

# Mapping complexity

Ewout Nijman
Principal Interaction Design
WeAreReasonablePeople



## Who ever felt lost in complexity?



### 'Looking for trouble'

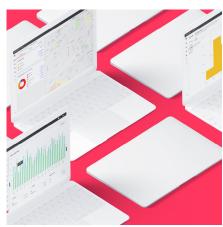
### Philips MR Workspace

Philips UI with highest complexity: safely multitasking while performing MRI scans.



### Signify Interact City

Controlling millions of city lights and sensors from a single dashboard



#### **Rhenus Port Call**

One app to replace all digital and paper workflows for an entire breakbulk terminal



### Lightyear One

Dashboard for the 'Dutch Tesla' that charges itself with solar panels in the roof





# When complexity runs out of control

- 3 touchpoints
- > 100 features per touchpoint
- > 20 relevant properties per feature
- > 6000 things to discuss
- > 20 stakeholders
- Every disciplines in its own universe trying to contain the chaos

		Vali	idation	for exist	ence					User		Architectu	re								
roup	Component	Phase			Need source Need det		on Va	/alidated		Туре		Touchpoint				Visual priority	Attention value		Display		Size
Application				-	User need	-	Ye			Novice	-	* IC/IVI/Mobi					* high		* Optional		KL
	Calendar	1		¥	User need	-	No			Novice	¥	IVI / mobile		Content	*		- low		· Optional	)	KL
	Media center				User need	w.	No			Novice		IC / IVI / Mot		Content	×		* low		* Optional	)	KL
HVAC	Message center				User need	*	No		*	Novice	*	IC / IVI / Mot	ole '	Content	*		*		*		
	Phone				User need	*	No			Novice	*	IC / IVI / Mot	ole	Content	*		→ mid		Temporary when or optional when or	incoming, utgoing	ı.
	Chair heating				Tech							IVI / mobile	Content / Bottom		×		~ mid		- Persistent		5
	Climate zones	MVF	,	~	Tech	-			~	Novice	~	IVI / mobile		Content	*		~ low			L.	
		MVE		~	Tech					Novice		MI / mobile		Content /			~ mid		Persistent		
Senu	Air conditioning	MV							-	Novice		IVI / mobile		Menu	·		* mid		· Persistent	2	•
ettings	User profiles						No	,	*	Intermedia		THE PERSONS		Content	Ų		*				
							No			Novice				Content					- Optional		
	Language & units Owner manual				User need	-	No No			Novice		IVI / mobile IVI / mobile		Content	- 1		*		- Optional		
	Reset			~	User need		No			Intermedia		IVI / mobile		Content			*				
	Day / Night mode										-			Jan says II							
	(screen)			- A	User need	8	No.			Novice		IC/IVI/Mol	ole		_	G	w H		v .		9
	Airbags	MVE		A		0						-		,							,
	Screen brightness	MVE	- 1				Validat	ion for ex	dsten	ce							User	,	Architecture		
	Emergency power		2	Group	Componer	t	Phase	N.	ed so	urce	Need 4	efinition	Valida	ted	Use	case	Туре	,	Touchpoints	Position	
	off Energy saving	MVE		Car statu			-								0.00		.,,,				
	modes		3	Jan statt	Exterior lig		MVP	~ То	oh				Yes				Novice	v 1			
	Exterior light settings	MVE	4		Turn signal:		MVP	- Te			-		Yes		*		Novice	Y 10		*	
