



DESIGNING HUMANS X MERGE 2019

Build the Humans.  
The products will follow.



**DEAN BROADLEY**

FULL-TIME HUMAN

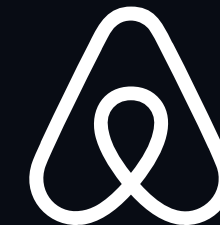
@BROADLEY\_SPOKEN

@THESTUDENTSOFDO



# Designing Humans

MATURING DESIGN. GLOBALLY.





Pixel Up!

AN INTERNATIONAL AFRICAN DESIGN CONFERENCE

**MAY 04 - 06 2020**

A PLAYBOOK ON

# Building in the practice of being human



Why should you care?

From experience.



SELF AWARENESS

# Know thyself

1

HITCHHIKER'S GUIDE TO THE GALAXY

“If somebody thinks they’re a  
hedgehog, presumably you just give  
‘em a mirror and a few pictures of  
hedgehogs and tell them to sort it out  
for themselves”

- Douglas Adams





COGNITIVE BIAS

# Confirmation Bias

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# Self-awareness





People are not binary.

0

WRONG

1

RIGHT





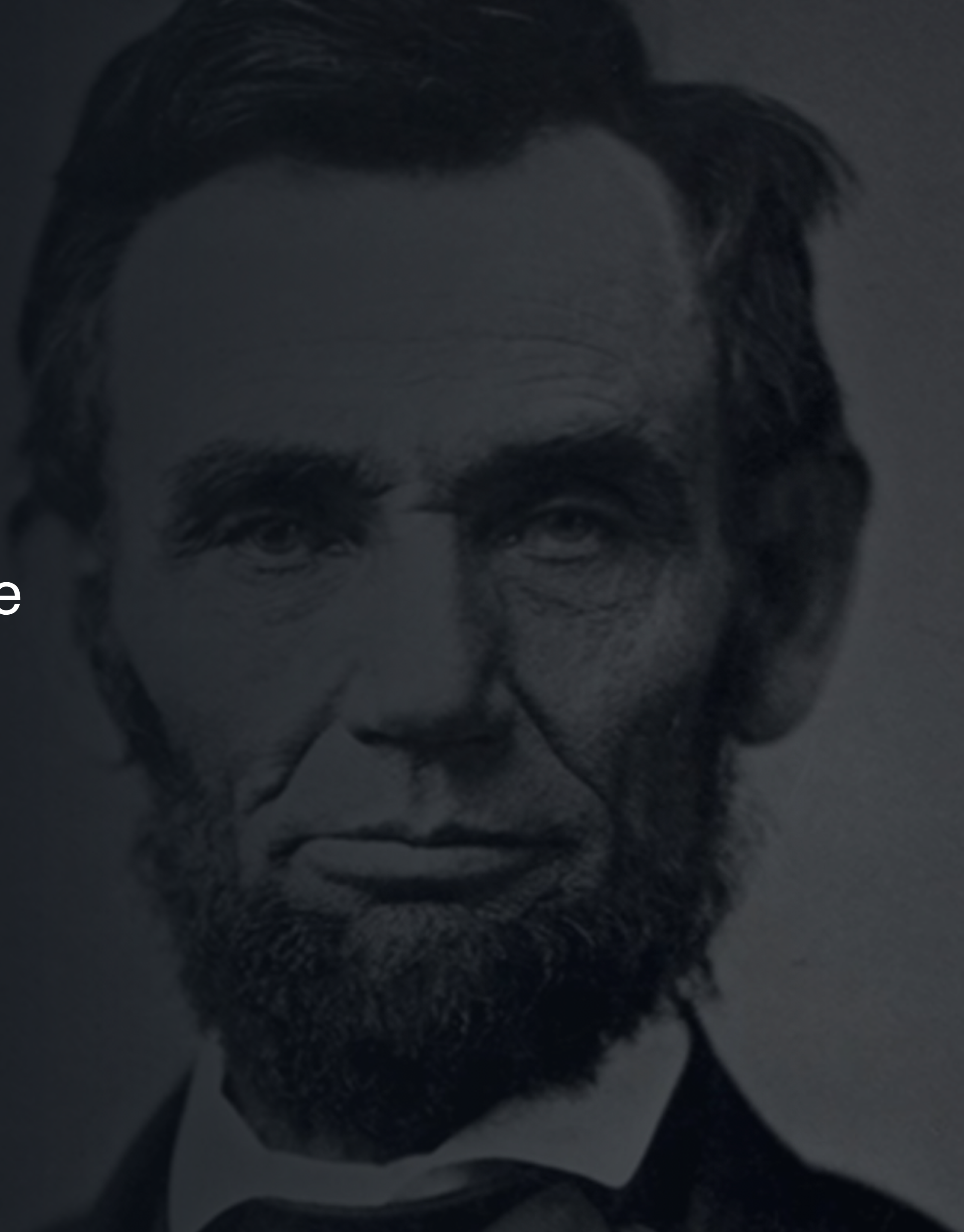
Q- BIT

Like people, facts are not binary either...



“ When arguing with a fool, make sure the opponent isn't doing the exact same thing

Abraham Lincoln  
US President







COGNITIVE BIAS

