# THE DESIGN LEADERSHIP FRAMEWORK Overview and Application

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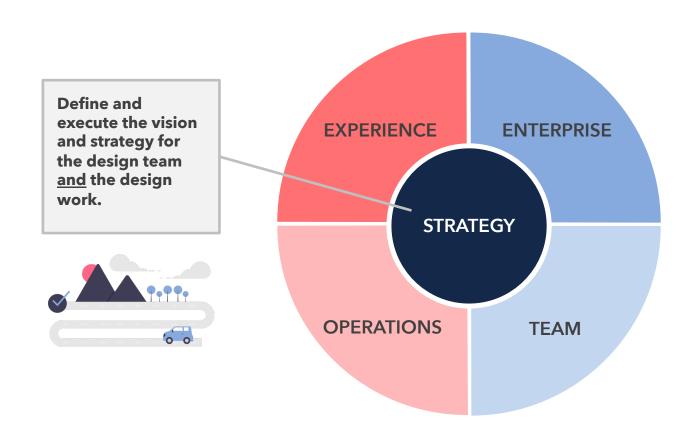
## **My Mission since 2018**

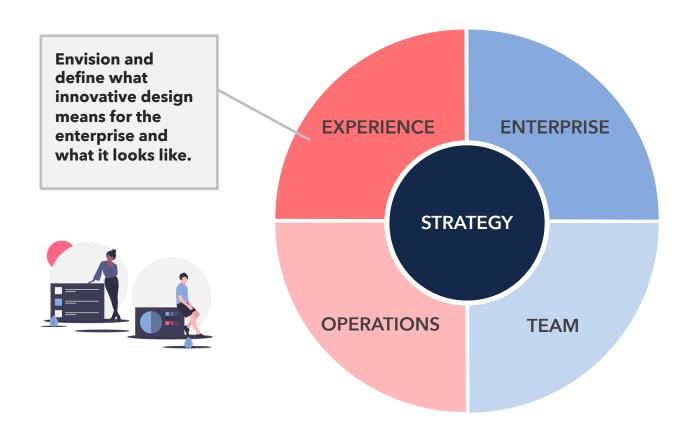
## The Design Leadership Framework

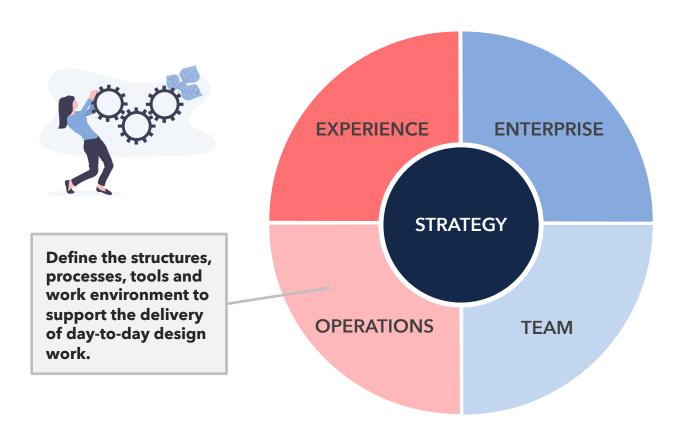
- Give an overview of design leadership and management tasks
- Help to develop necessary roles, competencies and capabilities
- Improve communication and alignment in design teams
- Inspire current and future design leaders

