Design
Continuum:
Boston-MilanSeoul

Gianfranco ZACCAI, US President and CEO, Design Continuum

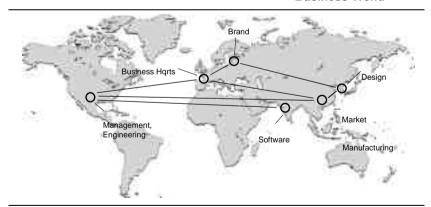
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Speed & Innovation

"The game here really isn't about saving costs but to speed innovations and generate growth for the company"

Gulliermo Wille, Managing Director,
G.E.'s John F. Welch Technology Center, Bangalore India.
(The Rise of India, Business Week December 8, 2003)

Business Trend



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Quality as Experience

"Quality no longer means what it used to"
When Flawless isn't Enough, Business Week Dec. 8, 2003

"Quality previously was freedom from defects...It has expanded to embrace a raft of subtleties"

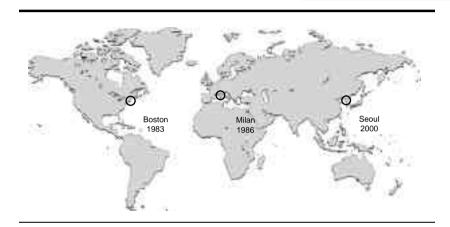
Nicholas Scheele, President Ford Motor Company
When Flawless isn't Enough, Business Week Dec. 8, 2003

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Continuum Philosophy

- 1. Design Innovation = Humanism + Technology + Economics
- Understand the Opportunities: The Design before the Design
- 3. Design of the Experience (Brand + Product + Service)
- 4. Design of Business
- 5. Exploit Global
- 6. Accentuate Local
- 7. Design for Dreams
- 8. Be Seamless
- 9. Apply Rigor
- 10. Inform and Empower Talent



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· 1998 - 25 · 2003 - 100

China: The waking giant

Business views of China

- 1) Low Cost Manufacturing for Export
- 2) China as a Rapidly Growing Target Market of Consumers
- 3) China as a Source of New Multi-national Companies

China's Design Landscape

- International firms wanting to expand their brand and new local Asian brands want to move beyond China's borders.
- 1998 Approximately 25 design consultancy firms
- · 2003 Estimate more than 100 design consultancy firms

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The market and the Consulting environment are very different from US, Europe and Japan.

- China s' design 'history is short. It lacks experience and tradition.
- Many companies know that design is important. They simply do not know how to leverage or manage it as a tool to drive business success.
- For Chinese based companies, cost of the design service is a key driver.
- 가 Design is a necessary expense but not an investment because you can t measure the success up front.
 - · They are not ready for a more value-added approach
 - They don t appreciate the value of a collaborative process.
 - · They are risk averse, preferring to follow proven leaders

To be successful with Chinese firm you require a different

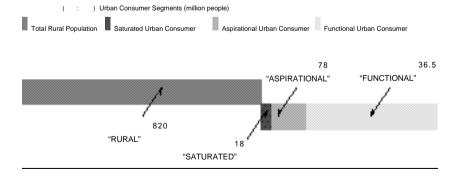
- 가 approach and a lot of patience.
 - Relationship management is very different; it takes a lot of time and effort to build.
 - · Contracts are seen as a lack of trust.
 - · Use a local staff to maintain relationships.
 - · Talk to the right levels.
 - · Need to educate the basic design approach constantly.
 - Recognize there is little appreciation for effective brand management because of the cost focus.
 - · Asians expect training of internal team.



Design Ladder: Capability per Region

| Under Development! | |
|----------------------------|---|
| - | |
| Design - Business | Design as business model? |
| - Strategy - Brand | Aligning a brand with a strategic direction |
| | 9/ |
| Strategy - Product line | Providing products that align with a strategic direction |
| - | |
| Strategy - Product | Aligning the product with a strategic direction |
| - Experience - Brand | The brand aligns with a certain lifestyle or living experience |
| | The braild alighs with a certain lifestyle or living expendice |
| Experience - Product Based | Product helps facilitate an overall experience |
| User Centric Design | Driven from the user 's perspective not the manufacturer 's |
| Design Language | . Consistently communicate the Brand through product |
| Form Follows Function | The design communicates how the product works |
| Usability | Make the machines easier to use |
| Styling - Product line | Make all the machines look a certain way |
| - Styling - Individual | Make the machines look a certain way |
| Decoration | Make the machines look nice |
| Raw Functional | Industrial Revolution, Mass production |
| Craft | O C P C P C P C P C P C P C P C P C P C |
| Art | ं क्रिया ऐरि यो । ऐरि । ऐरि । ऐरि । ऐरि । च । व्या क्री । (१० । Personal expression |

Consumer Market Understanding of China



vs.

