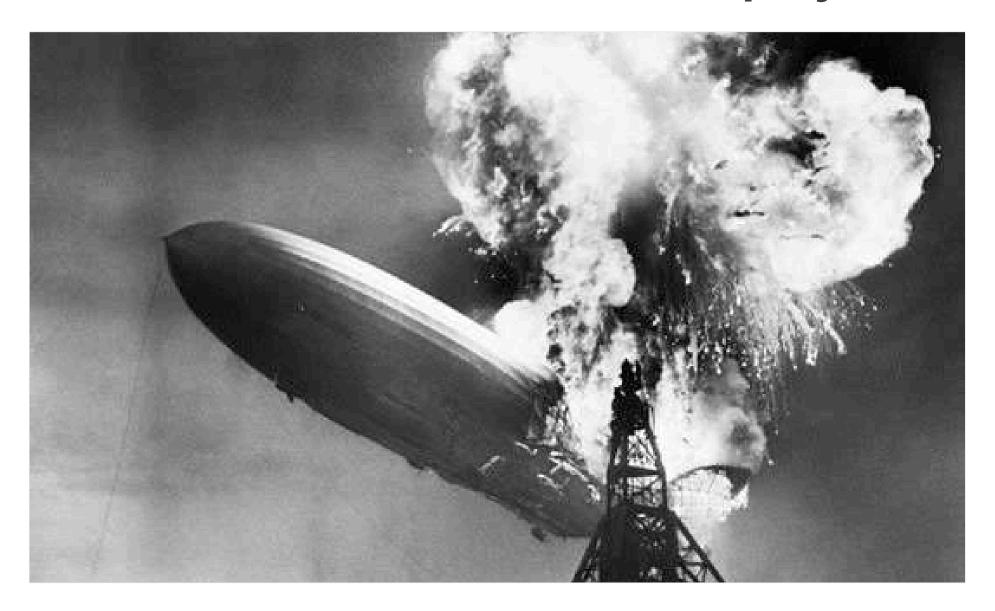


## The truth about Data Science projects





#### The Internet says so

#### BIG DATA // BIG DATA ANALYTICS

#### NEWS

2/2/2015 09:40 AM

## Big Data Success Remains Elusive: Study



Just over a quarter of organizations say their big data initiatives are a success, according to a recent Capgemini study. So why are three of four unsuccessful?

Jeff Bertolucci News

Connect Directly







data projects underway, but only 27% describe their efforts as "successful," and a scant 8% as

"very successful." But despite this dim view of their data-driven efforts thus far, 60% of

Nearly eight out of ten organizations have big

executives surveyed recently by consulting firm





#### I say so, and I'm as old as dirt



### Data Science is a terrible thing to waste



#### My conjecture. By me.

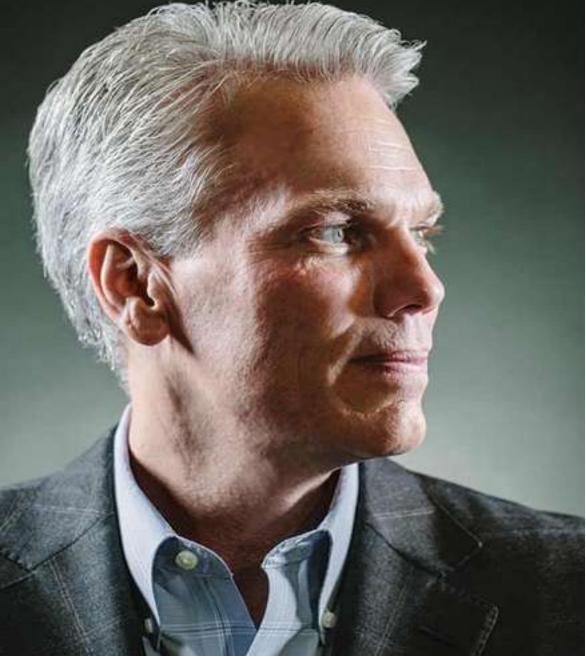


A Data Scientist can increase the probability that a project is successful by 5-10X if they approach it as a Design Thinking leader

