

# Lucy Sharp

Strategic Designer & Product Leader | Experience Designer & Researcher

# **I'm passionate about creating products and services that deliver real value for both the end users and the business.**

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With 10+ years' experience across experience design, research, and strategy, I specialise in blending user insight and commercial acumen to craft meaningful digital and physical experiences.

In the last 5 years at BCG X I have led multi-disciplinary teams through every stage of the design process, from discovery to delivery.

As a Principal and member of the DPS leadership team, I helped build and scale the Digital Product and Services team's capabilities, from hiring and defining design processes, to embedding effective team ceremonies and introducing GenAI tools to optimise our ways of working. I also evolved our go-to-market offerings, including developing approaches for designing AI-driven products

# Skills

## | Design Leadership

Guiding multidisciplinary teams through every stage of the design process, from discovery to delivery, while coaching and mentoring to build skills, confidence, and capability.

## | User Research

Designing and leading mixed-methods research, including interviews, ethnographic studies, surveys, user testing, and on-site observation, to uncover deep human insight and explore speculative futures.

## | Experience Design

Transforming insights into meaningful product and service experiences, shaping user flows, journeys, and wireframes that bring ideas to life.

## | Product Strategy

Defining growth opportunities and value propositions that align customer insight with business strategy. Applying the Desirability–Viability–Feasibility (DVF) framework to validate, de-risk, and guide strategic decisions.

## | Workshop Facilitation

Leading co-creation, strategy, and visioning workshops that unite designers, engineers, and stakeholders around a shared direction and clear next steps.

## | Stakeholder Engagement

Translating complex insights and strategy into compelling narratives that influence client senior leadership and inspire cross-disciplinary teams.

# Samples of my work

## | Construction, Industrial Goods

Building innovation capability to unlock new digital growth for a physical industrial goods company.

Innovation Strategy

## | Finance, Gen AI

Exploring how financial institutions can move from Gen AI hype to meaningful implementation.

Speculative design

## | Car Leasing, Automotive

Defining a new direct to customer car leasing experience to capture a young digitally savvy audience.

Mixed Methods Research at Scale

## | UK Govt, Public Sector

Optimising Government financial exposure data platforms to enable housing developments.

Service design

## | Global Meditation, Wellness

Digital transformation of a legacy wellness experience from discovery to launch.

End to End UX Design & Delivery

## | Home Services, Insurance

Creating a new digital service ecosystem to increase customer base and revenue streams.

MVP definition and Alpha testing

# Construction, Industrial Goods

Building innovation capability to unlock new digital growth for a physical industrial goods company

A global industrial good company partnered with BCG X to explore new digital growth opportunities across its global markets and embed innovation best practice

As Principal, I co-led the global design and strategy team across the US, France, UK, and India. I oversaw workstream planning, ethnographic research, workshop facilitation, and venture validation, while guiding leadership to embed agile innovation capability within the organization.

## Client Challenges

### **Innovation beyond the core portfolio**

The companies core abrasives and adhesives business is mature. The challenge was to explore new adjacent and digital opportunities capable of diversifying revenue streams and driving sales uplift to their core.

### **Evolving toward digital products and services**

Customer expectations and competitors were shifting toward data-driven, digital services. The business needed to reimagine its offerings to remain relevant and strengthen customer relationships.

### **Lack of a unified innovation framework**

Without a consistent approach to evaluate and prioritize opportunities, innovation efforts were fragmented across business units. A repeatable framework was required to guide venture design and scaling.

# What I did

## **Coordinated multi-market research to uncover unmet needs**

Across the US and India, conducting over 80+ interviews with key customer segments and retailers.

Uncovered systemic frictions, from inefficient procurement and lack of digital tools, to gaps in consumer confidence and guidance.

## **Facilitated a 5-day innovation design sprint**

With cross-functional teams, included over 40 participants across commercial, R&D, and business units.

100+ ideas generated across 6 opportunity spaces. Prioritised and refined into 5 concepts pitched to the Client Venture Board.

*Buildmart* and *DIYPal* were selected for further validation.

## **Guided prototype creation, testing, and refinement**

*BuildMart* was tested with 94 retailers and 32 distributors in India, while *DIYPal* was tested with 100+ DIY consumers in the US.

Refined propositions and built implementation roadmaps that included pilot design and KPIs.

## **Enabled long-term innovation capability**

I worked with client leadership and working team to transfer methodologies.

Embedded new tools for human-centered design and venture validation.

