

## COMBINING DESIGN AND DEVELOPMENT

WHAT DOES SAP DO?



Our customers  
manufacture more than  
**77,000** automobiles  
per day.



Our customers  
produce more than  
**72%** of the world's  
beer.



Our customers  
produce more than  
**86%** of the world's  
athletic footwear.



Our customers  
produce more than  
**70%** of the world's  
chocolate.



Our customers  
produce more than  
**9 million tons**  
of the world's cheese.



SAP customers represent  
**85%** of the Top 100  
most valued brands in  
the world.

WHERE DO WE COME FROM?



**Foundation  
of SAP**

1972

1980

**Software  
Development  
Lifecycle  
(SDLC 1.0)**

1990

**Project-based development  
together with customers and  
„developer-consultants“**

2000

**Product  
Innovation  
Lifecycle  
(PIL 1.0)**

2003

2006

**White/  
Yellow/  
Blue  
Process  
Standards**

2008

2010

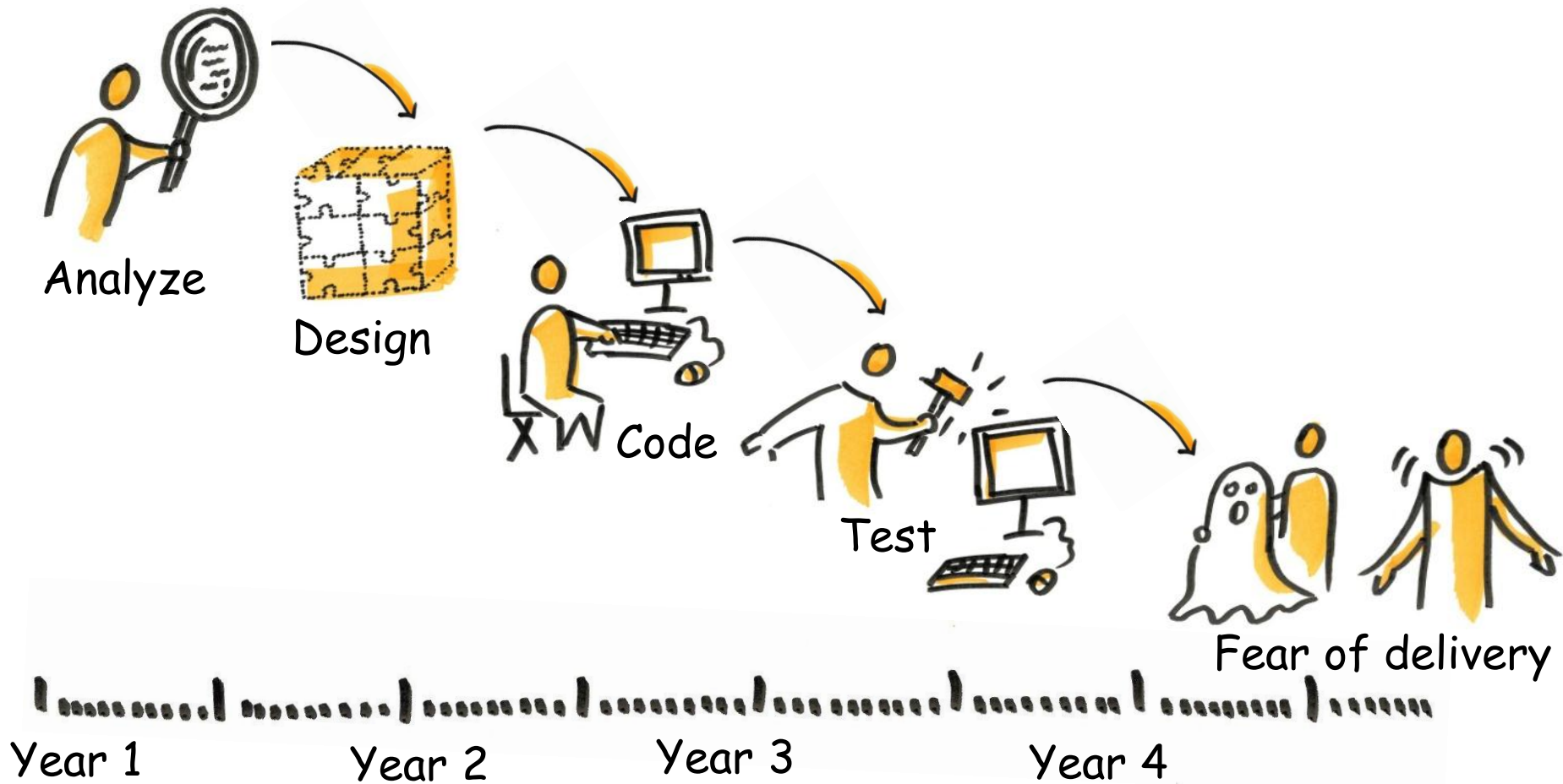
**Solution  
Development  
Lifecycle  
(SDLC 2.0)**