# Yours to keep: A Design Thinking process for Data Science projects





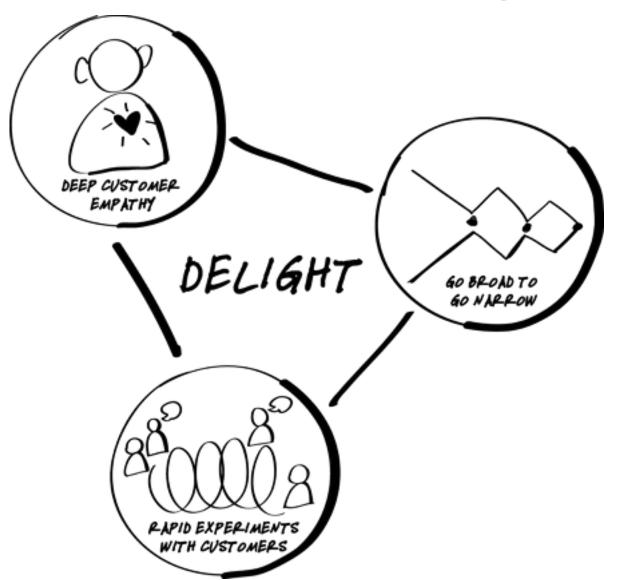


"We've challenged everyone who works for us — even our lawyers and accountants — to think deeply about how design should be part of their jobs."

CEO Brad Smith Harvard Business Review January 2015



#### **Design for Delight**



"Design for Delight articulates Intuit's approach to design thinking, based on deep customer empathy, idea generation, and experimentation.

D4D provides the entire company with a common framework for building great products."

CEO Brad Smith Harvard Business Review January 2015



## It's a journey





### **Show me**





#### **Data Science new products**



**One-Time Analysis** 

**Decision Support System** 

**Decision Engine** 



#### **Data Science diverse customers**







## The Data Scientist as Design Thinking leader





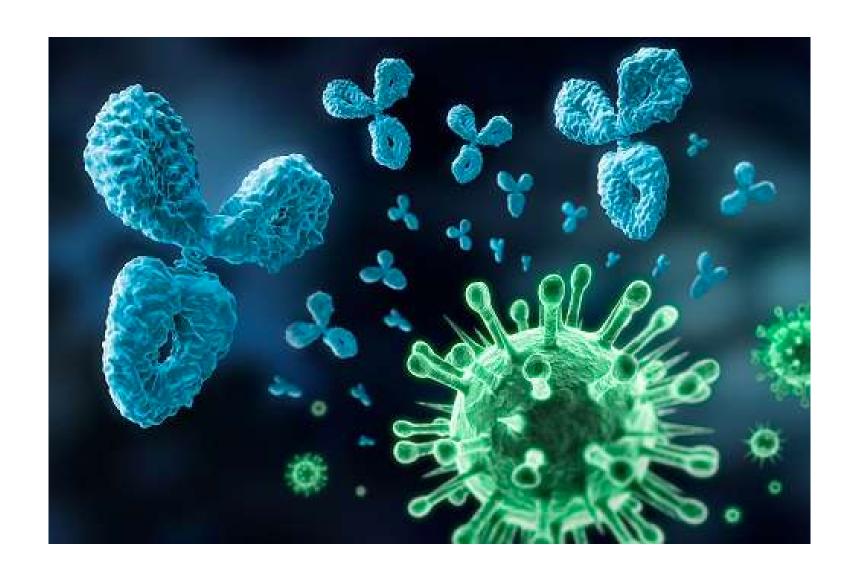
#### The root cause of Data Science project failure



