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Master of Design



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Projects

01 EIDOS

02 Method Inc. (*Design@Large*)

03 Smart Patch

04 Desirable States (*Thesis*)

EIDOS

Smart IoT based reminder system to
reduce residential food waste





WINNERS

WORLD CHANGING IDEAS / P. 08

ALL WINNERS AND FINALISTS, INCLUDING THESE 27 CATEGORY CHAMPS, WERE SELECTED BY FAST COMPANY EDITORS

<p>GENERAL EXCELLENCE <i>Perfect Day</i> A storage for games with great sound that was up to 97% less waste and made more durable by up to 97%</p> <p>RECREATION <i>Alma</i> A campaign in which an actor city did for the homeless</p> <p>CLIMATE <i>BluePower</i> The world's first carbon building that uses no fossil fuels</p> <p>CONSUMER PRODUCTS <i>Orbifold Comfort</i> A new way to keep the traditional machine PC work</p> <p>SCIENCE <i>Sturdy Home</i> Mykayla Creamery's response to the global dairy shortage</p>	<p>EDUCATION <i>Game Hero</i> Awarding effective video instructions for solving their lesson plans</p> <p>FOOD <i>Maple from the Mountains</i> A plant-based pork alternative that tastes good and makes you feel good</p> <p>HEALTH <i>Brain Connect</i> A robotic pill dispenser with AI to monitor medication and reduce pain</p> <p>INDUSTRY <i>Smart Treatment Plan</i> An AI-powered system that helps patients with cancer</p> <p>RETAIL DESIGN <i>As You Sew</i> A new way to shop for sewing machines</p> <p>MEDIA AND ENTERTAINMENT <i>The Markup</i> A new way to read news that is more engaging and easier to understand</p> <p>NATURE <i>Next Generation</i> A new way to connect with nature and learn about the environment</p> <p>COMPASSION <i>Sturdy Home</i> A new way to help people in need</p>	<p>POLITICS AND POLICY <i>Climate</i> A new way to understand climate change</p> <p>PLANNING <i>Planning Group</i> A new way to plan for the future</p> <p>SOFTWARE <i>TrustPe</i> A new way to verify digital content</p> <p>STUDENT <i>Alma</i> A new way to help homeless students</p> <p>TECHNOLOGY <i>Smart Treatment Plan</i> A new way to monitor medication and reduce pain</p> <p>URBAN DESIGN <i>As You Sew</i> A new way to shop for sewing machines</p> <p>WATER <i>BluePower</i> A new way to generate power that is more sustainable</p> <p>WELLNESS <i>Brain Connect</i> A new way to monitor medication and reduce pain</p> <p>WORLD CHANGING IDEAS <i>Sturdy Home</i> A new way to help people in need</p>	<p>ESTABLISHED EXCELLENCE <i>Alma</i> A new way to help homeless students</p> <p>EMERGING BUSINESS <i>Alma</i> A new way to help homeless students</p> <p>ENVIRONMENTAL BUSINESS <i>BluePower</i> A new way to generate power that is more sustainable</p> <p>FINANCIAL BUSINESS <i>TrustPe</i> A new way to verify digital content</p> <p>HEALTHCARE BUSINESS <i>Brain Connect</i> A new way to monitor medication and reduce pain</p> <p>INDUSTRY BUSINESS <i>Smart Treatment Plan</i> A new way to monitor medication and reduce pain</p> <p>RETAIL BUSINESS <i>As You Sew</i> A new way to shop for sewing machines</p> <p>TECHNOLOGY BUSINESS <i>TrustPe</i> A new way to verify digital content</p> <p>WELLNESS BUSINESS <i>Brain Connect</i> A new way to monitor medication and reduce pain</p> <p>WORLD CHANGING IDEAS BUSINESS <i>Sturdy Home</i> A new way to help people in need</p>
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Problem



By 2050, worldwide

60%

greater food demand

840 million

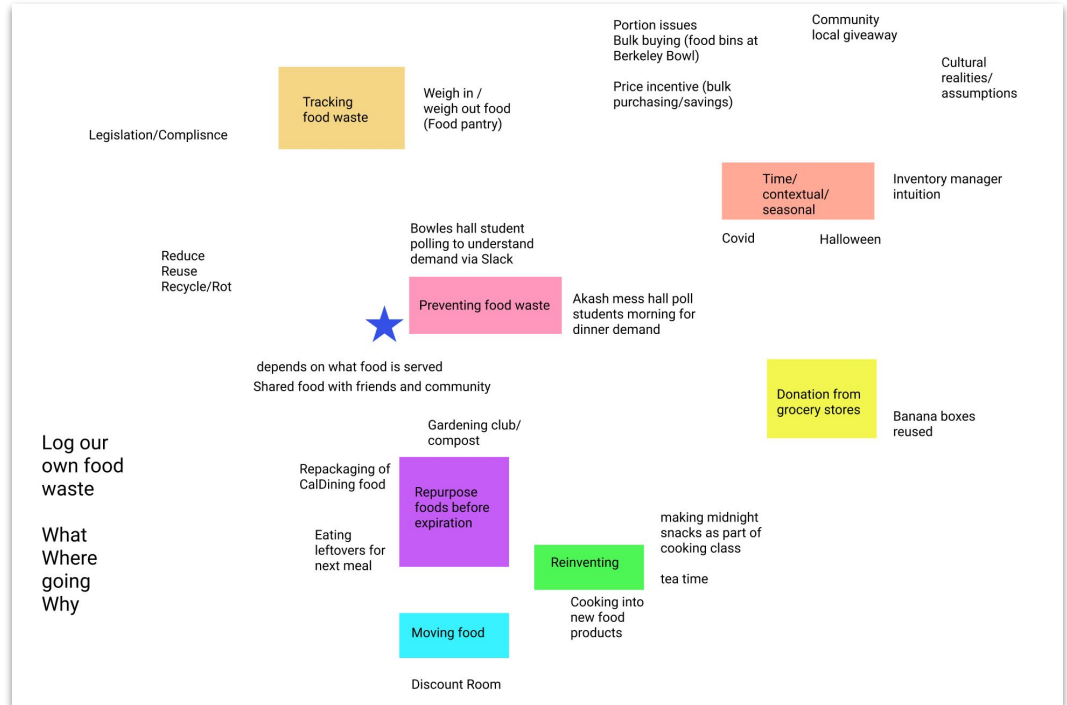
people will go hungry

User Research

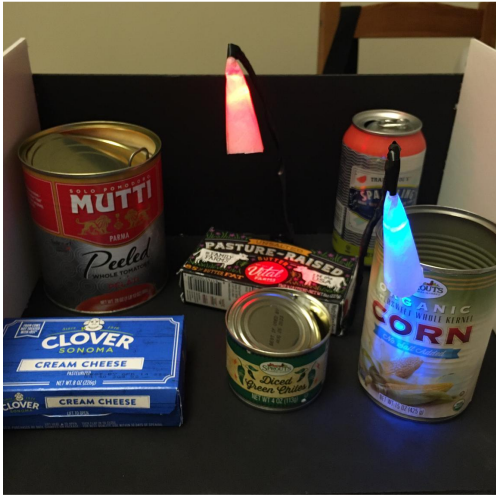


Findings

- Many solutions for reuse, fewer solutions to reduce
- Supermarkets and restaurants have mechanisms in place to handle food waste
- 60% of the food waste is created in households



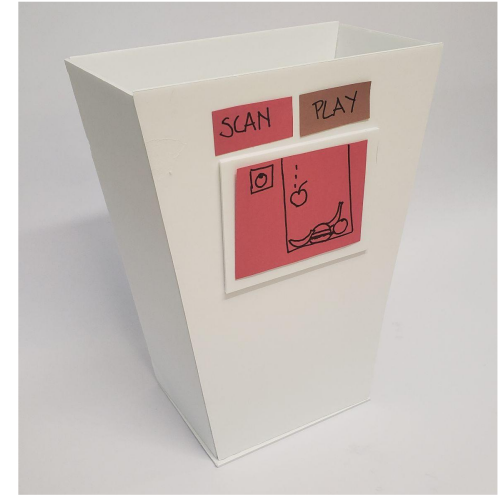
Rapid prototyping



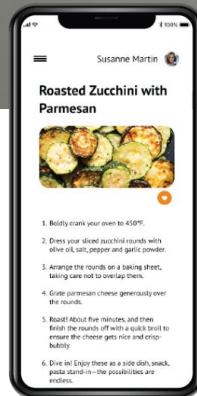
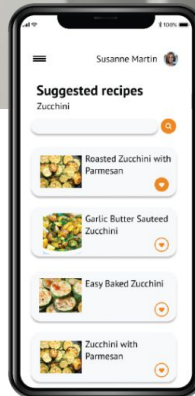
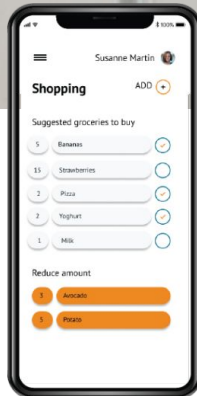
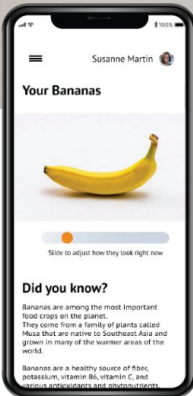
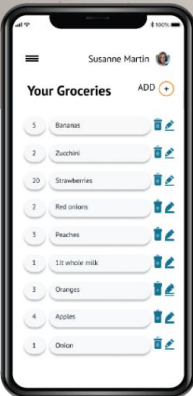
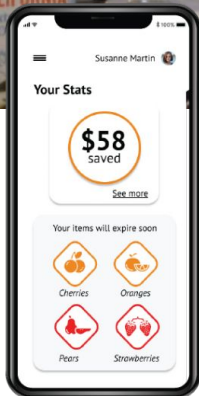
- High effort
- Difficulty understanding technology



- High Cognitive Effort
- Limited User base

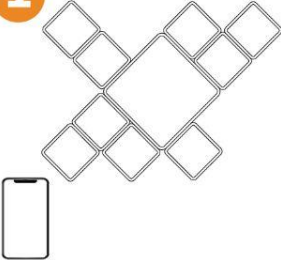


- Limited Motivation
- Gamifying may promote more waste



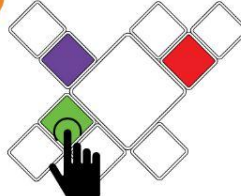
Functionality

1



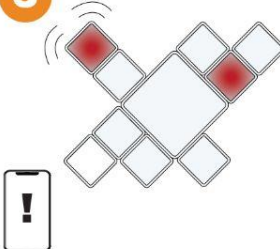
Using our app, **scan your grocery's receipt** to let EIDOS know what kind of foods you have at home.