**Product  
Innovation  
Lifecycle  
(PIL 2.0)**

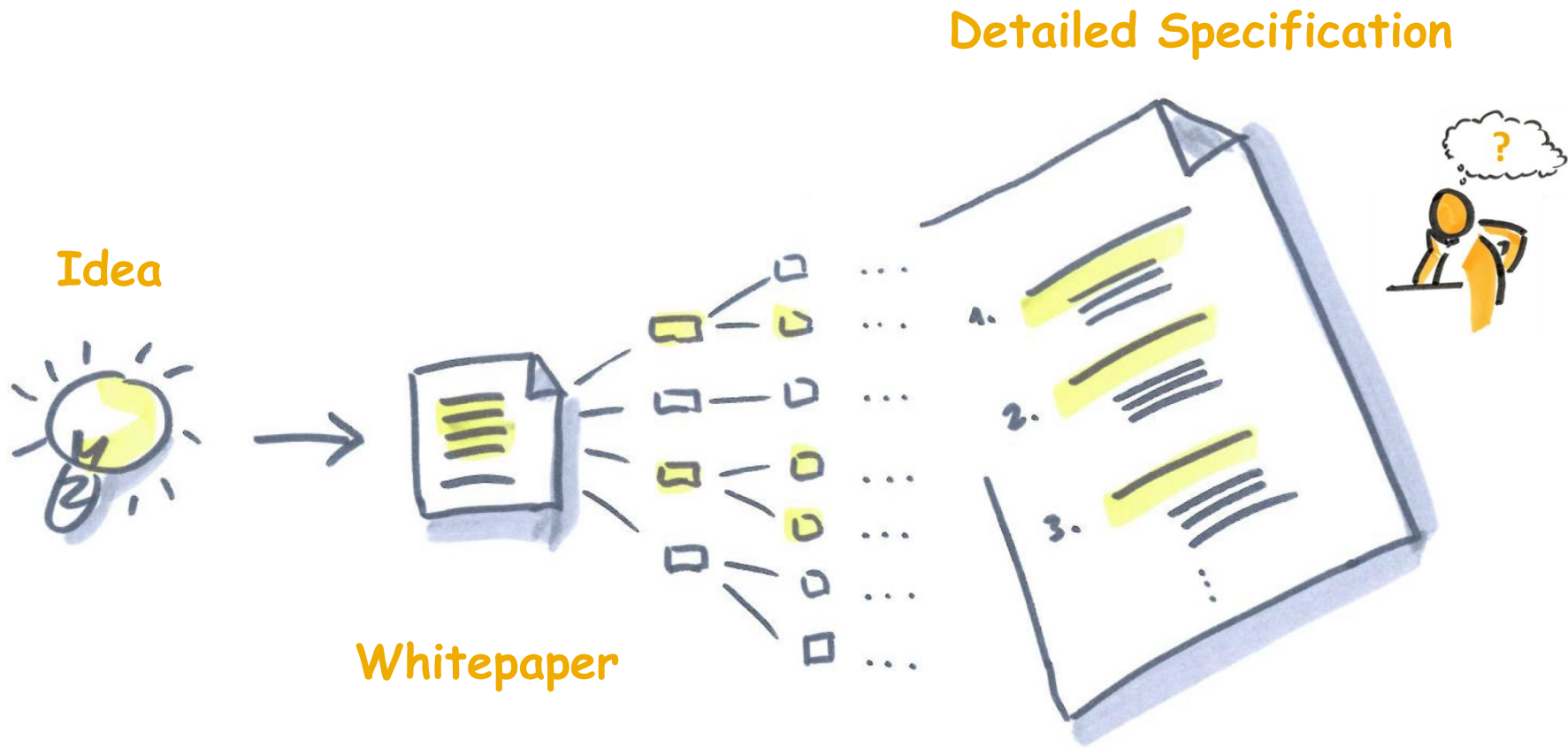
**LEAN / Agile  
Software  
Product  
Development**

Source: SAP

**40 YEARS OF SAP...**



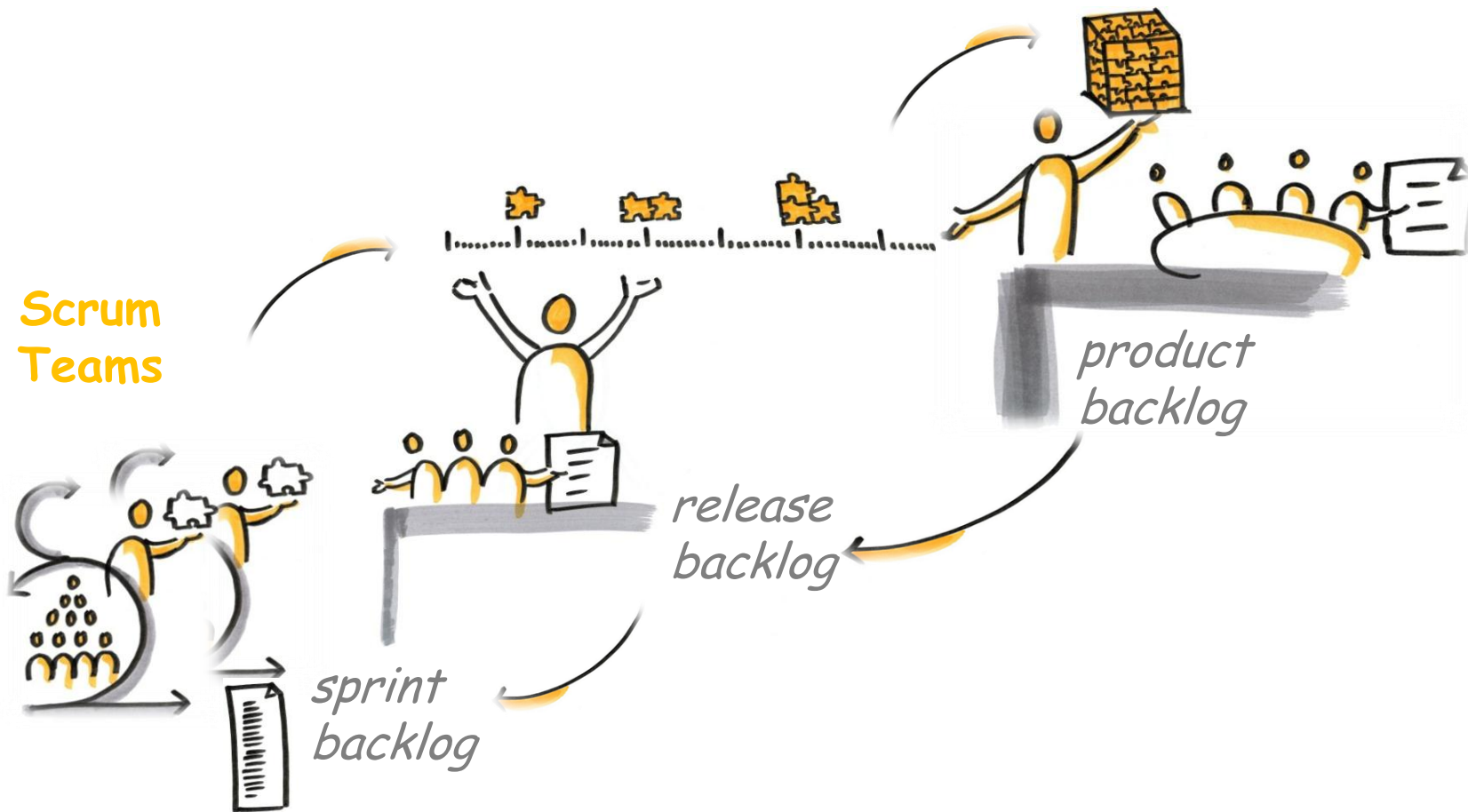
## THE WATERFALL – A BUREAUCRATIC APPROACH



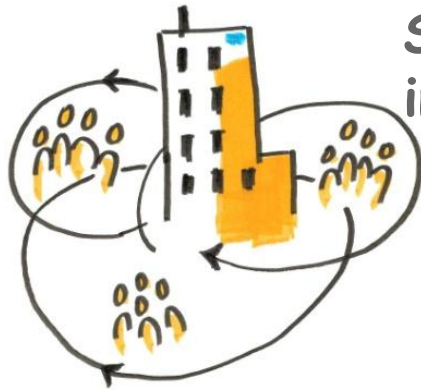
**SCIENTIFIC ANALYSIS – A “STRAIGHT-FORWARD” WAY**

WHERE ARE WE TODAY?