It's hard to get an organization to adopt a new idea



## Organizations have immune responses, too



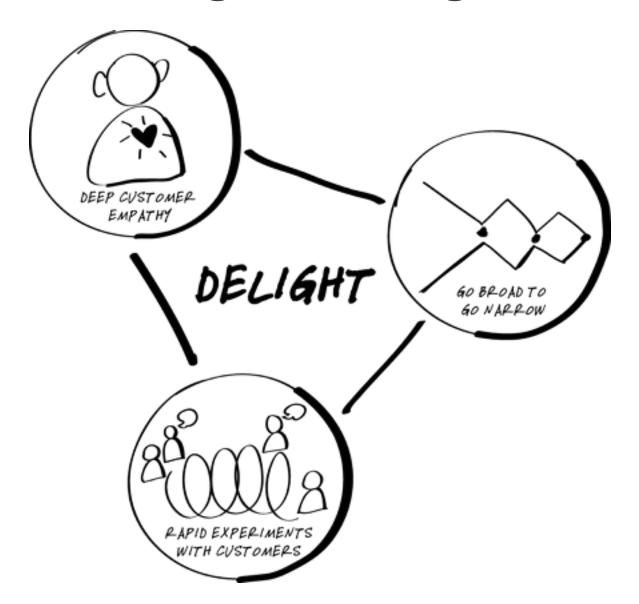


Finally. The process. Let's go!





#### **Design for Delight ++**









#### The Data Scientist as detective







### Interview







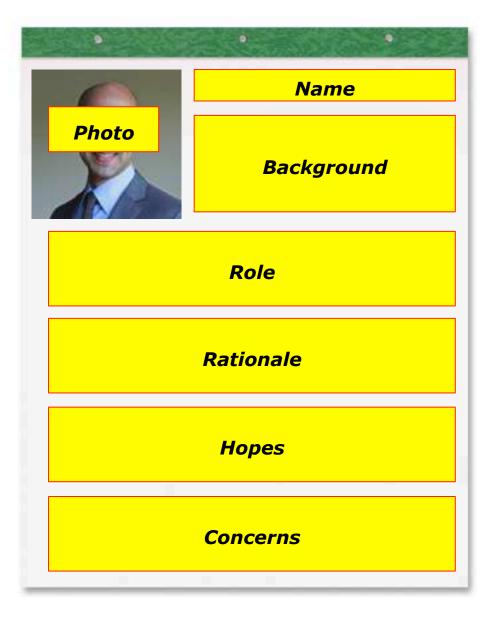
## **Synthesize**







#### **Personas**











#### **Problem Statements**





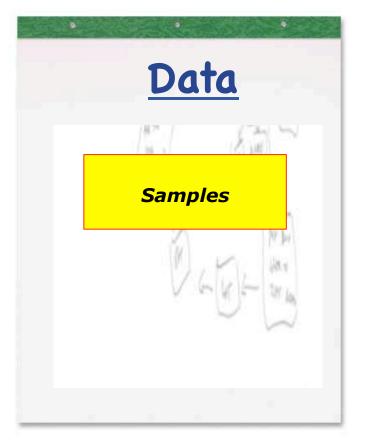


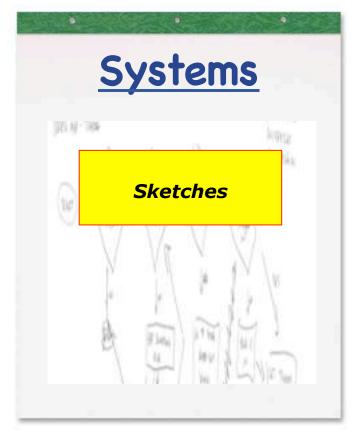


#### **Environment**















#### <u>Design Evaluation Criteria</u>

How will we evaluate a proposed design?







