



# Designing for digital transformation: **The convergence of customer and employee experiences**

Digital Business Transformation Conference, June 2020

Mary Wharmby | [mary@designtransformation.com](mailto:mary@designtransformation.com) | [@marywharmby](https://twitter.com/marywharmby)

## Mary Wharmby

Mary is a digital transformation leader and educator with 20 years experience guiding teams in the creation of customer-facing products and services as well as employee-facing tools and systems.

She is the former Head of Design Transformation at the global bank, BBVA, where she architected and led a team dedicated to driving innovation by strategically infusing design across the entire organization.

Today she is founder of the challenger consultancy, Design Transformation, as well as Digital Strategy Lead for Employee Experience at US Bank.



A group of children are playing soccer on a grassy field during sunset. The scene is captured in a warm, golden light, with long shadows cast across the grass. In the foreground, a child is captured in motion, kicking a soccer ball. Other children are visible in the background, also engaged in the game. The overall atmosphere is one of joy and activity.

**Connecting customer and employee experiences.**

**The same design tools  
that we use to create  
great products and services  
for customers**

are equally applicable to  
**building change-embracing  
teams and cultures.**



**Rapid change is the new normal**  
And Covid-19 is intensifying it.



“There is **no alternative to digital transformation.**

Visionary companies will carve out new strategic options for themselves — **those that don’t adapt, will fail.**”

— Jeff Bezos, Amazon



# Rapid digital change has been the norm for years.

**70%**

of customer interactions  
will be digital  
by 2022

**87%**

of companies think digital will  
disrupt their industry but  
only 44% are ready



**Covid-19 is exposing the cracks in our systems.**



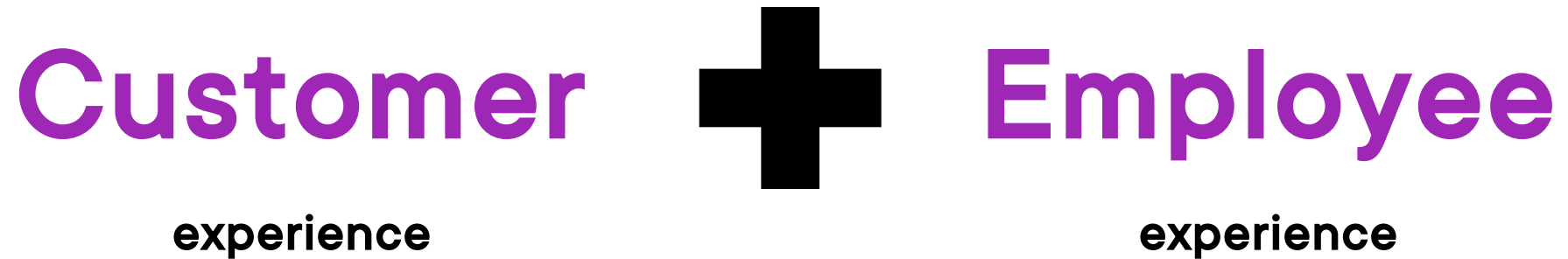
# **Covid-19 is accelerating the migration to digital.**

**Years** ➡ **Months** ➡ **Days**

**Automation**  
**Contactless interactions**  
**Supply chain resilience**  
**Remote working and schooling**



# Covid-19 is also putting people in the center.



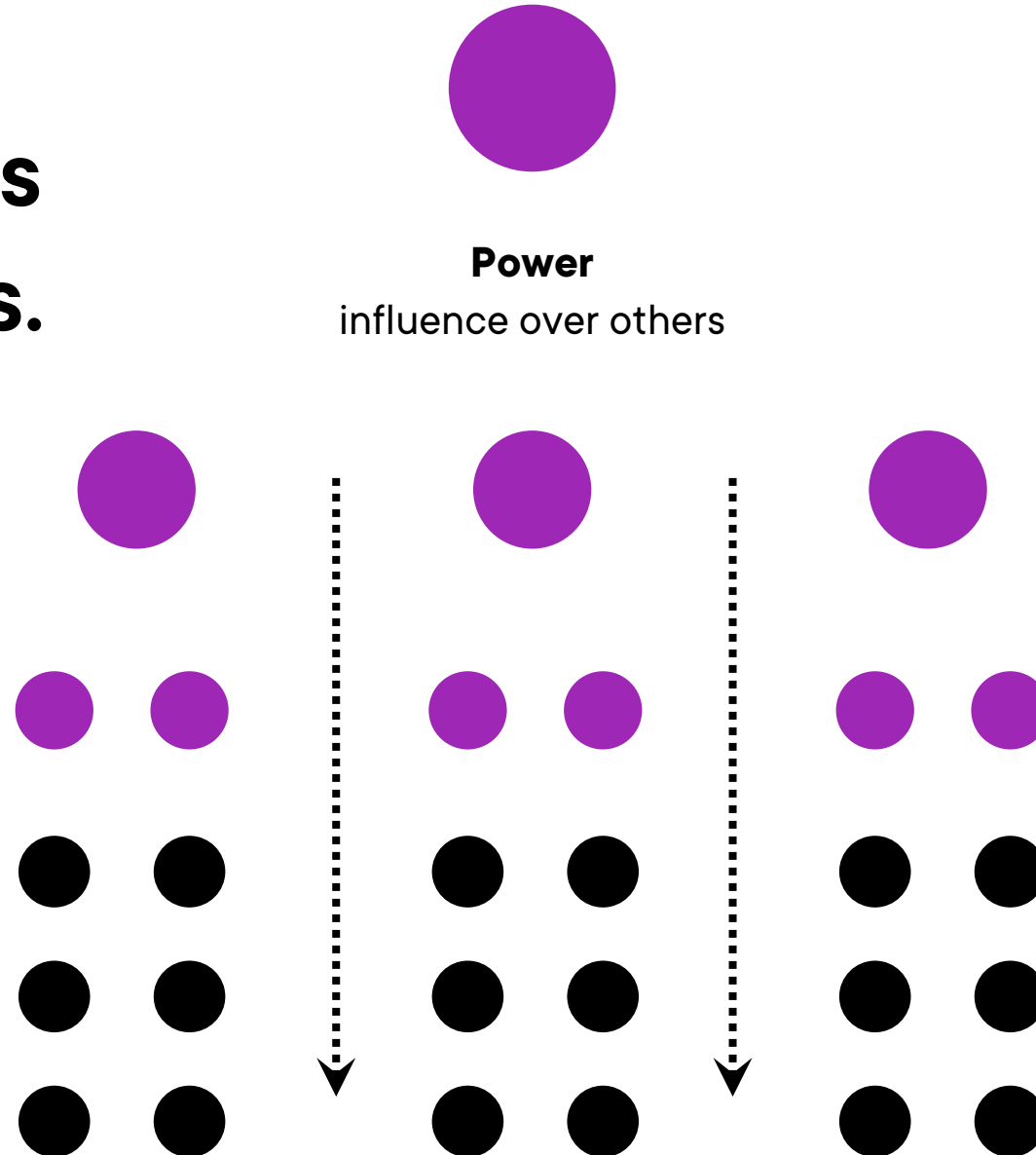
**Ease of use**  
**Efficiency**  
**Engagement**  
**Empowerment**