2




EIDOS **visually reminds you** when groceries are about to expire. Tap once to hear which items are expiring, and tap twice to dismiss.

3



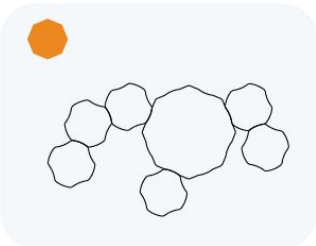
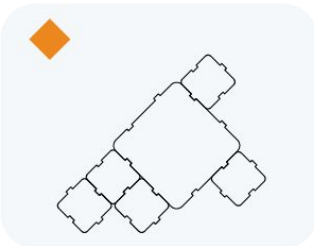
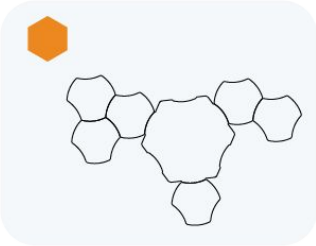
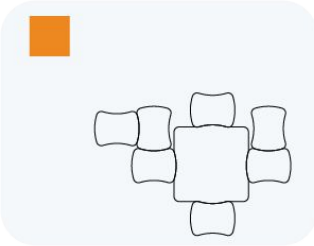
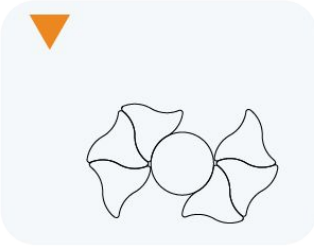
Lights begin pulsating when groceries are expiring soon. EIDOS will send **recipe suggestions to your phone.**

4

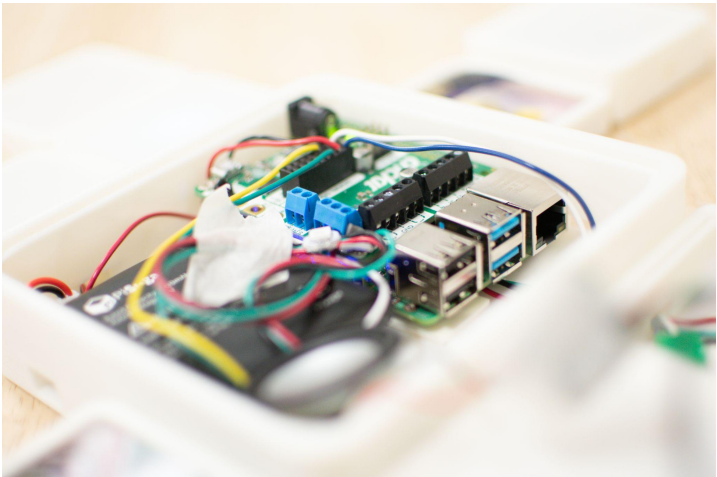
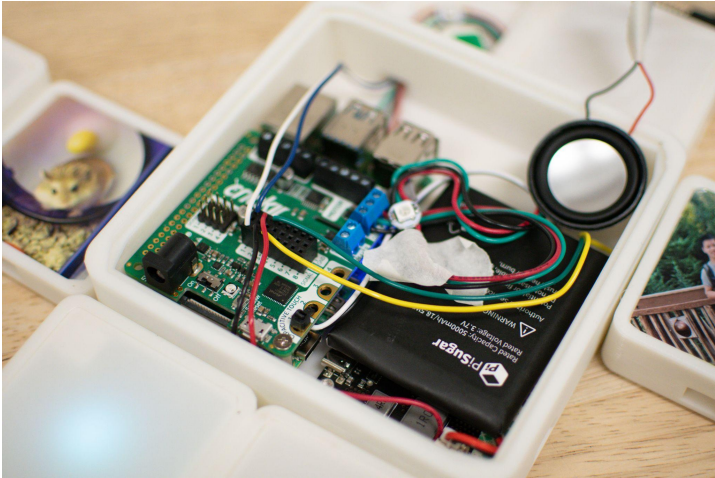
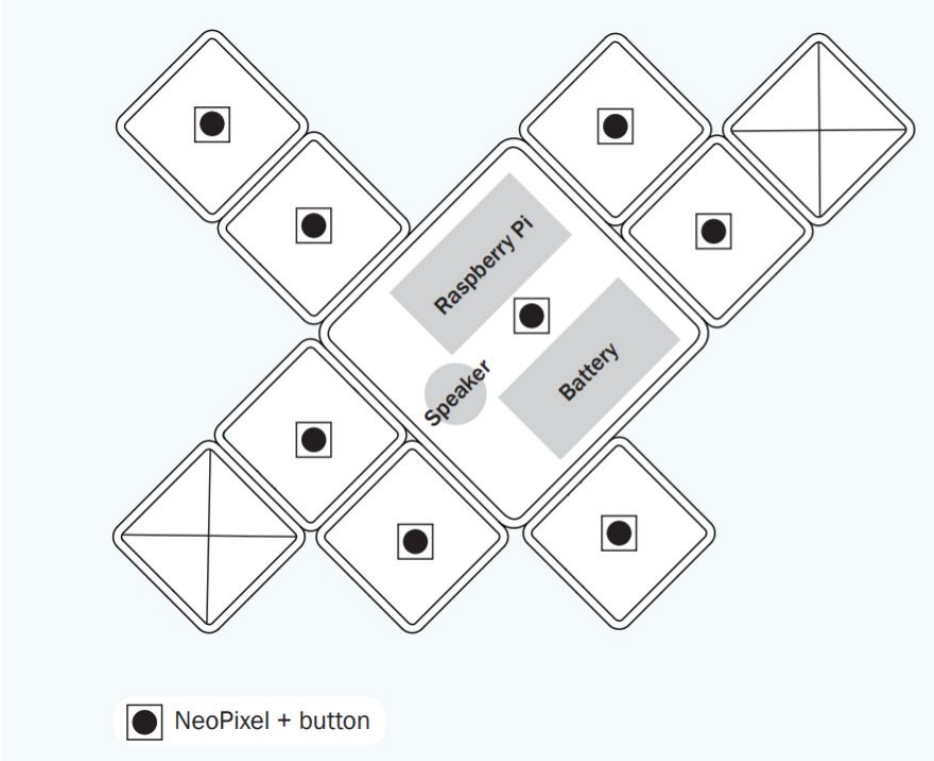


Based on your food waste habits, EIDOS will create a **suggested grocery shopping list** to buy only what you need.

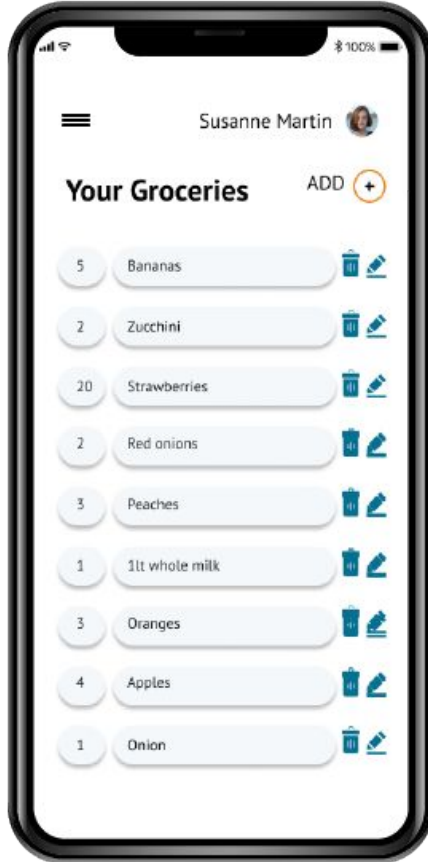
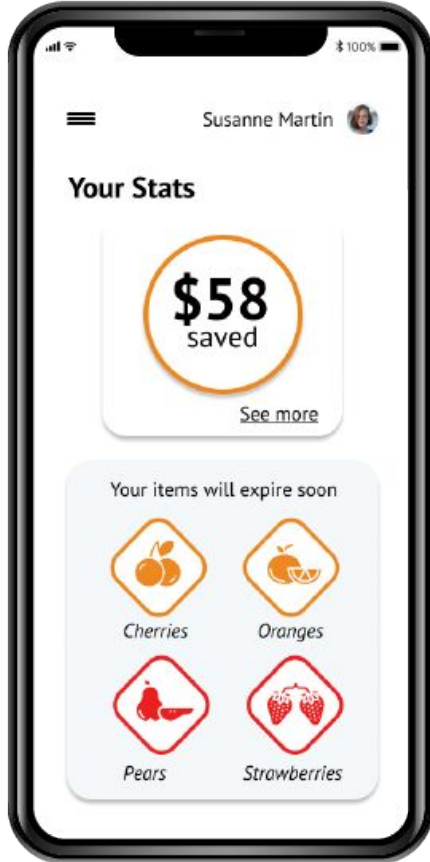
Ambient lighting tiles



