How to package your value as a business

Neil Whitehead 25st November 2024

Enterprising Futures on Balance

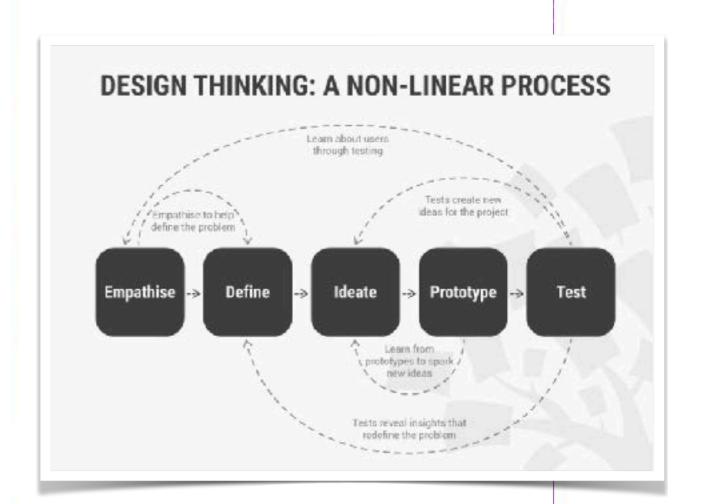


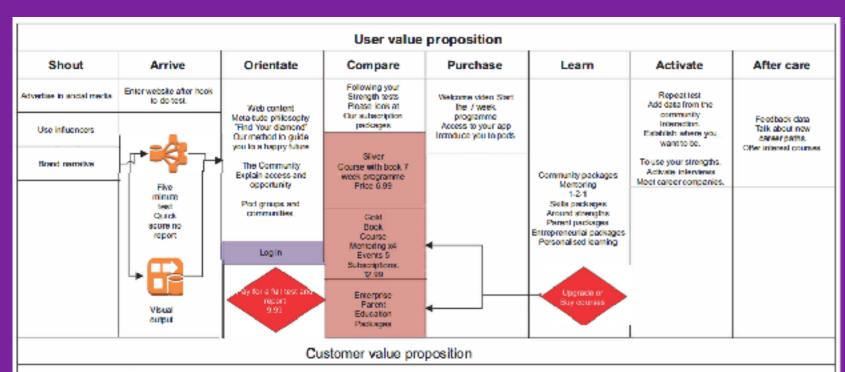
The power of design

Stand out from the crowd

Stuff International Design 2022

View on original thought





Customer value proposition

Response	Value	Value	Good price	Great start	Brilliant mentors	Wow what oppertunities	Constant touch
Wow the fis interesting two-der what my strengths are? Calink test - linfs see.	Interesting test. Always brown I was avenue. This is worth basing a lark at.	Wese this, is, interestingly I wonder if I can take to a portional to take to any favorable influencer. 2.05 seams great for a full least and report. (but can you pay for this please?)	Whethel greatien Going to down this Jak Course and see what happens I think 6 86 for a year is Good into cheaper III per In one go	Really enjoyed the introduction Looking forward to our 7 week programme. Got a hock worth 15 99 in the package. Seen that there are special offers for key citil packages. I might appoint any package.	Great people and offers in the community. I the time community. I the time entropies workshops. I one tracking from people who are distillant to me. Made some good friends. Good value.	myjobs matched	It's great they beap in both And show me interest groups And tell one about new indestries. They are treated as say, sompany it level my. Appl 3.55 just to keep in both
Parent of a school leaver	Feel good who differing their children find a way in life.	This is, a foll changer than the text we had did in Year 6.	By comparison to other products, very cheep	He rejoyed the start of the Programme	Hap built a great online support structure. His self- restrem has grown.	Creat to meet other parents On the parkness SAARIMS SIMILAR PROBLEM with are children	Glad to have been of help. He is on his way now
Eva. water and a	This product will be great. For understanding our network, of finelencore, and arbispes, traders. We can get a view of finele strangths. Alternative	This is a good whee product and they will organise programmes to train our team using Rest, a new Drawing package. Brillians.	For a value of training package this is brillent	Well organised programme since at solo-entageneous on are existing fugation. A:	Well organized programme almost at solo-enhapmeneurs. We are all on the same All programme and enjoying working togather.	I eved the team package, Shotly helped our emake Works band. Dur productivity to batter now with the training	We are going to offer The programme to new corners
Upgode stills	Who can I find as a coach to help me advance my career? Meta-hade has great one-to-one-coaching.	Who can I find as a cosch lo- help me solvence my career? Watta-tade has great pre-to-one coaching.	Monthly subscription is really worth II. I have nave throats in the constructly.	Good start	First membriwas OK, but the wood dow Prov K way, but face?	Great to be concluded by someone. Who has been there and done in	He gave me some great coaching Books that helped him in his conver That's what I am going to do

CUSTOMER JOURNEY AND VALUE PROPOSITION

M O H I T O

now in touch with your world

Goals:

We want to make each of our customers feel like a superstar.

We want our customers to feel comfortable while shopping in our store...sumptuous surroundings with fantastic changing rooms.

We want to make all our customers feel important.