# The spotlight is on people

So how we might we shift our approach?

# Many organizations work like this.



**Many  
organizations  
work like this.**



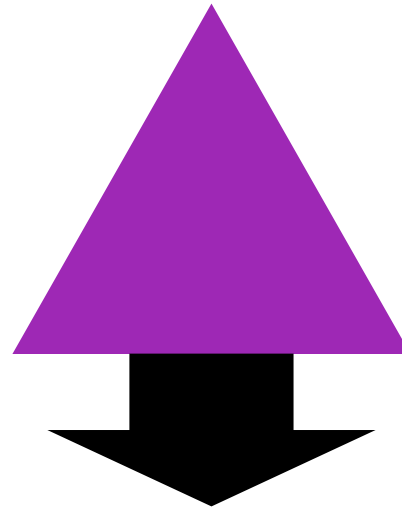
**TYPICAL  
ORGANISATION**



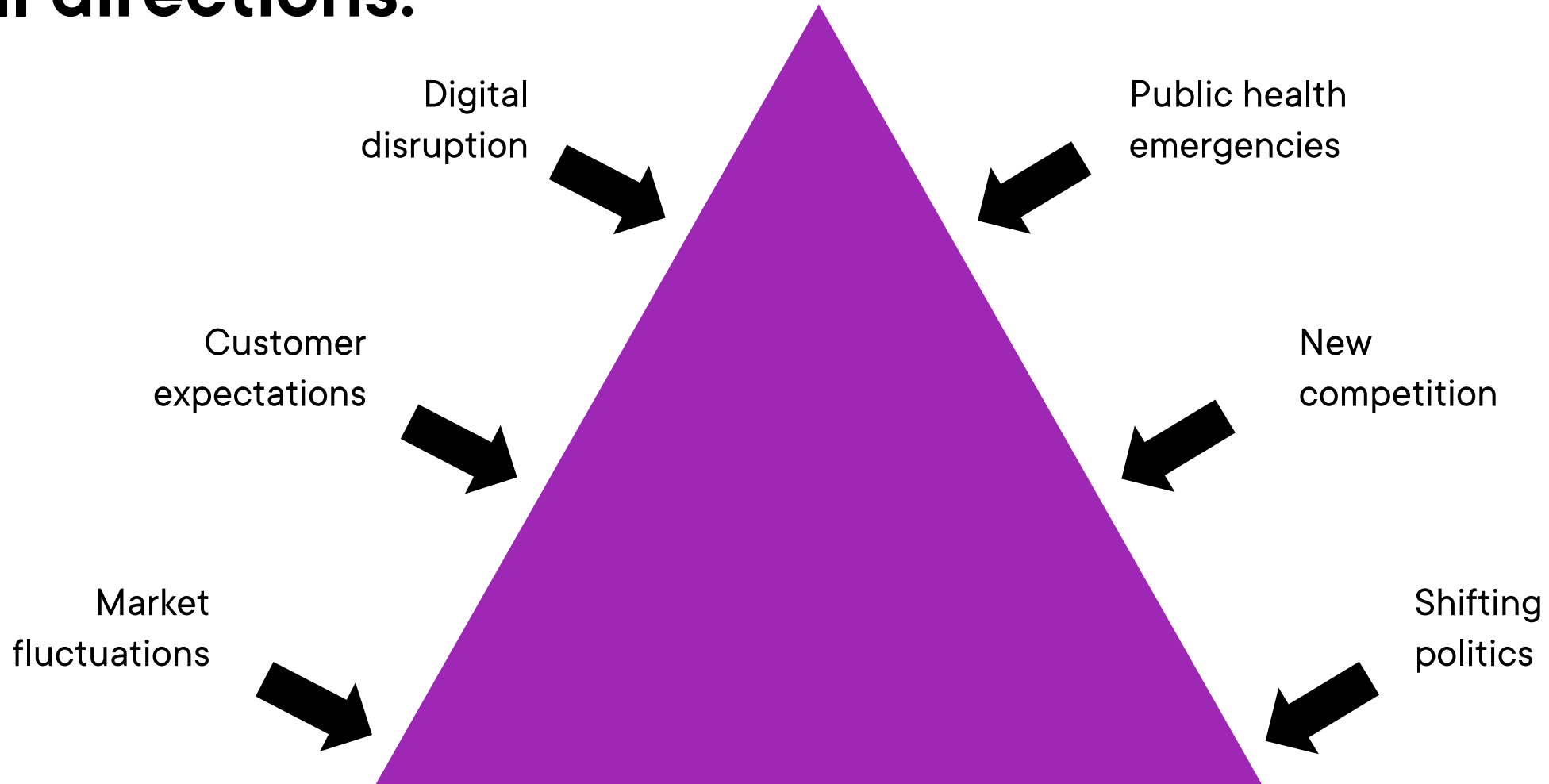
**Mind the gap  
between  
leadership and  
rank and file  
workers. It's  
growing with  
Covid-19.**