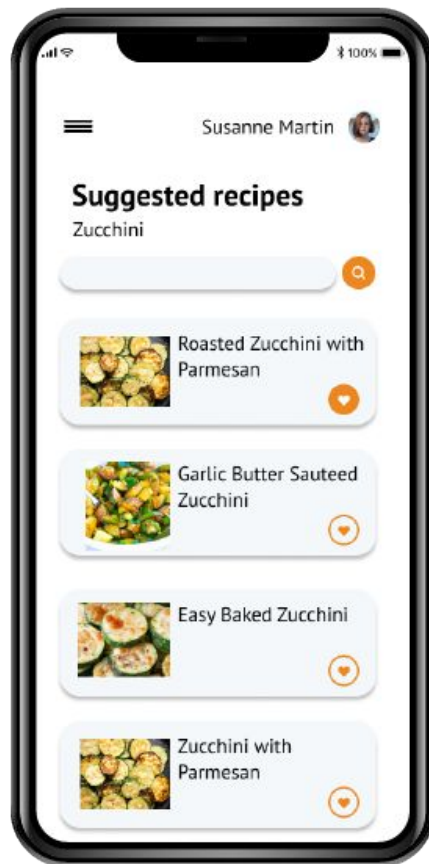
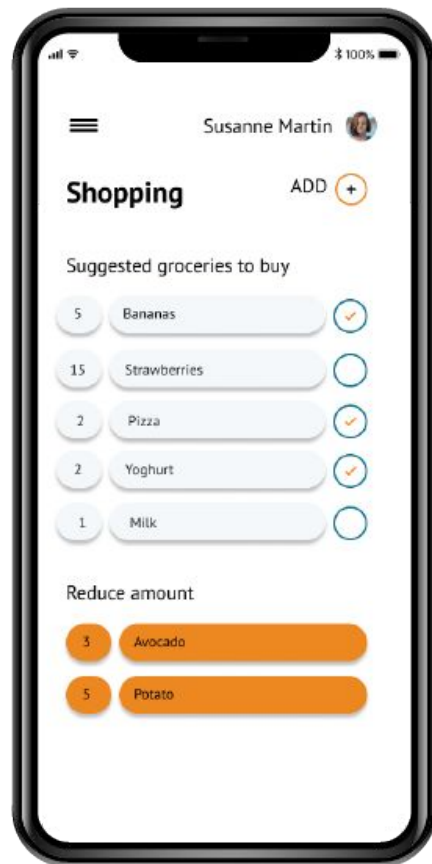
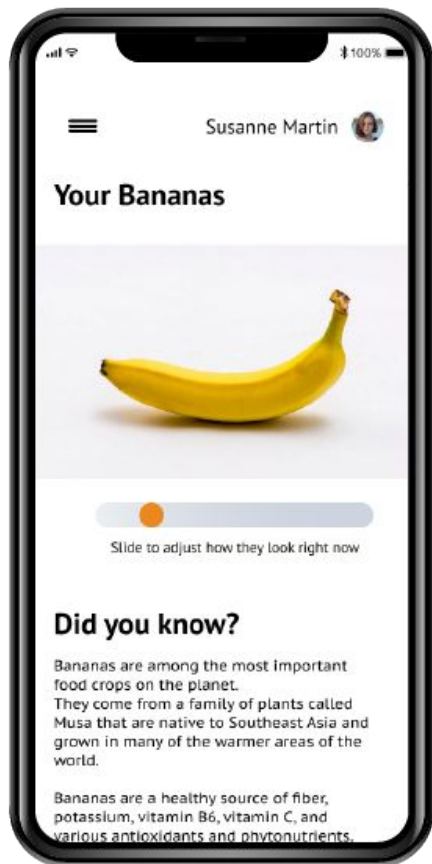
Ambient lighting tiles



Mobile app



Mobile app





Capability Search Experience

Building the search experience to connect
skills and talent with consulting projects

Projects



Capability

Talent

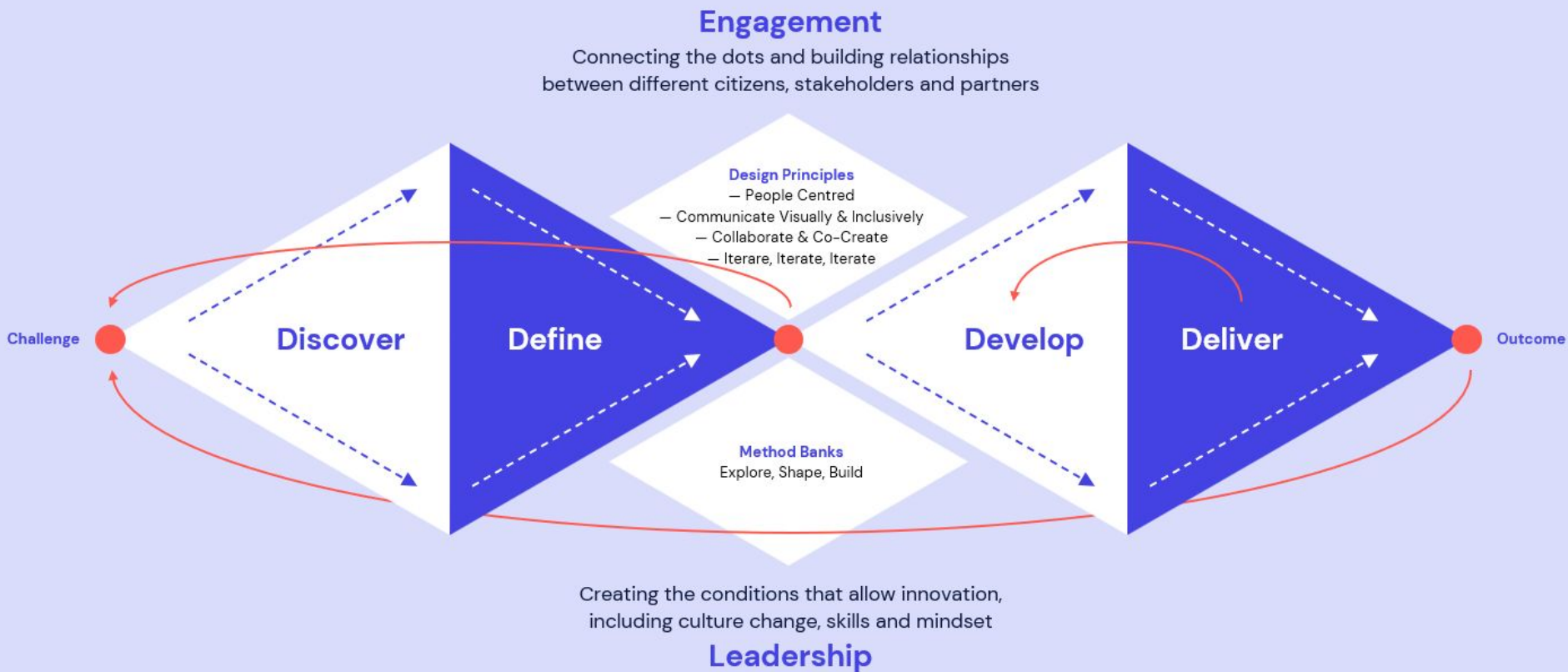
Problem

Method is seeing a phase of fast growth adding a lot of projects and employees who are mostly remote.

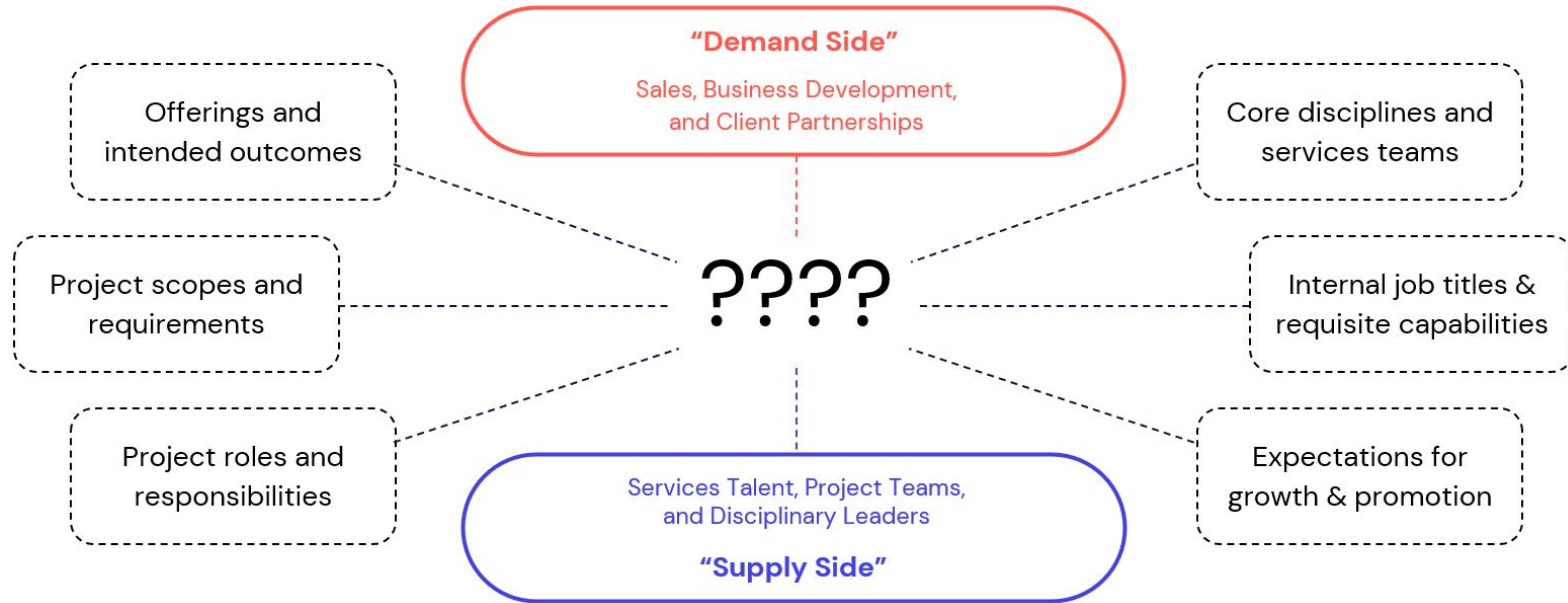
How can the company support the **individual identity of employees** and leverage their **unique capabilities** in the work?