					. ann angi-an								-								
			5																		
					Transmissio	in modes															
	Look / unlock doors				(PRND)		MVP	~ Sa	ifety				No		×		Novice	× (	С	*	
	Display clean																				
	mode	Н			Doors & hat	eh	MVP	→ Te	ch				Yes		¥		Novice	v	C / IVI / Mobile	*	
	Traction control		7		Childlock			~ Te	ch				Yes		¥		Novice	v s	C / IVI / Mobile		
	Regenerative																				
	breaking Steering mode	Н	8		Tire pressu		MVP	~ Te	ch				Yes		Ų.		Novice		C / Mobile	·	
	Park brake / hand	Н			Tire pressu	e	MY F	- 10	UII				100				VUVICE		C / MODILE		
	brake	MVF	9		Brake syste		MVP	~ To					Yes		v		Novice	* 1	_		
	Charge limit	Н		-	Brake syste	m	MVP	- 10	en				Yes		*		Novice	¥ 1	C		
	Charge current amperage		10																		
	Scheduled				Seat belts		MVP	~ Te	ch		-		Yes		~		Novice	V [I	C / IVI	*	
	Open charge port		- 11		Hazard ligh		MVP	~ Te	ch		2		No				Novice	- 1	tardware	*	
	Time, date.	Н	12		Pressure, h	umidity, co2,															
	tímezone	Ш			temp sense	ir		→ To	oh				Yes		*		Intermediate	*		*	
ther	Volume control	MV	13																		
	Time	MVE			Screenwast	1	MVP	~ Te	ch		-		Yes		*		Novice	* 1	c	*	
	Bluetooth		14																		
	Indicator LTE indicator	MVE			Maintenanc	e		~ Te	ch		2		Yes		Ų		Novice	¥ (8	C / IVI / Mobile	~	
	Park assist	MV		Car	unco.																
		П	15	periorma	area .																
	Doors locked		-																		
	Indicator Trip overview	Н			Speed		MVP	~ To					Yes		*		Novice	w (s		*	
ther	Startup	Н	16		Charge stat		MVP	~ Te			-		Yes		~		Novice		C / IVI / Mobile	*	
	Onboarding	П	17		Range stati		MVP		ser neer				Yes		÷		Novice		C / IVI / Mobile		
			19		Average con Trip counts	nsumption/km			er neer				Yes		·		Intermediate Novice		C / IVI / Mobile C / IVI / Mobile	*	
			20			r nsumption/trip			er neer				Yes		-		Novice Intermediate		C / IVI / Mobile		
			21		Odometer			~ Us	er nee	1			Yes		¥		Intermediate	¥ 18	С	~	
			22	Car conti	ext Road signs			* Us	er neer	1	-		No		¥		Novice	¥	c	*	
			23		Collision de	tection			er neer				No		*		Novice	× 10	С	*	
			24		Sup position				er nee				No				intermediate		C / Mobile		
			25		Sun positio		MVP		ier neel				No.		*		Novice		C / IVI / Mobile	* Bottom /	Ton
			26		Time		MVP		ser neer				No				Novice	V 1		* Bottom /	
			27		Outside ter	perature	MVP		er neer		-		No		¥		Novice			* Bottom /	
			28	IVI exten	sion / Navigation			~ Us	er neer	1	-		Yes		*		Novice	Y 1	C / IVI / Mobile	* Center /	
			29	Multimed	MUSIC				ser neer				No		*		Novice		C / IVI / Mobile	*	
			30		Call				er nee				No		v		Novice		C / IVI / Mobile	*	-
			31	Other	Volume			- Us	er neer	1			No		~		Novice	¥ [	C / IVI	* Bottom /	тор
			32	Other	Startup			- Us	ser neer	1	2		No		÷		Novice	₩ p	C / IVI / Mobile	- Full scree	an
			33		Onboarding			× 11e	er neer	1			No		¥		Novice			* Full scree	