**The view  
from the  
top.**



# Rapid fire triggers for change are coming from all directions.



**The view from the top is a search to build, buy, or borrow capacity and talent.**

**\$366 bn**

**spent on L&D last year  
globally**

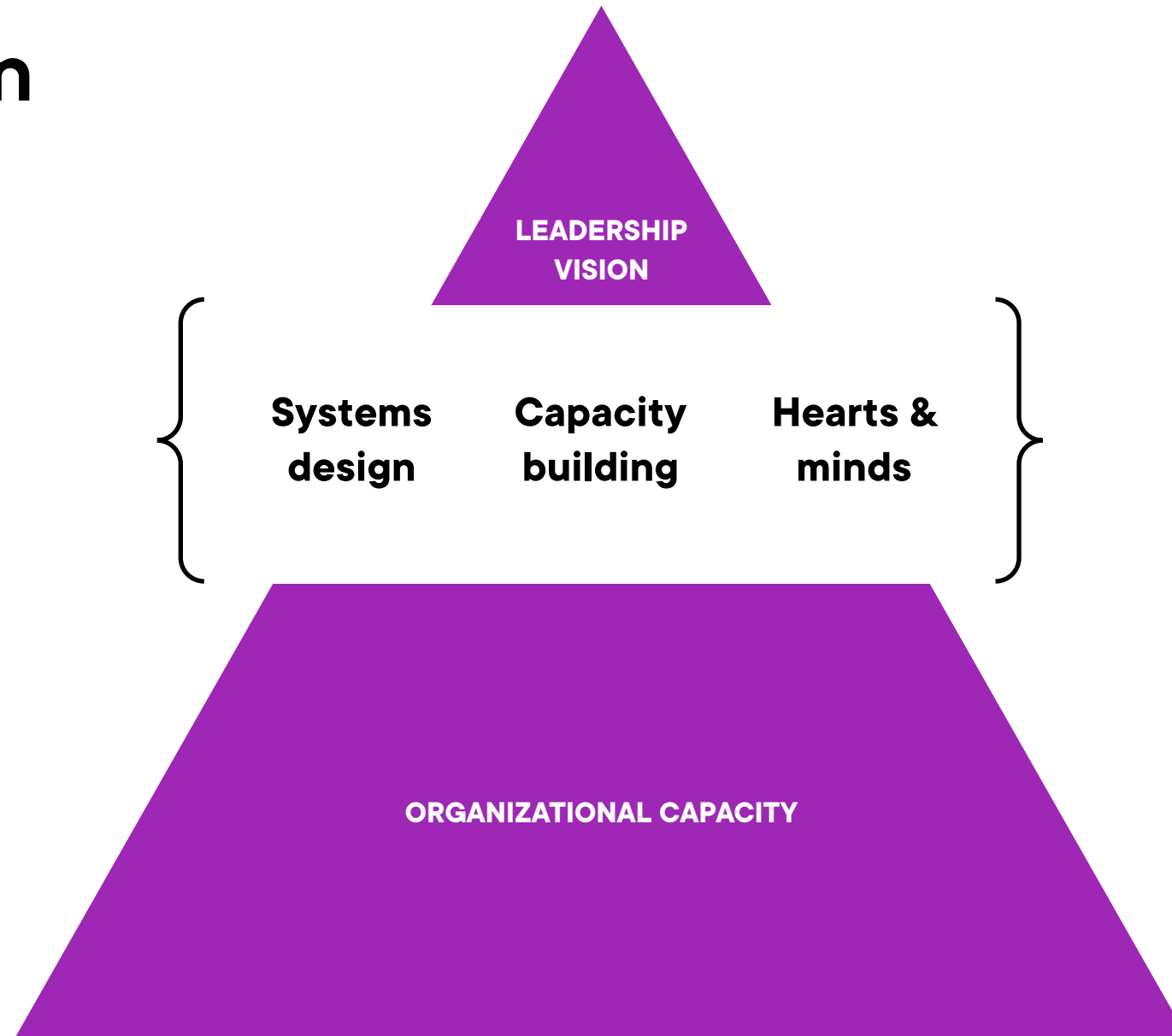
**14%**

**of executives say they have  
the talent needed to compete**

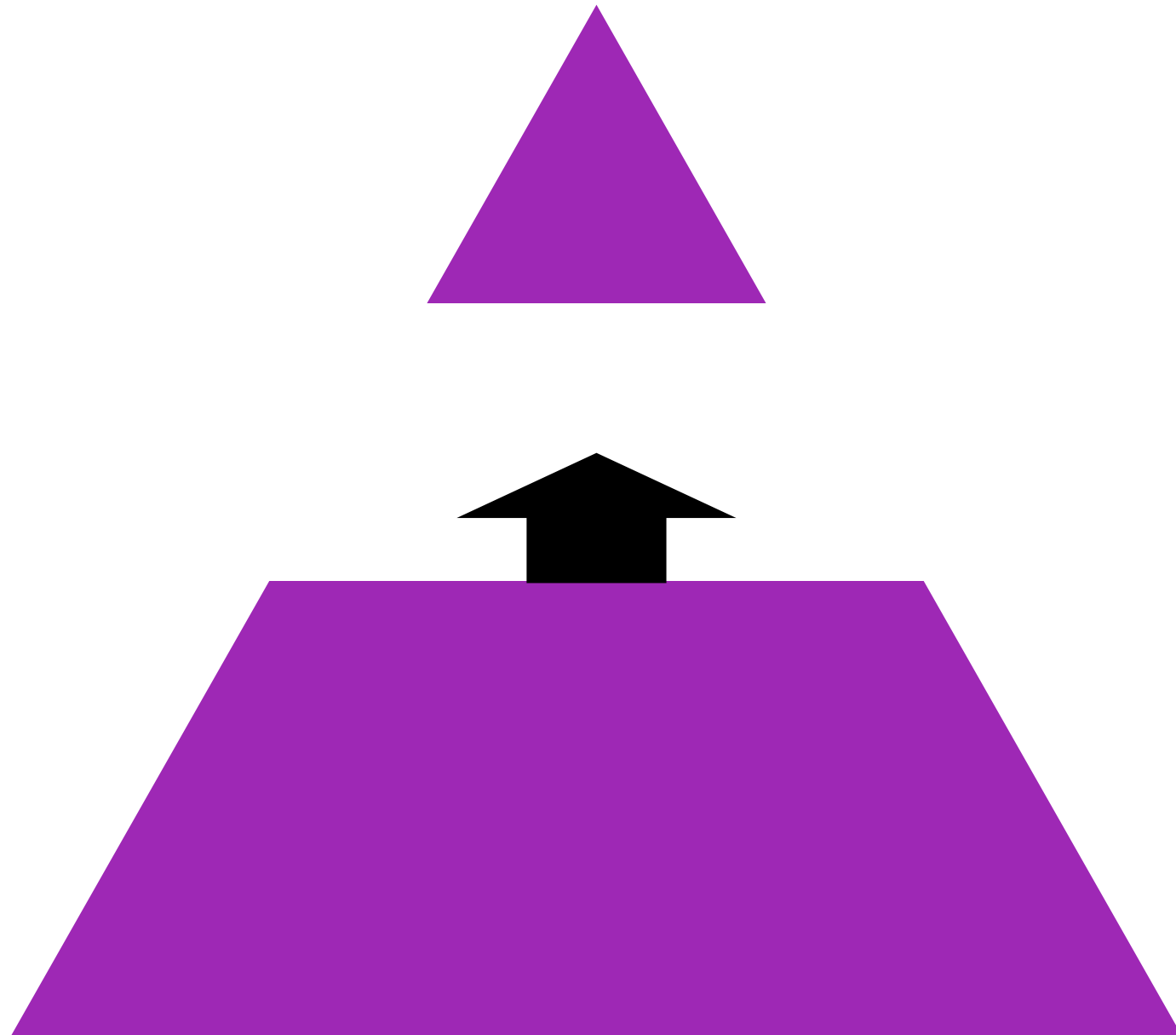
**‘Hard skills’** like cloud computing, AI and analytical reasoning, **are easier to source than ‘soft skills’** like creativity, collaboration, and empathy.



# Top down change.



**The view  
from the  
bottom.**



# The view from the bottom is a search for meaning and empowerment.

**9 in 10**

willing to earn less money in exchange for more meaningful work.