- Exclusive customer invite to events
- Exclusive nights to pre-try collections
- Invited to two key events a year which could be a sale or new range.
- All around the elegant changing area.
- Invite to key events where the whole store is closed except for customers with an invite only.
- Receive special offers before the shop is open to the public.
- Keep all customers aware of fashion trends...create a magazine called "In touch"

Make sure that while the fashion collections are current they fit in with brand values of :

- Independence
- Femininity
- Elegance

Keep everyone in touch with the fashion world on a down to earth level.

Purpose:

Create an offering that will make all customers feel important and talk to everyone on their level.

Create dialogue, give tips and advise on all aspects of fashion from makeup to styling

Create the best customer interface area - changing rooms, seating areas, makeover areas etc.





create a master vision

* it is critical to create a vision that you can explain to customer, investors, and your teams.





3. Ideate





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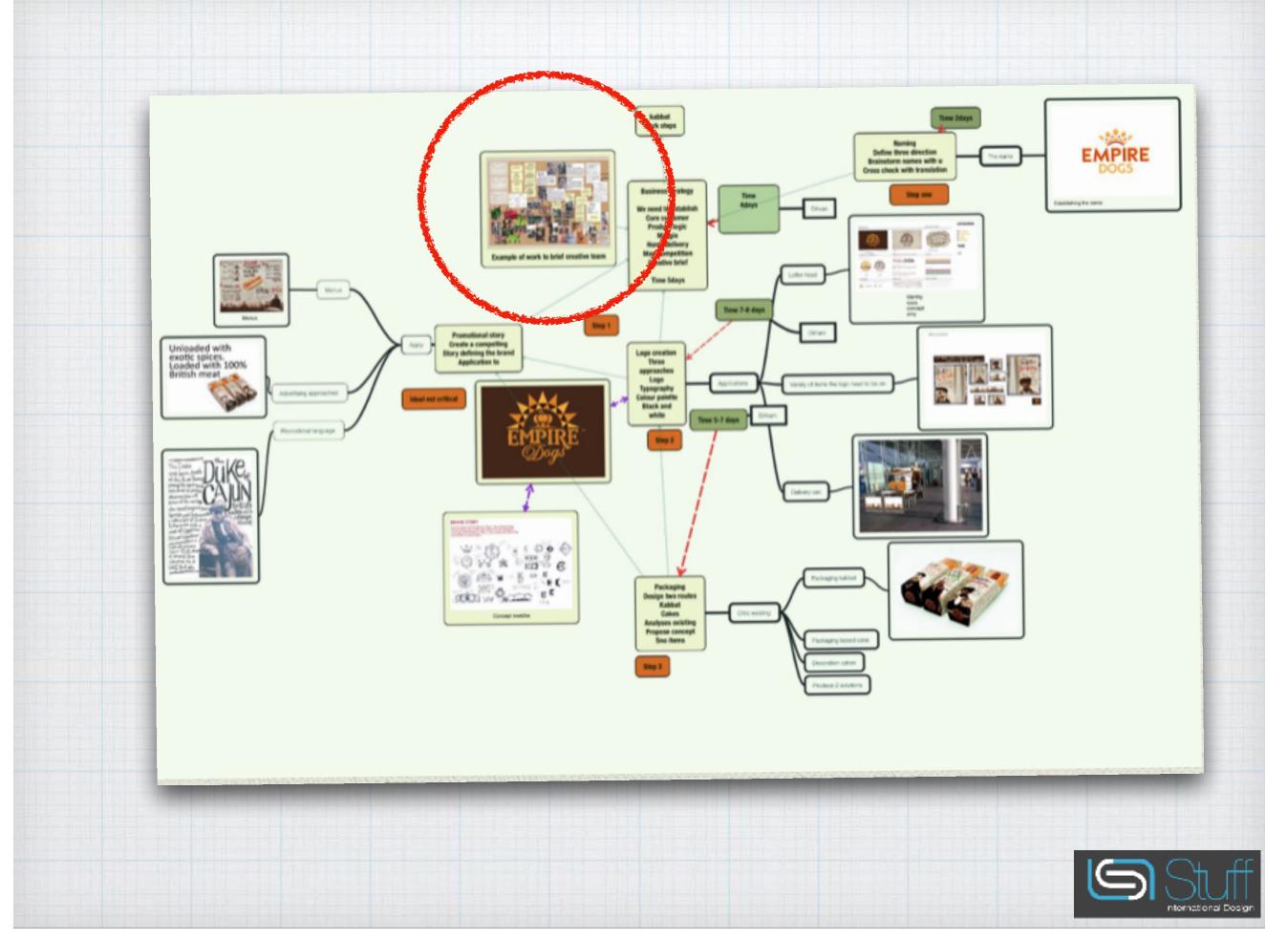
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During the third stage of the Design Thinking process, designers are ready to start generating ideas. You've grown to understand your users and their needs in the Empathise stage, and you've analysed and synthesised your observations in the Define stage, and ended up with a human-centered problem statement. With this solid background, you and your team members can start to 'think outside the box" to identify new solutions to the problem statement you've created, and you can start to look for alternative ways of viewing the problem. There are hundreds of ideation techniques such as Brainstorm, Brainwrite, Worst Possible Idea, and SCAMPER. Brainstorm and Worst Possible Idea sessions are typically used to stimulate free thinking and to expand the problem space. It is important to get as many ideas or problem solutions as possible at the beginning of the Ideation phase. You should pick some other Ideation techniques by the end of the Ideation phase to help you investigate and test your ideas so you can find the best way to either solve a problem or provide the elements required to circumvent it.