**OUR DELIVERY IS MORE RELIABLE AND EFFICIENT TODAY**



Split organization  
into teams



Deliver more  
frequently



Split time



**Risk**



**Risk**

Split work

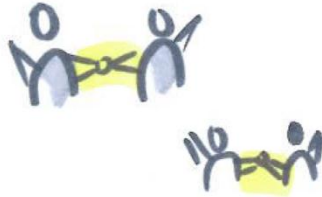


Retrospectives

**SCRUM REDUCES PROJECT RISKS DRAMATICALLY**

2. Partnership

3. Mutual Trust

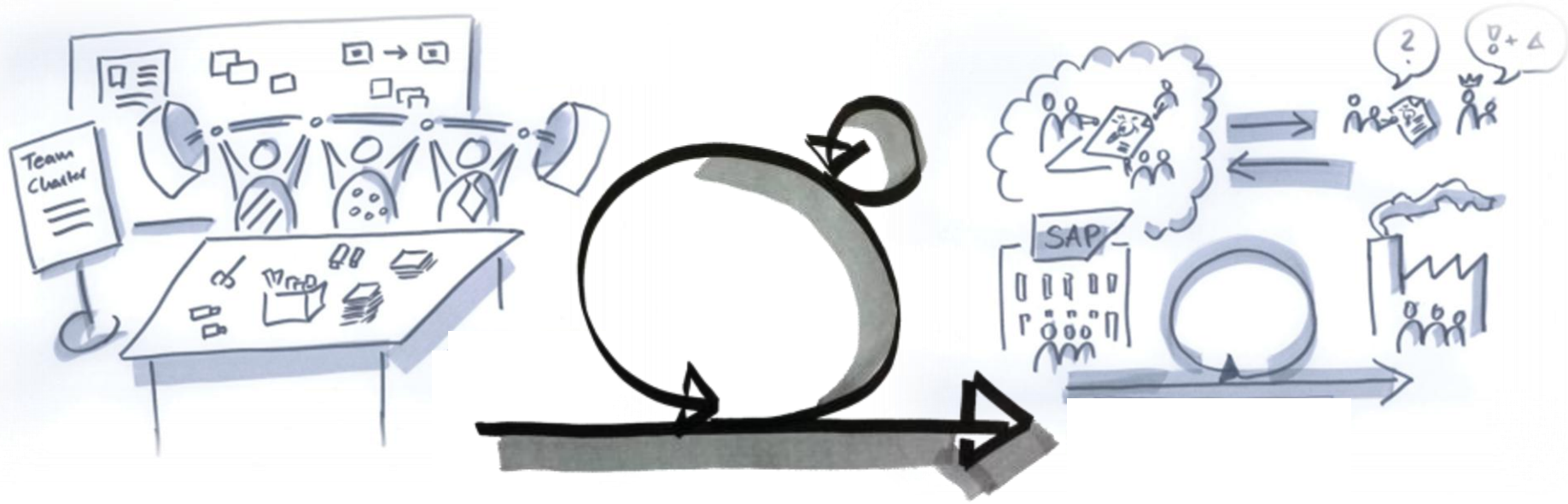


1. Personal  
Responsibility

3. Shared Purpose

5. Collaboration  
Mindset

**SCRUM IS PEOPLE-CENTRIC AND FOSTERS COLLABORATION**



**SCRUM IMPLEMENTS MOST PRINCIPLES OF LEAN**

## Automotive/ Manufacturing

## Software/ Development

## Enterprise level

### JIT Principles



Understand

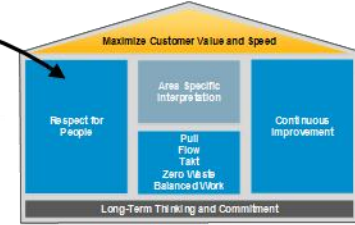
Adapt

### 9 Core Elements



Learn,  
implement,  
and change

Adapt



Learn,  
implement,  
and change

Shortcut  
not possible

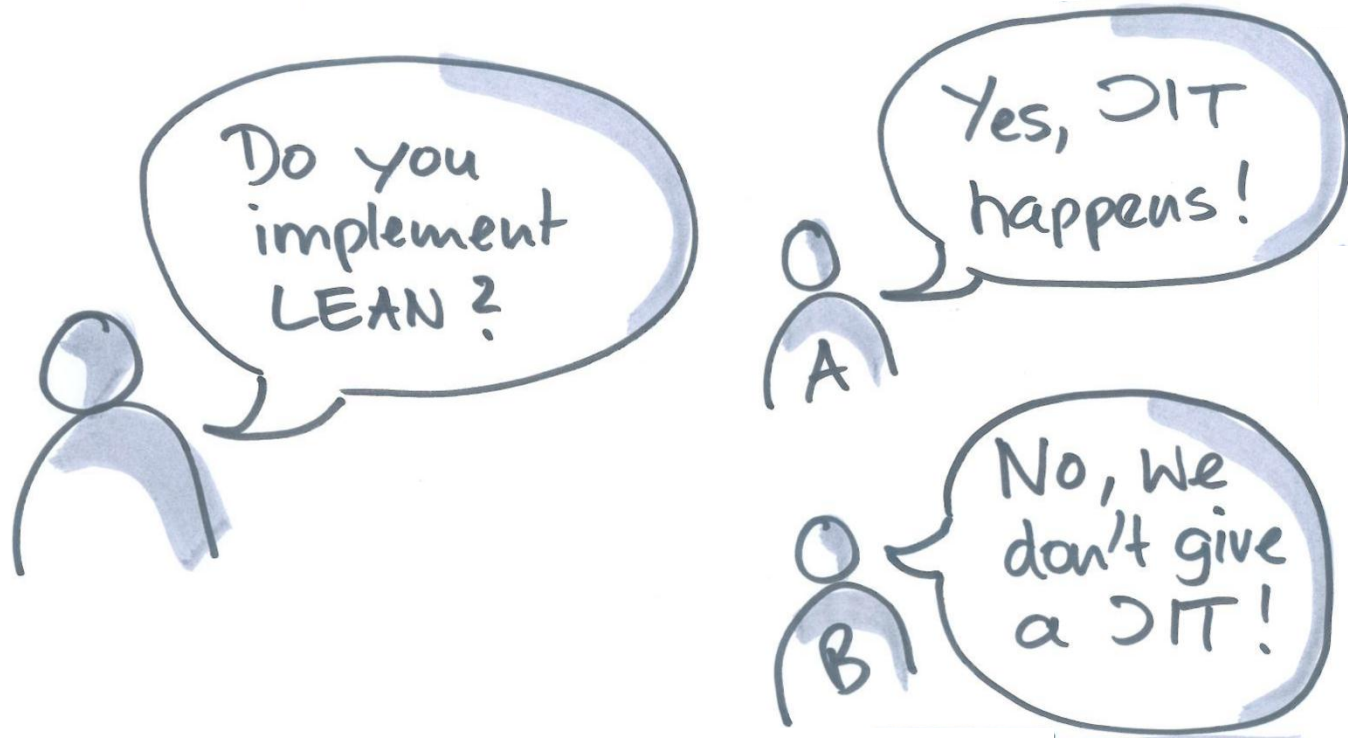
**SAP BUSINESS SUITE**  
**SAP NetWeaver**  
**ByDesign™**

