, so all participants can make a better use of this presentation later.

KEY TAKEWAYS FOR DESIGNERS:

- 1_ Don't design "how YOU see it". Design "how the early-adopters NEED it to look and feel". Ask for any materials connected with product strategy.
 Do your best to run a customer positioning workshop with stakeholders.
- 2_ Start with moodboard and keep it as your compass toward product's visual integrity. Stick to this moodboard and update it only when your product strategy is changing. If based on the deep research of "how your early adopters what to become" and "how they should see your brand" this moodboard will help you to keep the same emotional message across the entire visual communication. Get inspired by non-UI elements: interiors, everyday things, nature, urban life and traditional design.
- 3_ Keep the workflow: personality adjectives list > moodboard > color palette
 & typography system > UI.

BOOKS MENTIONED IN THE TALK:

- 1__ Thinking, Fast and Slow by Daniel Kahneman
 - + his talk on TED
- 2__ <u>Blue Ocean Strategy</u> by W. Chan Kim and Renee Mauborgne
 - + they have the entire <u>website</u> full of useful resources for creating your own market space
- 3__ Start with Why by Simon Sinek
 - + his talk on TED

UI SOURCES:

skype.com slack.com Monument Valley game pinterest.com
www.safetrekapp.com
Spotify app

glowheadphones.com
beoplay.com
munitio.com

FURTHER READING:

(answering the question from the audience: "What to read on customer behaviour and emotions?")

- 1_ The Brand Flip: Why customers now run companies and how to profit from it by Marty Neumeier
- 2_ <u>Hooked: How to Build Habit-Forming Products</u>
 by Nir Eyal
- 3_ (caution! secret knowledge for designers)
 Evil by Design: Interaction Design to Lead Us into Temptation
 by Chris Nodder

:BOW:

:CLAP:

:THUMBSUP:

Thank you!

Always glad to hear from you at:
iryna.nezhynska@gmail.com
nezhynska.com | @IraNezhynska