

# Personas, Empathy Maps, and User Journeys



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Opening Question:  
How do you currently learn about a  
customer challenge or need?



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# Stakeholder Analysis



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# Personas: What Are They?

Personas are:

“fictional characters created to represent the different user types that might use a site, brand, or product in a similar way.<sup>1</sup>”

Marketers may use personas together with market segmentation, where the qualitative personas are constructed to be representative of specific segments.

1: William Lidwell; Kritina Holden; Jill Butler (1 January 2010), Universal Principles of Design, Rockport Publishers, p. 182, ISBN 978-1-61058-065-6

# Personas – Start With Stakeholder Analysis

Discover and convey all the people and systems that will interact with the system, that care about the system's existence, and what they either want or don't want with respect to the system.

- *Who are the stakeholders?*
- *How do they use our system?*
- *What's important to each stakeholder?*
- *How they matter to the business?*

# Stakeholder Interaction Diagram





# Exercise: Stakeholder Interaction Diagram

- Let's imagine a problem, need, or issue we want to solve and brainstorm with our team all the possible stakeholders and users of the product that would solve it.
- Create a stakeholder interaction diagram depicting the stakeholders that either interact with, benefit from, or are impacted by the system in some way.



# Stakeholder Interaction Diagram



# Personas



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# Why Create Personas?

- Understand a specific system user (or stakeholder's) needs, vs. trying to design for “everybody”
- Create a friend (i.e. empathy!)
- Clearly define goals and behaviors of users
- Provide a strong basis for decision-making and prioritization (using user's perspective)
- Communication tool with stakeholders about users



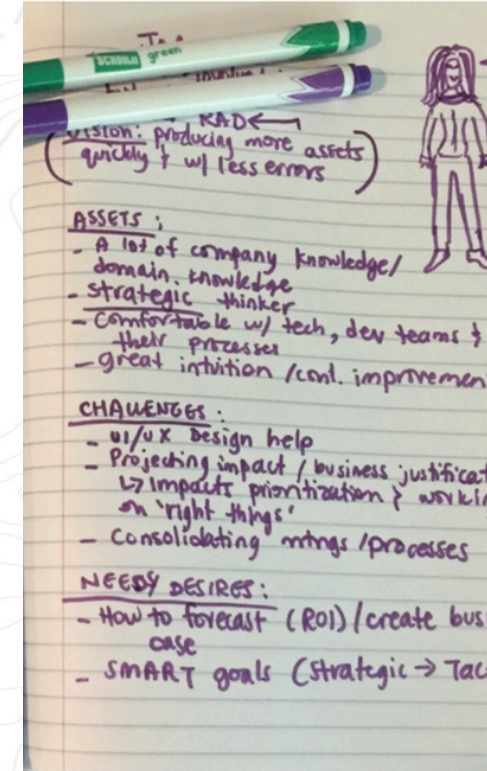
# How Do We Create Personas?



## Observe



## Group



## Model

- Know your user/ customer/ stakeholder!
- Data is important, but observation is golden



# Personas – Get to Know Your User

- Figure out what information is helpful in understanding user's mindset and context
- Example:
  - Demographics
  - Job role/ description
  - Assets (e.g., Knowledge, Skill set, Technical savvy, etc.)
  - Challenges
  - Needs/ Desires
  - Daily “workflow” (What do they spend time on? Why?)

# Exercise: Create Your Own Personas

- Now that you have a problem to solve and a stakeholder analysis diagram, select 1 – 2 of the stakeholders that you would consider users of your system/ product, and create personas for them.
- You can either interview people in your group who may act as a potential user in order to create your personas, OR create personas based on imagining users that would benefit from your product