creative concept

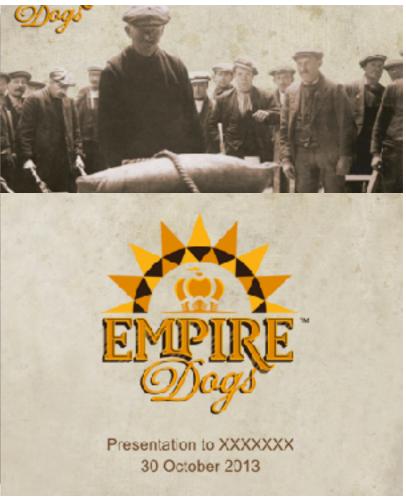
empire dog is born south of the river



INSPIRED DIRECTION









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VISUALISATION









Design process



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During the Define stage, you put together the information you have created and gathered during the Empathise stage. This is where you will analyse your observations and synthesise them in order to define the core problems that you and your team have identified up to this point. You should seek to define the problem as a problem statement in a human-centred manner.

To illustrate, instead of defining the problem as your own wish or a need of the company such as, "We need to increase our food-product market share among young teenage girls by 5%," a much better way to define the problem would be, "Teenage girls need to eat nutritious food in order to thrive, be healthy and grow."

NAW

THE JOURNEY

Creative variable and options.



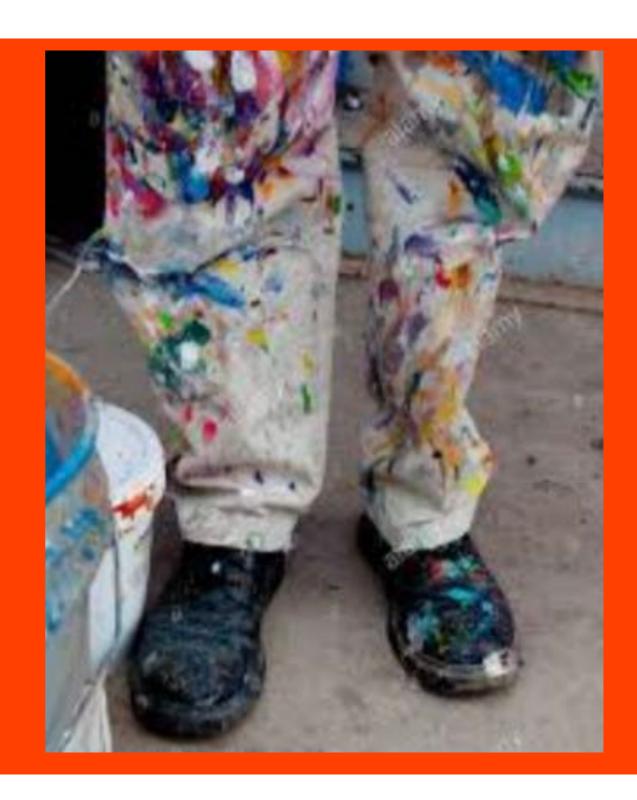






ONE STOP SHOP FOR PAINTERS

- The unique position should be to make El Sallab THE ONE STOP SHOP for painters for the best quality paint at the best price.
- We will focus on the needs of the painter or contractor by delivering a core range of product for all foundation work, fillers, putty, emulsions, acrylic, and most popular colours only.
- Top-up delivery service: to prevent you running out of paint on the job.
- Additional services and products: We will provide the best tools for hire to do the job more effectively, including the latest spray guns, sanders, ladders, etc.



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Team workwear

Hire top spray ge











REAL DEAL BOLD GRAPHICS TO THE POINT.







HONEST DIRECT BOLD SIMPLE

















STUFFID

ROUTE ONE SIGNITURE

- Join our professional team
- We sign up to a top level professional service.











SIGN UP WITH THE COAT-X TEAM













STUFF ID

DISRUPTIVE SOLUTION IS NEEDED

- The way forward to create a unique X which will be to core to the brand and product.
- We are using roman lettering for the product categorisation.