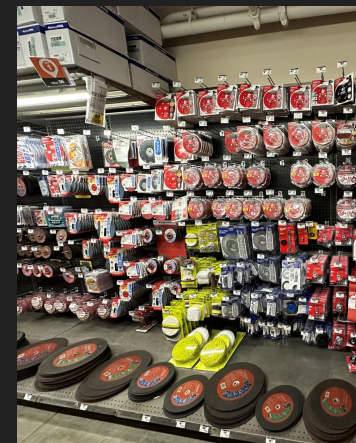
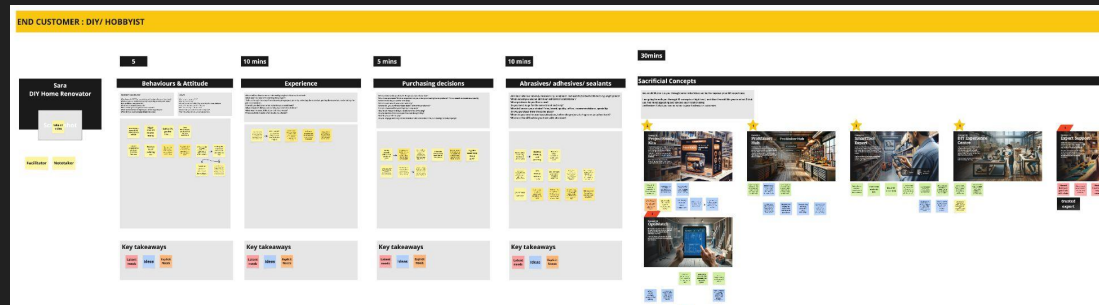


## Discovery

80+ interviews with key customer segments and retailers across the ecosystem.

Fieldwork was supported by local teams and included in-store observations and remote interviews.

This uncovered systemic frictions, from inefficient procurement and lack of digital tools, to gaps in consumer confidence and guidance.



Interview capture matrix and ethnographic observations

## Discovery

AI-generated sacrificial concepts based on market analysis and internal ideation.

Used to provoke discussion and validate assumptions of customer and retailer unmet needs.



Some of the sacrificial concepts

## Co-creation Stimulus

Synthesised discovery research and market analysis into 6 opportunity spaces and customer and retailer archetypes for ideation.

DIY / Hobbyist Contractor Distributor Retailer

### Timely Insight

*Providing inspiration and guidance at the right time in the right place*

Our end-users rely on personal connections for information and guidance. With the proliferation of web and social media content, it is increasingly becoming the go-to source for inspiration, research, and learning despite it taking time to find trusted sources.

- 1 of 3 consumers say lack of confidence limits the projects they undertake
- 63% of DIY consumers cite user-generated content as most trusted info source
- 61% increase in DIY video viewership since COVID

**How might we**

- Inspire customers at the beginning of their journey?
- Provide comprehensive and reliable information at customers' fingertips?
- Offer real-time guidance and solutions tailored to specific challenges, skill level and interests?

**Why is this important to SG?**

- Build deeper relationships with end-customers
- Expand presence across digital channels
- Growing a competitive worldwide footprint

DIY / Hobbyist Contractor Distributor Retailer

### Maximise Productivity

*Minimising effort on low-value tasks*

Planning and management are central to delivering successful projects and require a range of craft skills, expertise and people organisation

- 5% Growth in the proportion of consumers doing advance planning in the last 2 years
- \$6.2bn Construction management software market, projected to grow at a CAGR of 1%
- Over 50% People report saving on budget or by challenge as home improvement

**How might we**

- Enable quick assessment of financial viability & ROI?
- Streamline admin tasks, planning and financial management?
- Centralise local networks to hire and verify professionals for jobs?
- Help professionals to minimise trial and error and rework?