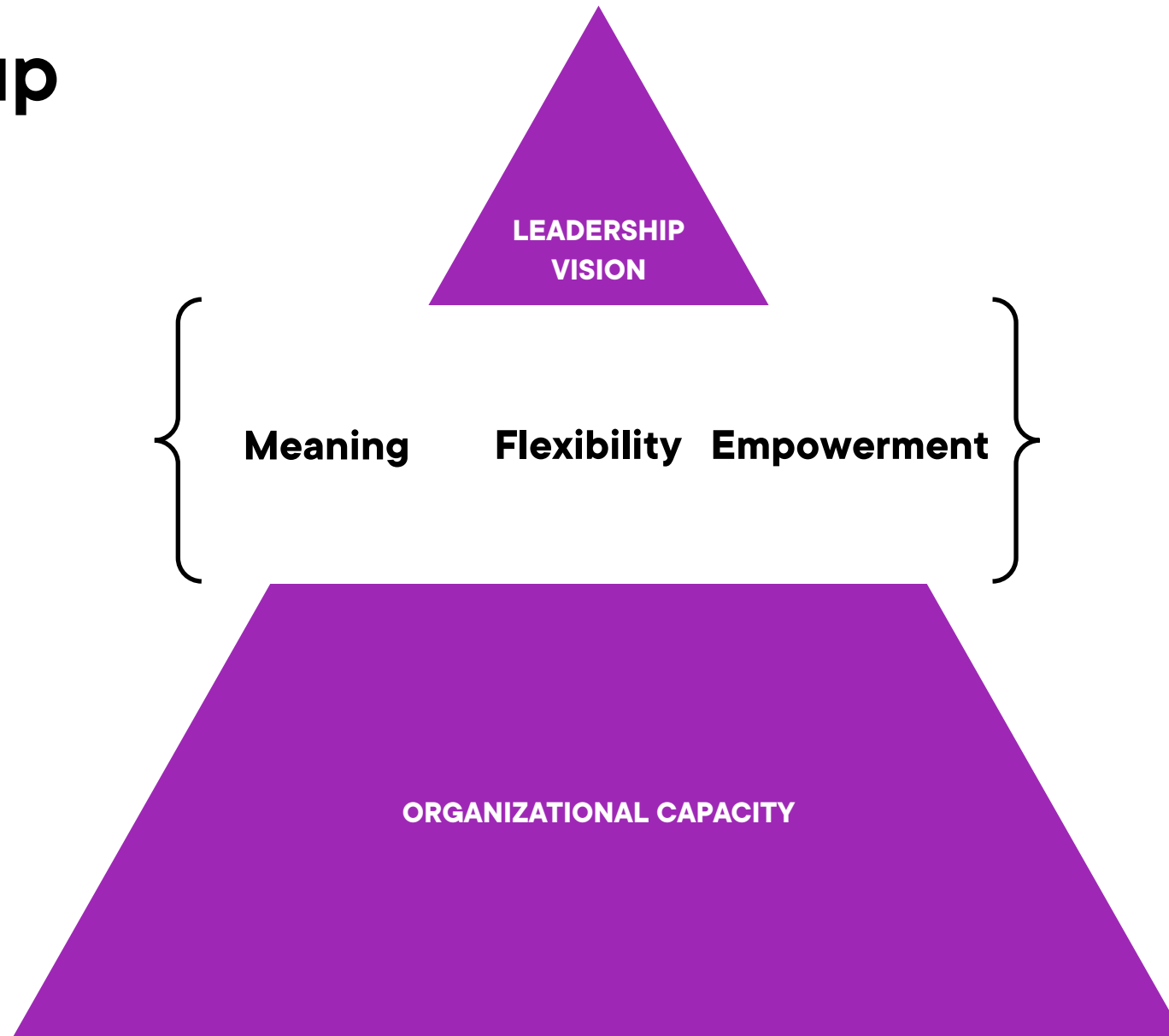
**60%**

of employees say “the ability to do what they do best” in a role is “very important.

**13%**

of employees worldwide feel engaged.

# Bottom up change.







# **Empowering your human capital**

With the language and tools of innovation.


# Design thinking provides a toolset for human-centred change.



Research-based,  
human-centred  
lens

Collaborative  
problem-solving  
toolkit


Discovery-based  
process of  
“build and learn”

A group of people are walking through a large, circular stone labyrinth built on a sandy beach. The labyrinth is