VARIATIONS



















NAW

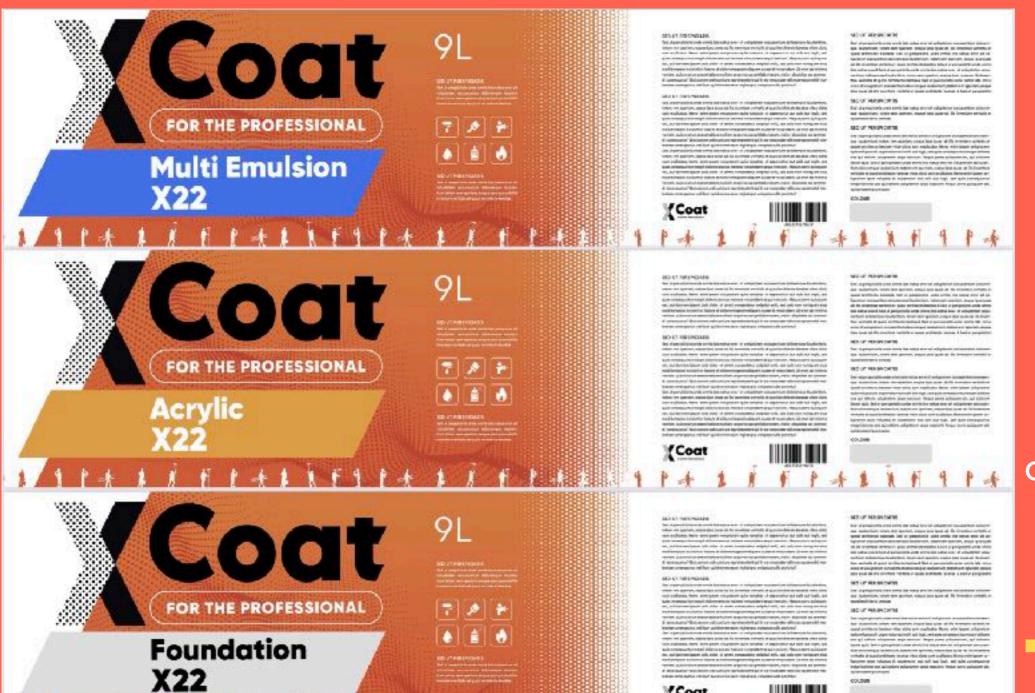
THE JOURNEY

Firm up on design solution.





Product labelling solution

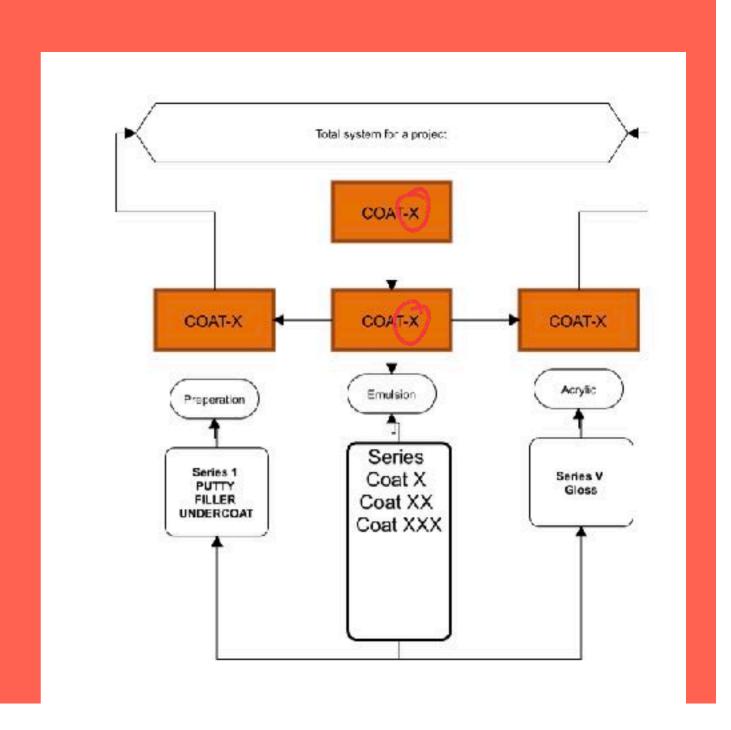


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Category label

PACHAGING ARCHITECTURE NUMBERING SYSTEM

- This is the numbering system
- We need to differentiate the three categories
- Cans must have an impact



4. Prototype

Prototype





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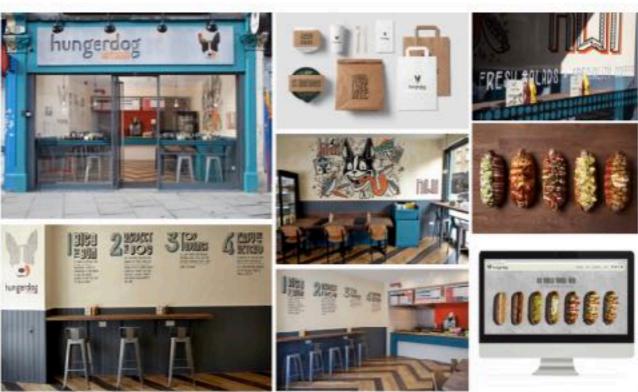
The design team will now produce a number of inexpensive, scaled down versions of the product or specific features found within the product, so they can investigate the problem solutions generated in the previous stage. Prototypes may be shared and tested within the team itself, in other departments, or on a small group of people outside the design team. This is an experimental phase, and the aim is to identify the best possible solution for each of the problems identified during the first three stages. The solutions are implemented within the prototypes, and, one by one, they are investigated and either accepted, improved and re-examined, or rejected on the basis of the users' experiences. By the end of this stage, the design team will have a better idea of the constraints inherent to the product and the problems that are present, and have a clearer view of how real users would behave, think, and feel when interacting with the end product.

Stuff International Design Limited









Pachin is back

Once a leader in the Egyptian paint market Pachin had dropped to 4th place. Original thought will take it back to No.1.