**Why is this important to SG?**

- Building relationships with end customers
- Expansion across digital channels
- Innovation solutions: Products & Services (new revenue stream)

HPS HPS HPS

### DIY Archetypes

**Novice DIYer**

**A** I do extensive planning and research to understand how to go ahead on one and what materials and tools I should use

- Lacks confidence in their abilities and start with small projects to build their skills
- Limited experience with tools and techniques used in DIY project
- Heavily relying on support online and in-store

⚡ Buys multi-pack packages, specific to current project

**Intermediate DIYer**

**A** I know my limits, I will try my hand but likely find someone to do it for or with me for the bigger projects

- Require support from contractors for bigger projects
- Enjoy discovering brands
- Seek guidance from experts before purchase

⚡ Buys multi-pack packages, specific to current project

**Experienced DIYer**

**A** I know what I'm doing and how my experience in projects and skills can be the right direction, and I can take it from there

- Significant level of skill and knowledge in undertaking DIY projects
- Loyal to a specific comprehensive set of tools and finished items
- Open to experimenting with new products

⚡ Has alternatives from previous projects to use from

DIY / Hobbyist Contractor Distributor Retailer

### On-site Convenience

*Delivering convenience throughout the project journey*

Professionals are looking for the most convenient solutions to their project needs. They often leverage personal relationships with retailers to speed up the process.

- 21% CAGR growth of global on-demand logistics market with most growth observed in APAC regions
- 52% Of shoppers value the services of an in-store assistant when searching for products
- 52% Consumers believe convenience influences at least half of their decisions

**How might we**

- Innovate products to maximise usability and minimise waste?
- Offer on-demand and enhanced delivery services?
- Develop modular or customisable solutions to suit specific requirements?
- Leverage data analytics to enhance on-site productivity?

**Why is this important to SG?**

- Building relationships with Professionals
- Expanding SG touchpoints across the user journey
- Keeping up with the competition

DIY / Hobbyist Contractor Distributor Retailer

### Expand Retail

*Maximising customer touchpoints across channels beyond just in-store experience*

Customers are increasingly expecting a connected experience. The in-store experience is one of many touchpoints in the customer's journey to the retailer and product selection

- \$2.6bn Innovation investment by Home Depot, Inc. to support connected customer experiences
- 10.6% Top growth for Asian Pacific with industry leading retail experience & ROI (sg)
- 75% Of customers admit to make judgments on a company's credibility based on their online presence

**How might we**

- Enhance product appeal to self-prior to retail display?
- Utilise digital touchpoints to add value to the physical products?
- Enable retailers to better highlight abusive brand benefits?
- Reveal core and ancillary product synergy for better sales?

**Why is this important to SG?**

- Building reliable distributor relationships
- Building relationships with end customers
- Expansion across digital channels
- Building a competitive worldwide footprint

HPS HPS HPS

### Professional Archetypes

**Large Scale Contractor**

**A** I need a contact person in the store who I can trust, who can confirm transactions with on the go

- Manage contracts, budgets, admin tasks, and tool selection
- Employ several independent contractors and workers for medium to large projects
- Rely on durable tools and supplies that guarantee efficient supplies

⚡ Buy in bulk alongside core products

**Independent Contractor**

**A** The retailer one thing that a job is to get in and get out fast, is to offer core in the finished. You have to be flexible

- Work hands-on and manage contracts, budgets, admin tasks, and tool selection
- Employ several independent contractors and workers for medium to large projects
- Minimal of time, costs, and long term value to tool investments

⚡ Buy bulk packages of materials to save money and time

**Individual Workers / Labourers**

**A** I cannot tell, please talk to my manager, the manager of the decisions really

- Provide temporary services to large-scale and independent contractors
- Focus on task completion, no involvement in purchasing decisions
- Language barriers may pose communication challenges

⚡ Buy whatever supplies they are told to buy

**Specialist**

**A** This is my professional competency, it's my job to know what I need, how much I need, what quality, and the supplier

- Contractors with expertise in areas like carpentry, painting, plumbing, or electrical
- In-depth knowledge and skills, using domain-specific tools
- Work quality is crucial for their reputation and future opportunities

⚡ Selects materials to ensure the best output quality

## Opportunity spaces and archetypes

## Validation

Assessed and prioritised based on Desirability, Viability, Feasibility and Strategic fit

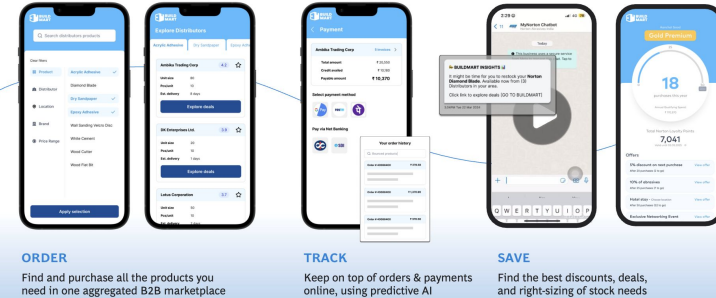
**Viability & Strategic Fit :** Two ventures progressed by the board based on projected revenue and expected uplift to the core.