# The Backfire effect

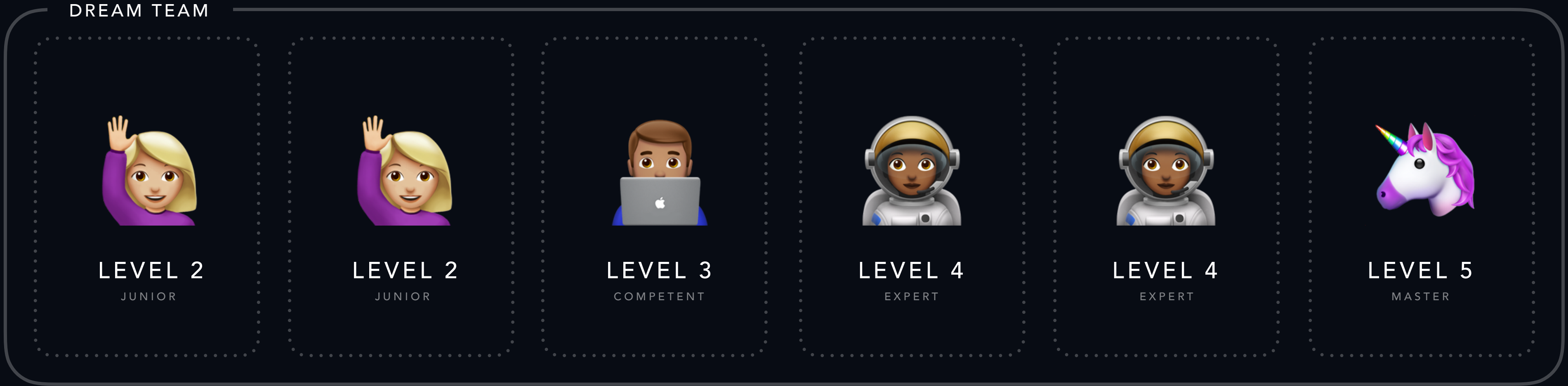
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SKILLS ACQUISITION

Hire people. Not roles.

# We hire and build teams people like products



Why do we do this?



Cause School.



## Linear skills progression



**LEVEL 1**  
ASSOCIATE



**LEVEL 2**  
JUNIOR



**LEVEL 3**  
COMPETENT



**LEVEL 4**  
EXPERT



**LEVEL 5**  
MASTER

START



LEVEL 1

GRADE 01

START



+1  
YEAR



START



+1  
YEAR



+6  
YEARS



START



LEVEL 1  
GRADE 01

+1  
YEAR



LEVEL 2  
GRADE 02

+6  
YEARS



LEVEL 7  
GRADE

+more  
YEARS



LEVEL 100  
MASTER

END



# Information and Time become your sole metrics



LEVEL 1  
GRADE 01

+1  
YEAR



LEVEL 2  
GRADE 02

+6



LEVEL 7  
GRADE

+more  
YEARS



LEVEL 100  
MASTER

In a world where information is free



In a world where information is free  
Knowledge is cheap.

PREDICTABLE OUTCOMES

Why do we do this?

You can't build the future, predictably...

People learn more like this...



LEVEL 2



LEVEL 5

HOW DO I GET FROM WHERE I AM TO WHERE I WANT TO BE?