Shortcut  
not possible



# ...ON THE TEAM LEVEL – LARGE-SCALE LEAN MEANS MORE



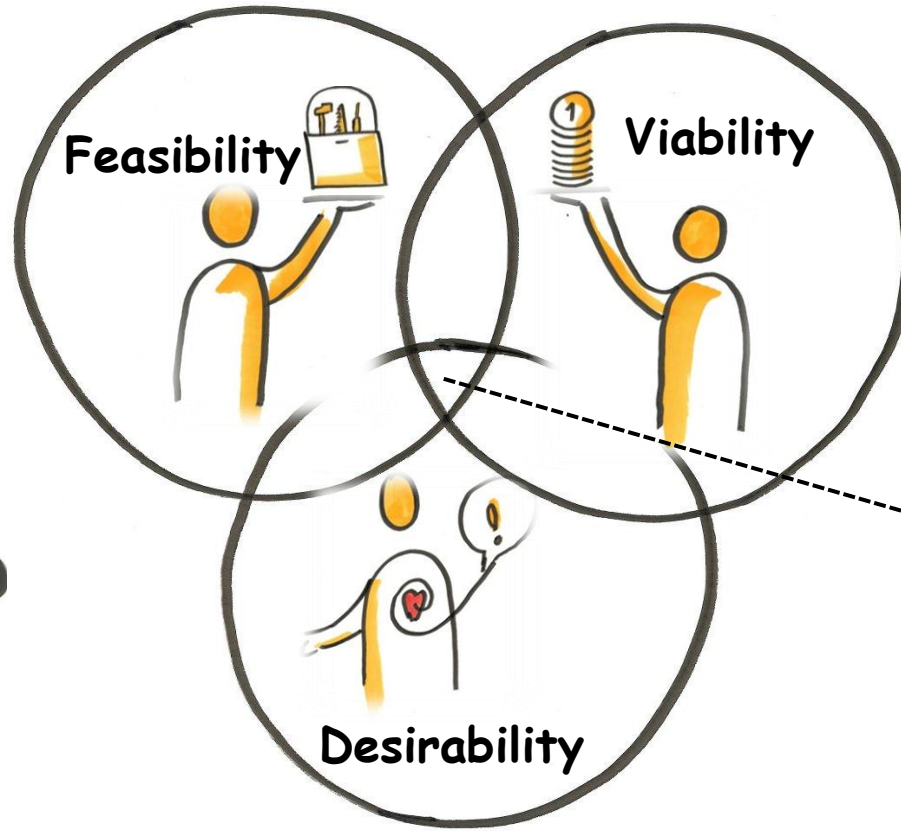


(JIT = Just-in-Time)

**HOW DO YOU KNOW WHETHER LEAN WORKS?**



HOWEVER, "BUILDING  
SOMETHING NOBODY WANTS  
IS THE ULTIMATE FORM OF  
WASTE." - ERIC RIES (2008)



**BUT, HOW TO HIT THE “SWEET SPOT” OF INNOVATION?**

"A DEVELOPER NEEDS TO BE CURIOUS AND  
ALSO DEVELOP EMPATHY FOR END USERS"



Source: interview with SAP co-founder Hasso Plattner (2012)

# FINANCIAL TIMES

DEUTSCHLAND

Unternehmen Finanzen Politik Karriere IT+Medien Sport Auto Luxus Panorama

FTD.de » IT + Medien » IT+Telekommunikation » SAP probiert es auf die spielerische Tour

Empfehlen:   5  Gefällt mir 11  +1 0 0 Bewertungen ★★★★★

15.11.2012, 12:38

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Softwarekonzern

## SAP probiert es auf die spielerische Tour

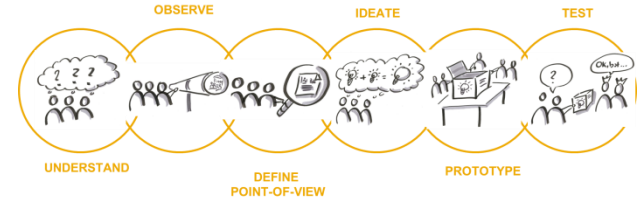


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# WHAT IS DESIGN THINKING?