**Desirability :** Concept design evaluated and iterated on based on customer and retailer feedback via surveys and 1-1 interviews with end users, and retailers.

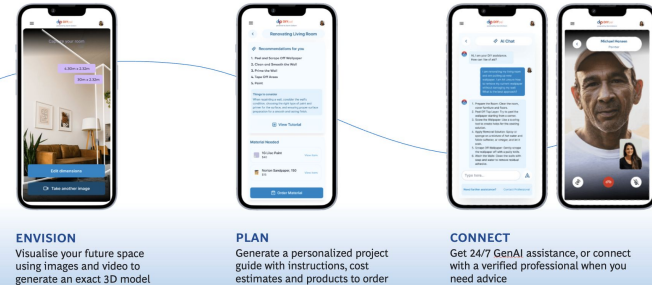
**Feasibility:** Development of core user flow and feature set, translated to technical requirements enabled feasibility assessment and pilot and implementation roadmap developed.



Providing retailers with a B2B procurement platform that helps them to buy products faster and at better prices



Empowering DIYers to master any project with visualization, step-by-step guidance and real-time support





# Outcome

This collaboration extended beyond venture creation, it built a strategic operating model for innovation that links design and business strategy. By combining human insight with structured experimentation, the engagement demonstrated how design-led methods can unlock commercial impact and lasting capability.

The Client now has a digital growth engine, empowered to continuously identify, validate, and scale new digital ventures as part of its long-term innovation strategy.

2 validated, investment-ready ventures addressing distinct market segments.

\$40M+ combined revenue potential projected by 2030.

6 clearly defined opportunity spaces now guide clients digital growth roadmap.

Innovation playbook institutionalized to accelerate future venture cycles.

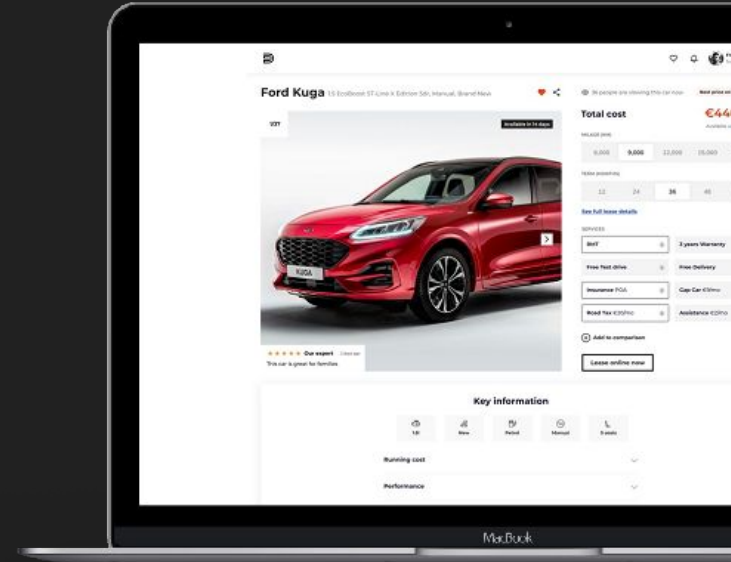
Cultural transformation toward agile, human-centered innovation.

# Car Leasing, Automotive

Defining a new direct to customer car leasing experience to capture a young digitally savvy audience

A global Car Leasing company, wanted to capture new growth in the direct-to-consumer leasing market. Traditional offerings were losing traction with younger and more digitally savvy audiences.

I led the design team through development and validation of the direct to consumer value proposition with mixed methods research. De-risked assumptions, iterated user experience and built alignment across product, tech, and leadership teams with evidence they could trust.



The client faced three critical challenges:

**Unclear customer needs**

limited quantitative data on what features consumers truly valued.

**Risky assumptions**

uncertainty about whether flexibility, transparency, and rewards could differentiate in a crowded leasing market.

**Multiple Stakeholders**

with different ideas of what their direct to customer leasing offer should be.



# What I did

## **Led the end-to-end research programme**

Defined the approach and lead the team through qualitative interviews, quant survey design and unmoderated prototype testing across 5 markets to validate early hypotheses, and ensure insights directly informed design and business decisions.

## **Orchestrated proposition testing at scale**

Designed the experimental framework using social media adverts and dummy landing pages to de-risk assumptions and generate real-world engagement data across markets. Reached 170k+ users and generated 543 sign-ups, allowing us to track which features and themes drove most engagement.