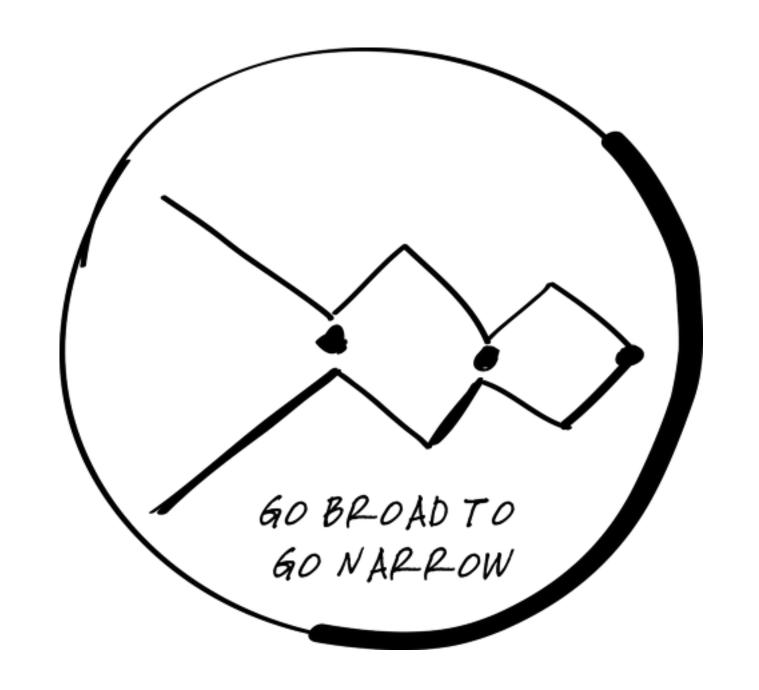
#### Solution Evaluation Criteria

How will we evaluate an implemented solution?



#### Artifact







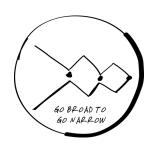
#### The Data Scientist as convener











#### Review ettiquete



#### **Brainstorming Rules**

- Stay on topic
- · One conversation at a time
- · Don't criticize or ridicule
- Build on the ideas of others



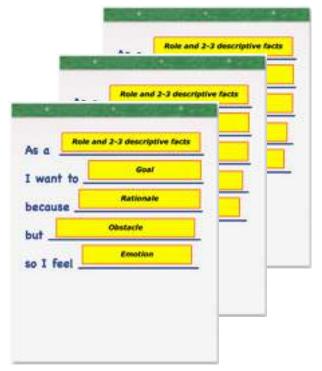


#### Set context

#### **Personas**



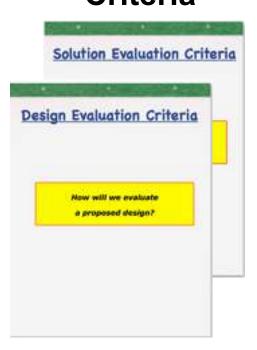
## Problem Statements



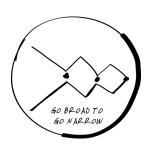
#### **Environment**



## **Evaluation Criteria**



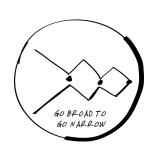




### Facilitate idea generation and filtering







#### **Solution hypothesis**

## Solution hypothesis

Succinct statement of the best idea

#### Leap-of-faith assumptions

What must be true for the idea to work?

#### **Experiment**

What rapid experiment can we do?

#### What we'll learn

What will it teach us?

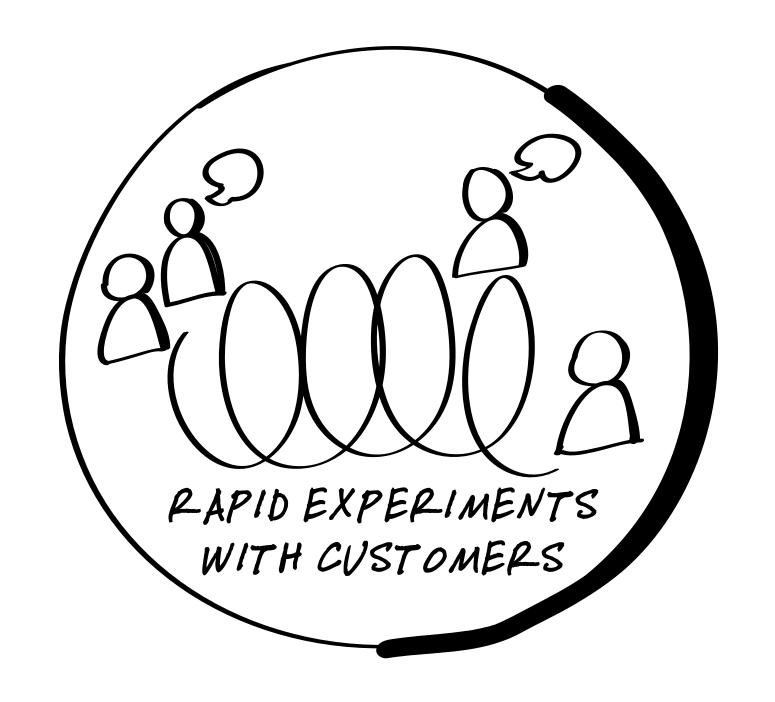
#### How we'll respond

What will we do, either way?