Double diamond process



Business Need and Stakeholder Personas



Broke down the business requirement into a semantic challenge and lack of relational understanding between the 'supply' and 'demand' sides.

Google Design Sprint



MAP



SKETCH



DECIDE

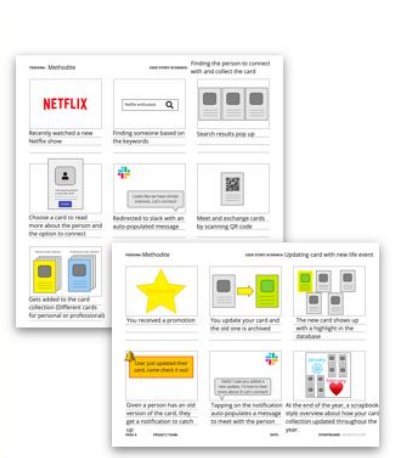
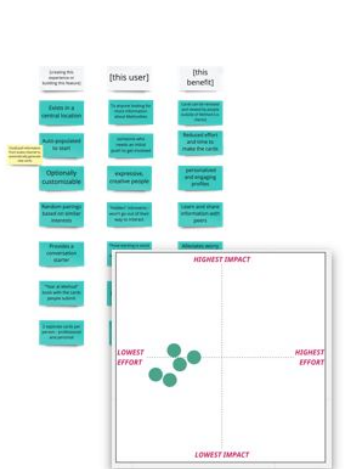
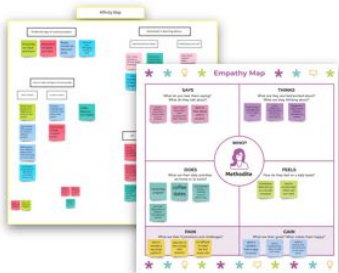


PROTOTYPE



TEST

7 user interviews
Survey with 30+ respondents



Business Need and Stakeholder Personas

METHOD EMPLOYEE, want to connect with other employees to know more and learn about their skillset and past experiences

Behavior (Characteristics)

- Mostly connect via Slack and Zoom
- Gets to know most people through projects or in-company events
- Eager to connect and chat with more Methodites

Pain points

- Tons of slack channels are overwhelming
- Remote work has less social interaction outside of work and responsibilities
- Not personalized enough and lot of 'noise'



Business Need and Stakeholder Personas

SALES TEAM wants to find people and build a team best suited for a particular offering or service

Behavior (Characteristics)

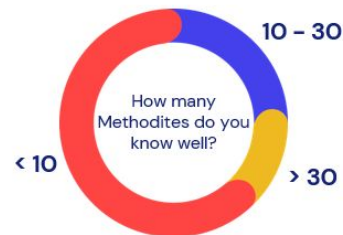
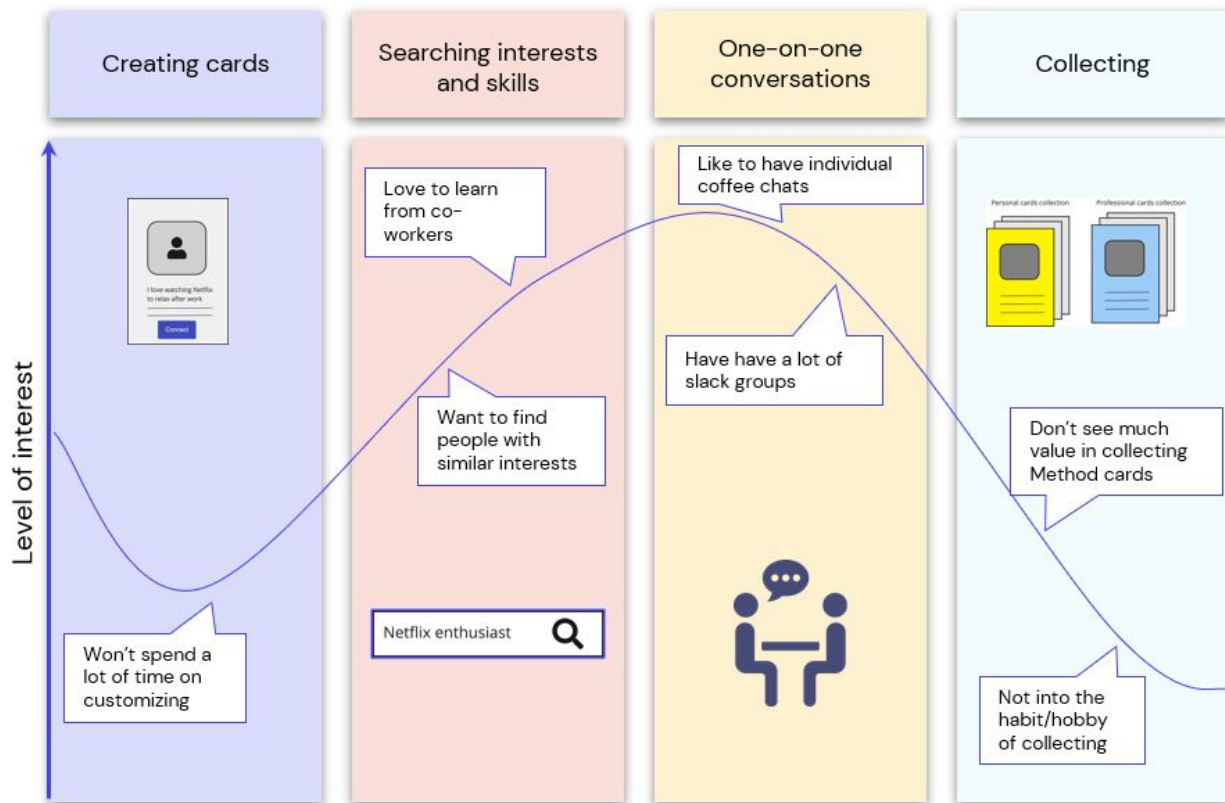
- Maps what Method sells to what skills and talents the company could use
- Have to rapidly align talent with project needs

Pain points

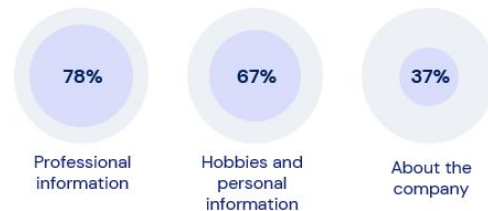
- Existing tools dumb, require business-standardized data
- Currently, knowing one's department is not enough to understand their capabilities



Insights



What do Methodites want to know about other employees?



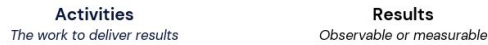
Define

Building the **search experience to
find Methodites based on their
skills, interests and experience**

Develop



A **capability** is the **ability** and **capacity** to perform and achieve specific **actions** and **outcomes**.