## **Directed the experience design**

Established the vision for a transparent, flexible, and digital-first leasing journey. Oversaw creation of the core user flow and prototype that aligned stakeholders on the future customer experience and allowed us to test experience with end users.

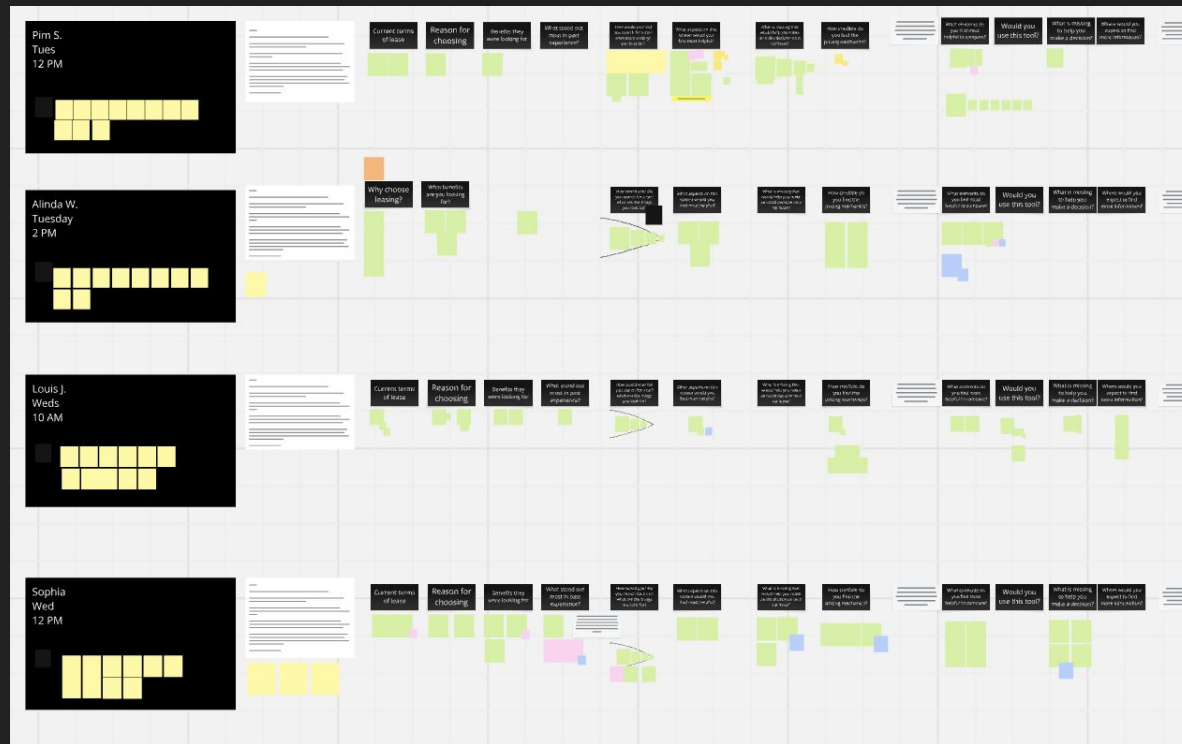
## **Built alignment across product, tech, and leadership teams**

Translating research evidence into a compelling value proposition, and ensuring strategic clarity through alignment workshops resulting in buy-in for future in-house development.

## Discovery

A series of 1-1 interviews and quant surveys across 5 markets to test early hypotheses and understand user current behaviours and frictions in the car leasing journey.

We used sacrificial concepts to further engage users and test hypotheses.



Interview capture matrix, Miro

Some of what we learnt about their future customers

**Flexibility = peace of mind**

People liked the idea of longer contracts, but only if they had an easy cancellation option.

**Transparency builds trust**

Clear cost breakdowns beat “special deals” every time.

**Digital first, human touch second**

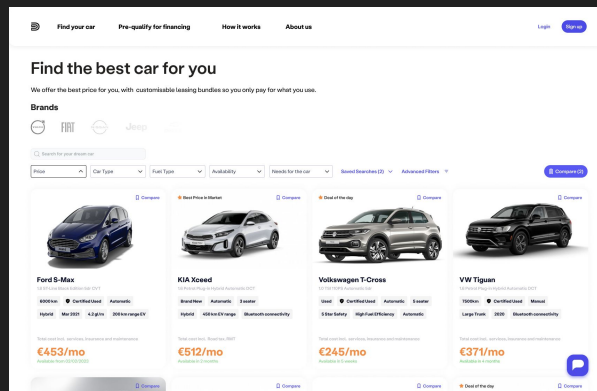
Most were comfortable leasing online, but wanted live help at key moments (like booking test drives).

