

I help companies to innovate products and services for circular economy



in Say hello

My career journey

What I've learned and what I'm doing



Make complexity simple by creating circular design solutions using:

- System thinking
- User and trend research
- Stakeholder engagement
- Ideation sessions

- Prototyping
- Validating products

Case Studies

Strategy and innovation **



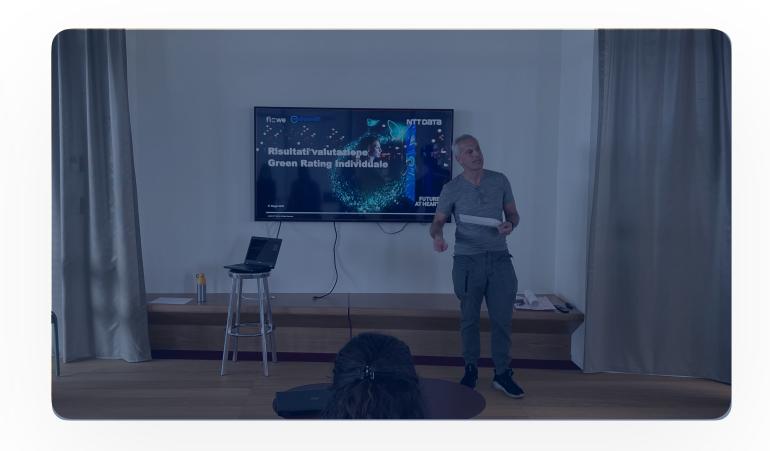
Corner Drogheria @Lavazza

I led the end-to-end refinement of Lavazza's coffee beans corner, transforming research insights into a self-service experience with enhanced UX/UI and storytelling focused on sustainability initiatives. The MVP, tested over six months, increased sales by 60% and boosted customer engagement.