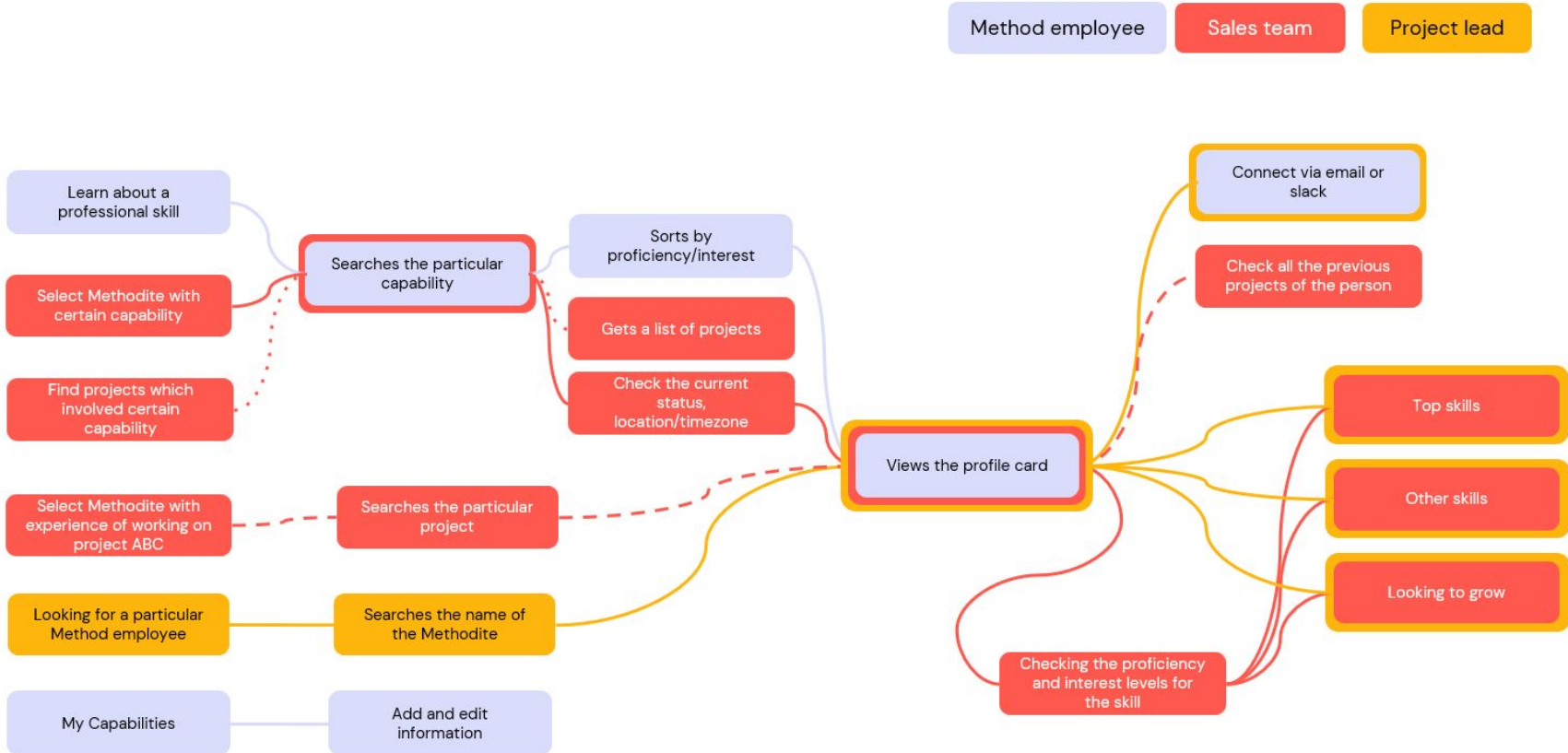


Skill Name	Proficiency Level					Discipline	Category		
Writing User Stories	1	2	3	4	5	Product Strategy	Product	♥	Delete
User Testing	1	2	3	4	5	Product Strategy	Strategy	♥	Delete
User Story Mapping	1	2	3	4	5	Product Strategy	Product	♥	Delete
User & Stakeholder Interviews	1	2	3	4	5	Product Strategy	Strategy	♥	Delete
User Flows	1	2	3	4	5	Product Strategy	Product	♥	Delete
Usability Testing	1	2	3	4	5	Product Strategy	Strategy	♥	Delete
Team Lead	1	2	3	4	5	Engineering	Operations	♥	Delete
Strategic Foresight	1	2	3	4	5	Product Strategy	Consulting	♥	Delete
Stakeholder Mapping	1	2	3	4	5	Product Strategy	Strategy	♥	Delete
Sketch (Pending) (Pending)	1	2	3	4	5	None	None	♥	Delete
Requirement Analysis	1	2	3	4	5	Engineering	Issue Management	♥	Delete

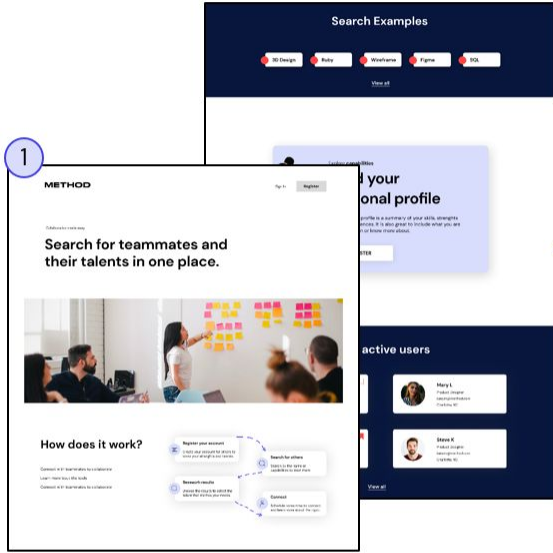
A	B	C	D	E	F
Enter capabilities below to search talent:	Priyanka Gaitonde Business Design	Carol Rego Practice	Michael Anderson Business Strategy	Lusine Tarkhanyan Data Design	Paul Rowe Engineering
3D Modeling	3D Modeling [30]	3D Modeling [30]	3D Modeling [30]	3D Modeling [40]	3D Modeling [30]
Aspirational Design	Aspirational Design [42]	Aspirational Design [30]	Aspirational Design [12]	Aspirational Design [30]	Aspirational Design [20]
Business Modeling	Business Modeling [42]	Business Modeling [30]	Business Modeling [12]	Business Modeling [30]	Business Modeling [20]
Brand Identity & Design	Brand Identity & Design [42]	Product Leadership & Coaching [42]	Brand Strategy [42]	Customer Research Design [42]	Design Systems [42]
Brand Strategy	Brand Strategy [42]	Agile Coaching [30]	Comparative Experience Analysis [42]	Customer Research Synthesis [42]	Engineering Documentation [42]
Capability Coaching & Mentorship	Capability Coaching & Mentorship [42]	Agile Delivery Management [30]	Complex Systems Analysis [42]	Customer Research through Data Science [40]	Engineering Leadership & Coaching [42]
Comparative Experience Analysis	Comparative Experience Analysis [42]	Build Versus Buy Analysis [30]	Customer & Business Needs Alignment [42]	Data Algorithms [40]	Project Team Management [42]
Complex Systems Analysis	Complex Systems Analysis [42]	Customer & Business Needs Alignment [42]	Customer Research Design [42]	Data Analytics Creation [40]	User Experience Engineering [42]
Customer & Business Needs Alignment	Customer & Business Needs Alignment [42]	Change Management [42]	Customer & Business Needs Alignment [42]	Data Analytics (KPIs) & Reporting [40]	Agile Delivery Management [30]
Customer Research Synthesis	Customer Research Synthesis [42]	Comparative Experience Analysis [42]	Customer Research Synthesis [42]	Data Mining & Analysis [40]	Automation Test Engineering [30]
Data Mining & Analysis	Data Mining & Analysis [42]	Complex Systems Analysis [42]	Complex Systems Analysis [42]	Data Storytelling & Visualization [40]	Build Versus Buy Analysis [30]
Data Storytelling & Visualization	Data Storytelling & Visualization [42]	Customer & Business Needs Alignment [42]	Customer Research Design [42]	Data Strategy [40]	Capability Coaching & Mentorship [42]
Design Development Collaboration	Design Development Collaboration [42]	Customer Research Design [42]	Customer Research Design [42]	Design Leadership & Coaching [42]	Comparative Experience Analysis [30]
Design Leadership & Coaching	Design Leadership & Coaching [42]	Customer Research Design [42]	Customer Research Design [42]	Design Leadership & Coaching [42]	Copywriting [30]
Experience Definition	Experience Definition [42]	Data Strategy [40]	Customer Research Design [42]	Market Pricing Analysis [40]	Feature Definition & Requirements [30]
Experience Mapping	Experience Mapping [42]	Design Leadership & Coaching [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Manual Testing [30]
Feature Definition & Requirements	Feature Definition & Requirements [42]	Design Leadership & Coaching [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Project Delivery Management [30]
Financial Viability Assessment	Financial Viability Assessment [42]	Experience Definition [42]	Customer Research Design [42]	Market Pricing Analysis [40]	User Validation Testing [40]
Go-to-Market Strategy	Go-to-Market Strategy [42]	Experience Mapping [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Stakeholder Alignment [30]
Industrial Design	Industrial Design [42]	Feature Definition & Requirements [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Stakeholder Relationship Management [30]
Innovation Program Design	Innovation Program Design [42]	Financial Viability Assessment [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Test Strategy & Management [30]
Market Landscape Analysis	Market Landscape Analysis [42]	Go-to-Market Strategy [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Vision Definition [30]
Market Pricing Analysis	Market Pricing Analysis [42]	Information Architecture [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Workshop Facilitation [30]
Market Trends Analysis	Market Trends Analysis [42]	Market Landscape Analysis [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Accessibility Design & Testing [30]
Metrics Strategy	Metrics Strategy [42]	Market Trends Analysis [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Agile Coaching [30]
Operational Assessment	Operational Assessment [42]	Market Landscape Analysis [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Architecture & Systems Assessments [30]
Operational Assessment	Operational Assessment [42]	Market Trends Analysis [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Project Delivery Management [30]
Product Release Planning	Product Release Planning [42]	Operational Assessment [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Architecture & Systems Design [30]
Project Release Planning	Project Release Planning [42]	Product Release Planning [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Back-End Test Engineering [30]
Project Scoping & Planning	Project Scoping & Planning [42]	Project Release Planning [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Brand Strategy [30]
Project Team Management	Project Team Management [42]	Project Scoping & Planning [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Change Management [30]
Readmapping & Prioritization	Readmapping & Prioritization [42]	Project Team Management [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Customer Research Synthesis [30]
Stakeholder Alignment	Stakeholder Alignment [42]	Readmapping & Prioritization [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Data Analytics Creation [30]
Stakeholder Interviews & Research	Stakeholder Interviews & Research [42]	Stakeholder Alignment [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Design Development Collaboration [30]
Stakeholder Relationship Management	Stakeholder Relationship Management [42]	Stakeholder Interviews & Research [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Design Leadership & Coaching [30]
User Experience Research	User Experience Research [42]	Stakeholder Relationship Management [42]	Customer Research Design [42]	Market Pricing Analysis [40]	Design Engineering [30]
		Strategic Foresight [30]	Customer Research Design [42]	Market Pricing Analysis [40]	Design Engineering [30]
		Strategic Foresight [30]	Customer Research Design [42]	Market Pricing Analysis [40]	Design Engineering [30]
		Strategic Foresight [30]	Customer Research Design [42]	Market Pricing Analysis [40]	Design Engineering [30]