Care less about being certain  
and more about being effective

ENGINEERED ECOLOGY

# Create Edge Effects



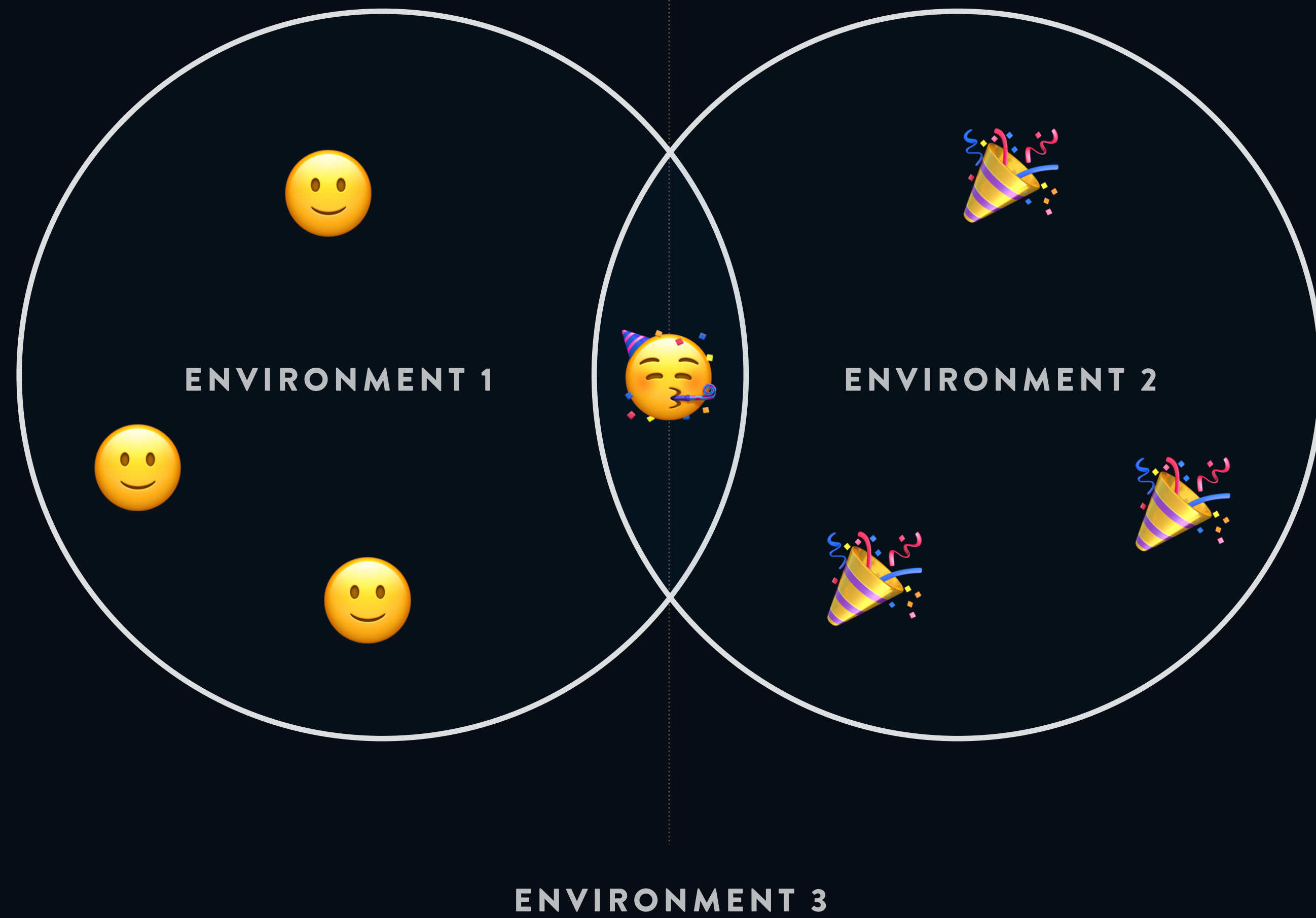






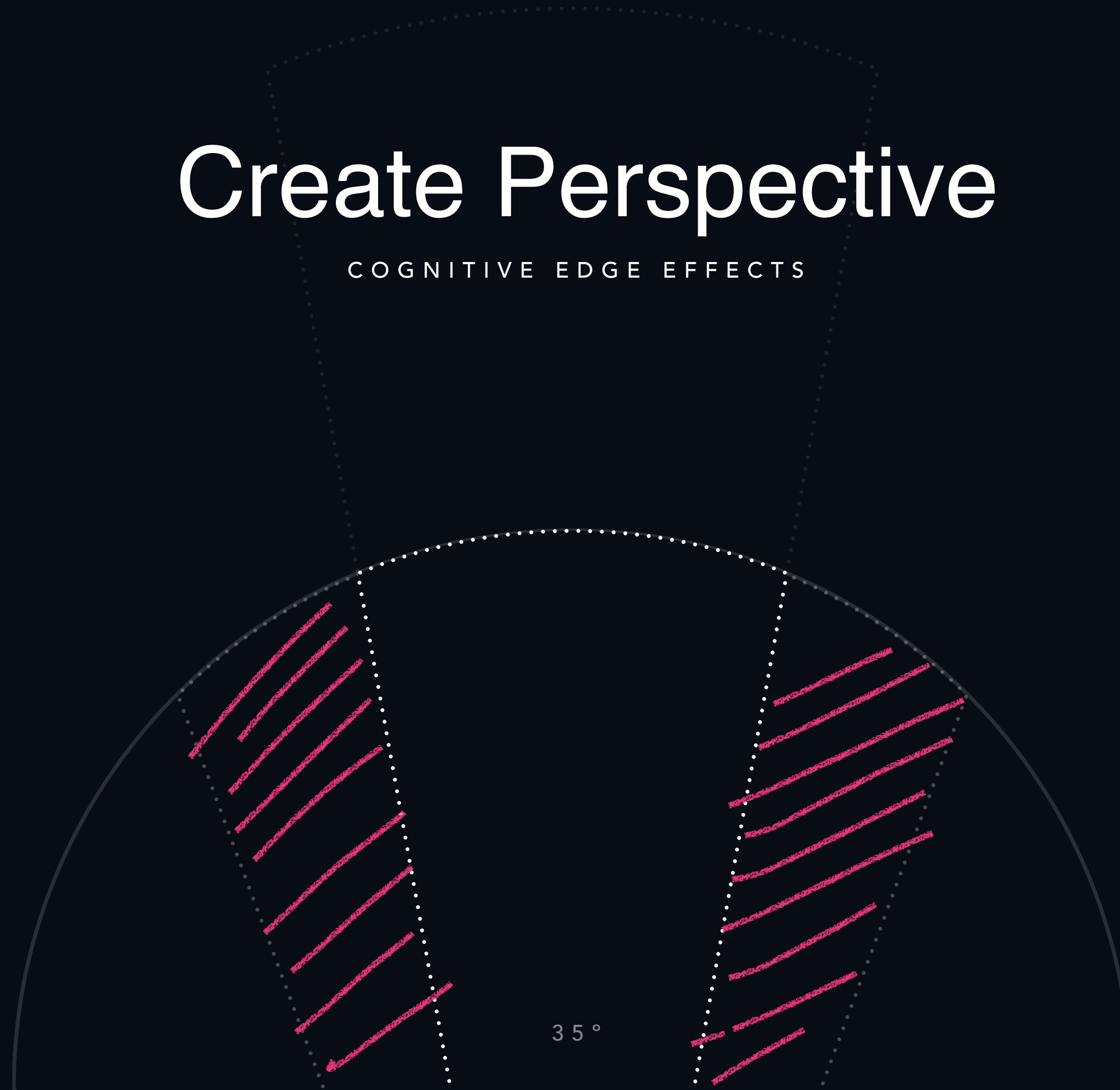
VS





# Create Perspective

COGNITIVE EDGE EFFECTS



Do unto others as you  
would have done unto you

Do unto others as you  
~~would have done unto you~~  
they would have done unto them

Give a shit. Then Scale

SUSTAINABILITY

Go together.

If you want to go fast, go alone.  
If you want to go far, go together





# South African Design Industry

DIVERSITY IN OUR DESIGN POPULATION





BROADLEY SPEAKING

# Thank You