Consumer Markets vs. Categories

| | RURAL | FUNCTIONAL | ASPIRATIONAL | SATURATED | | |
|------------------------|-------------|------------------|---|-----------------|--|--|
| | 1101012 | 1.01.01.01.12 | 710111011111111111111111111111111111111 | 07110101125 | | |
| | Market Size | | | | | |
| | 820,000,000 | 365,000,000 | 78,000,000 | 18,000,000 | | |
| General Prod. Category | | | | | | |
| | | 가/ | , ,가 , | , | | |
| Clothing | Minimum | Low Cost / Basic | Newer, Quality, Value, | Latest, Premium | | |
| | | | Choices | | | |
| FMCG: Fast Moving | | 가/ | , ,가 , | , | | |
| Consumer Goods | Minimum | Low Cost / Basic | Newer, Quality, Value, | Latest, Premium | | |
| | | | Choices | | | |
| 가 | | 가/ | , ,가 , | , | | |
| Home Appliances | | Low Cost / Basic | Newer, Quality, Value, | Latest, Premium | | |
| | | | Choices | | | |
| | | | | , | | |
| High Investment | | | | Latest, Premium | | |
| Purchases | | | | | | |

vs. /

Consumer Markets vs. Companies / Brands

| | RURAL | FUNCTIONAL | ASPIRATIONAL | SATURATED | | |
|------------------------|---------------------|---------------------|-------------------------|--------------------|--|--|
| | | | I. | | | |
| | Market Size | | | | | |
| | 820,000,000 | 365,000,000 | 78,000,000 | 18,000,000 | | |
| General Prod. Category | | | | | | |
| | | | | , | | |
| Clothing | Hand Made | Generic | Levis | Gucci, Armani, | | |
| FMCG: Fast Moving | Nice Group, NaFine, | Dencare Chong Qing | Avon, Coke | P&G, L'Orial, Coke | | |
| Consumer Goods | P&G, Unilever, | Oral Care company, | | | | |
| | Coke | P&G, J&J, Unilever, | | | | |
| 가 | | Haier, Chinese | Sony, Phillips, | Sony, Phillips, | | |
| Home Appliances | | | Samsung, Motorola | Mobicom, Samsung | | |
| | | | Elextrolux, Haire, | Elextrolux, Haire, | | |
| | | | TCL, Legend | TCL | | |
| | | | GM, (Toyota), VW, | BMW, Mercedes, | | |
| High Investment | | | Ford, Honda, First Auto | Audi | | |
| Purchases | | | Works, Beijing | | | |
| | | | Automotive Industry | | | |
| | | | Group, China Brilliance | | | |

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Product development for the Asian market

Procter & Gamble

Client location: Cincinnati, OH

Market: Mainland China, Tier 3 cities

Design location: Continuum Boston

Team: Mark Bates, Kenneth Jewell, Heather Reavey,

Gaurav Rohatgi
When: 2003

Background: P&G has been selling baby care products in China for several years but have little market penetration. The assumption is that if the cost can be reduced to a low price threshold they would have a 'market-exploding' product.

Objective: To design a very low cost product to gain significant market share.

Process: Understand the target user through indirect and direct research. Develop low cost solutions unconstrained by the high volume manufacturing methods currently used.

Results/Learnings: It is not necessarily about cost. There are cultural barriers beyond cost that need to be addressed in order to achieve high market penetration. P&G has learned that they will need to invest much more than they thought in changing the cultural mindset about this product catagory.

Mobicom: Multimedia Mobile Communcator

Client location: China

Market: China

Design location: Continuum Seoul

Team: Youngmihn Kim, Seunghee Oh, Daeyup Park,

Sangmin Lee, Yoonjeun Kim

Objective: To develop a mobile communications product

targeted towards younger users in China

Process: In-depth user research in China to identify market opportunities; with Mobicom, created a design guideline to and intelligence plan geared toward "Gen Y "users.