**Rewards matter for loyalty**

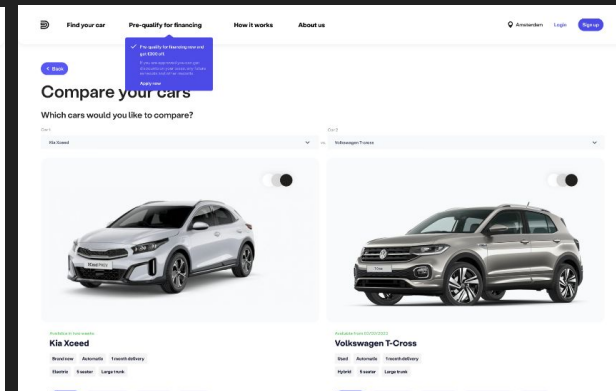
Majority said they'd renew if rewarded for good driving or car care.

## Definition

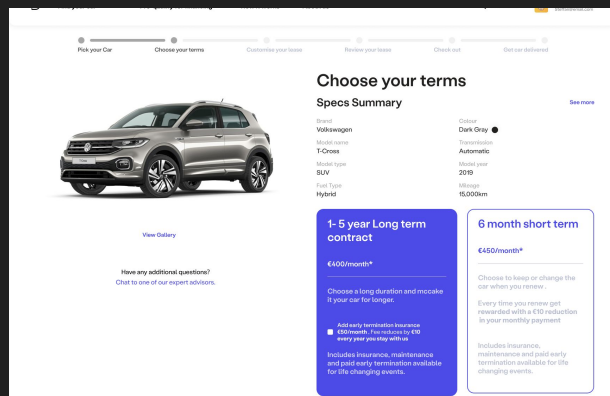
Defined core user flow and digital first experience that promoted transparent costing and flexible terms in a 'build your own' contract format.