composed of concentric rings of stones, creating a complex path. In the background, the ocean waves are visible, crashing against the shore. The scene is captured from a high angle, looking down at the labyrinth and the people.

**Top down change =  
winning hearts and minds  
in support of business vision and values.**

**Design mindsets and practices  
of empathy, collaboration, and creative problem solving  
build inclusion, ownership, and empowerment  
for employees.**



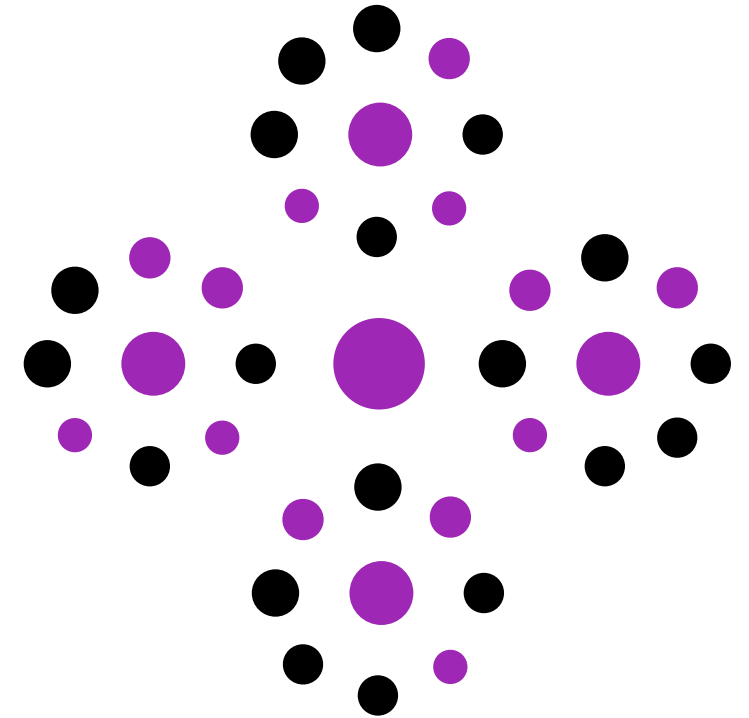
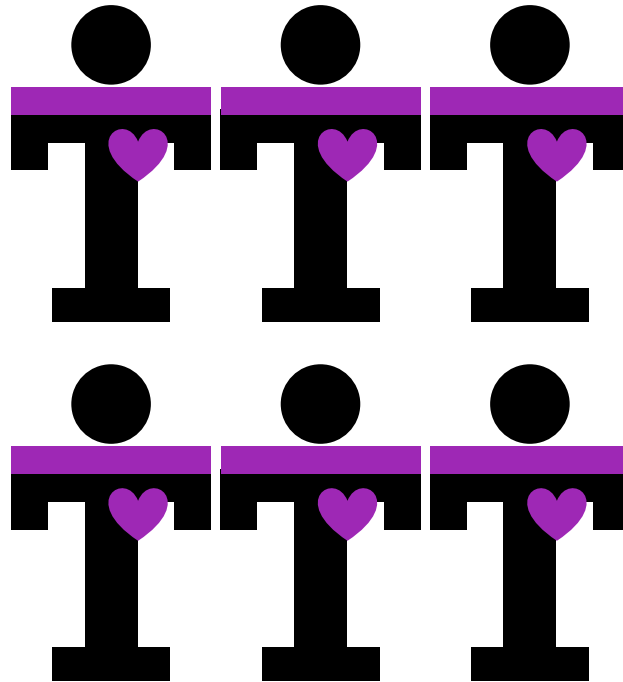
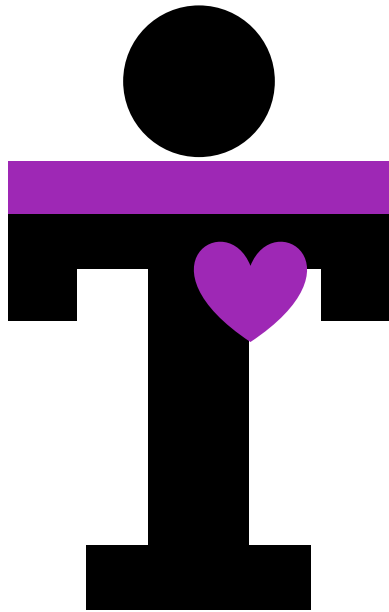