Results: Full keypad that supports fast and easy text input; simple, iconic and jewel-like design that appeals to younger users. Unique architectural solution.



Global Competitiveness of Asian Design:

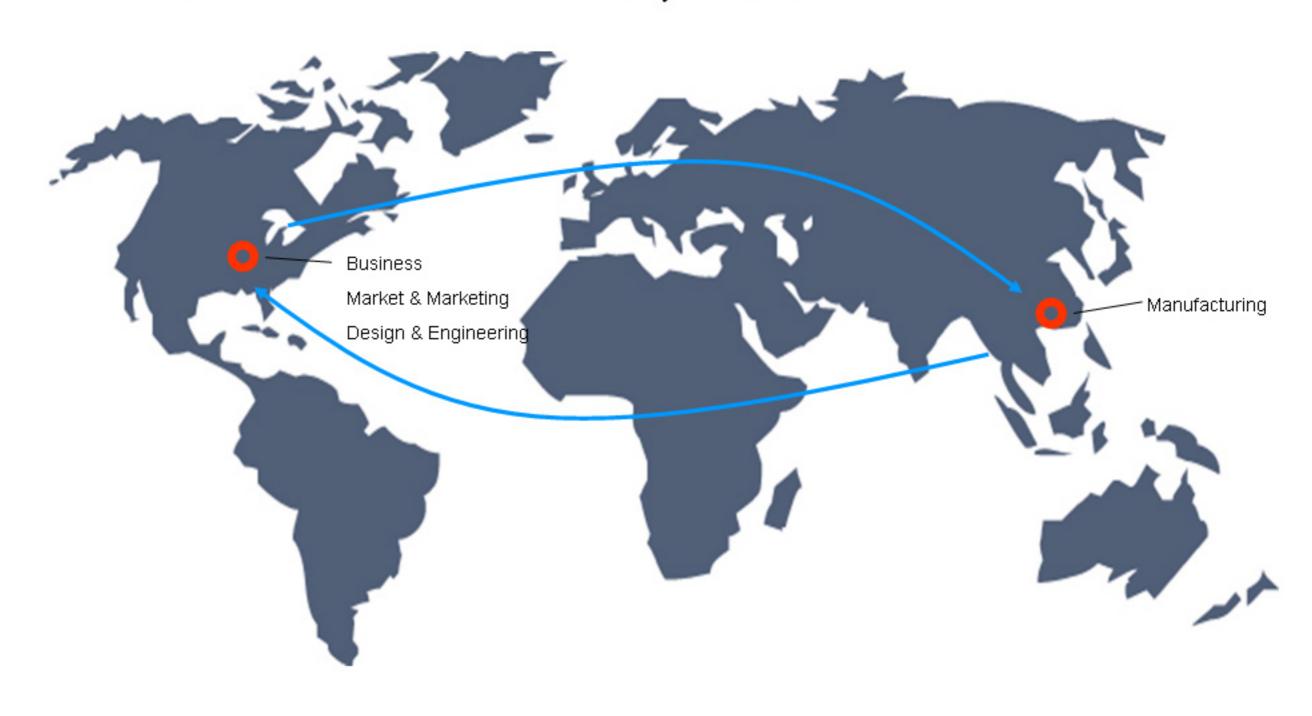
Gianfranco Zaccai IDSA/ADI
CONTINUUM







Central Focus to Global: Partially Decentralized Model