78 capabilities

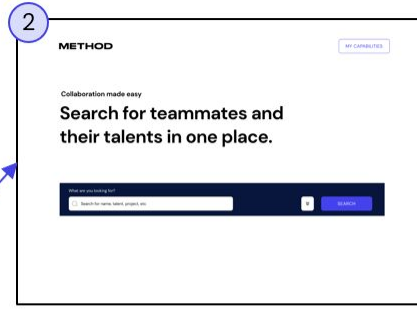
Design blueprint



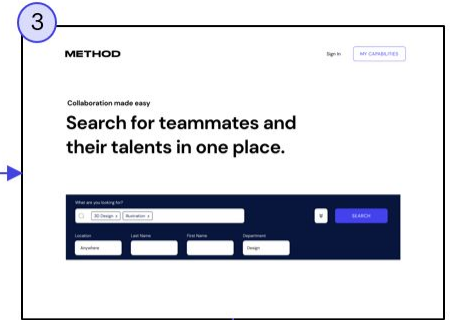
Prototyping



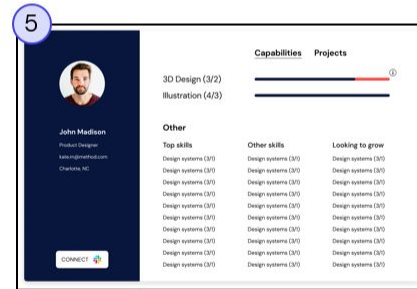
Landing page with instructions that directs to sign in



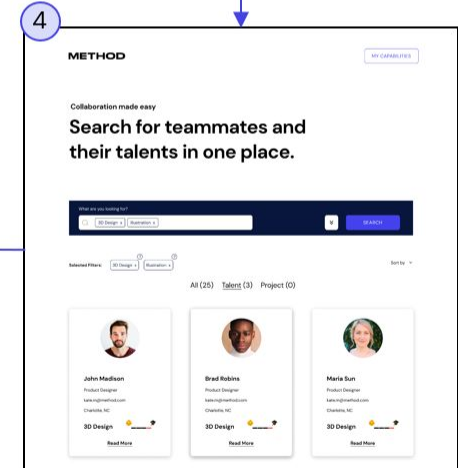
Search home page



Searching capabilities



Dynamic profile card



Search results



Smart Patch

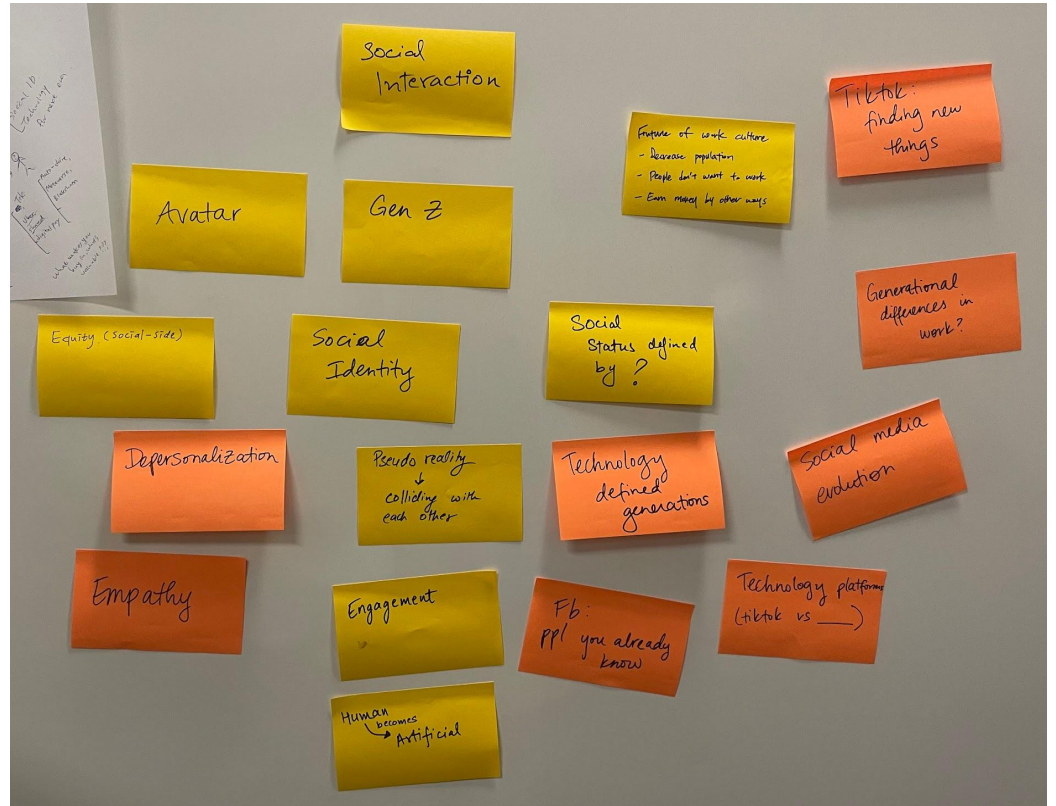
Strategic foresight to analyze the future
of work and design a speculative product



Domain finding

How do we design a product for 20 years from now (2042)?

What is the **future of work**?



The Utopian Workplace



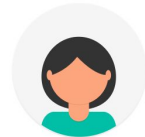
"I want the easiest job in the world that pays me a lot"

"I want time for myself and want to work from anywhere I want"



"I want to be treated with respect, empathy and no discrimination"

"Work for a cause I'm really passionate about and do not burnout"



Workplace and Culture

Issues

<u>Workplace</u>	<u>Culture</u>
creator economy	mental health
remote/physical	transportation
Communting	gamification
"Big Tech"	\$?
equal power	polarities
influencers	influencers
Communication	Communication
flexibility	"Headline" <small>reduced</small> attention span
	Movies ads
	dilemma of choice

→ Social media

→ culture

→ technology (emerging technology)

→ workplace

→ economy

→ riding experience

VR

→ multiple IDs

→ elections.

faceless influencers

technology

workplace

culture

predicting technology future that influences culture & economy/gpp!

Technology

AI robots ⇒ influencers

Clothes wear same

Consumption text

teachers

work

Gen Z: entrepreneurs

what is workplace?

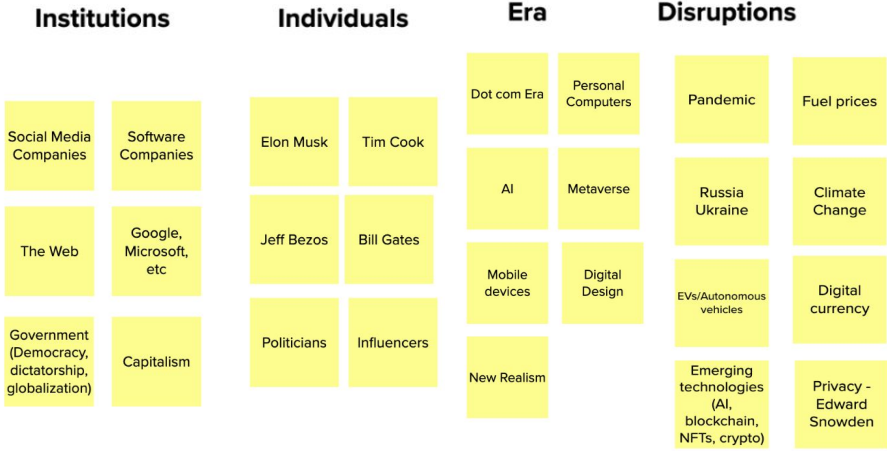
Camera: stream/youtube

VR? Roblox?

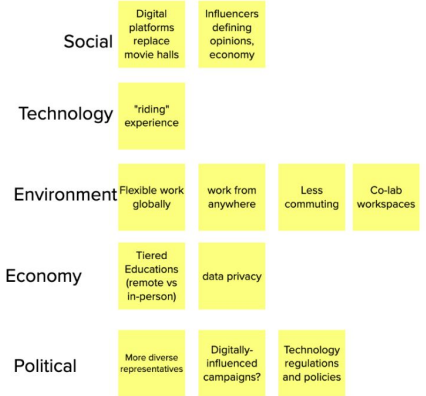
Conference/Games.

