

# Agile Principles

Individuals and interactions over processes and tools.

Working software over comprehensive documentation.

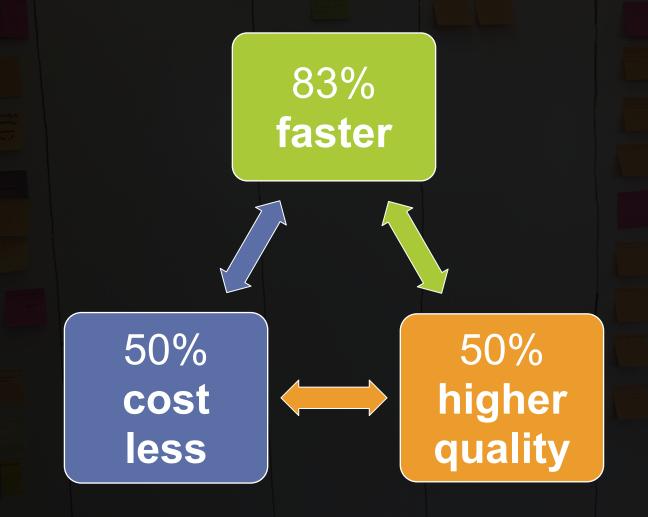
Customer collaboration over contract negotiation.

Responding to change over following a plan.





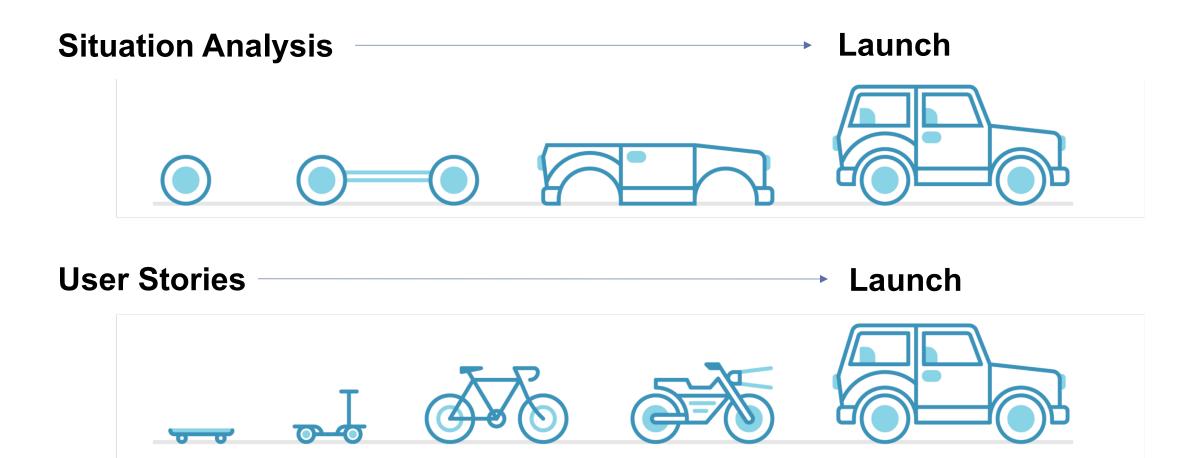
# What results do companies see from Agile?