Central Focus to Global: Global Model







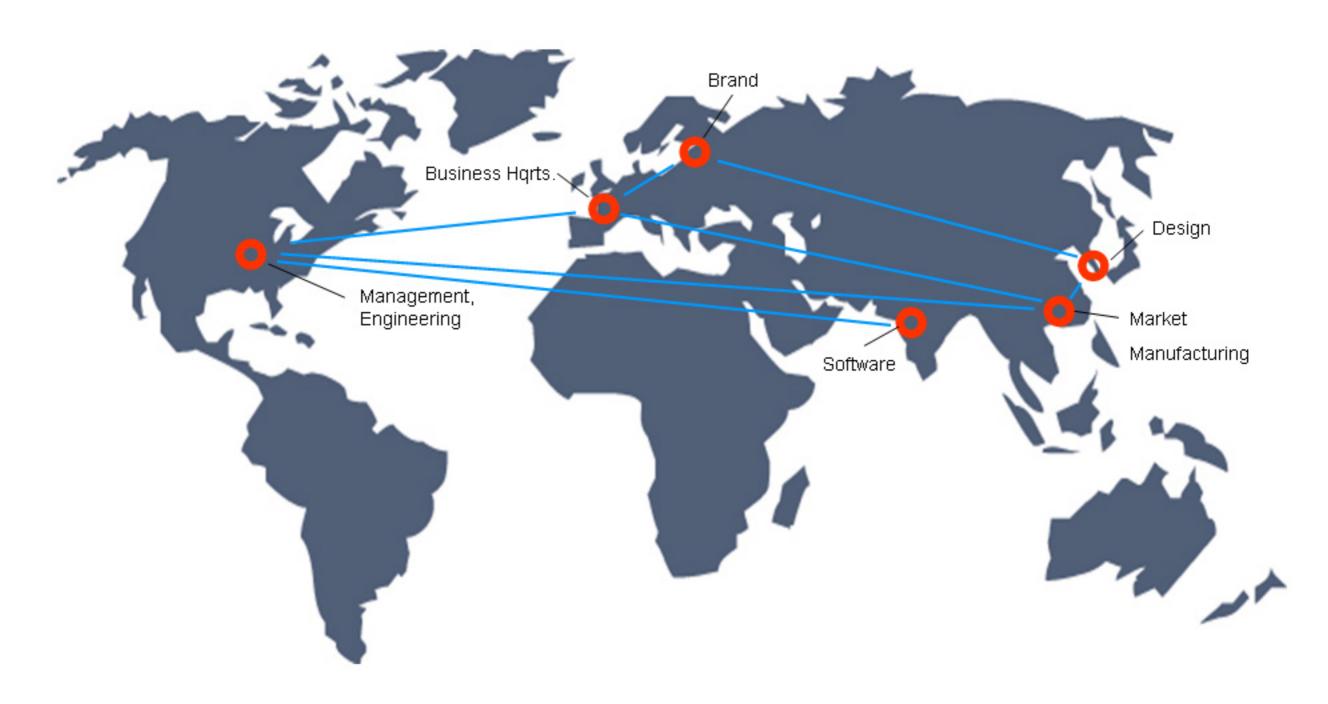
Central Focus to Global: Global Model







Central Focus to Global: Global Model





Niche?

Local?

Innovative?

Visionary?

Viable?

Cool?

Forced?



Mass?

Global?

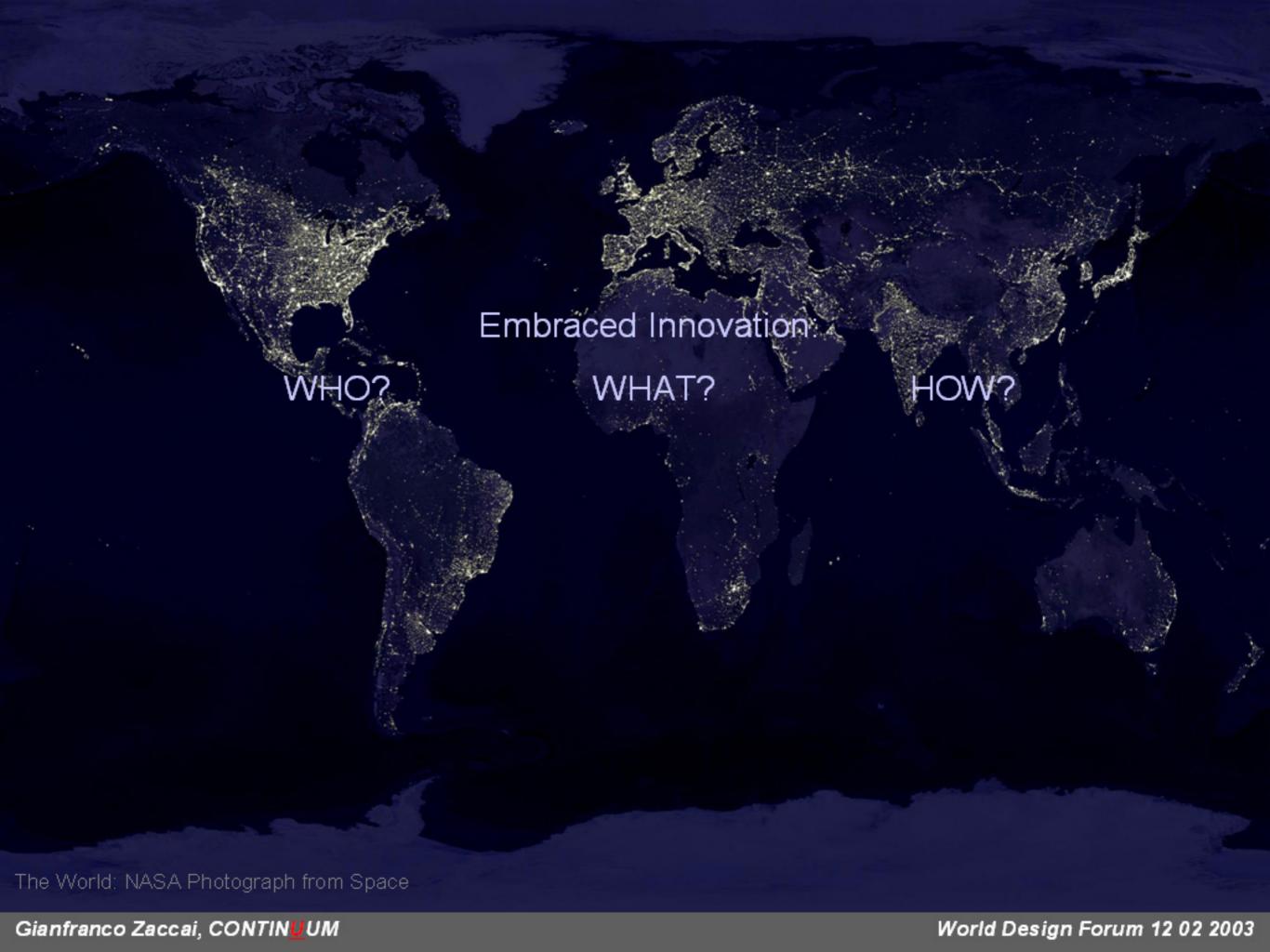
Appropriate?