### **Parallel Universes**

Scenarios

Roadmaps **Prototypes** GitHub Kanban board Workflows Requirements Notion Wireflows Personas **UML Diagrams** Stakeholder maps Sketches Jira Blueprints Confluence Customerjourneys



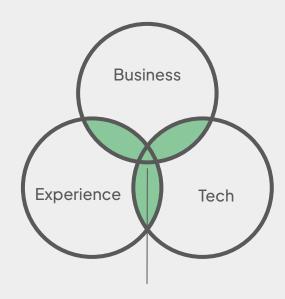
## Creating a better map



# Search for a better Boundary Object\*

\*A shared artifact, tool, or concept that facilitates communication and understanding across different teams or stakeholders, allowing them to collaborate effectively despite having varying perspectives, roles, or goals.

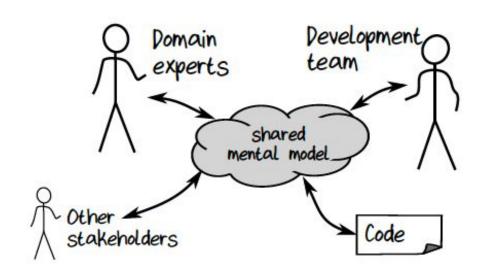
### **Boundary Objects in our context**



Sprint boards, Prototypes, Personas, Blueprints, Customer Journeys, Experience maps, UML diagrams, Wikis, Scenarios, Sketches, Storyboards

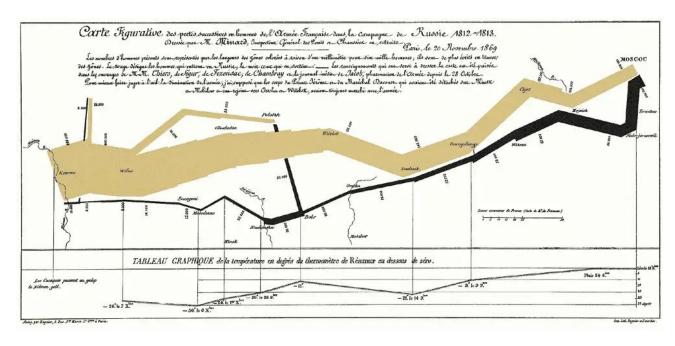


# 2. Express shared mental models





### 3. New types of diagrams



'Greatest ever infographic' - Charles Minard's Infographic of Napoleon's Invasion of Russia



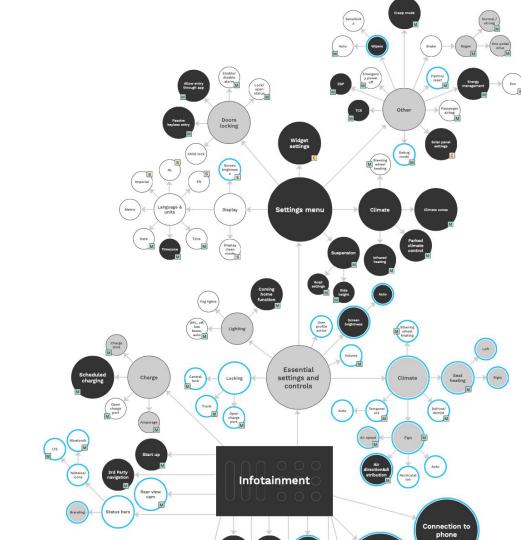
# Lightyear's 'Ultra Boundary Object'



## 'Bubble chart' as ultra boundary objects

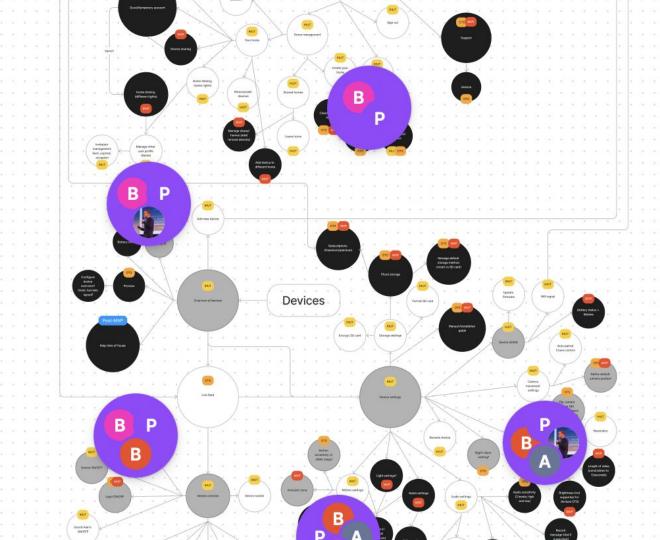
- Features (bubble)
- Navigation (network chart)
- T-shirt size estimation (bubble size)
- MoSCoW prioritization (label)
- Refinement status (color)
- Release (blue ring)
- Names, Personas, rights and much more

Meetings cut down from 8 hours to 30 minutes!





## Used In many Other Projects Since





### What I recommend

- Co-create boundary objects such as maps, mental models or diagrams specifically for alignment purposes
- Use them for strategic decision making
- Use them in addition to your regular artefacts













pie chart

venn diagram

concentric diagram

bubble chart circular chart

bubble race chart











sunburst chart





windrose chart

line chart

area chart



scatter plot





fan chart



bar chart

tape diagram

gantt diagram

tree map

periodic table













arc diagram

sankey chart

chord chart

radar chart

polar grid

spiral graph















timeline

flow chart

binary tree

mind map

decision tree

block scheme



### My LinkedIn

# Let's talk! (also slower)



Address:

Oostmaaslaan 71, 15th floor 3063 AN Rotterdam

Email: info@wearereasonablepeople.com

Phone: +31(0)10 34 000 75