# Iterative Approach



## Required Space

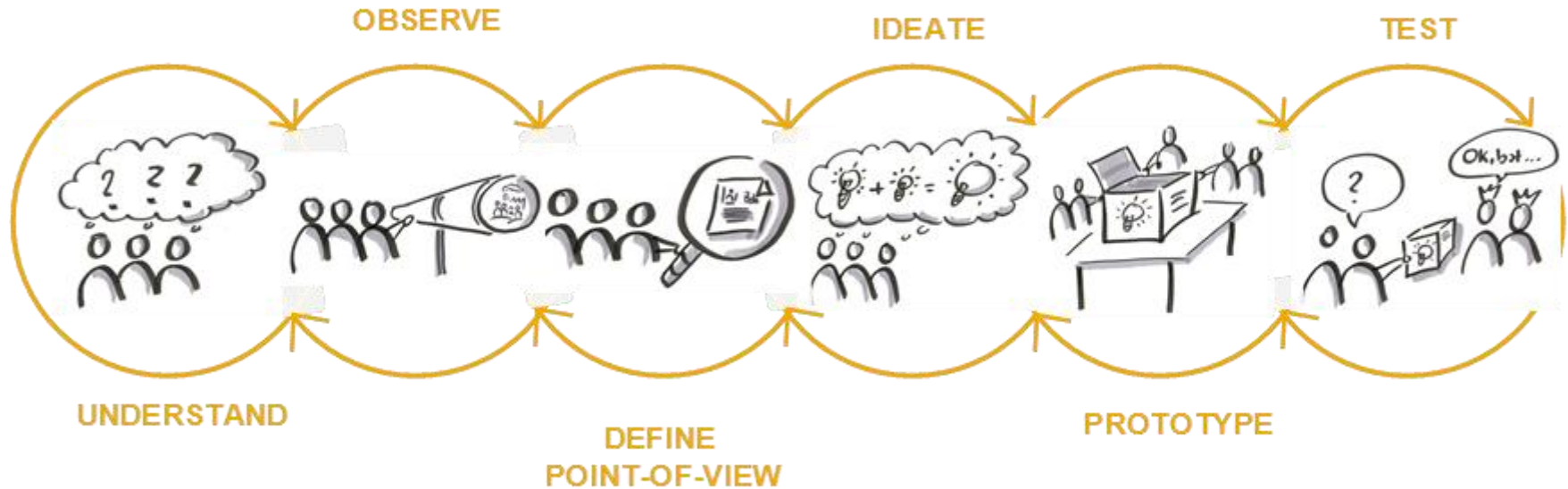


## Right People

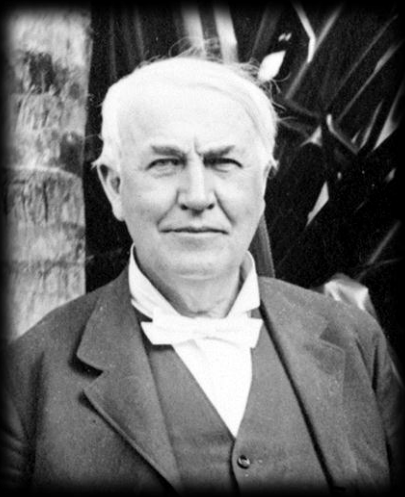


## Problem Space

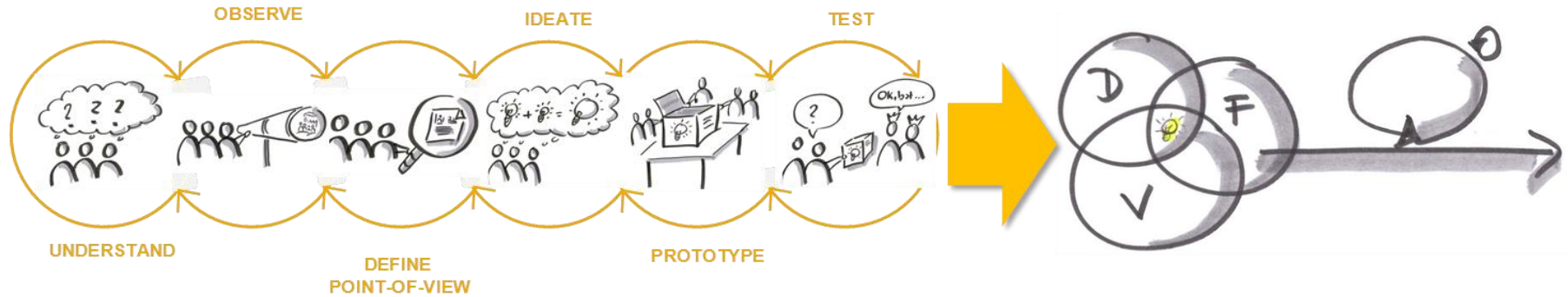