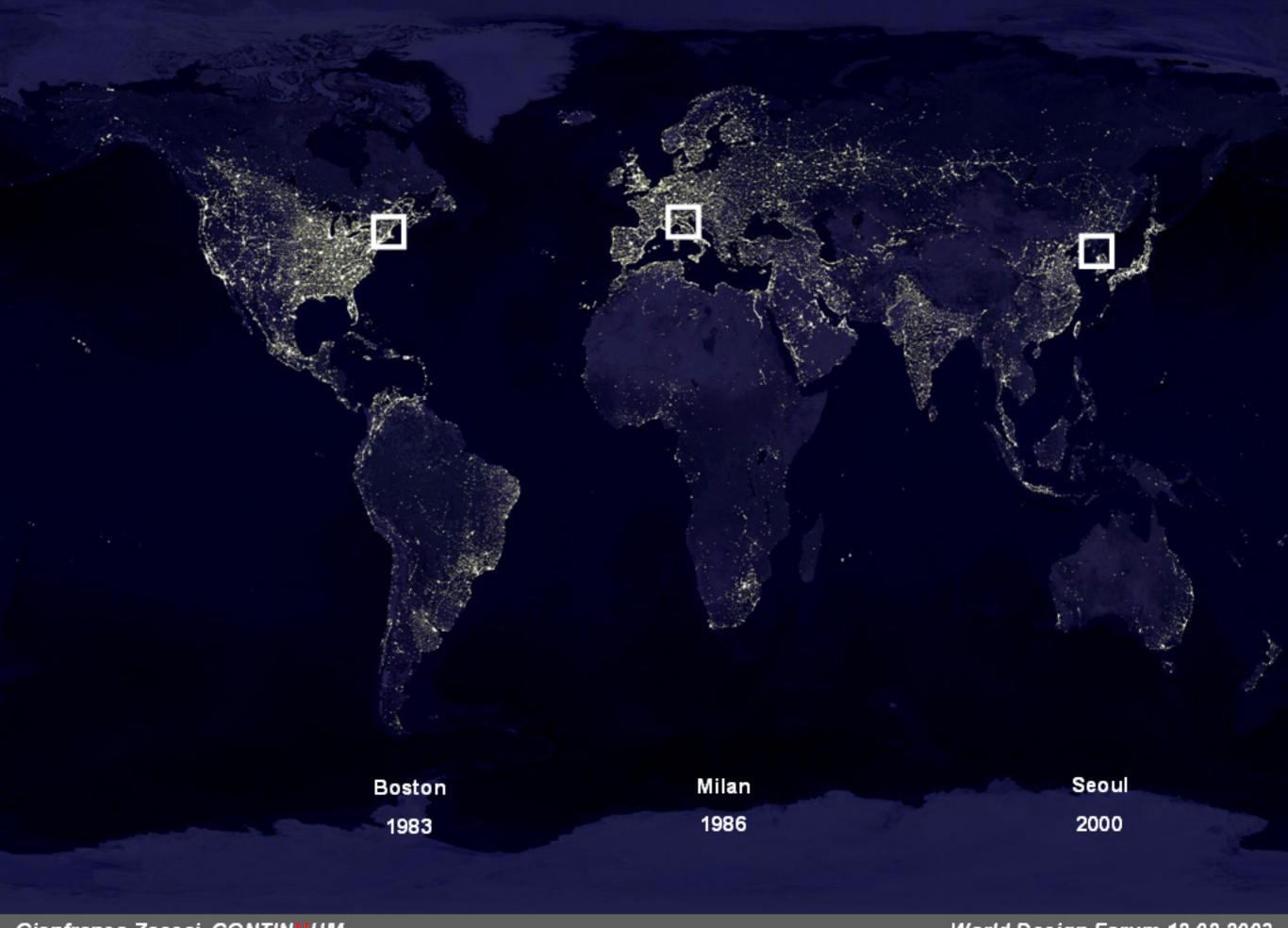
Quixotic?