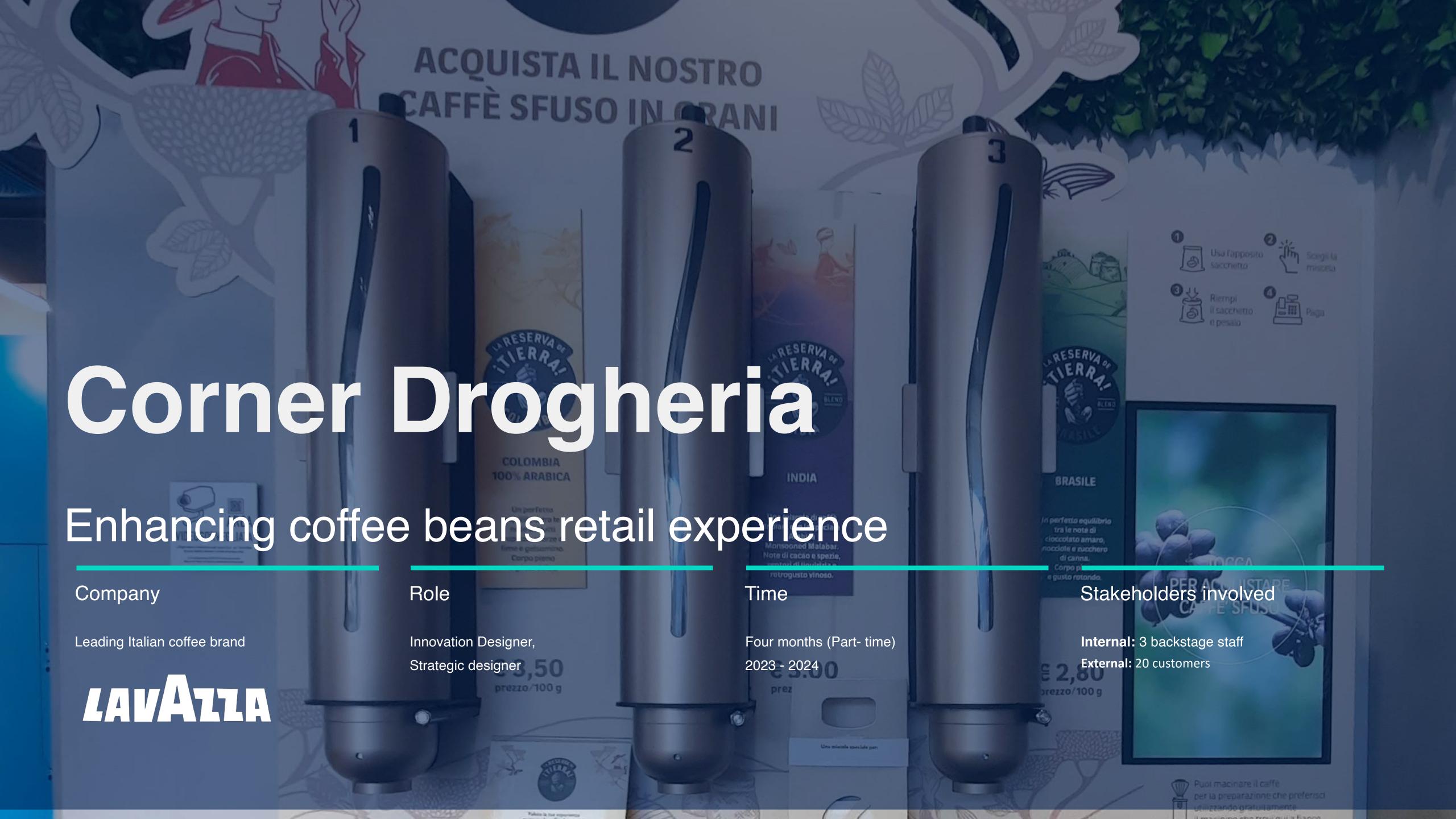
From product to ecosystem @Lavazza

I led the design strategy of experience pillars for a new sustainable coffee machine from purchase to delivery, using circular economy principles and incorporating research, benchmarking, and ideation sessions with internal stakeholders and twenty customers from three countries.



Change management @Mediolanum

I facilitated an **education workshop with** twelve **team leaders** on how a company can **apply sustainability transformation** using **system thinkin**g, helping them rethink their processes and external activities and prioritize opportunities that align with its strategy.



The challenge

Enhance customer experience and communication for the sustainable coffee bean corner to promote autonomous purchase, offering more variety and small pack sizes.

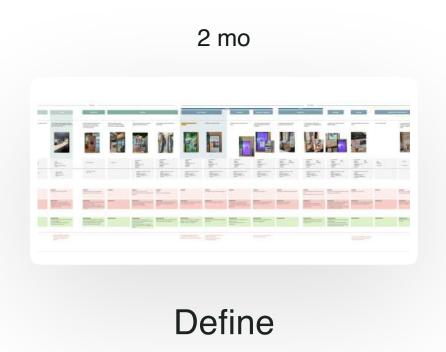


Four step process



Discover & Research

- Understanding the project
- Shadowing research in Lavazza's museum store
- Interviews with consumers and backstage staff



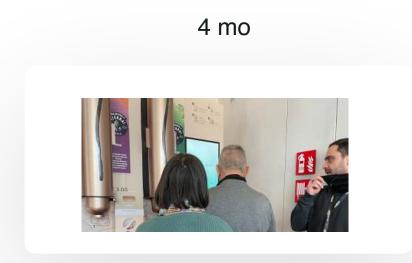
- Identify key pain points
- Map the full customer journey
- Cluster insights to uncover opportunity areas

Design concept

Accessibility
Conten in defense in the concept in

Working in the UX&UI & marketing communication

Build and refine the MVP



Implement & Test

 MVP testing over 6 months instore

Define: Concept

Insights were gathered from shadowing analysis and interviews with:

20 customers

3 backstage staff.

