

Good Outcomes? What Real Purposes Must Our Design Serve?

Bruce Mabee Milestone Partners, LLC Good Outcomes? What Real Purposes Must Our Design Serve?

1. Good & Bad Outcomes

2. Breakouts

3. Sharing the Range



- "Good"?
- Who Says?
- How?





Customer Satisfaction?What outcomesStockholder ROI?are weExecutive's Promotability?fostering?User Experience?Quality of Life?Survival of Earth?

Thriving Communities?

Galbraith . Drucker . Wilbur . Pinker . Rosling

What Matters? Who Matters?

"RO

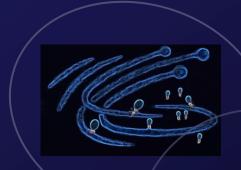
Quality of Life?

P-P-P?

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Networks across Boundaries Bikes for Africa Teamwork for Revenue Teams Prevent Mass Killings Respect across Religions From Bison to Billions

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Outcome Evaluation - Kirkpatrick - PLUS

Level 1: Did they like it? Level 2: Learned what?

highlight

these four

outcomes?

> Level 3: Actions & Culture Changed? What if we

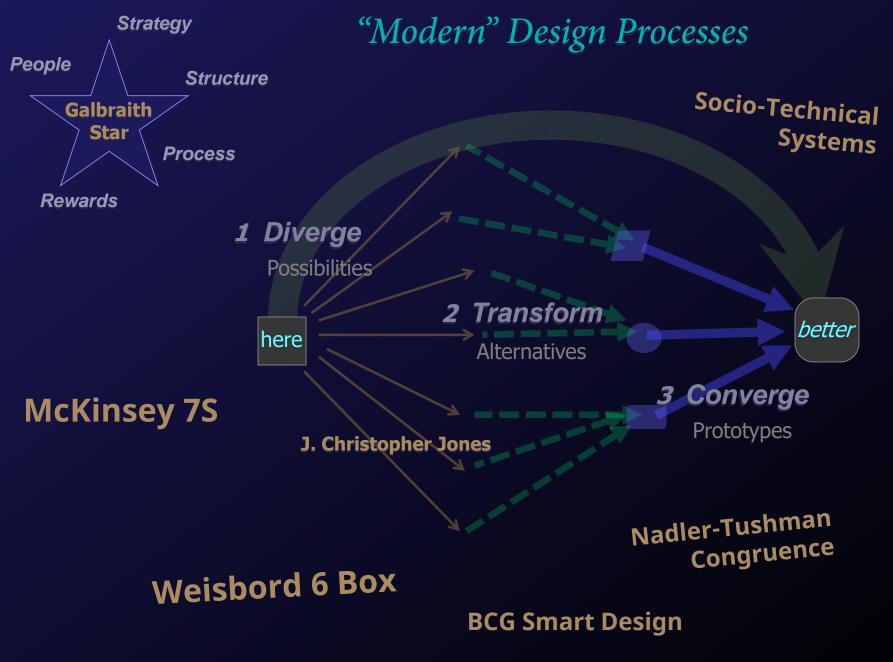
Level 4: Business results?

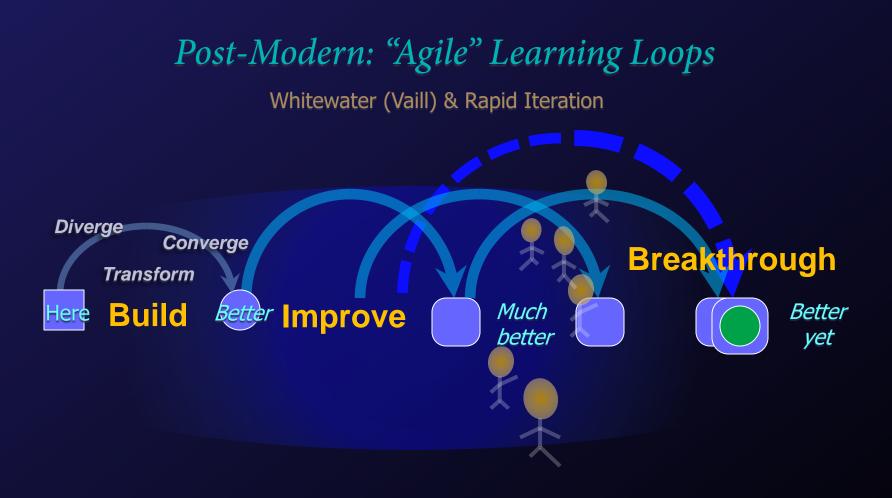
> Level 5: **ROI:** Worth the costs?

... Can we expand what we seek?

> Level 6: ROI in Stakeholder Values?

Level 7: Synergy: Trends Reinforce?





Two Weeks? ... One Day? ... 30 Minutes? ... Simultaneous?