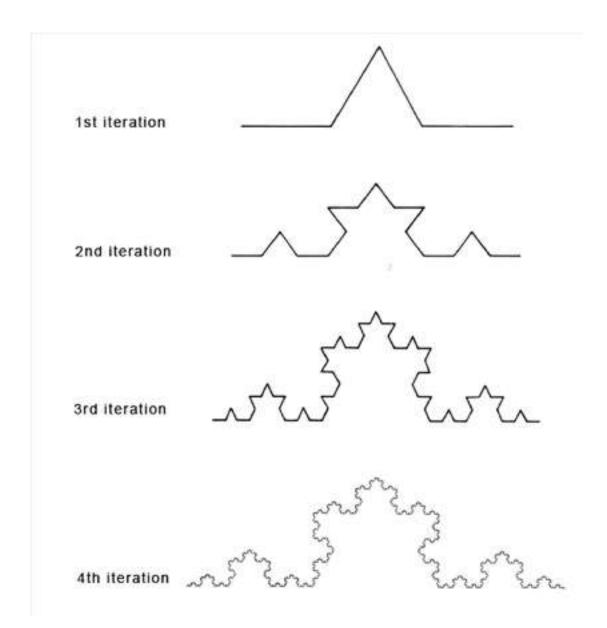
#### Artifact







#### The Data Scientist as builder

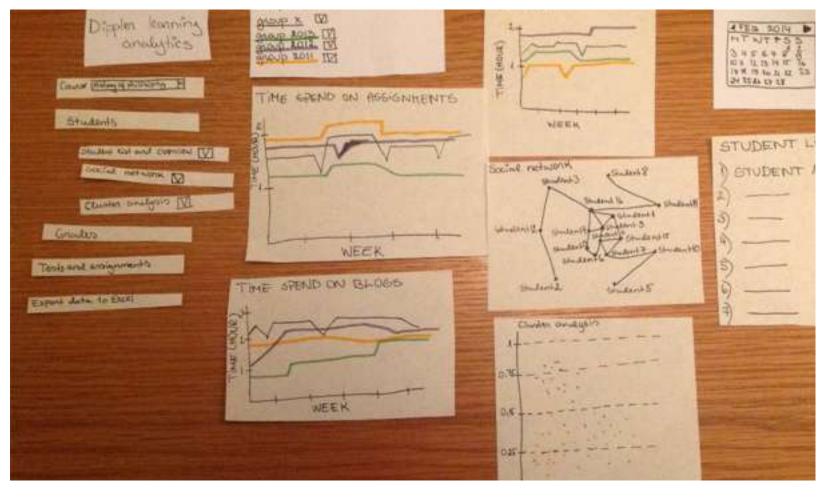






#### Paper prototype

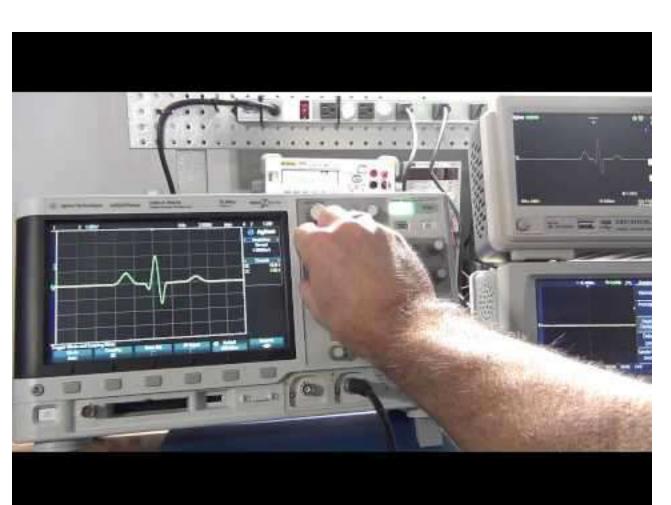








## Algorithm testing rig



#### Artifact







### **Iterate**







## One step at a time





## **Enjoy!**