## Solution Space



## SAP'S ITERATIVE DESIGN THINKING APPROACH

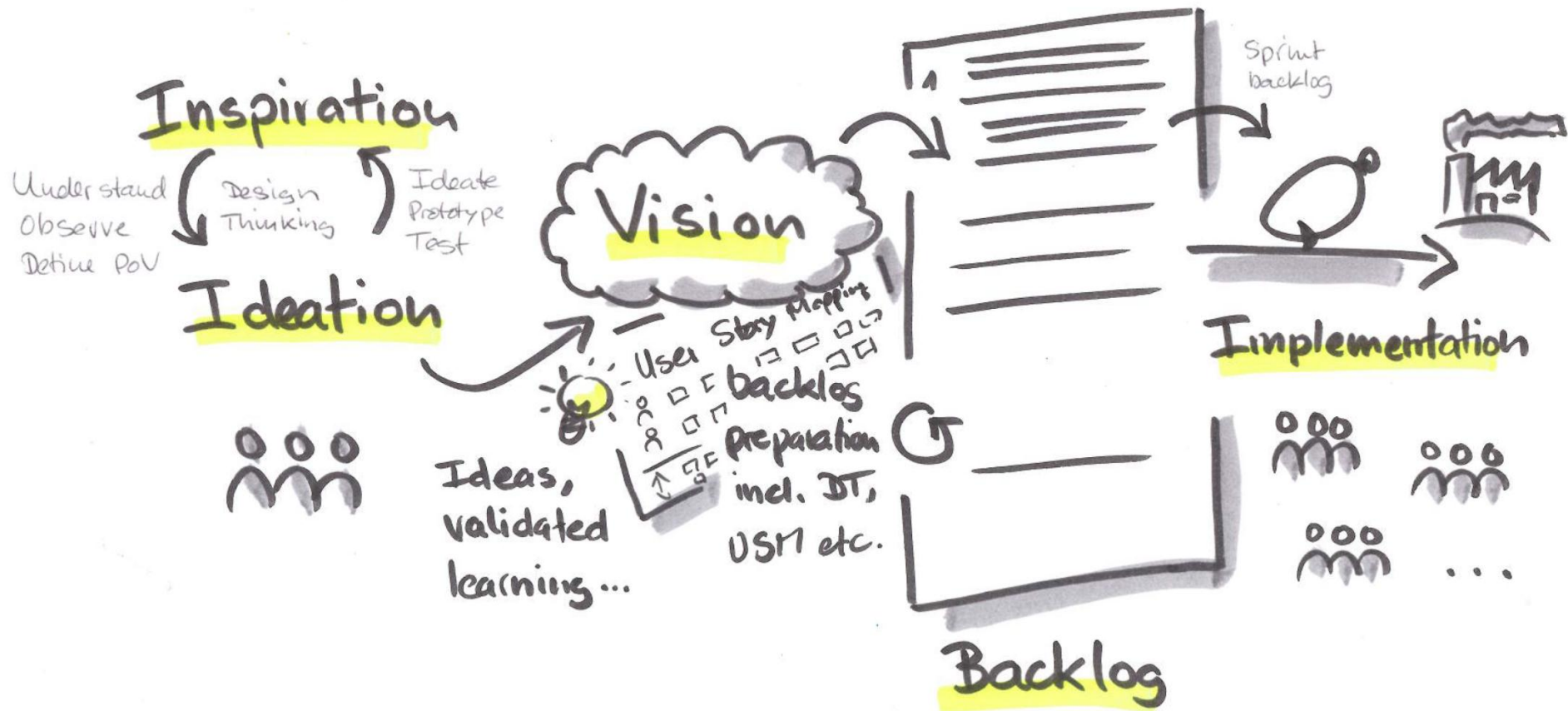


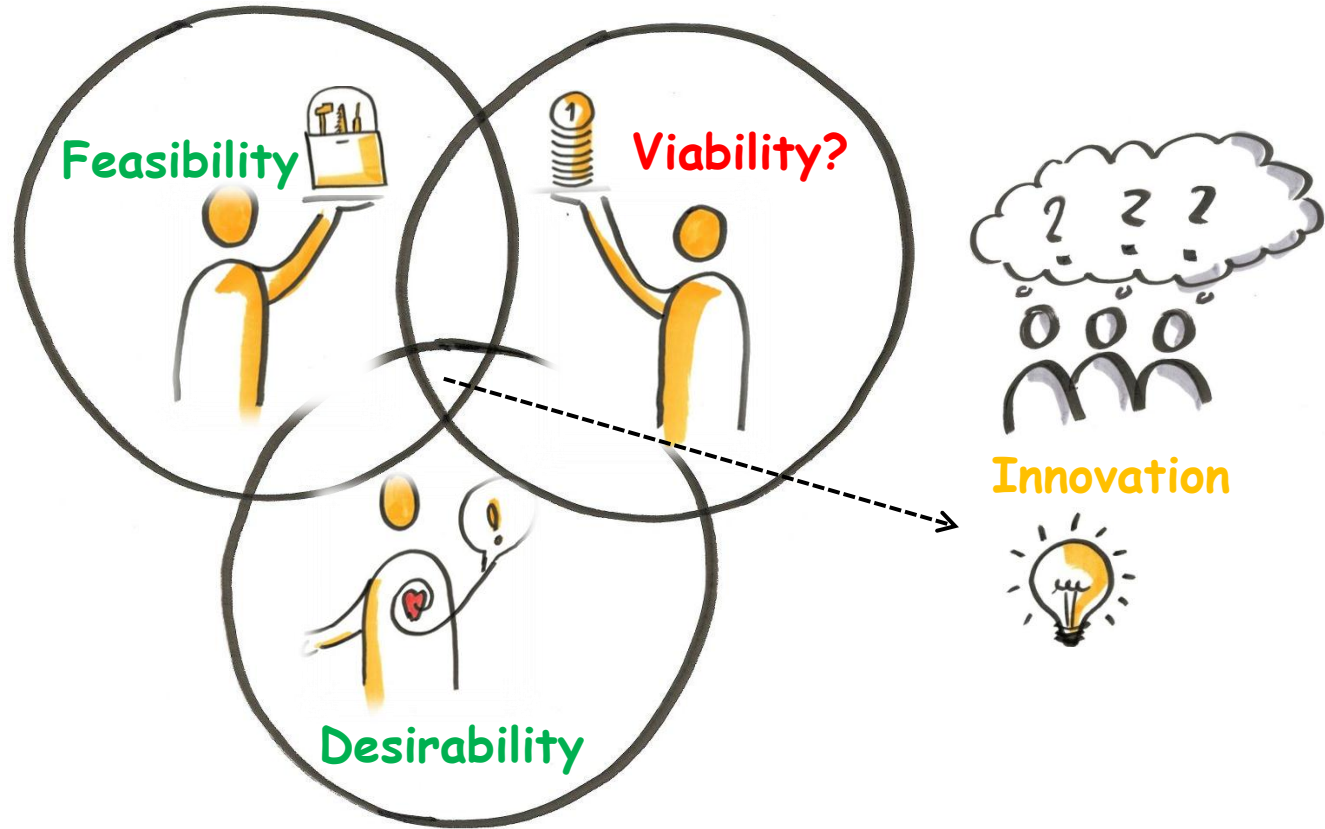
*"What innovation boils down to is one per cent inspiration and ninety-nine per cent perspiration."  
- Thomas Edison*