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# Empathy Maps



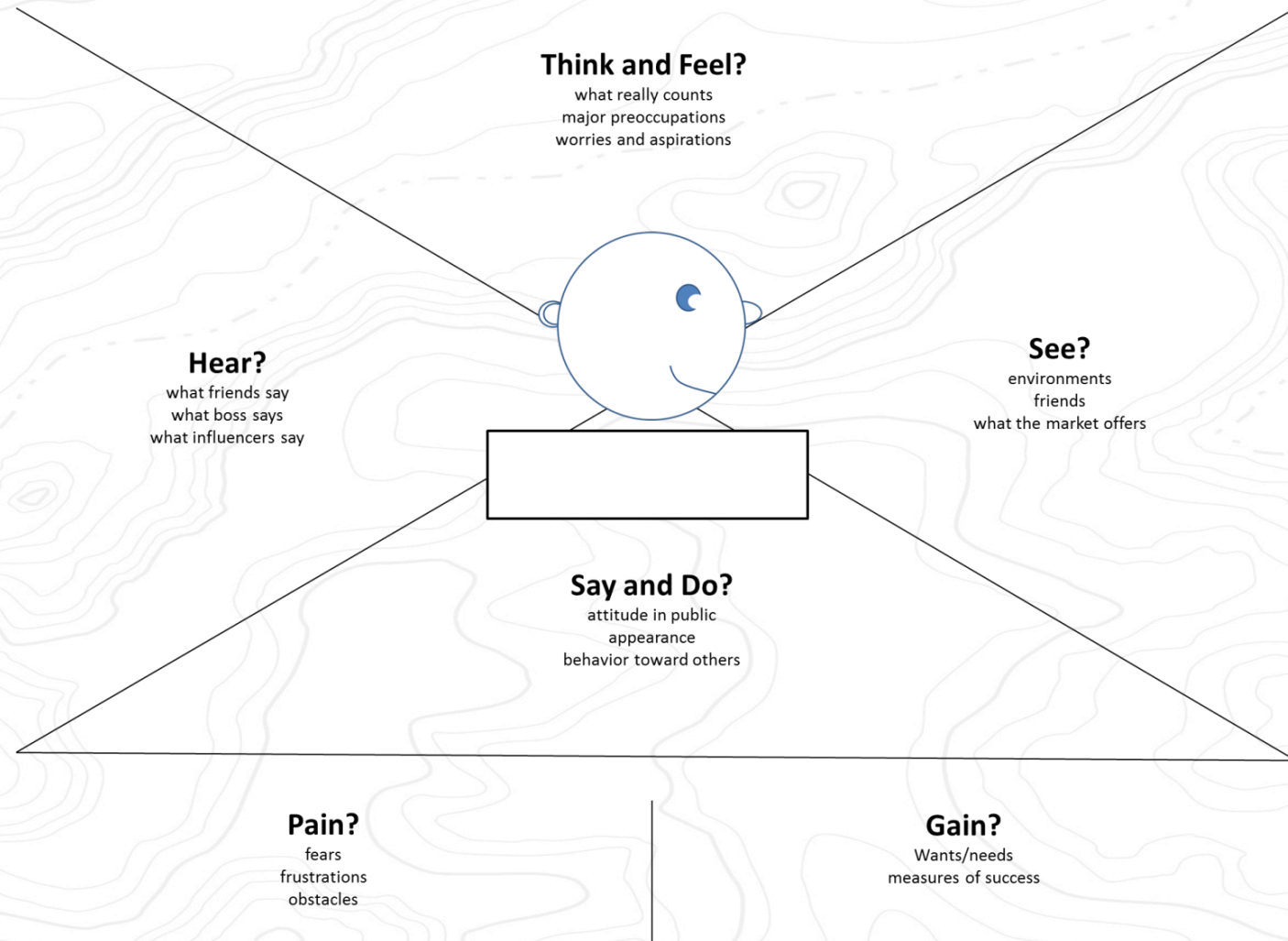
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# Why Create Empathy Maps?