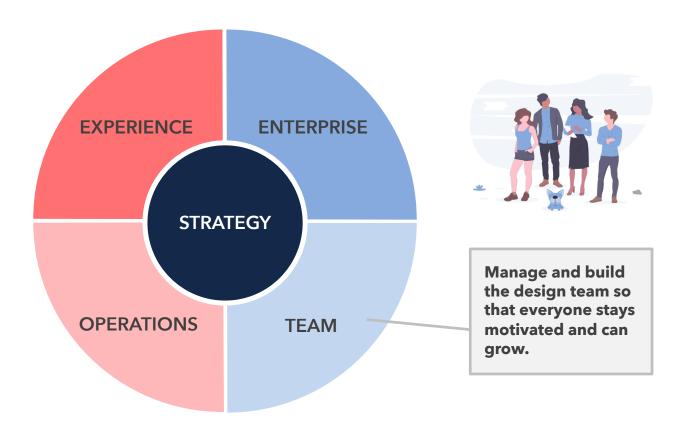
The overall task of leading a design team and building the design capability can be divided into five areas. The area of Strategy is influencing the activities and initiatives of the other four areas and is therefore placed in the center.

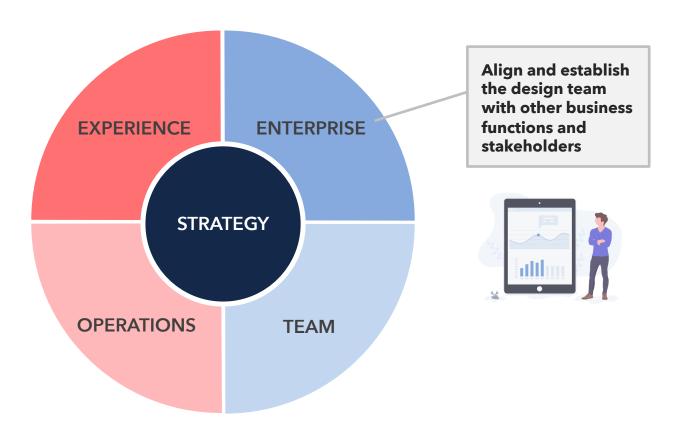












#### STRATEGY

Develop a vision and strategy for the design team and the design work. Implement and manage the necessary initiatives to execute your strategy. Measure and improve continuously.

#### **EXPERIENCE**

Influence and support the innovation of products, services and experiences with a human-centred angle and a design-led approach. Envision and define what great design means for the enterprise and what it looks like. Provide creative leadership and input for relevant design decisions.

#### **OPERATIONS**

Define the organizational structures, processes, tools and work environment to support and manage the delivery of day-to-day design work. Enable creativity and ensure the health and stability of the team by letting designers focus on their craft.



#### **ENTERPRISE**

Align the design team with other business functions and stakeholders and establish a design-led culture. Promote the capabilities of the design team and support enterprise challenges. Re-present the design team both internally and externally.

#### **TEAM**

Manage and build the design team so that everyone stays motivated and can grow. Foster an inspiring team culture and be a supportive leader that your team can trust. Make smart hiring decisions, ensure a smooth onboarding and define clear career paths.



#### **STRATEGY**

Define and execute the vision and strategy for the design team and the design work.



## **ASPECTS** Define Vision & Goals Develop Strategy & Roadmap Manage **Program Initiatives** Drive Change Measure Practice & Performance





#### **EXPERIENCE**

Envision and define what innovative design means for the enterprise and what it looks like.



#### **ASPECTS**

Develop

Design Principles

Define

Design Language

Advocate

**User Perspective** 

Promote

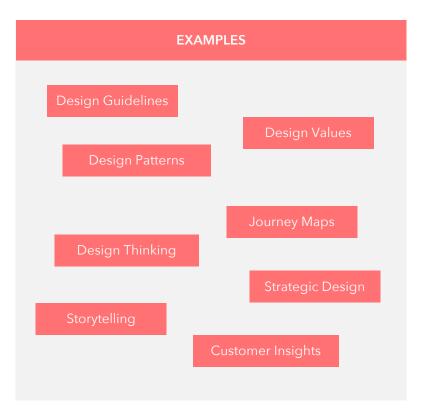
**End-to-End Experience** 

Drive

Innovation

Provide

Creative Guidance





#### **OPERATIONS**

Define the structures, processes, tools and work environment to support the delivery of day-to-day design work.