Pachin, a client of Stuff International for over 20 years, our first work launched it into the No.1 spot in the Egyptian paint market. We did this by creating a strong family brand, but since then the company's products were overlaken by several other competitors.

Now in 4th place, our role was to focus on creating strong individual product brands, highlighting the specialist features and qualities of each product. The aim is to encourage each painter to buy a complete range of Pachin products for each project.



Stuff International Design Limited





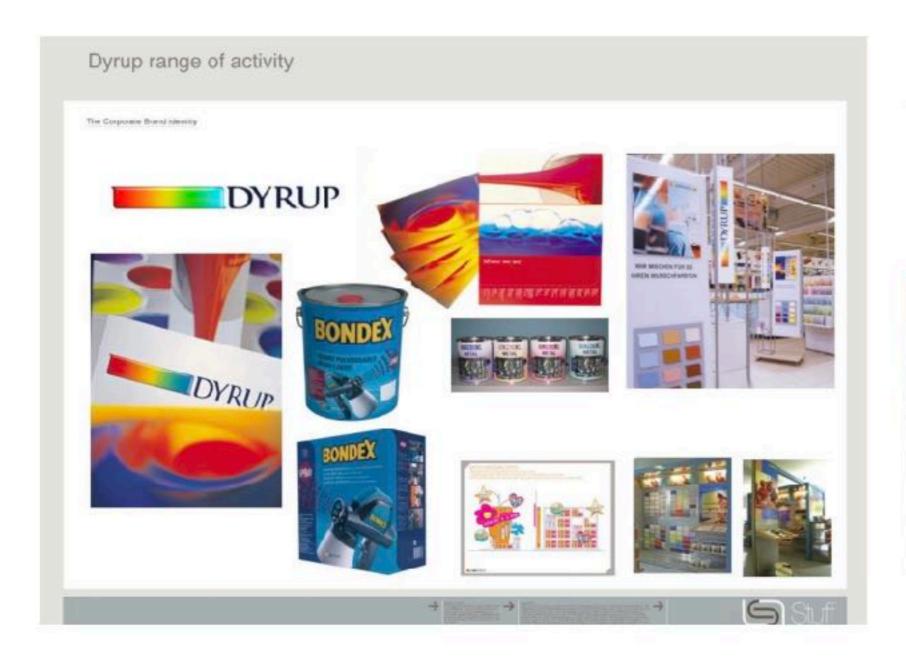
Final packaging family solutions

- · Oleum = oil based
- Aqua = water based / emulsion
- · Wood
- · Prep = preparation / primer





Stuff International Design Limited



Dyrup: Spray gun packaging

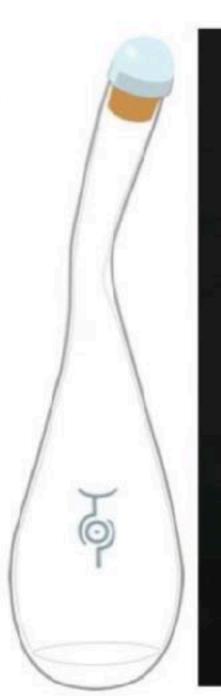
The packaging shows how the product can be used using a combination of photography, graphics and written instructions.

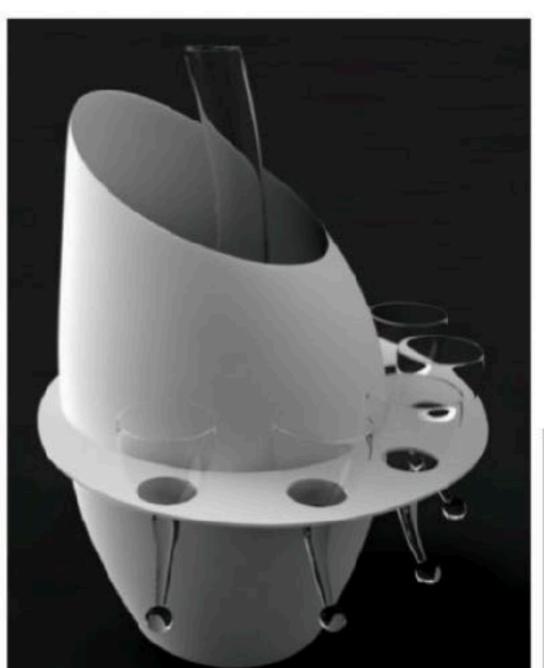


Kooluvka new product

COOLUVKA









Drinks branding





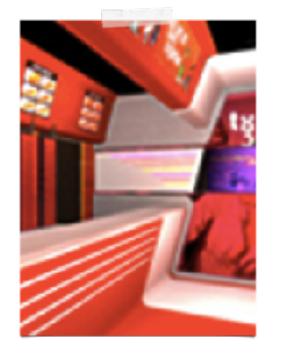


food branding













5. Test





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Designers or evaluators rigorously test the complete product using the best solutions identified during the prototyping phase. This is the final stage of the 5 stage-model, but in an iterative process, the results generated during the testing phase are often used to *redefine* one or more problems and inform the *understanding* of the users, the conditions of use, how people think, behave, and feel, and to empathise. Even during this phase, alterations and refinements are made in order to rule out problem solutions and derive as deep an understanding of the product and its users as possible.