- Help to understand a user's motivation, not just their actions
- Teams build collaborative consensus on who their users really are
- Empathy maps allow us to apply behavior patterns to personas
- Expose common problems and needs that might otherwise be obscured

# Empathy Mapping

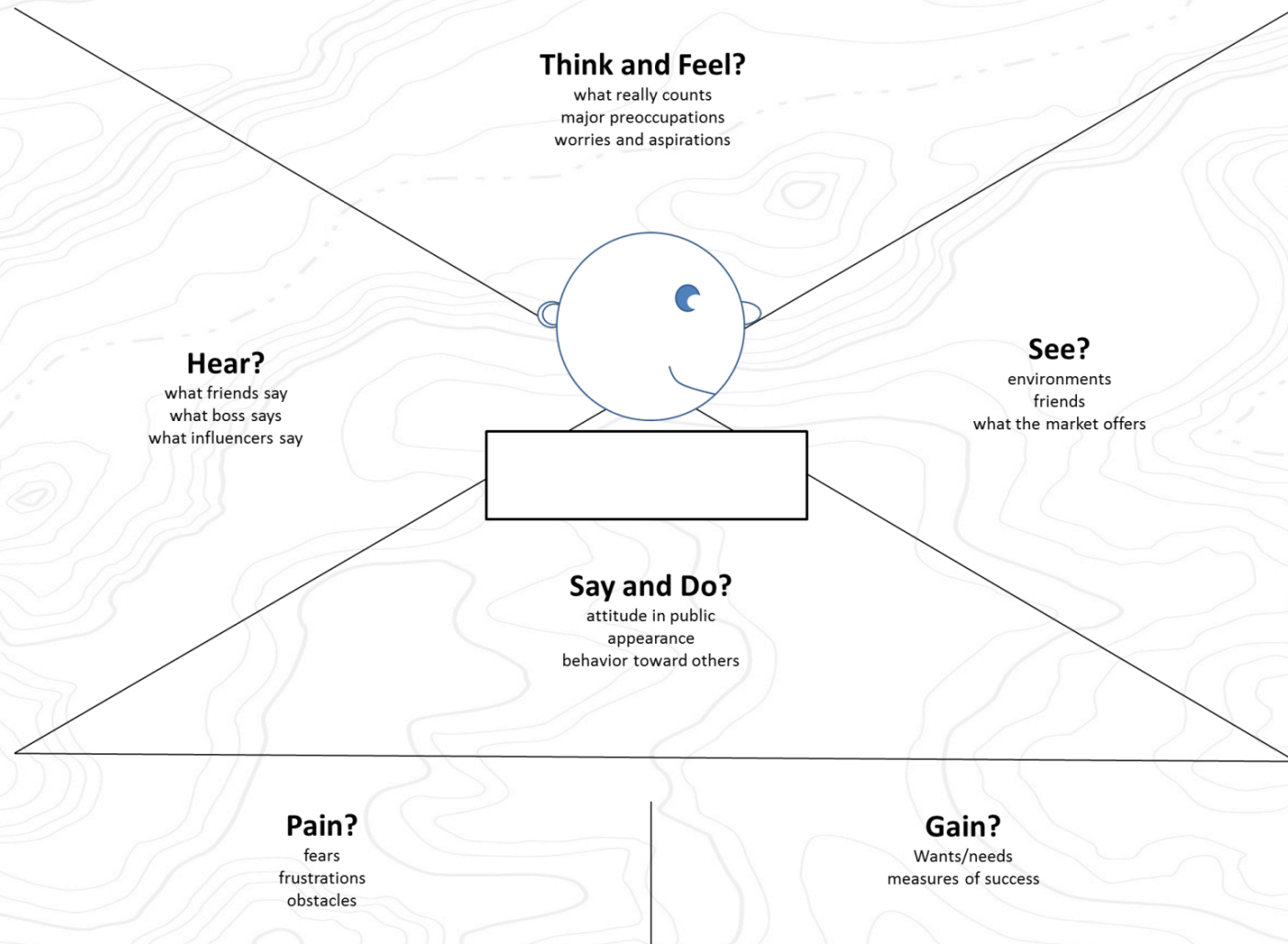


# Exercise: Create Your Own Empathy Map

- Now that we have a persona or two, let's build an empathy map for them. Putting yourself in the mind of your persona, map out what they are seeing, feeling, thinking, hearing, and their pains and gains.
- You can either interview people in your group who may match your personas, or you may work as a team to talk out what your persona is probably feeling.