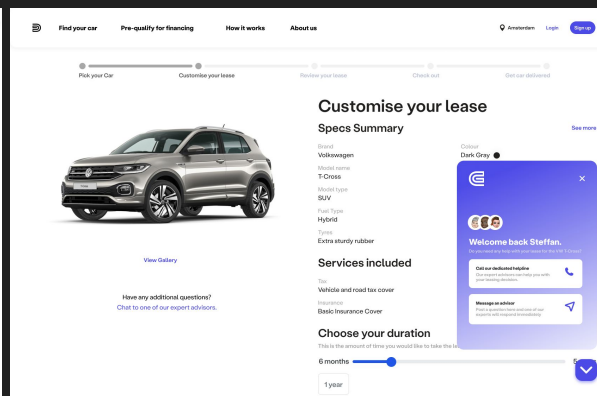
1. Browse cars



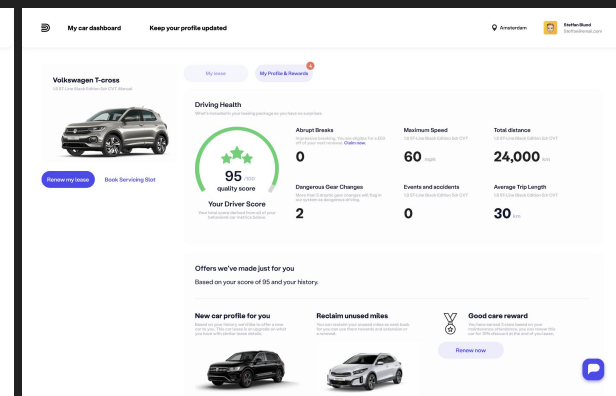
2. Compare cars



3. Choose leasing terms



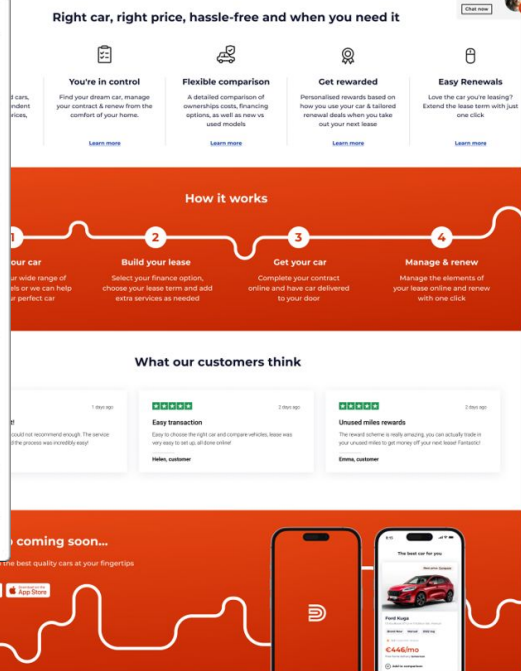
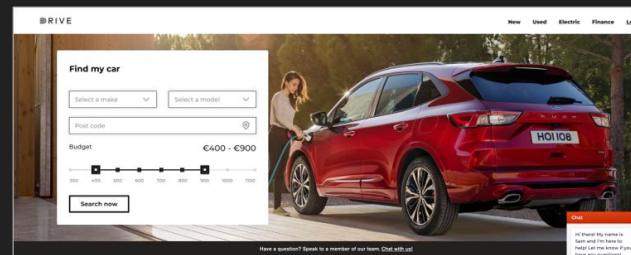
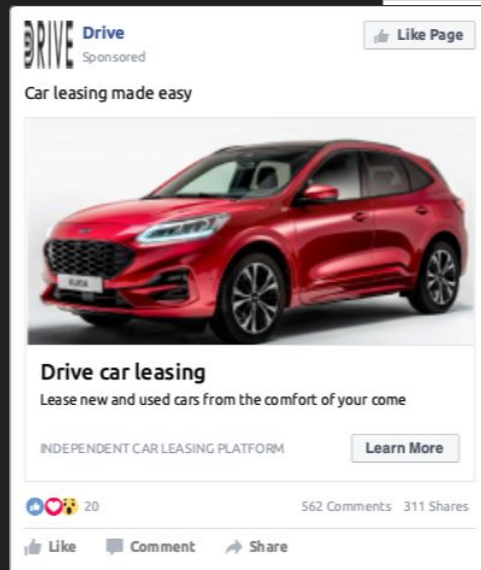
4. Customise



5. Maintain and renew

## Validation

Utilised Facebook campaigns and dummy brand landing pages to de-risk value proposition and generate early sign ups.



# Outcome

A high-confidence value proposition backed up with data, giving leadership the confidence to move forward to building an inhouse product team to develop and launch across Europe.

# Generative AI in Banking

Exploring how financial institutions can move from Gen AI hype to meaningful implementation

With Gen AI rapidly transforming customer experiences across industries, we set out to explore what the future of banking could look like and how financial institutions can move from hype to meaningful implementation.

This speculative project was designed to inspire, educate, and guide: showcasing opportunities for Gen AI in banking, while laying out practical next steps to help organisations test, learn, and scale responsibly. I led the strategic design exploration, synthesising market signals, speculative scenarios, into use cases, design principles and GTM playbook.



## Challenges

### **Emerging tech, unclear pathways**

While Gen AI offered endless potential, Banks lacked a clear view of where to start and how to de-risk adoption.

### **Customer expectations rising**

Consumers increasingly expect personalised, human-like support from digital services.

### **Operational complexity**

Strict regulation and legacy systems made experimentation difficult, limiting innovation pace.

# What I did

## **Steered horizon scanning and use case definition**

Identifying emergent Gen AI + CX trends and analysed maverick use cases already live in the market, from hyper-personalised UIs to Agentic assistants coordinating complex customer needs.

## **Translated GenAI trends into tangible banking opportunities**

Through thought-starter scenarios, reframed these trends into three key use cases for financial services, that balanced innovation with feasibility and responsible use.

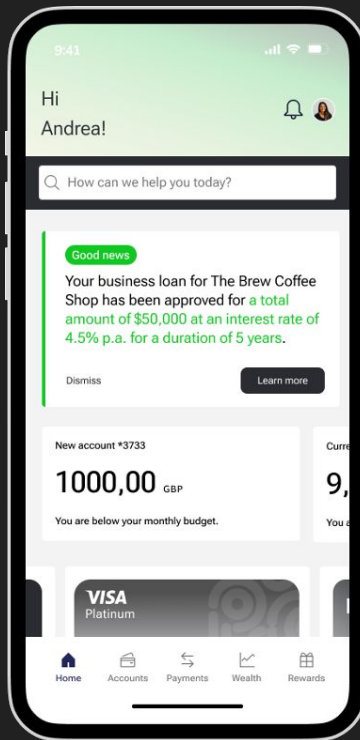
## **Defined the Playbook; Principles, Guardrails and guide to implementation**

Developed four core design principles for humanised AI in banking, balancing customer experience, ethics and business interests. Gate-checks and success criteria were built into the framework to ensure safe, scalable adoption.