**Bottom up change =  
empowering employees to recognize and react  
to the new opportunities.**

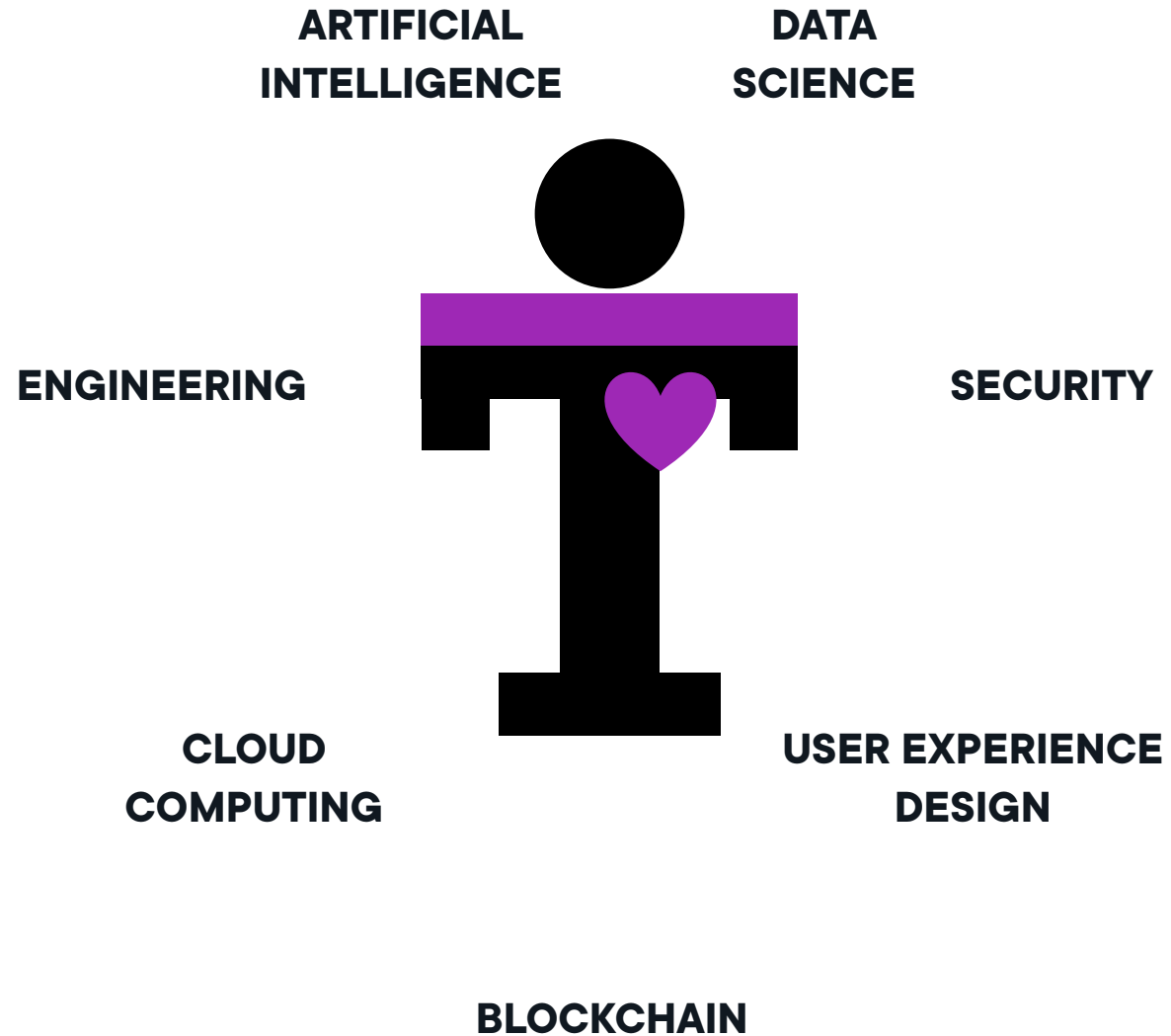
**Design thinking can build capacity,  
empowerment and agency,  
ultimately connecting the customer  
and employee experiences.**