2031 2041

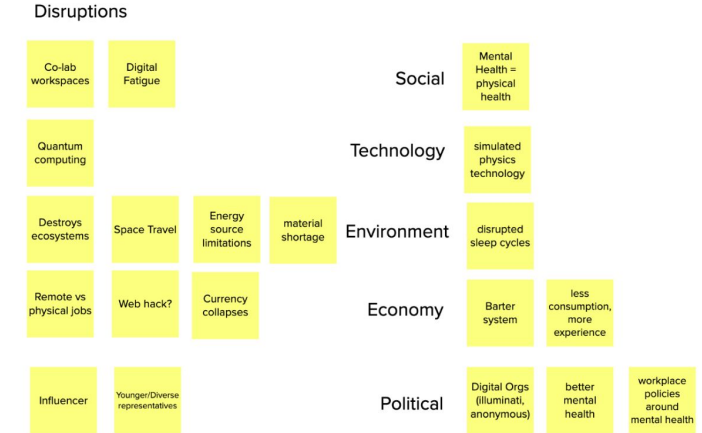
Drivers of the Workplace



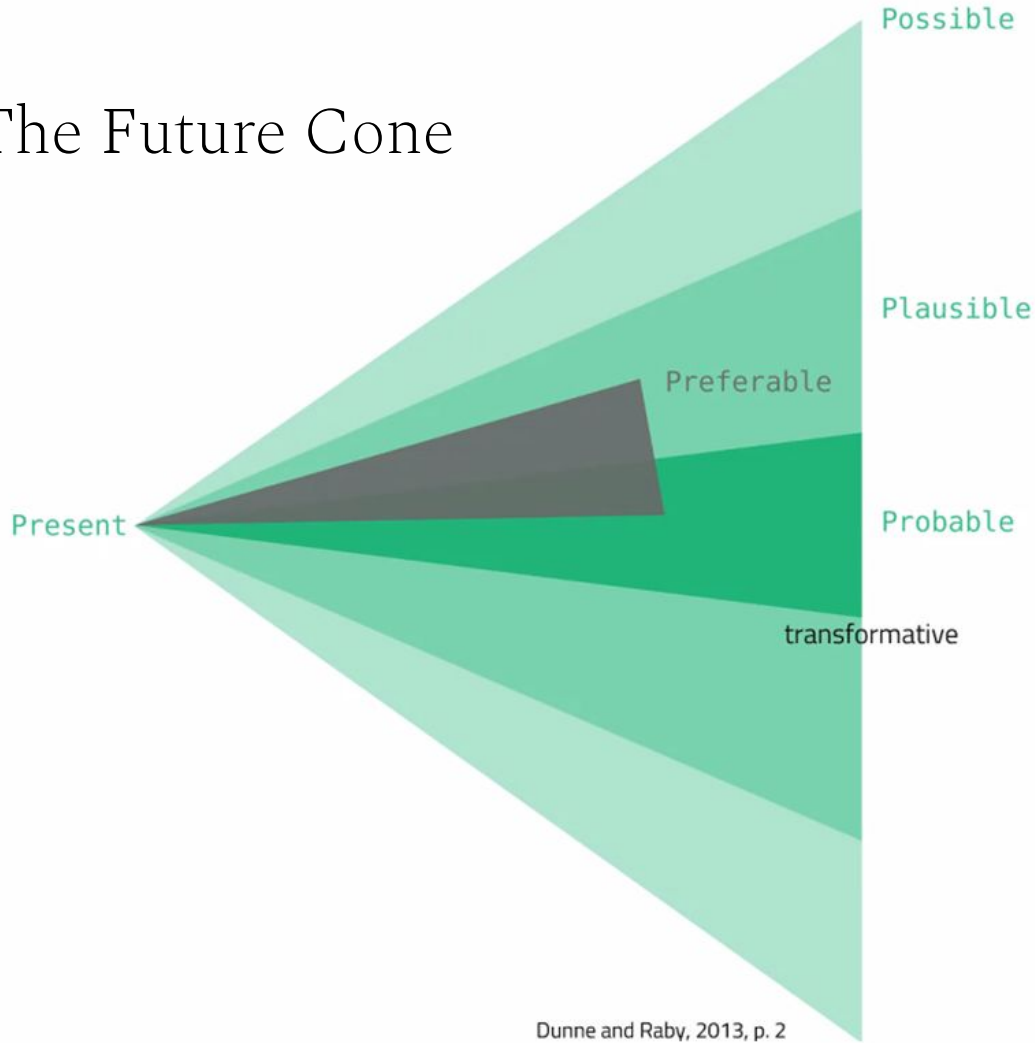
2031



2041 (disrupted)



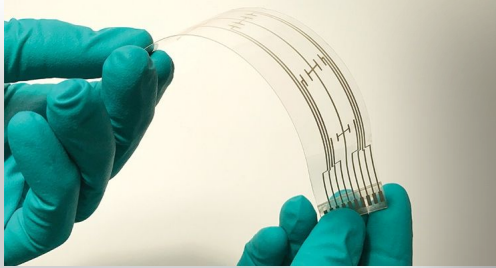
The Future Cone



The Projected Future

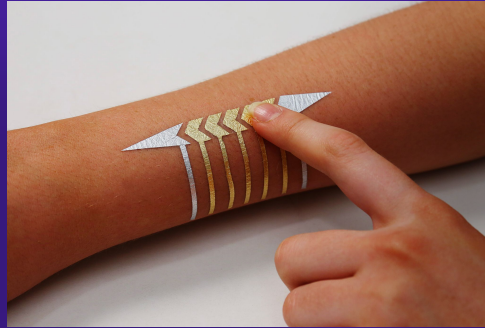
- No fixed office – **portability and condensed** devices
- AR glasses are universally used tools
- Emphasis on **mental health** and **work life balance**
- Shift in attitude towards work
- **Self expression** more widely accepted in professional spaces

Technology



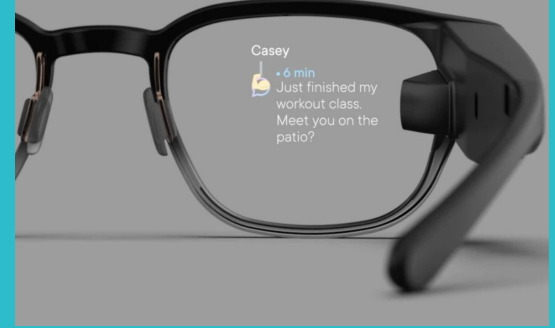
Flexible Sensors

Lighter tech
Transportable



Wearables

Portable
Intuitive



Augmented Reality

Sleeker
Less devices

Smart Patch



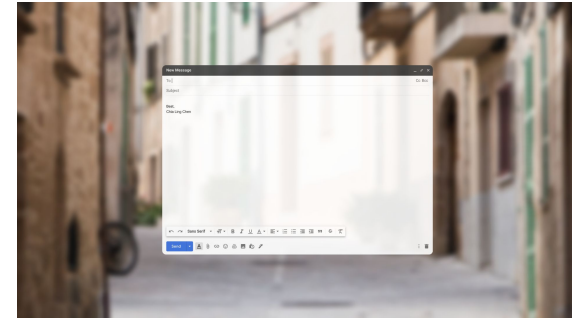
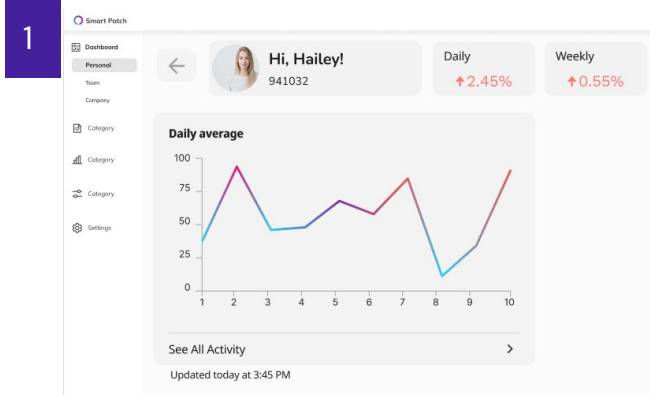
Light as air wearable
(AR compatible)

Features:

- Virtual Workspace
- Notifications
- Satellite Internet
- Tracks Mental Health
- Personalization



AR workscreens



3

EMPLOYEE WARNING

Dongho Koo

STRESS LEVEL

HOURS WORKED

Contact

4

Medication Class
Relieve muscles, find your peace

Explore

Cooking Class
Treat yourself with a homemade meal

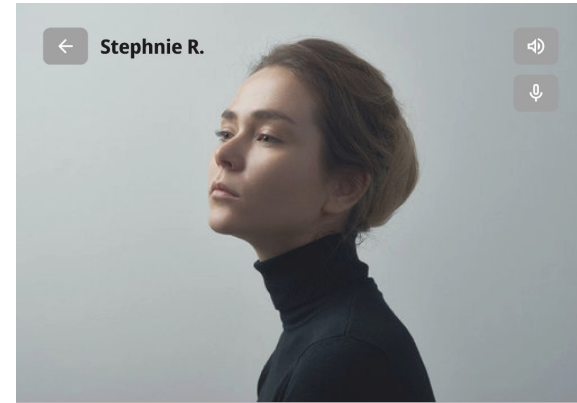
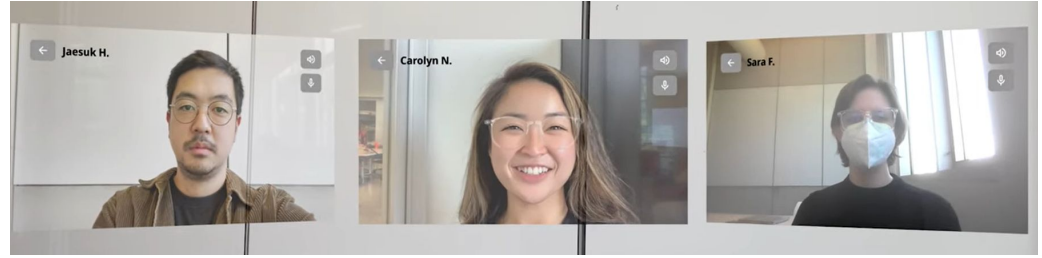
Explore

Hiking Trails
Go out, breathe in fresh air

Explore




AR calls




Holographic notifications




 now

UPCOMING MEETING
Please join this meeting now.

 now

HIGH STRESS LEVEL
Please dismiss from work now and
take some self care time.

 now

HIGH STRESS LEVEL
Please dismiss from work now and
take some self care time.