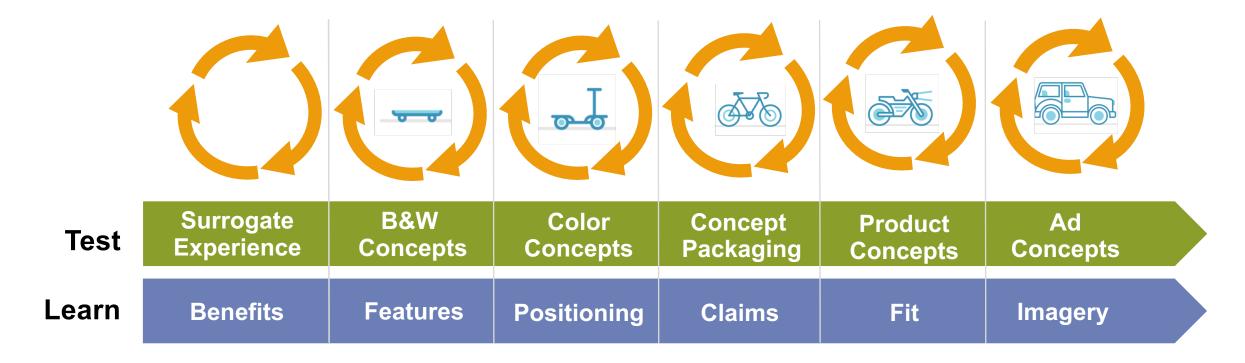


# The Bicycle Analogy





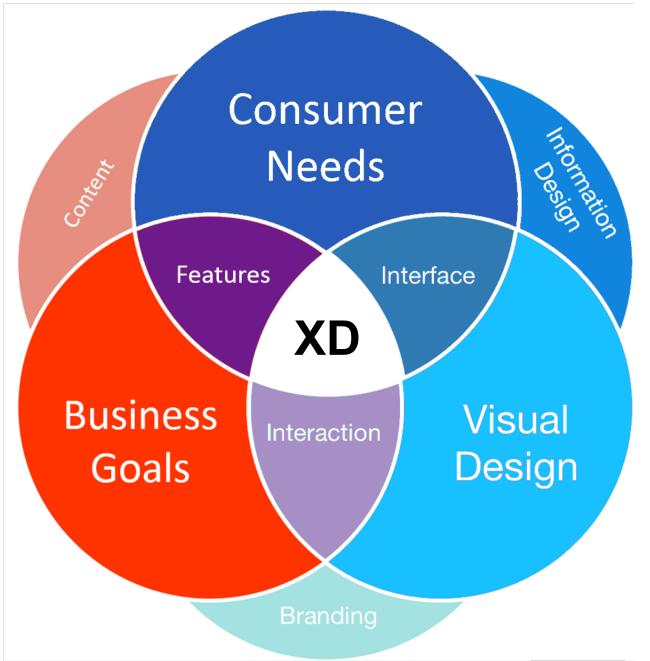
### Applying Agile to Research



#### **Development Process**



# What is Experience Design (XD) Research?





### Where XD Started

- Ergonomics and human factors
- Efficiency, effectiveness, error rates
- Contextual observation and measurement
- Reported thoughts, impressions, emotions



## **How XD Has Changed**

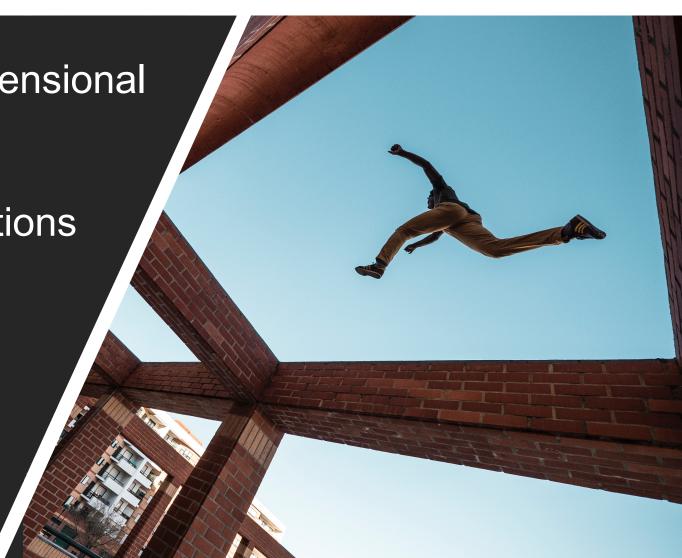
• Faster, easier, more multi-dimensional approaches