The Non-Linear Nature of Design Thinking

We may have outlined a direct and linear Design Thinking process in which one stage seemingly leads to the next with a logical conclusion at user testing. However, in practice, the process is carried out in a more flexible and non-linear fashion. For example, different groups within the design team may conduct more than one stage concurrently, or the designers may collect information and prototype during the entire project so as to enable them to bring their ideas to life and visualise the abblem solutions. Also, results from the testing phase may reveal some insights about users, which in turn may lead to another brainstorming session (Ideate) or the development of new prototypes (Prototype).

In the Market









Start ups

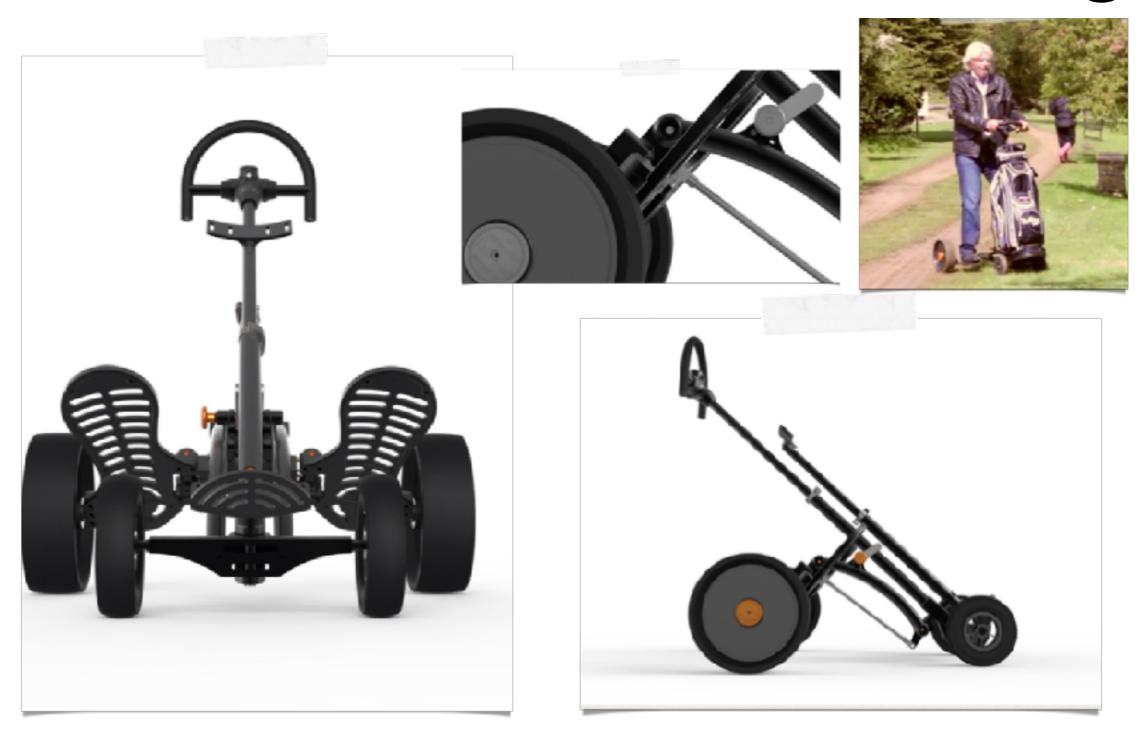






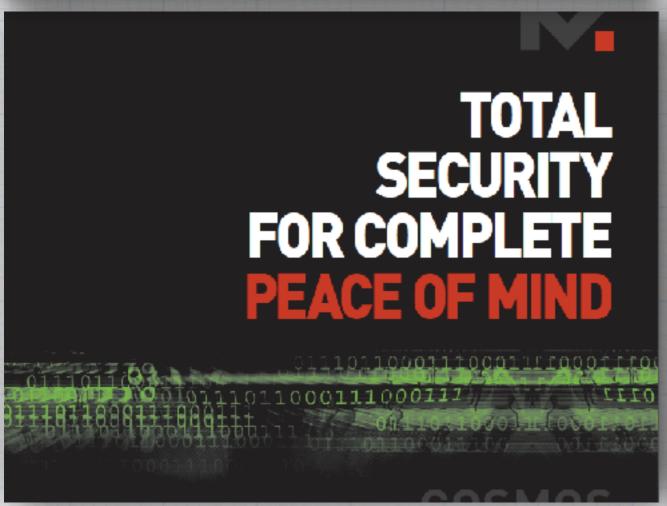


Subtractive manufacturing









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THREE SOLUTIONS





The Control of States of S



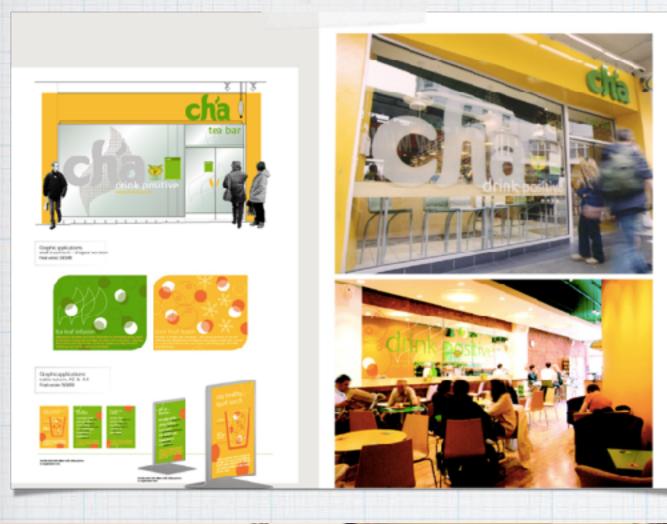
PRODUCTS AND PRICE



Pudition moles cossimil imporiam quatianis dolum ex exped quasimus nate repertere licat eaquo bea nobit esed magnat quam nossum veliquatem ca votuptatis et lacit im commimp orilate que corume nonsequi ariam ius aut aboreheni int voluptatium sit et venem quam fugit etur? Harupta tentur, quo conse simusciderum as nos est esequid erspers pelique inullen totam, ipsape et vent.

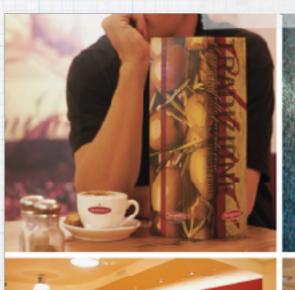
- Audio intercom 10000
- Video inercom = 20000
- Warning system 30000