# But how do we get there?

## Focus on individuals, teams and systems.

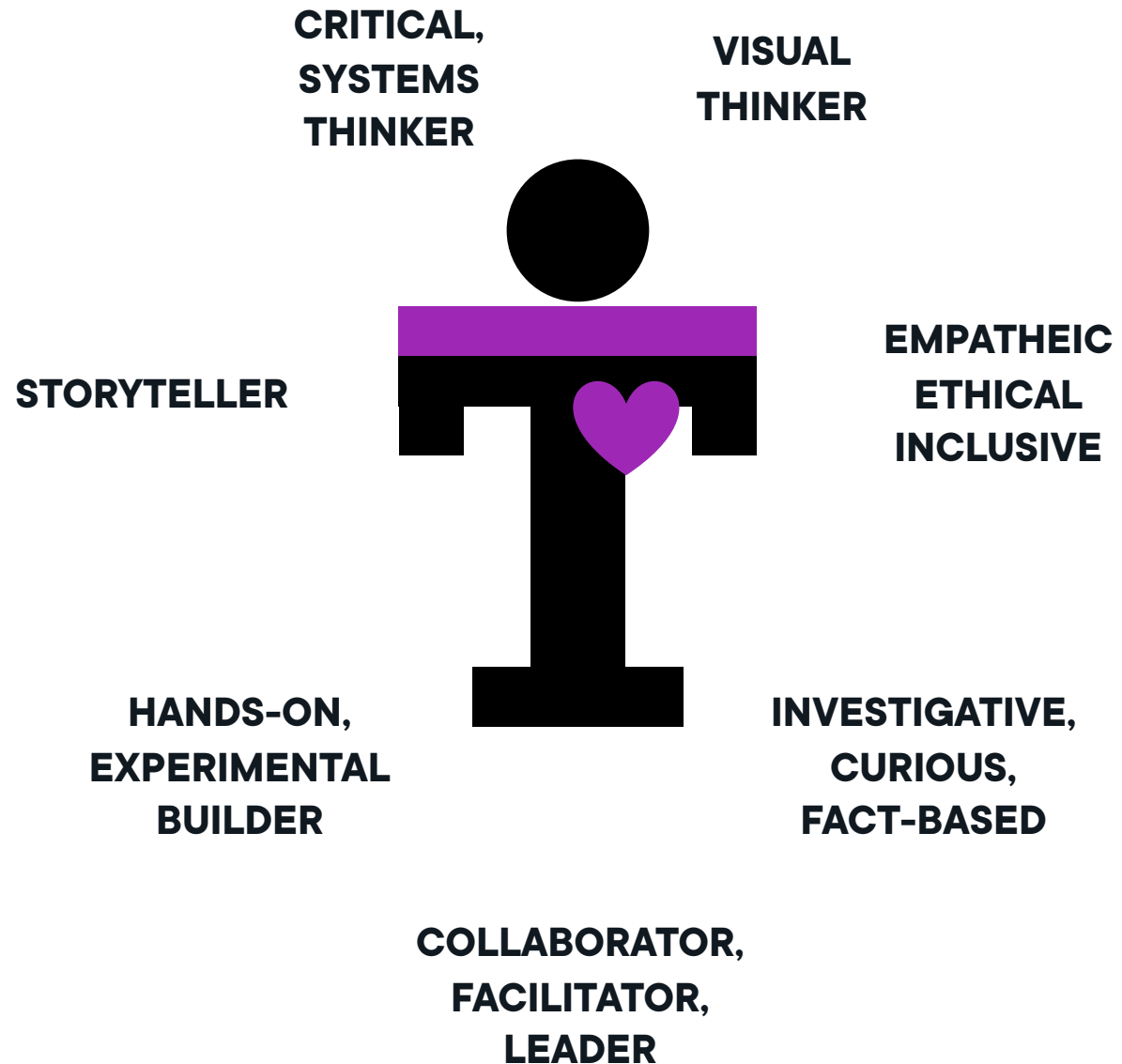


**Yes, 'hard'  
technical skills  
matter.**

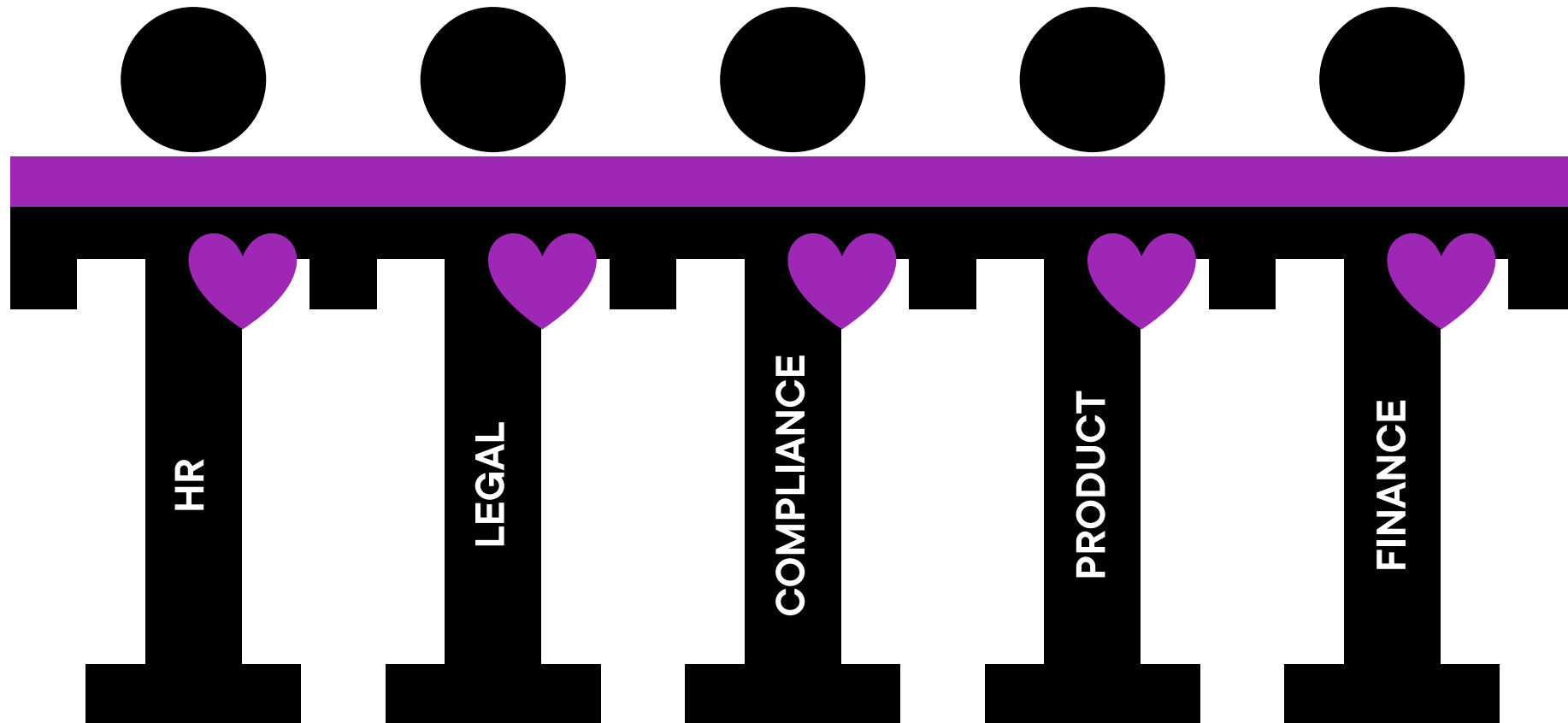




**But don't forget  
about 'soft'  
innovation skills.**

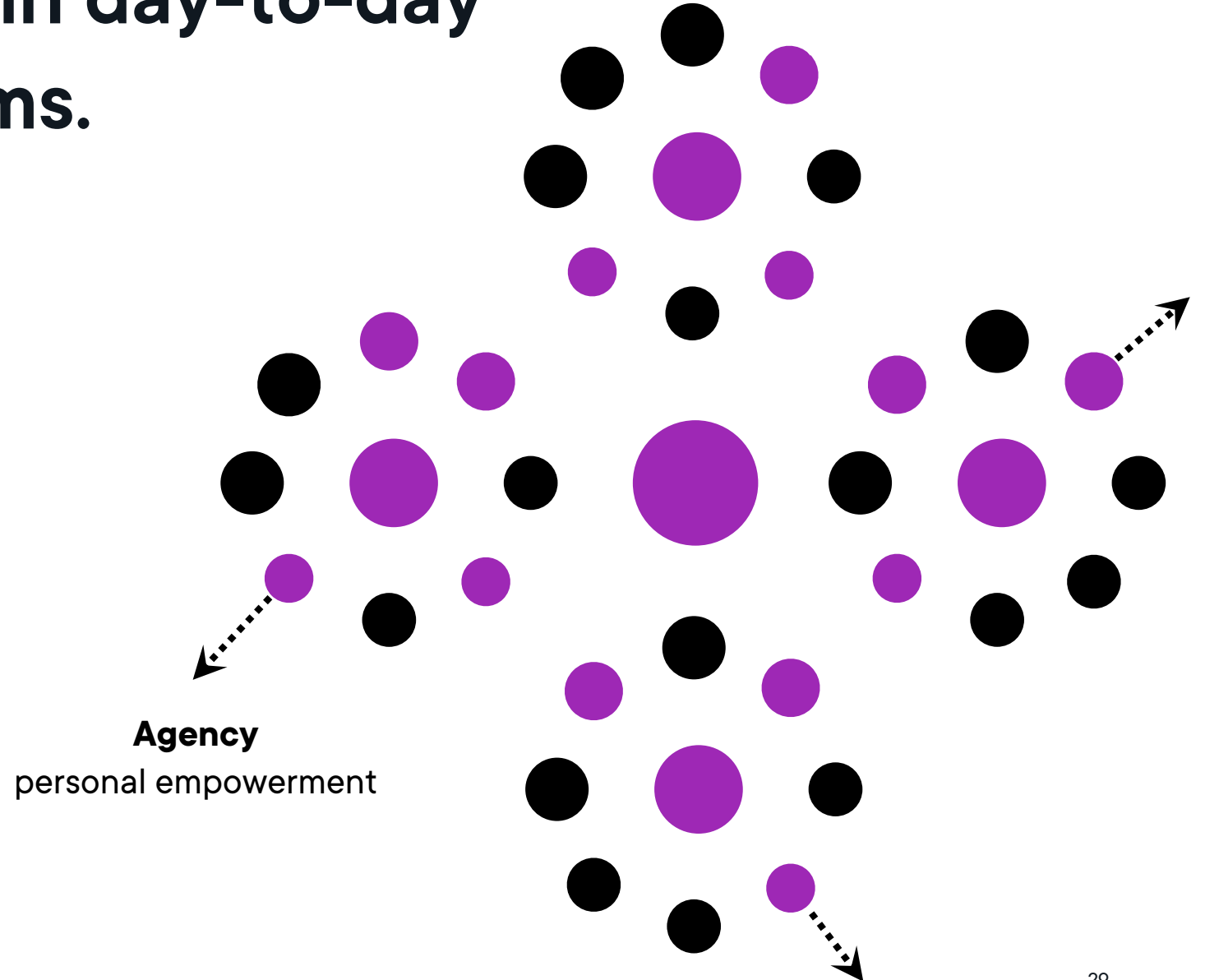


# Scale soft skills across teams to build a common toolset and language of innovation.



# Embed innovation in day-to-day process and systems.

## Make everyone an owner.



# **Empower employees to solve business problems.**

- **Begin with human needs and extrapolate to organization.**
- **Foster distributed leadership.**
- **Implement a discovery-driven strategy of learning.**
- **Shift from linear to experimental processes.**
- **Focus on people and engagement first (efficiency will follow).**
- **Remember that occasional failure is part of winning.**



# Thank you!

Mary Wharmby | [mary@designtransformation.com](mailto:mary@designtransformation.com) | [@marywharmby](https://twitter.com/marywharmby)