#### **ASPECTS**

Define Organizational Structure

Define Design Workflow

Manage

Work Streams

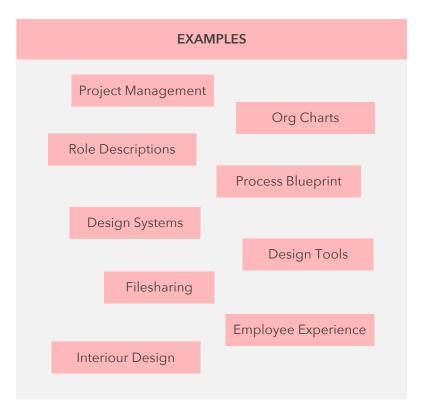
Facilitate Collaborative Design

Define Work Environment

Ensure **Design Coherence** 

Enable Knowledge Exchange

Assure **Quality and Compliance** 



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#### **TEAM**

Manage and build the design team so that everyone stays motivated and can grow.



#### **ASPECTS**

Develop Team Culture

Provide Feedback & Guidance

Plan and Scale
Staffing Demand

Manage Recruiting & Onboarding

Foster Talent Growth

Reflect Leadership Skills

Manage External Partners





#### **ENTERPRISE**

Align and establish the design team with other business functions and stakeholders



#### **ASPECTS**

Align with Business Strategy

Build

Stakeholder Alliances

Develop

Design Culture

Promote

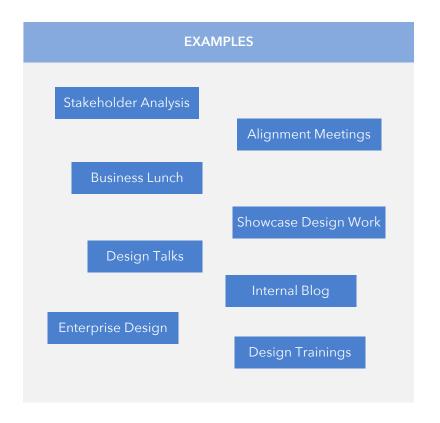
**Design Capabilities** 

Support

Enterprise Challenges

Build

**Design Reputation** 



| OPERATIONS                          | EXPERIENCE                    | STRATEGY               | ENTERPRISE                   | TEAM                           |
|-------------------------------------|-------------------------------|------------------------|------------------------------|--------------------------------|
| Define                              | Develop                       | Define                 | Align with                   | Develop                        |
| Organizational Structure            | Design Principles             | Vision & Goals         | Business Strategy            | Team Culture                   |
| Define                              | Define                        | Develop                | Build                        | Provide                        |
| Design Workflow                     | Design Language               | Strategy & Roadmap     | Stakeholder Alliances        | Feedback & Guidance            |
| Manage                              | Advocate                      | Manage                 | Develop                      | Plan and Scale Staffing Demand |
| Work Streams                        | User Perspective              | Program Initiatives    | <b>Design Culture</b>        |                                |
| Facilitate<br>Collaborative Design  | Promote End-to-End Experience | Drive<br><b>Change</b> | Promote  Design Capabilities | Manage Recruiting & Onboarding |
| Define                              | Drive                         | Measure                | Support                      | Foster                         |
| Work Environment                    | Innovation                    | Practice & Performance | Enterprise Challenges        | Talent Growth                  |
| Ensure                              | Provide                       |                        | Build                        | Reflect                        |
| Design Coherence                    | Creative Guidance             |                        | Design Reputation            | Leadership Skills              |
| Enable<br><b>Knowledge Exchange</b> |                               |                        |                              | Manage<br>External Partners    |
| Assure<br>Quality and Compliance    |                               |                        |                              |                                |

A framework creates a structure of **WHAT** to do and leaves it open to the user to determine the best way **HOW** to get it done.

