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# What is iterative design?

A cyclic process of prototyping, testing, analyzing, and refining a product or process.

Source: Wikipedia

# Why iterative design?

- Drives action
- Gets the customer perspective early and often
- Homes in on the value proposition
- Reduces risk
- Enhances outcomes

# **Session goals**

- Get hands-on experience with iterative design
- Create something tangible
- Get a fresh perspective on residential and business offerings
- Collaborate with peer utilities
- Learn techniques to take back home

# Your team developed killer residential and business solutions!

Residential Low-Income

Retail Customer Energy Solutions

#### **Residential low-income**

- 1. Create bundled offerings that enable clear and easy *choice*
- 2. Use materials on your table to create a *tangible representation*
- Create no more than 3 bundles.
- What solutions make sense paired together?
- How will you enable easy comparison between bundles?
- How will you help people decide which bundle to choose?
- How will you message about the bundles?

- 1. Create a **simplified** offering of your new solutions
- 2. Use materials on your table to create a *tangible representation*
- Is there a logical flow to how a retailer might go through the solutions, beginning to end?
- Do solutions make sense paired together?
- How will you streamline participation and make it easy?
- How will you describe the benefits of participating?

# What do your customers think?

#### **Residential low-income**

- Choice is great!
- I love the control.
- There's lots to keep track of, and I'm putting a bunch of time into it.
- I sure would like to be rewarded for my time and effort.

- These concepts all seem valuable, but ...
- I've literally never heard from you, and we have zero relationship. I've even received residential communications from you!
- Why should I trust you to deliver these services?

# Iterative design challenge #1

## 15 minutes

#### **Residential low-income**

- Build a reward mechanism into your prototype.
- Select one bundle to focus on.
- What actions should be rewarded? How do they earn rewards? When do they earn them?
- What types of rewards might drive customers to take action (energy and non-energy)?

- Create a trust-building mechanism in your prototype.
- What can you do to empathize with a retail customer?
- How might you begin building a trusting relationship?
- How might you leverage trustbuilding to drive participation in your solution(s)?

# What do your customers think?

#### **Residential low-income**

- Choice, control, and rewards are fantastic!
- But I'm still skeptical of my utility company. They're a big, faceless monopoly, why would they care about me?
- I'm much more likely to trust a local company.

- I'm willing to trust that you'll deliver on these services.
- They do seem valuable.
- But I run a business on razor-thin margins.
- How are these services going to make my business more productive?

# Iterative design challenge #2

## 15 minutes

#### **Residential low-income**

- Build *localization* into your prototype.
- How might utilities feel more local and less like a monopoly?
- What services could you include that provide local choices to lowincome customers?
- What messaging portrays "local"?

- Build productivity design into your prototype.
- What mechanisms (existing or new) in your solution might impact retailers' top/bottom lines?
- How might you highlight and message productivity?
- Think in terms of products sold, marketing, energy savings, etc.

# **Create your prototype story**

## 10 minutes

- Give your customer a name and background story.
- What about your customers inspired you to create your solution? What unmet needs are you solving?
- How did you involve customers in creating your solution?
- What did you learn from involving customers, and how did that shape your offering?
- What next steps are you taking to further develop your offering?

# Frame your story in the context of value delivered to customers.

## Thanks!



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