- Video observation 50000
- Lifting gate- 50000
- Gateaway drive 50000
- Enhancing cell communication – 25000
- Satellite television 15000
- Lighting 20000
- 10. comnimp
- 11. simusciderum

- 12. voluptatium
- que corume nonsequi
- . simusciderum
- veliquatem
- rererfere
- imporiam
- exped quasimus
- 9. voluptatium
- eaquo be a nobit
- 21. quasimus













PROJECT: Comptoir Libanais

Tony Kitsou and Gabriel started talking about the challenge of developing the brand into a more restaurant experience. The result is the store at South Kensington.

S48 stretched the brand to create a more authoritive Middle Eastern operation establishing visual display methods and merchandising techniques into the overall design.

Taking regional motifs S48
contemported and brought them
into a European mindset
generating designs for
balustrades and decorative
elements

The design itself was to promoted a total Souk Style melding hot food service with Middle Eastern bazarre aesthetics.















ROJECT: 'Smiths' of Smithfield, London, UK

n the heart of London's hfield meat market is 8.0.8. iel was responsible for ing directly with celebrity John Trode in the creation of werall look and feel of the i-level restaurant experience for the overall brand language material.

restaurant exists over four - offering a ground floor orassiere, the first floor npagne bar Bubbles, a dinning on the 2nd floor and an a la new-build restaurant on the

vertical integration has led an impressive return on stment, were every square e has been utilised for mercial return