Feedback	Concept focus areas
 Language Accessibility Assisted purchase Label printing Grind Bags Choice of coffee Sustainability 	Accessibility Step by step Grinding User friendly Sustainability

Design concept

Accessibility



Step by step



Sustainability



Grind



Validation concept

Pilot test - Lavazza museum store

227

Kg of coffee sold in 6 months (60% incremental)

31,5

€/Kg average price (+72% vs. standard €18/kg in Tierra retail)





Coffee of the future

Company

Leading Italian coffee brand



Role

Project lead,

Strategic designer,

Stakeholders management

Time

Five months (Part- time) 2023 - 2024 Stakeholders involved

Internal: Customer insights,

Customer Care, Brand, Digital, E-Commerce and

Product & Innovation.

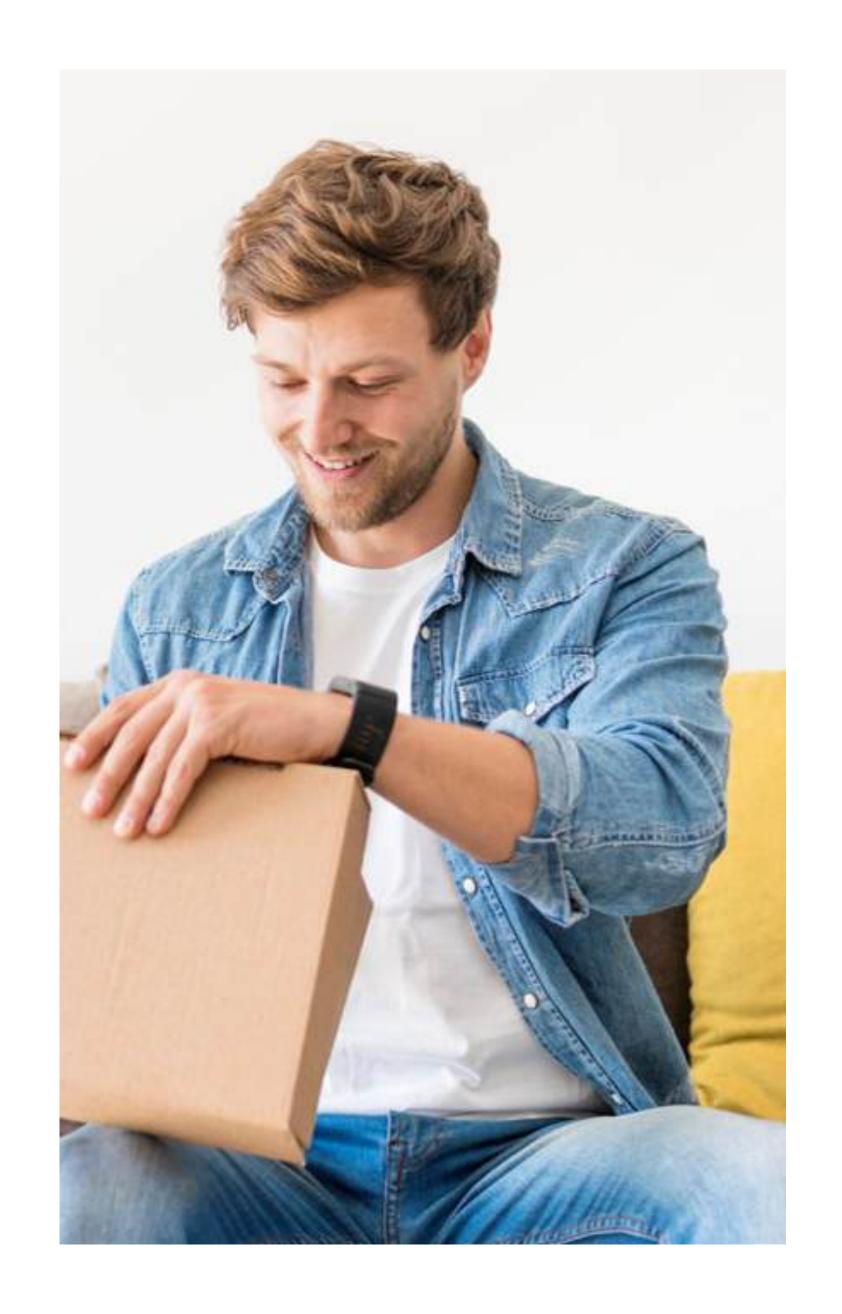
External: 20 customers

Comms and marketing agency

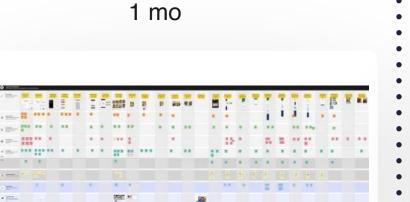
The challenge

Analyzing and identifying opportunities across the machine experience (purchase, delivery, unboxing, and daily use) to reflect the following values:

Sensoriality, Expertise, and Sustainability.

