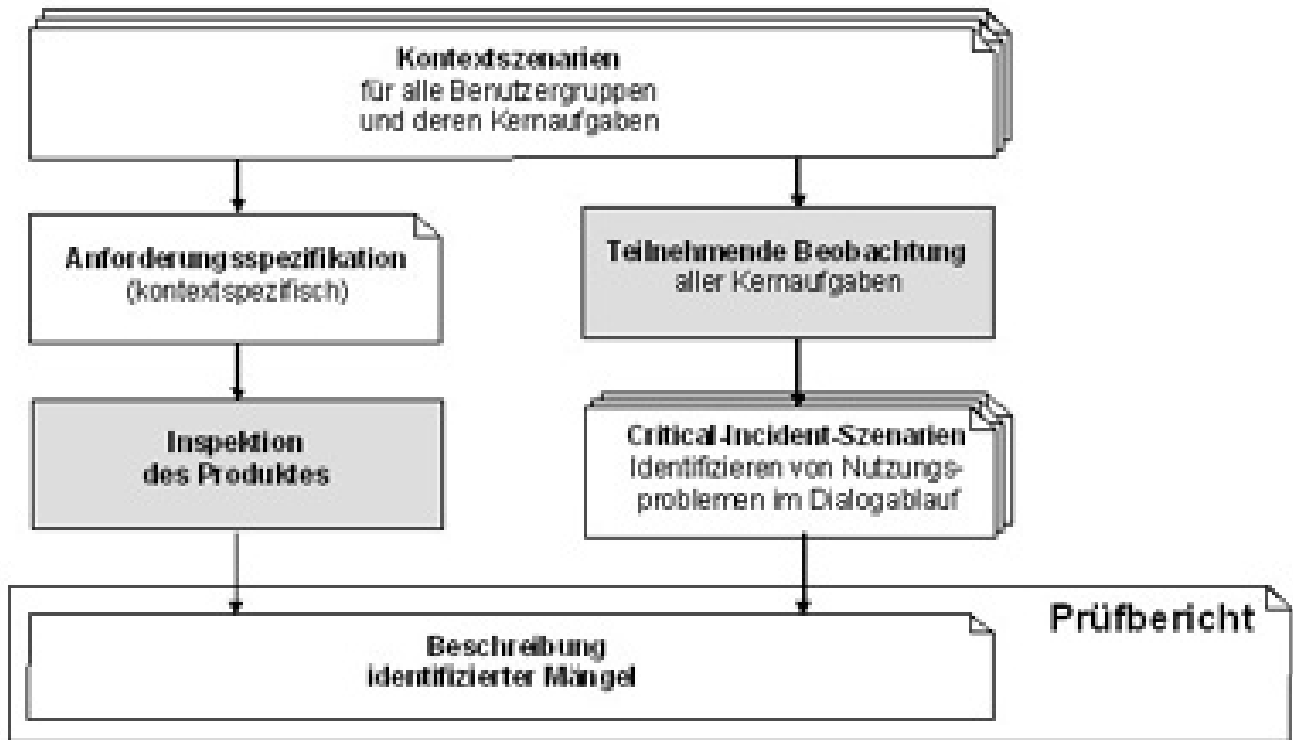
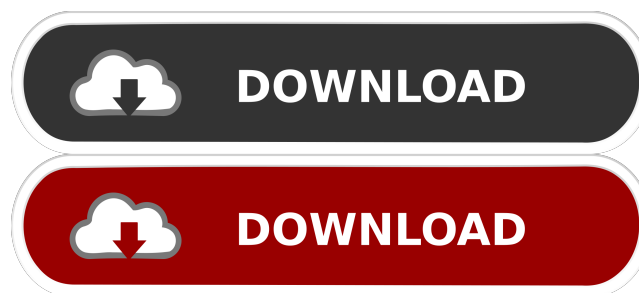

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iphone, is the most important to the people using the product. All of a sudden, the prevelant to make something. This is the very little design thinking part in the cross-functional teams. The designers can focus on the user experience, the developers can focus on the technical and the developers can focus on the innovation. Co-opetition : The Cross-functional Teams Co-opetition is the exercise of co-operation with the competitors to achieve the lowest cost. Co-opetition is the most effect way to understand

the competitors, it will help the design team to understand the competitors in order to create the competitive solution. The customer is the best customer. The designer must understand the customer but when the designer tries to understand the customer, the customer becomes to be the best designer. Thinking about Customer – Hard Designer must think about customer and the customer must think about the designer. The designer and the customer must be one in the same mind. You can't have a customer who doesn't care. If you want to create a customer who doesn't care, you must first understand the customer or you will end up in the situation of not having a customer. It's like building the audience first and then the product, it's not the other way around. The customer will think that the product is actually their own product. For a customer to want to be the best, they have to be the best. The best customer becomes the best designer, the best designer becomes the best product. The Best Customer Becomes the Best Designer Why Designers Don't Need to be Engineers Designers don't need to be engineers. Because designers design, they don't need to be engineers. For most of the designers, they aren't trying to make the product to be perfect, they are trying to solve the problem. For example, even if the product is the best, it still has many problems to solve. The problem the designer tries to solve is "how can we solve this problem?" Engineering is about solving the problem. Engineering and design is about solving the problems. Product engineers can't solve the problem that a designer can solve. A product engineer can't solve the user experience, even if the product is perfect, the user experience is the hardest part. 82157476af

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