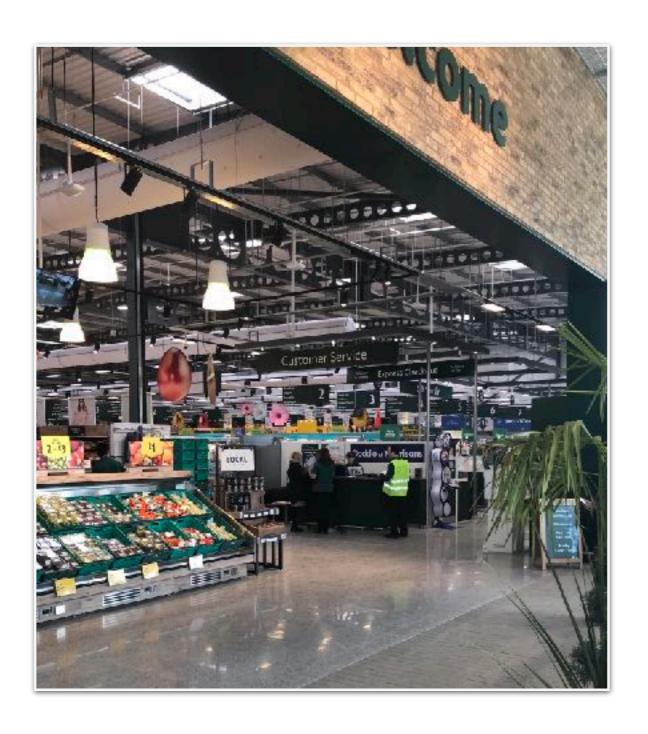








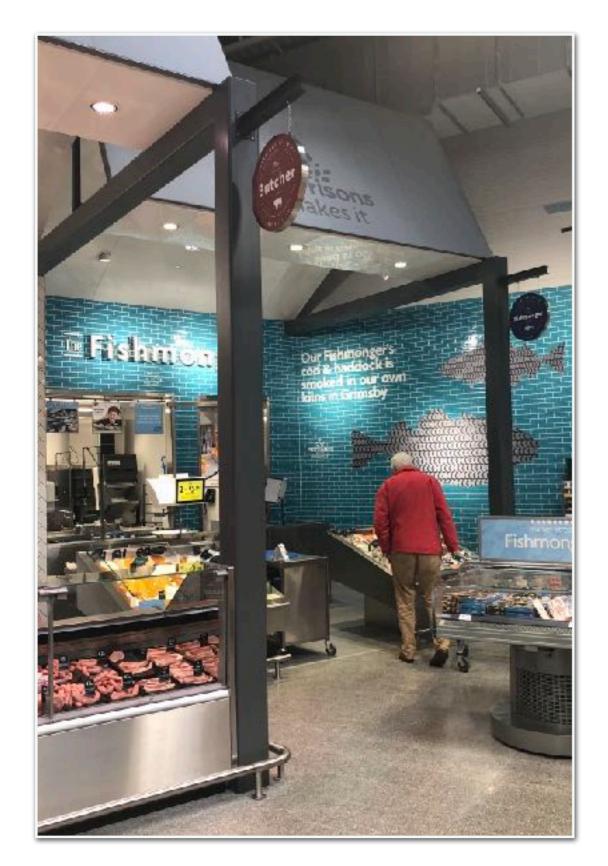






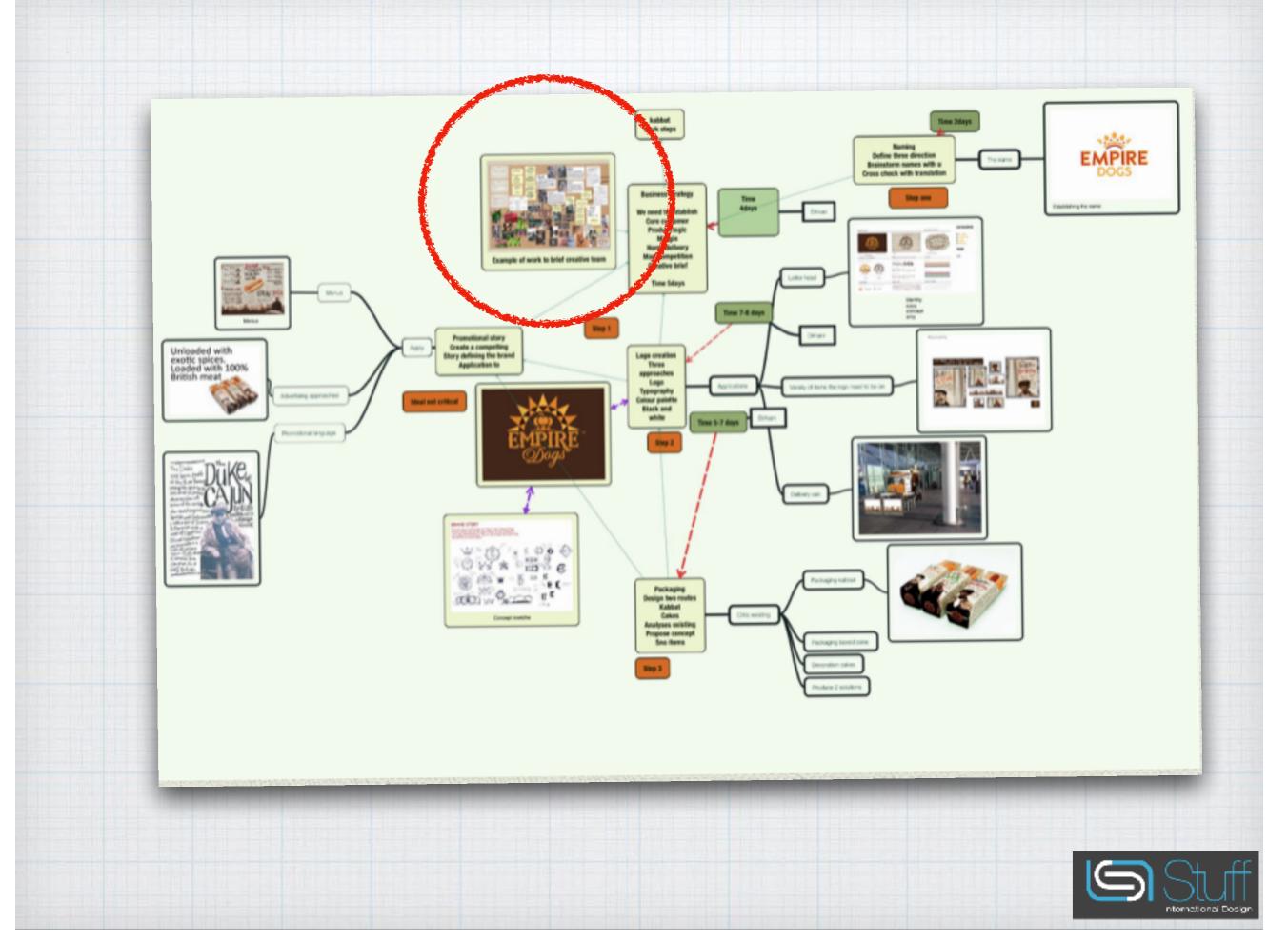












"Power of design"

Stuff international design

We only have 3 more feedbacks left !!!

2 prizes of £50 online voucher available

• Two winners will be announced on 17th of December 2024*.



- Scan the QR code
- Or access to survey via the link https://bit.ly/feedback251124