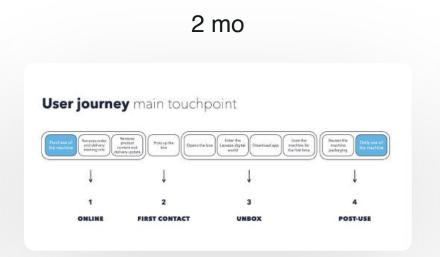


Five step process



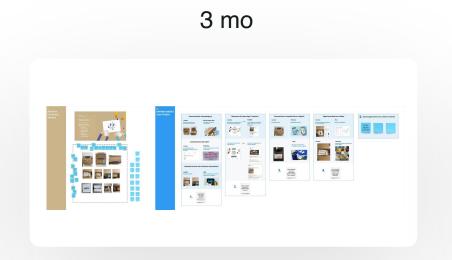
Kick off & Ambition setting

- Understanding the project
- Onboarding cross-functional teams
- Mapping the customer journey from purchase to use of the Tiny Eco



Research & Benchmarking

- Identifying the user journey's four main touchpoints
- Benchmarking different industries
- Cluster pain points and insights to create opportunities
- Preparing internal workshop



Internal ideation

- Facilitating internal workshop using circular economy principles
- Selecting top ideas
- Creating a storyboard to explain top ideas



Engaging & Planing

- Onboarding a comms and marketing agency
- Benchmarking by touch points and project values



External ideation & Definition

- Preparing external workshop
- Participating in three remote international workshops with customers
- Selecting top ideas
- Defining experience pillars

Ideation

1 Internal workshop

Customer insights, Customer Care, Brand, Digital, E-Commerce and Product & Innovation.

3 External workshops

20 customers

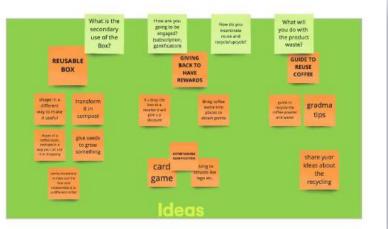
3 Countries involved

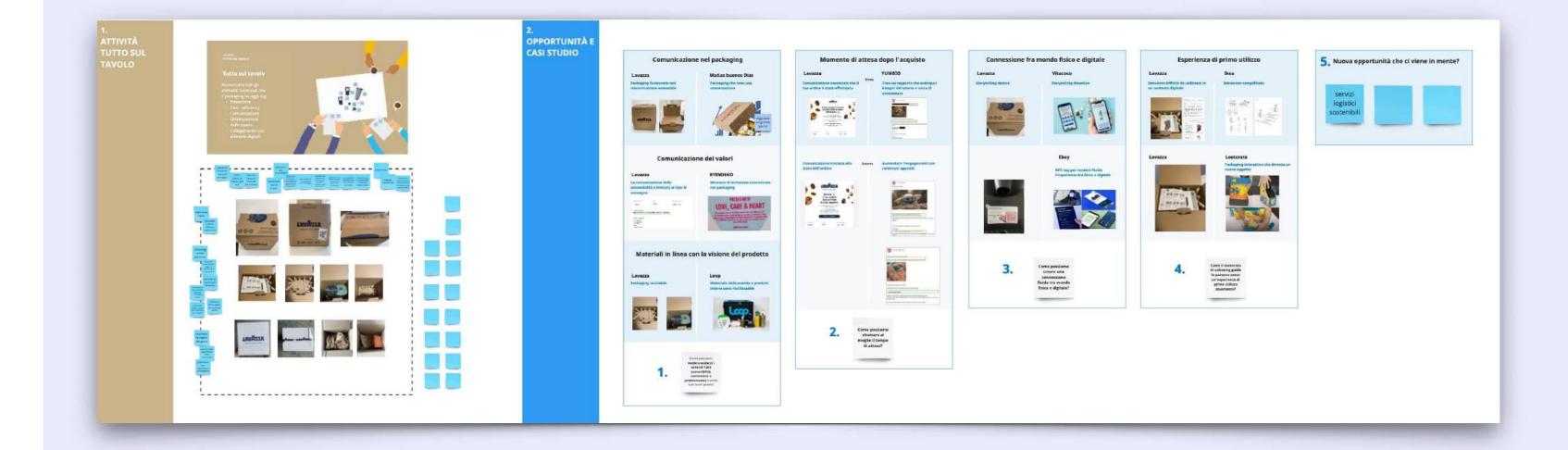
Circular economy principles applied:

- · Regenerate nature
- · Circulate product
- · Eliminate waste









Experience pillars

E Feel part of a Sustainability Do not forget Your slow **Immersive** = Minimalism the taste storytelling movement ritual Sensoriality Time Minimalism Community Taste Premiumness Change Authenticity Entertainment Lavazza Slowness Appetite appeal Revolution Simplicity

Sustainability = Minimalism

Online

 Understanding UX and UI principles that reduce the website impact in sustainability and energy (colors, images and videos)

First contact

- Paper pack recovered from coffee waste or recycled.
- More straightforward pack when you activate your subscription, like a refill.

Unbox

 Instruction sheet on paper with seeds that once used you can plant.

Daily-Use

 Lavazza suggests how to reuse the pod: fertilizer, cosmetics, scrub, antimosquito, etc.



Companies

Italian giant bank and its spin-off





Role

Service Designer, Systemic designer Time

Risultati valutazione

Green Rating Individuale

One day

People involved

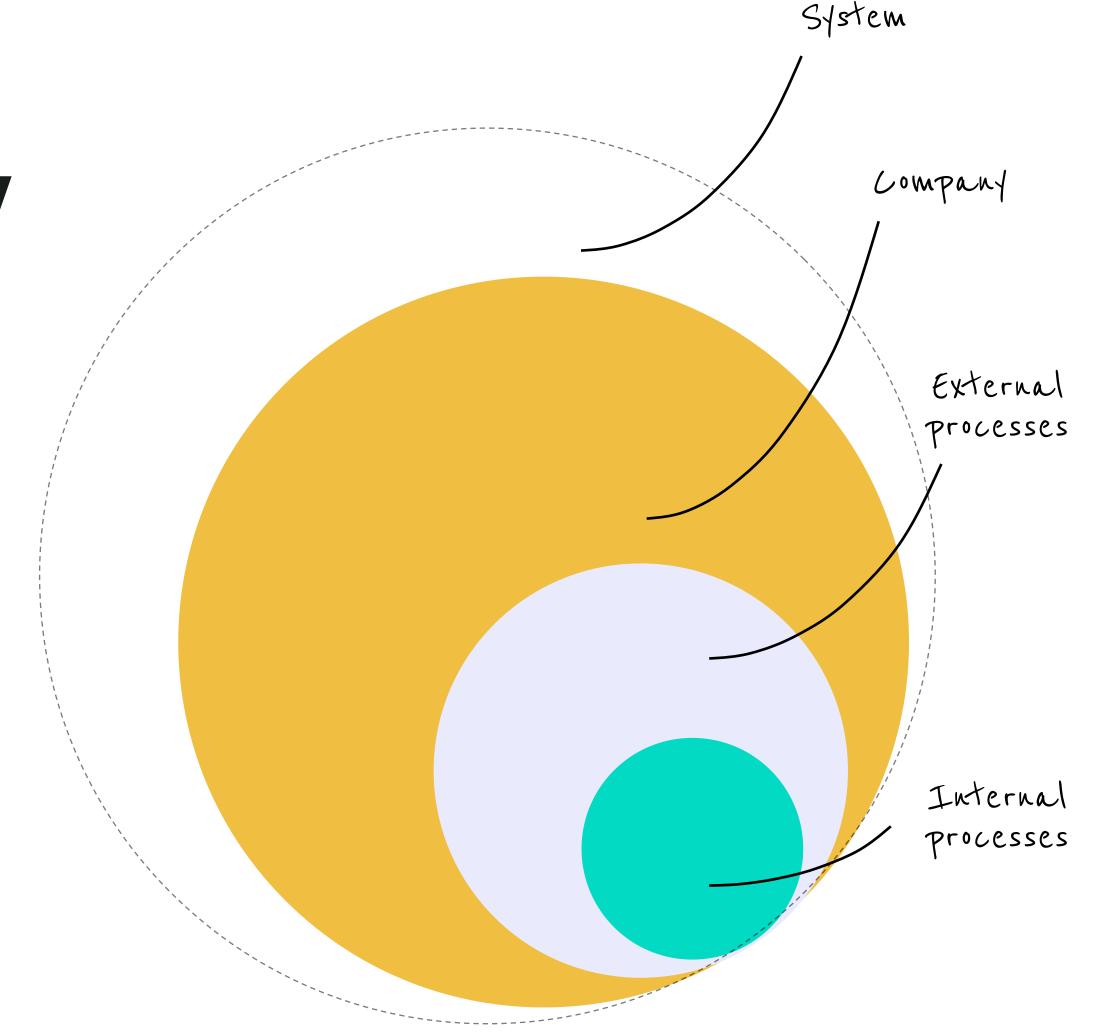
2 Service Designers

1 Business Designer

3 Sustainability tech Ntt Data team

The challenge

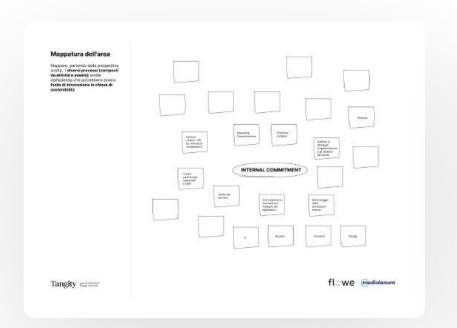