# Empathy Mapping



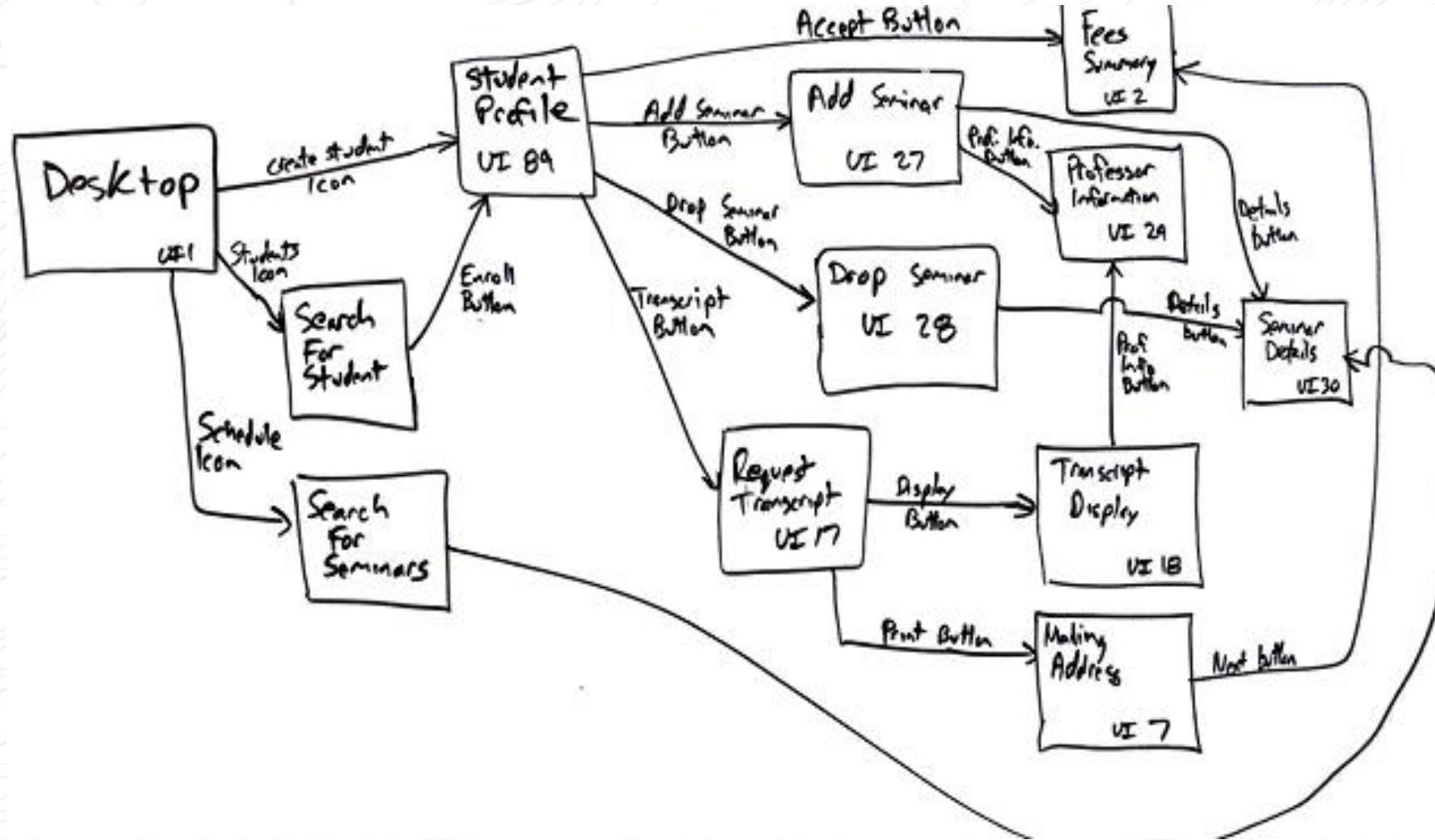


# User Journeys



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# User Interaction Diagram