Technology provides more options

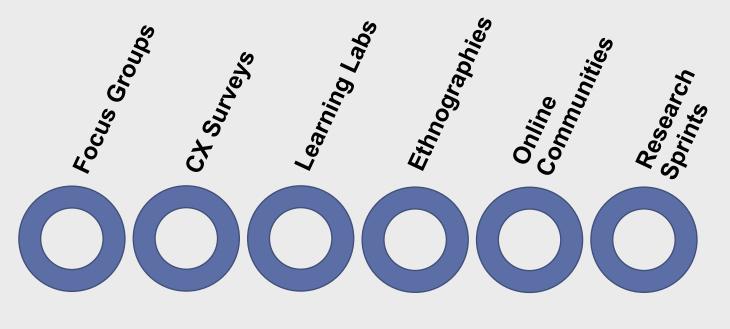
Iterative design cycles

Behavioral economics





# Experience-Based Market Research



Discuss

Experiment

Observe

Co-create ----

**Iterate** 



## Lines Are Blurring Between XD and MRX

Test early and often

Test the riskiest assumptions

Make it tangible

Ground the research in DO not just SAY

Start with qual to understand the WHAT and WHY

Validate qual with quant

#### The Process:



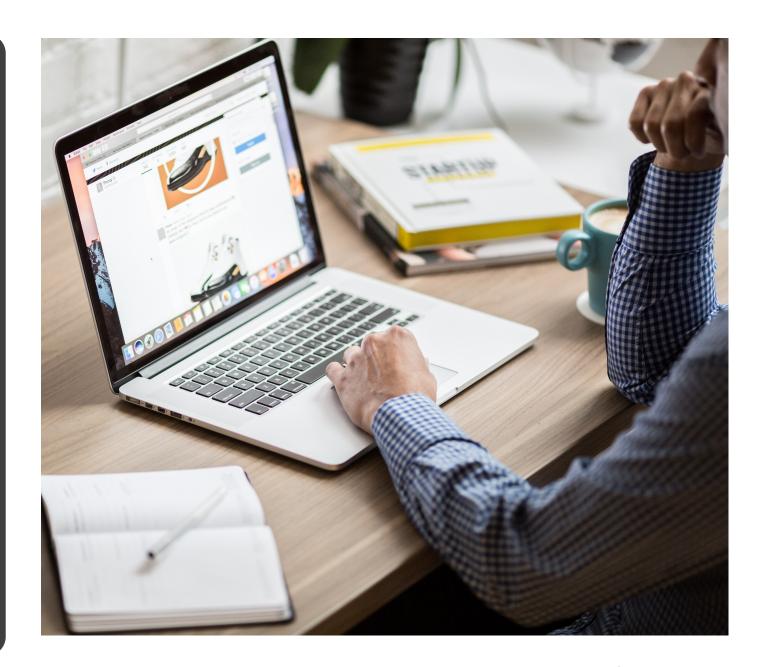
# American Family's Move to Agile Insights

Reducing research cycle time from weeks to days.



### Example 1: Live Web Experiments

- Question: Do people want to do business online?
- **Solution**: Design experiment to determine how many people wanted to do business online.





# Example 2: Concept Testing

- Question: Which product idea and feature set would be most appealing to the target audience and why?
- Solution: Find out what works and what doesn't. Pick best concept for refinement and further study.



# **Example 3: Direct Mail Marketing**

 Question: How do recipients interact with the marketing materials?

• **Solution:** Pre-test the materials to refine an refine prior to an in-market test.







# Example 4: The Full Cycle

- Question: What's happening in the business currently?
- Solution: Get the foundational understanding through remote, unmoderated interviews to learn customer pain points.

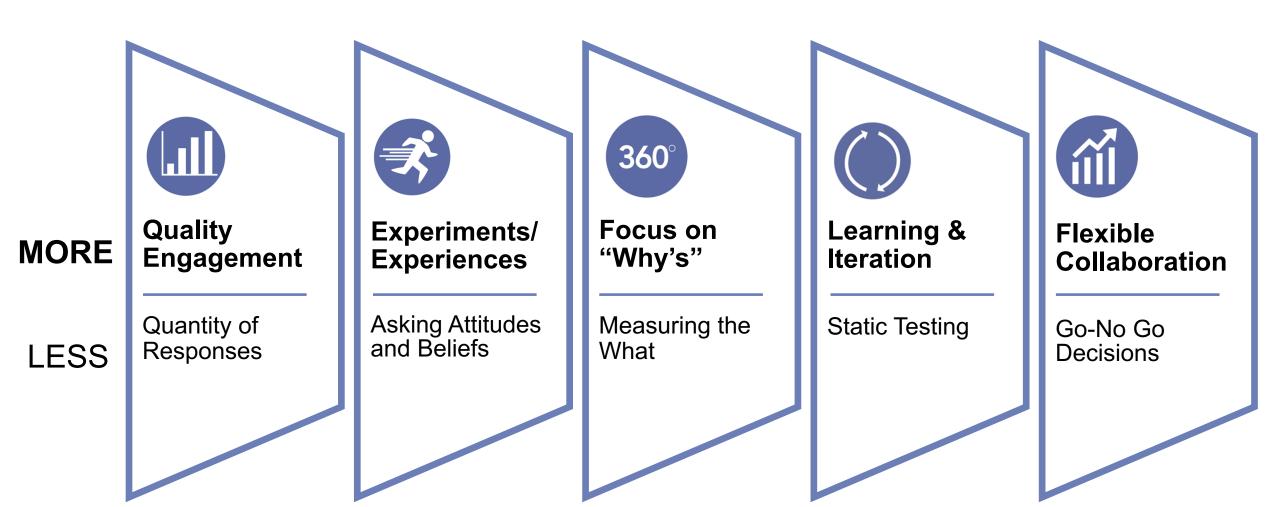


# Tips for Researching in Agile Ways

- 1. Be willing to show low-fidelity concepts or prototypes
- 2. Plan for multiple study cycles as the concepts develop
- 3. Ground the research in DOING, not just SAYING
- 4. Relate the research to risk: ask about the specifics you need to fill in knowledge gaps and test the riskiest assumptions



# Agile Market Research Principles







# Questions?

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