**PRODUCT INNOVATION = DESIGN AND DEVELOPMENT**

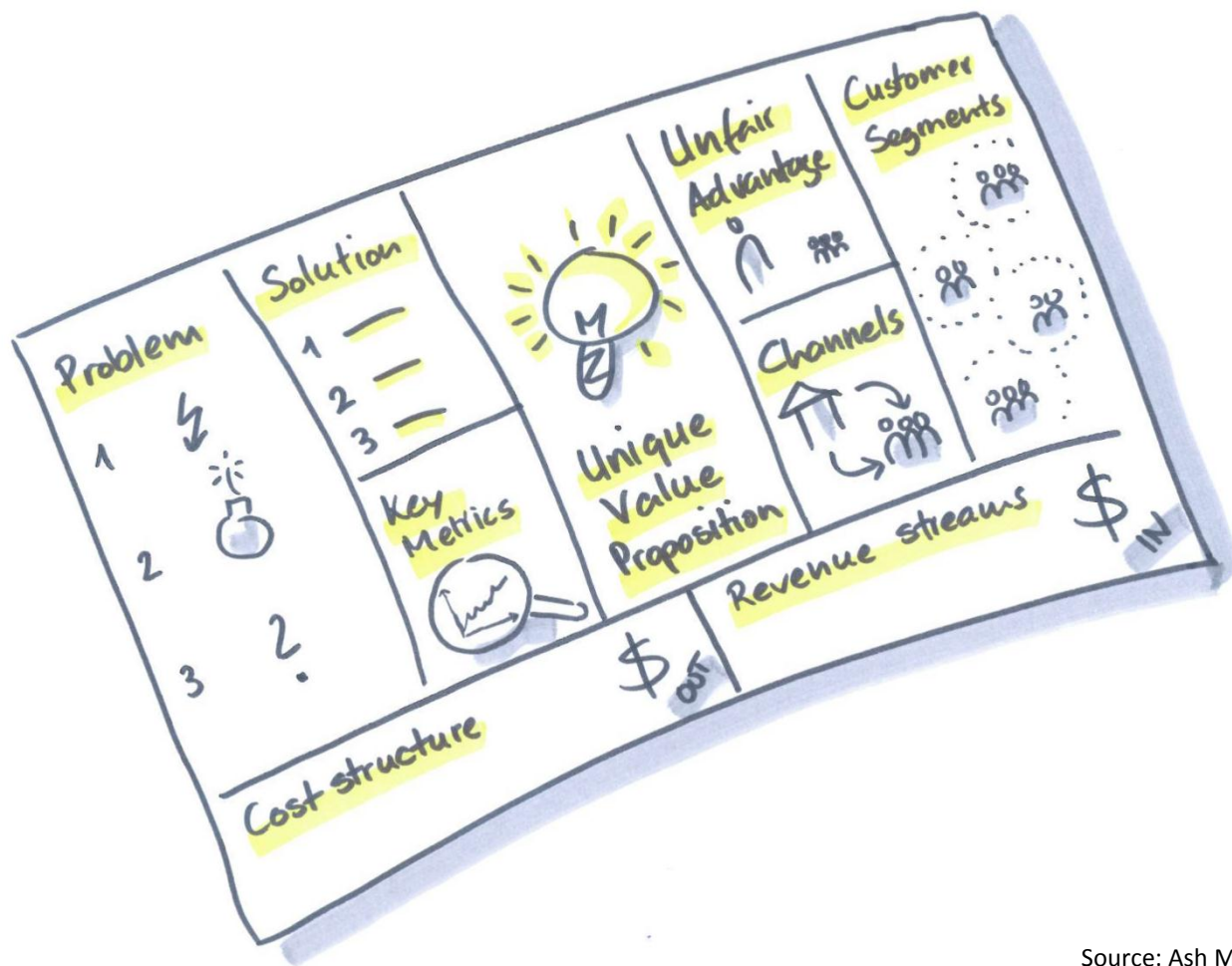






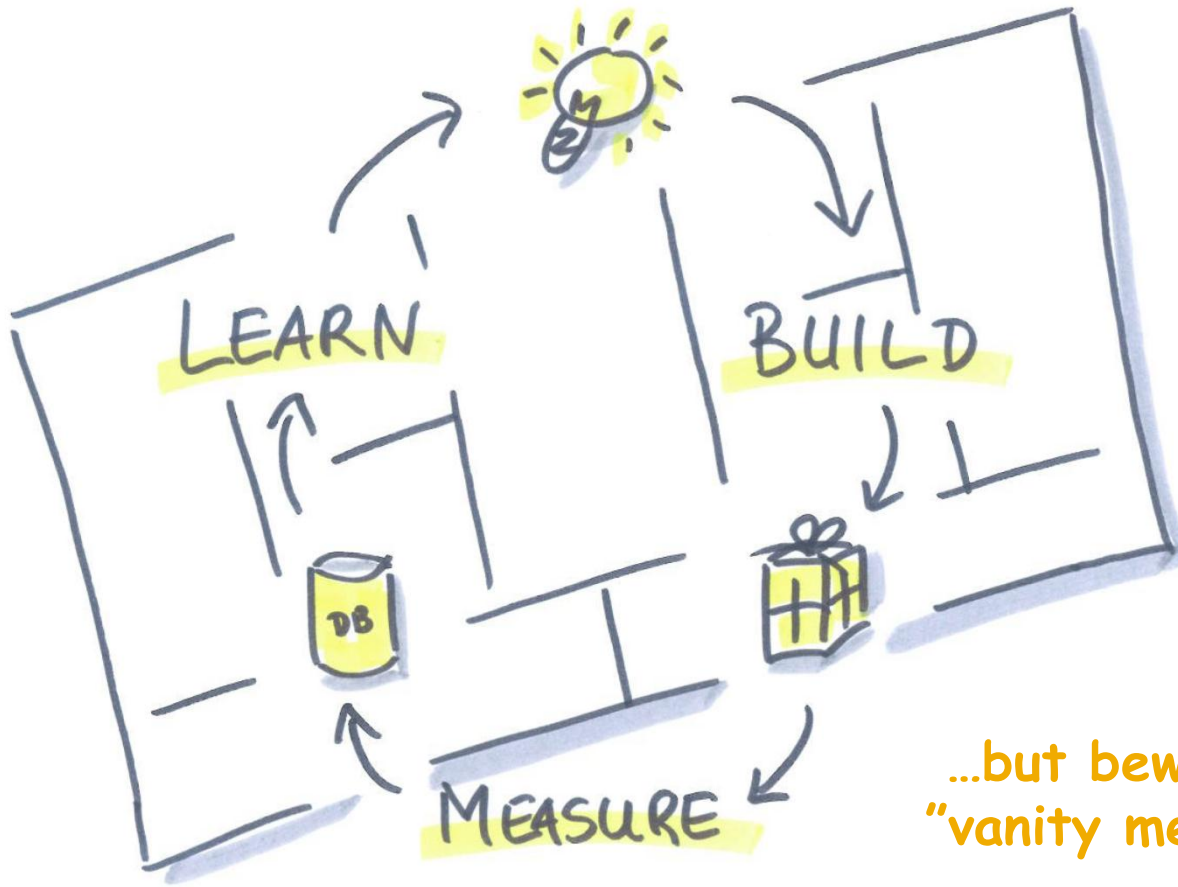
**...BUT WHAT ABOUT THE ECONOMIC PERSPECTIVE?**

WHAT CAN LARGE ENTERPRISES  
LEARN FROM STARTUPS ?



Source: Ash Maurya (2012) – Running Lean

**TAKE A ECONOMIC VIEW & TURN ASSUMPTIONS INTO FACTS**



Iterate...

...but beware of  
"vanity metrics"!

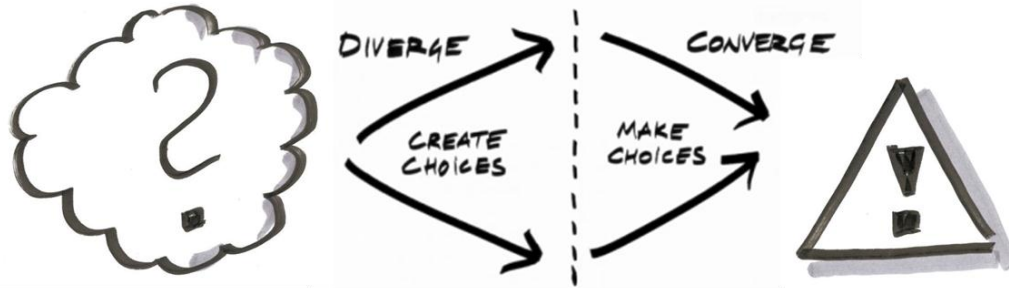


Source: Eric Ries (2011) – The Lean Startup

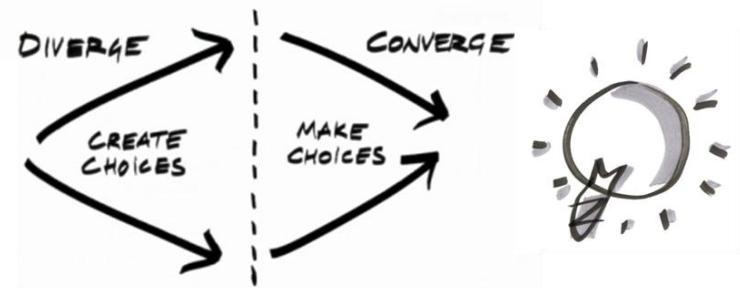
## VALIDATED LEARNING INCLUDING THE ECONOMIC VIEW