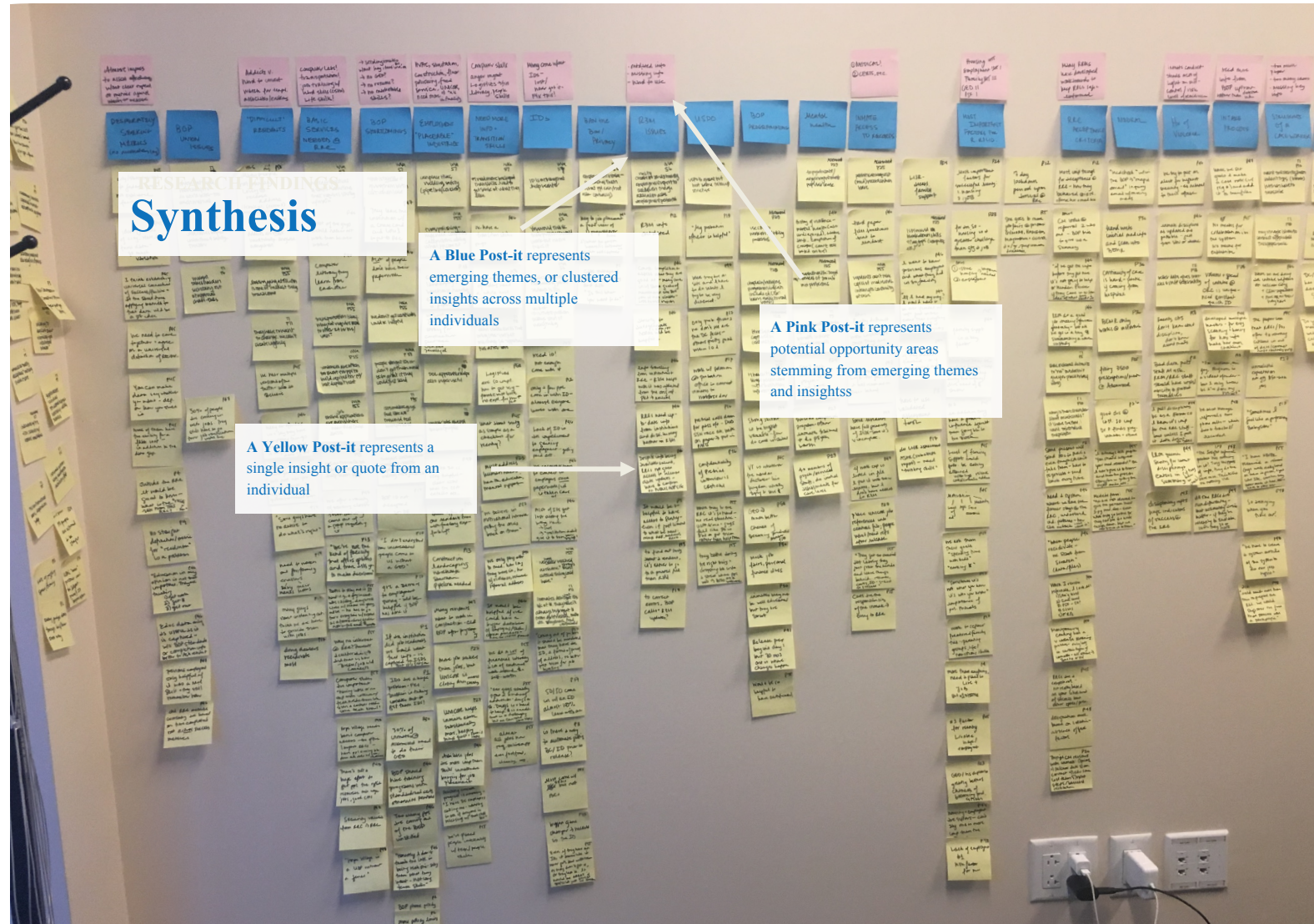


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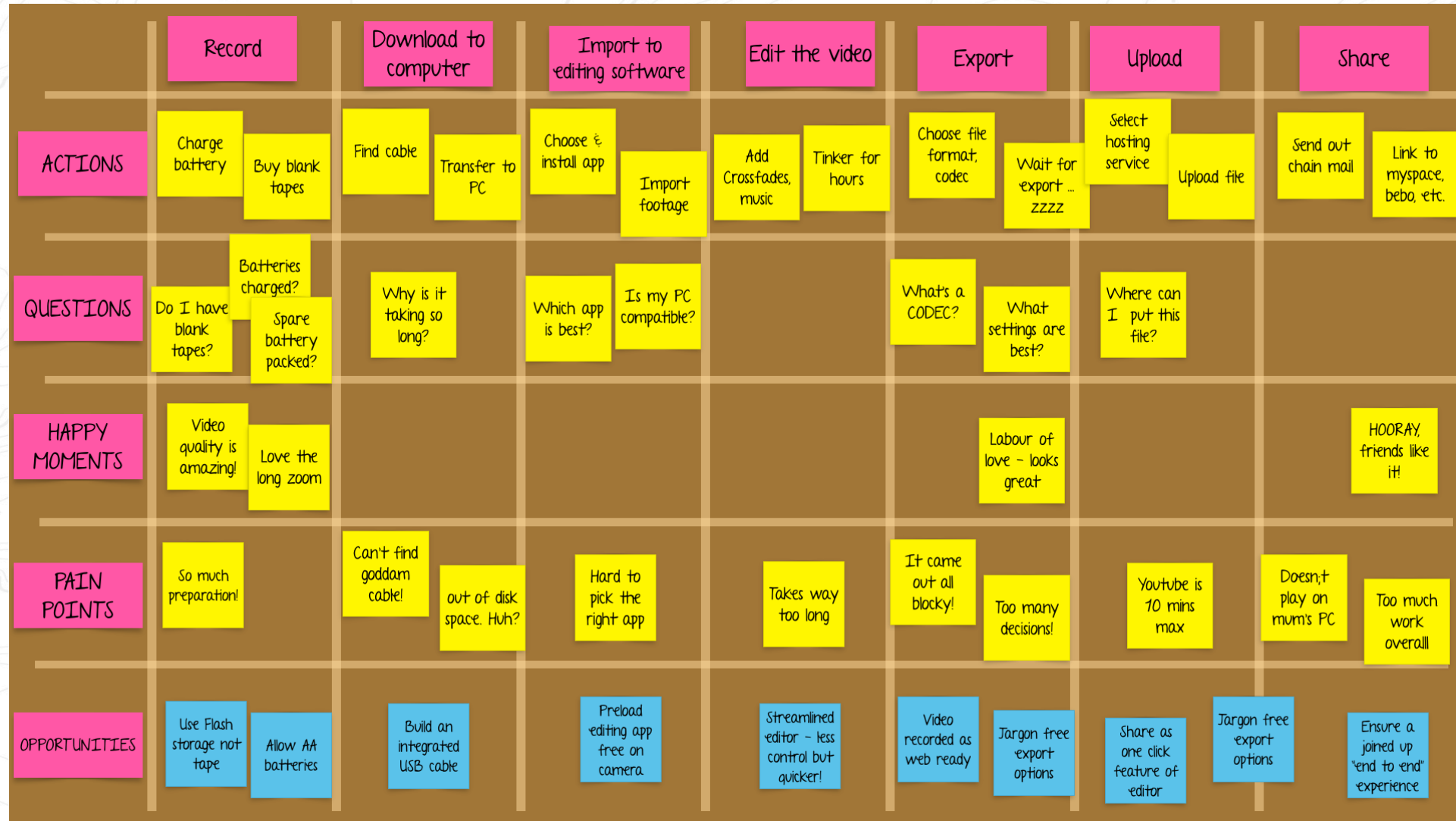
<http://agilemodeling.com/artifacts/uiFlowDiagram.htm>



# Research Synthesis



# Journey Mapping





Closing Question:  
Has this changed how you think about a  
customer challenge or need?



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