Thoughtful?

Weird?

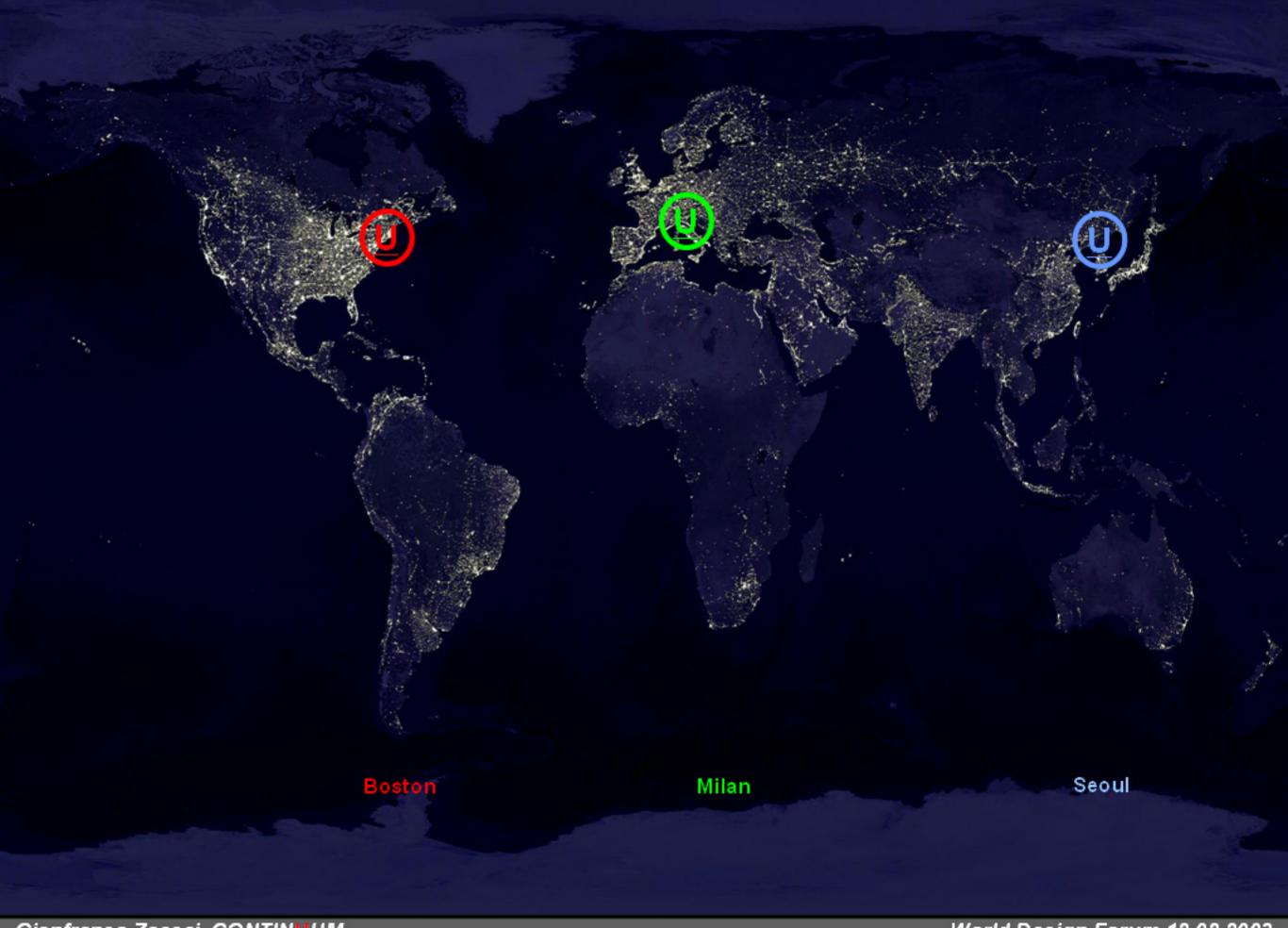
Embraced?