## Problem Space

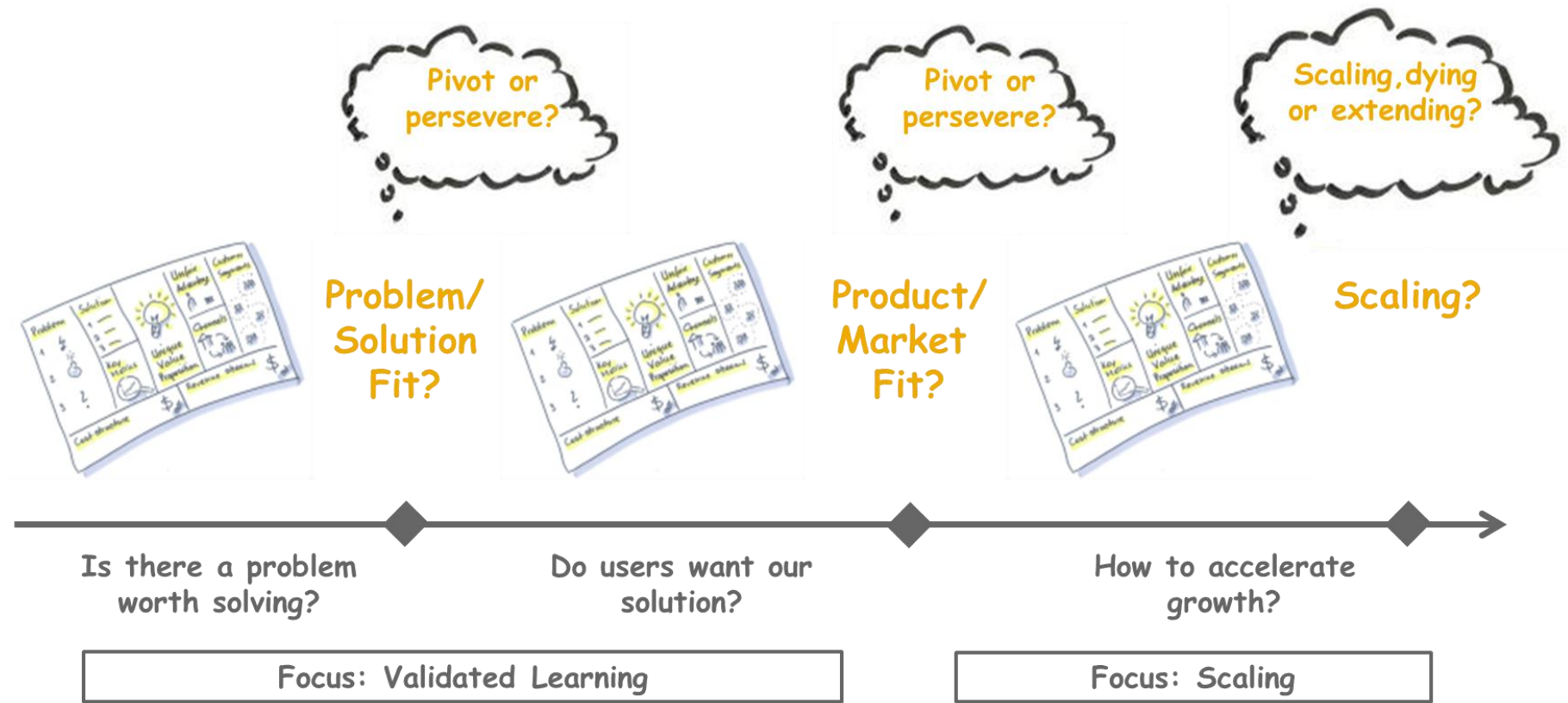


## Solution Space



Based on: Tim Brown (2009) – Change by Design

# ITERATIVELY CREATING CHOICES AND MAKING CHOICES



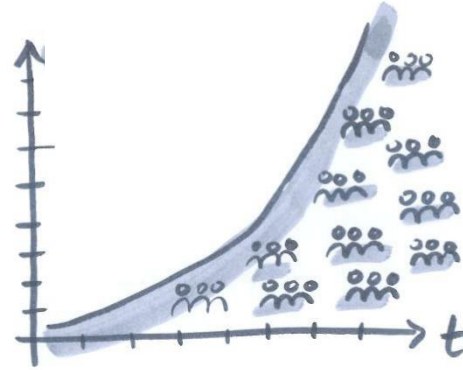
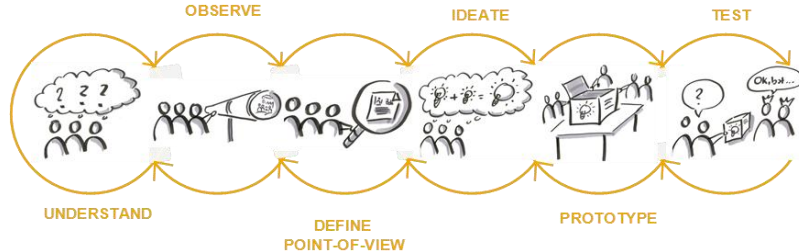
Source: Ash Maurya (2012) – Running Lean

# EVOLVE ENTIRE BUSINESS MODELS, NOT JUST PRODUCTS



## Customer Discovery

## Customer Validation



## Customer Creation



## "Company Building"

Source: Steve Blank (2012) – The Startup Owners' Manual

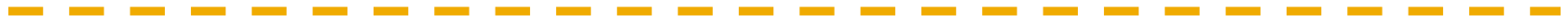
# EVEN LARGE ENTERPRISES CAN LEARN FROM STARTUPS

CONCLUSIONS - AS OF TODAY...

Design Thinking and  
Customer Development



Lean and Agile  
Product Development



Set of shared values and principles

**COMBINING DESIGN AND DEVELOPMENT**



# Thank You!

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