

# "HOLISTIC" RESEARCH IN CX: TIPS & TRICKS

WITH BESIM KOSOVA



# INTRO

“Holistic” is quoted. Thus, Design Research already has to be holistic, with a combination of qualitative and quantitative inputs. If your daily diet of insights is not balanced, then it’s not nutritive enough, which is a quite typical pattern in most CX teams, and not good.

## IN MOST CASES

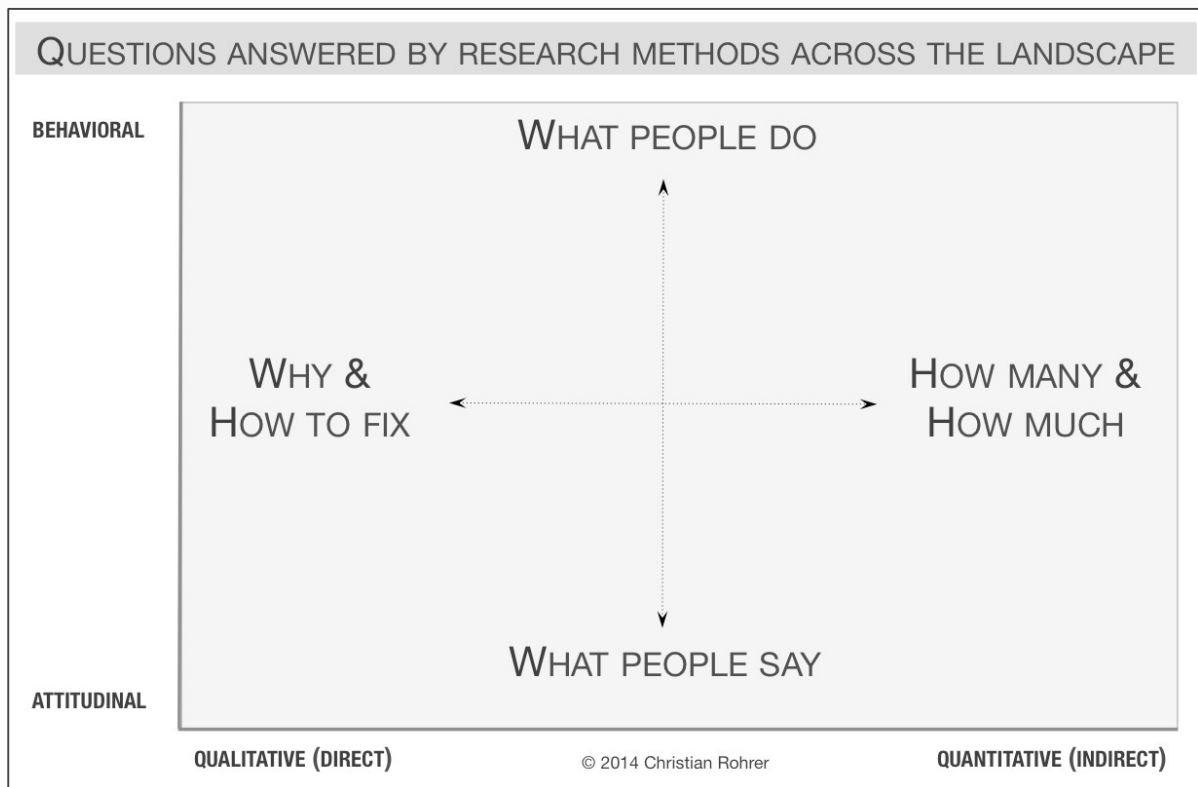
Design Research is the ultimate fuel of all Experience Design projects.

QUANTITATIVE INPUTS:

Answers to “what”.

QUALITATIVE INPUTS:

Answers to “why” and “how”.



# DESIGN RESEARCH PHASES

The general idea of how design research works. Steps could be combined, but better not to be skipped.

## PHASE 1: EXPLORATORY RESEARCH

### #WHAT TO DO

- What do they need?
- Where should we focus?

## PHASE 2: GENERATIVE RESEARCH

### #HOW TO DO

- How do they want to have it?
- Which way we should go?

## PHASE 2: EVALUATIVE RESEARCH

### #DID WE DO GOOD

- Can they use it?
- How we can improve it?

# DESIGN RESEARCH LEVELS

Practically an indication of the quality and reliability of insights.

## LVL 1: WHAT PEOPLE **SAY**

- Surveys
- Feedbacks
- Questionnaires
- Basic interviews

## LVL 1: WHAT PEOPLE **DO**

- Lvl 1+*
- Analytics
  - Logs
  - Observations

## LVL 1: WHAT PEOPLE **FEEL**

- Lvl 2+*
- Sophisticated observations
  - Semi-structured interviews
  - Continuity and steadiness in the stream of insights

# COMMON AND USEFUL QUALITATIVE RESEARCH METHODS

The general idea of how design research works. Steps could be combined, but better not to be skipped.

## SERVICE SAFARI



Enables the researcher to experience the context that the product or service is experienced by the users, get to know the product/service and the context it is in, and see it from the users' perspectives.

**PROS:** Comprehensive, fast, compact

**CONS:** Extensive knowledge of usability is needed.

## SEMI-STRUCTURED USER INTERVIEW

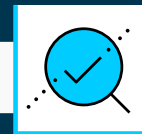


Listening to the approaches of the participants and observing their behaviors through the interview scenario within the framework of predetermined objectives.

**PROS:** Your team can learn how to do it.

**CONS:** Difficult to spot errors for rookie eyes. Can lead to mis-insights.

## HEURISTIC EVALUATION

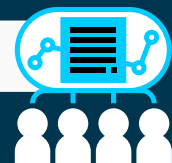


The measurement of the usability of products or services is based on heuristics determined by usability experts as a result of their previous experience.

**PROS:** Fast, not extremely difficult for internal teams.

**CONS:** Doesn't involve real users.

## USABILITY RESEARCH



Unveils the usability problems of a product or service through the designed tasks by observing and listening to the participants.

**PROS:** The ideal point to start qualitative research in an organization.

**CONS:** Research knowledge is prominent even while outsourced.

## BENEFITS

- Makes the right decisions fast
- Enables effective, meaningful designs
- Optimizes development & delivery costs
- Enables fact-based actions



# COMMON QUESTIONS

- WHERE TO START INVESTING?

*BK: On the evaluative side: mostly Usability Testing and Service Safaris could be the best options in order to understand the value.*

- WHAT IF QUANTITATIVE AND QUALITATIVE INPUTS ARE CONFLICTED?

*BK: They simply can not, for a lot of reasons. To begin with, they're not even directed to the same questions. If somehow they are conflicting, there must be a very big mistake.*

- HOW TO DEAL WITH BIASES?

*BK: Don't use data to justify decisions, instead support your decision-making process with fact-based "nutrient" insights. Do it in every decision, biases will dissolve during the process.*

- CAN'T WE MAKE DECISIONS, BASED ON SURVEY RESULTS?

*BK: It depends on the decision. But remember, surveys are based only on "what they SAY", not what they DO or THINK. So most cases, I wouldn't recommend it.*

## ABOUT THE HOST



**Besim Kosova**

**Experience Design Consultant and Instructor**

[www.linkedin.com/in/besimkosova/](https://www.linkedin.com/in/besimkosova/)