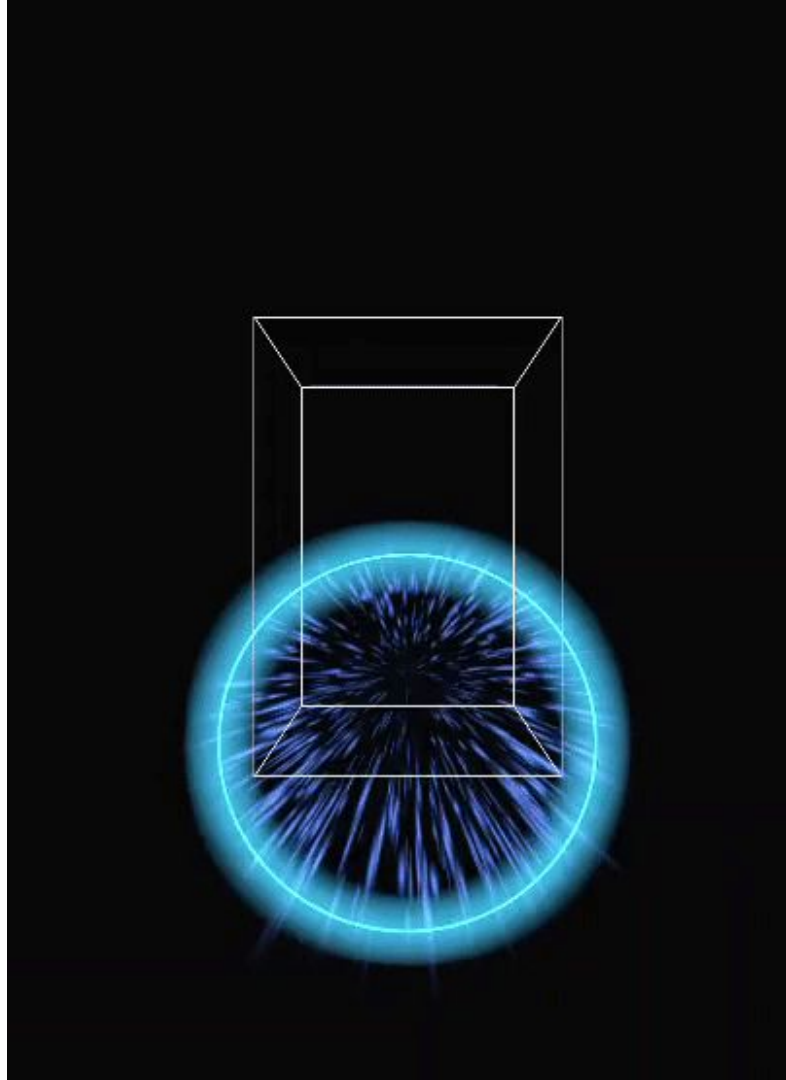
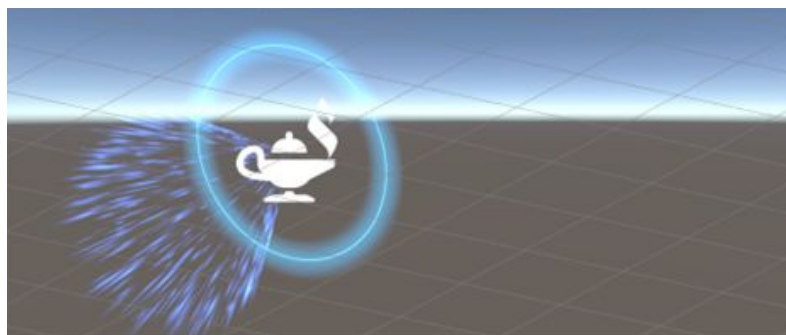
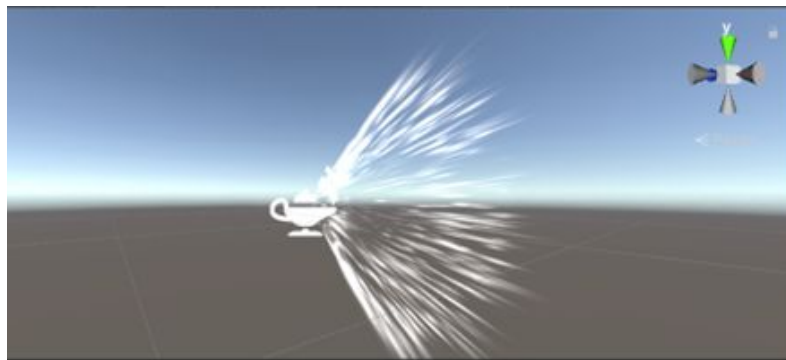
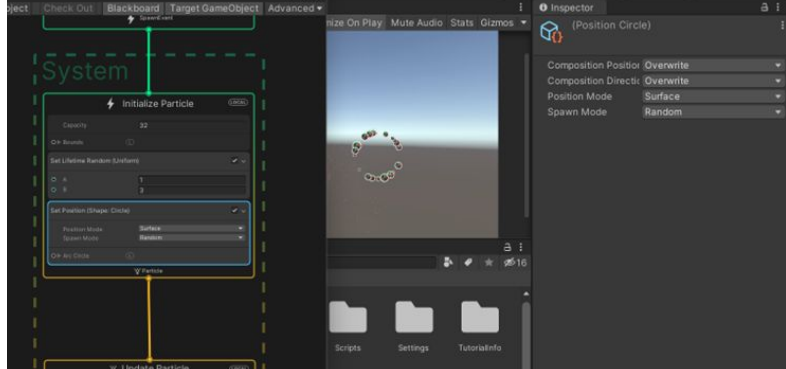
Desirable States

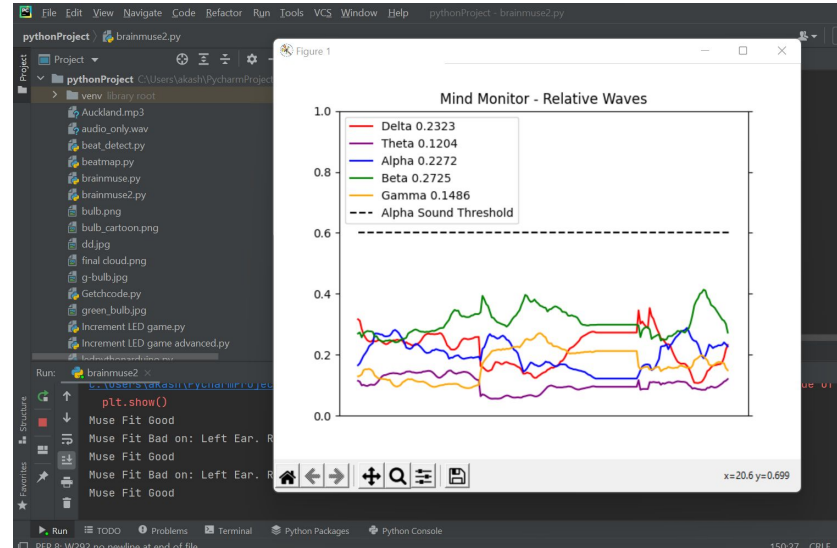
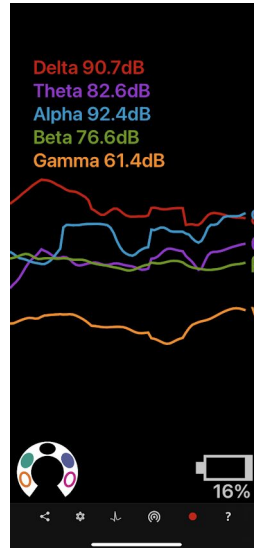
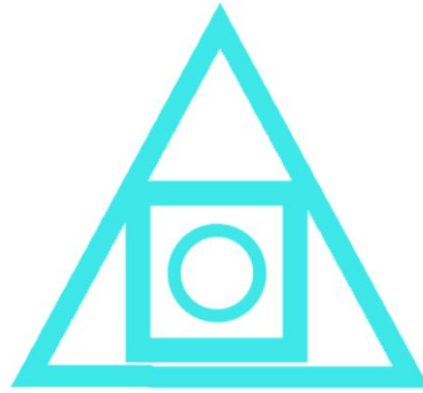
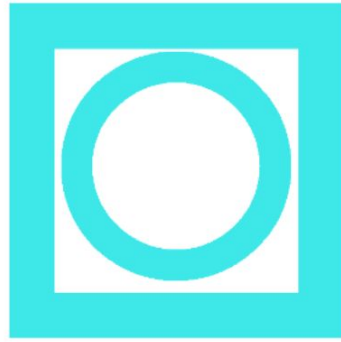
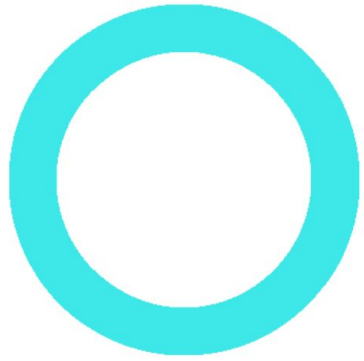
Powering mental fitness through personalized
and self-managed interventions



Problem

How do we build personalized experiences for individuals to track and act on **mental fitness metrics and help them get into **desirable mental states**?**





AR mental fitness exercise