China:

The waking giant







(U) China: Selling to the World







Design Overview



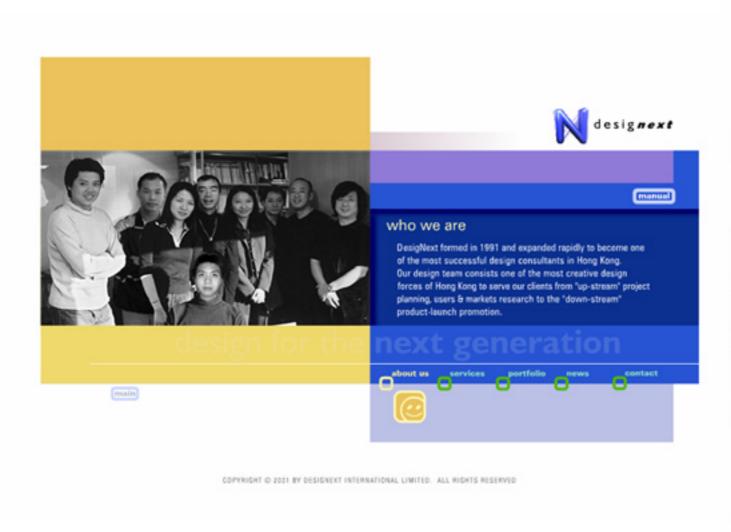
What does all this mean for Design?

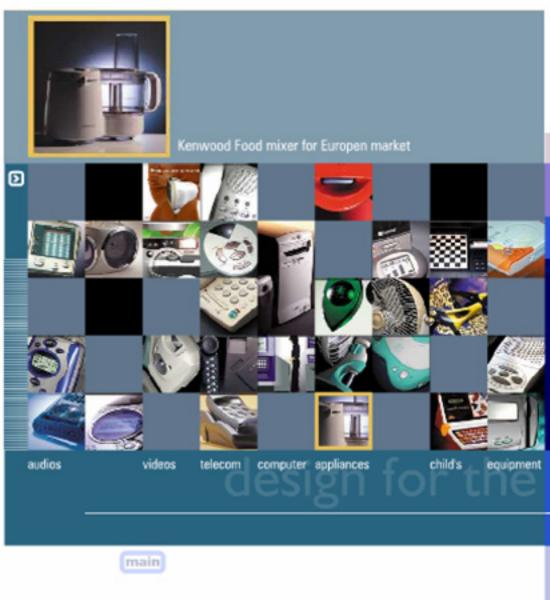






Chinese Design Firm: Designext









Chinese Design Firm: Weile Design

"Were looking for partners."











Chinese Design Firm: Formstudio



Copyright 2000 GuangZhou Formstudio CO.LTD.





Chinese Design Firm: S.Point Design



In Jul, JDF(Japan Design Foundation) visited S.POINT and communicated with each other about industrial design in China. Jul. 2003, famous design company IDEO visits SPOINT, and some universities in Shanghai China.









Chinese Consulting Firm: China Bridge

Building bridges between China and international design resources, and related businesses is at the core of CBI services.





Design Research

Chinese Research Agencies





Design Research for Designed Experiences

Mind-Mining





Design Research for Designed Experiences

Mind-Melding