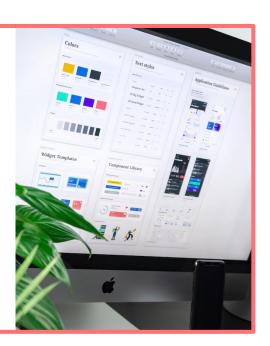
#### **EXAMPLE I ENSURE DESIGN COHERENCE**

#### WHAT

Provide the necessary resources for designers (and developers) to create coherent design solutions.<sup>[1]</sup>

#### **HOW**

- Styleguides
- Brand Manuals
- Interaction Patterns
- Design Systems
- Review Meetings



## **Ideas for applying the Design Leadership Framework**



## A workshop dedicated for the design team to find out:

- Which areas and aspects of Design Leadership are doing well?
- Which aspects are working not so well?
- What are the biggest pain points?
- Do you have blind spots?







| OPERATIONS                       | EXPERIENCE            | STRATEGY               | ENTERPRISE            | TEAM                        |
|----------------------------------|-----------------------|------------------------|-----------------------|-----------------------------|
| Define                           | Develop               | Define                 | Align with            | Develop                     |
| Organizational Structure         | Design Principles     | Vision & Goals         | Business Strategy     | Team Culture                |
| Define                           | Define                | Develop                | Build                 | Provide                     |
| Design Workflow                  | Design Language       | Strategy & Roadmap     | Stakeholder Alliances | Feedback & Guidance         |
| Manage                           | Advocate              | Manage                 | Develop               | Plan and Scale              |
| Work Streams                     | User Perspective      | Program Initiatives    | Design Culture        | Staffing Demand             |
| Facilitate                       | Promote               | Drive                  | Promote               | Manage                      |
| Collaborative Design             | End-to-End Experience | Change                 | Design Capabilities   | Recruiting & Onboarding     |
| Define                           | Drive                 | Measure                | Support               | Foster                      |
| Work Environment                 | Innovation            | Practice & Performance | Enterprise Challenges | Talent Growth               |
| Ensure                           | Provide               |                        | Build                 | Reflect                     |
| Design Coherence                 | Creative Guidance     |                        | Design Reputation     | Leadership Skills           |
| Enable<br>Knowledge Exchange     |                       |                        |                       | Manage<br>External Partners |
| Assure<br>Quality and Compliance |                       |                        |                       |                             |



#### Work on ideas

- Gather ideas and topics to improve the identified pain points
- Prioritise and select ideas and next steps to move forward



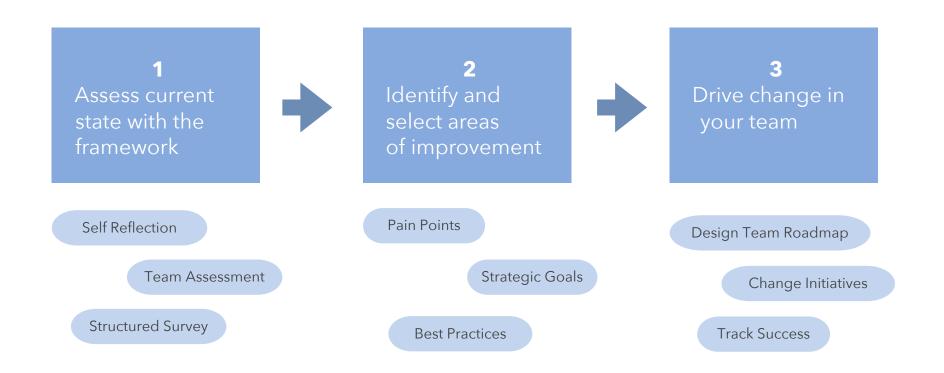
#### After the assessment

- Synthesise and structure the ideas and topics
- Develop a cohesive strategy and roadmap for your team
- → This should be done by the design leader(s) or small task force



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## **Bringing everything together**



## **Learn more about the Design Leadership Framework**



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