Educate team leaders on how a company can apply sustainability transformation through a service and system design approach.

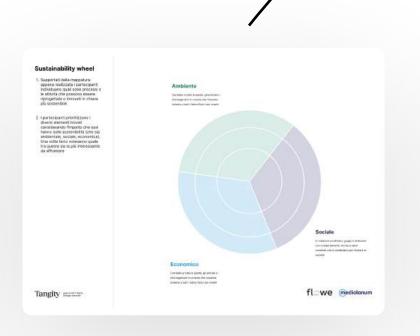


One day - Design Sprint

1. System mapping

Choose and map the system (interrelations, contexts, processes, activities and assets of the company)





3. Prioritization

Classify the different process or activities in order of **impact on the different areas of sustainability**



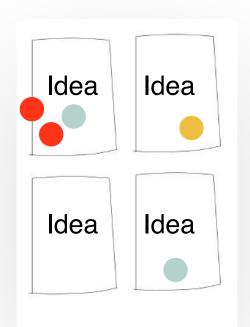
5. Pitch

Summarize the chosen solution and present it to the other participants of the workshop



2. Reevaluate

Identify which processes or activities can be redesigned more sustainably.



4. Ideation

Generate different ideas to solve the chosen problem

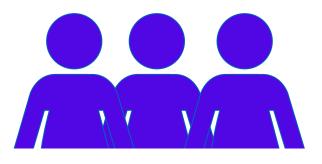


One day - Design Sprint



1 Training

Provide change
management education
for the application of
sustainable transformation
across the areas of a
company



12 people

High management
involved from Engineering,
Innovation, Finance,
Sustainability, IT, Sales,
Experience Design, and
Product departments.



1 Idea

Integrate impact
assessments into
investment/project sheets
to prioritize sustainability in
the bank

Thank you.