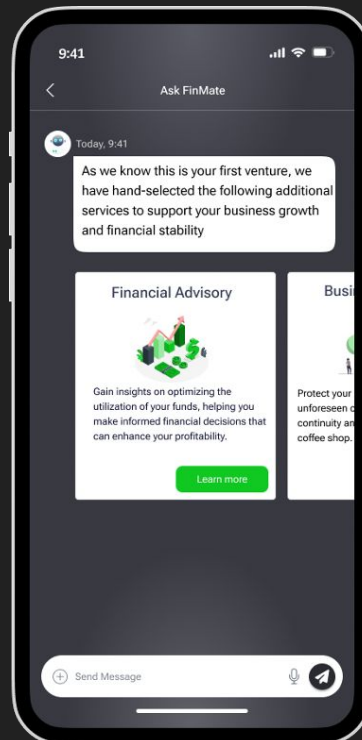
## Guidance & Support

How might we provide guidance and support throughout the customers financial journeys?

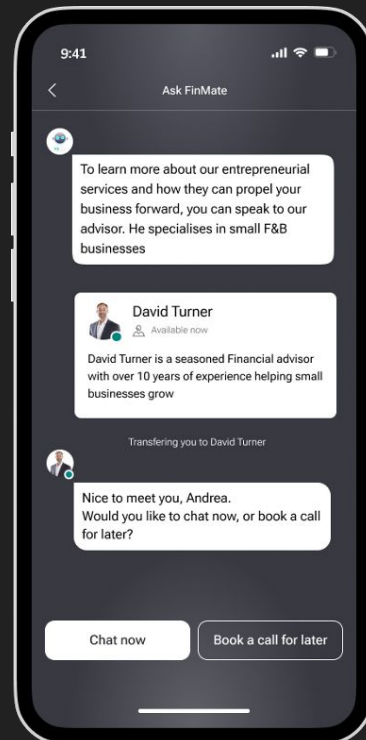
AI copilots offering personalised financial coaching based on understanding customer needs and interactions, and escalating to human expert when needed.



1. Understand the user needs



2. Personalise options

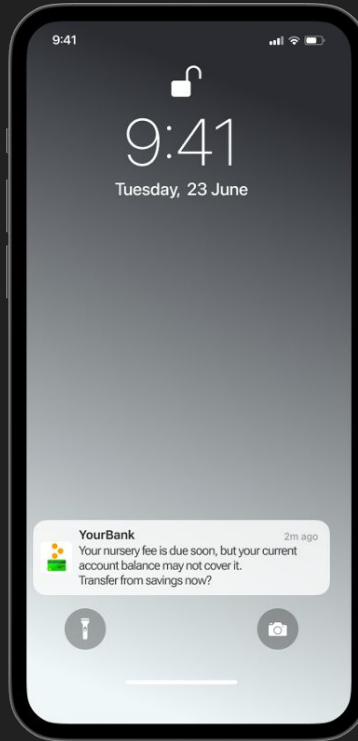


3. Connect to human

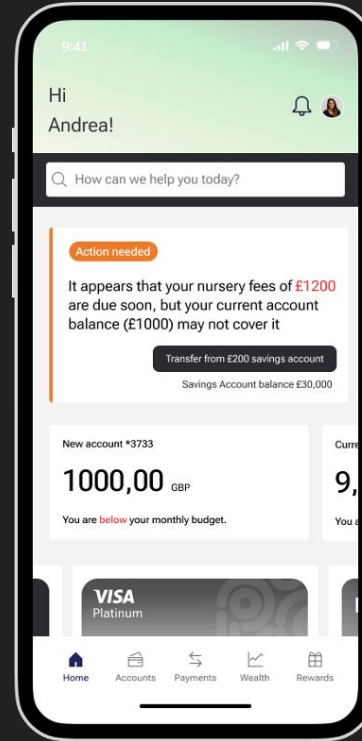
## Everyday Living

How might we become more present in the everyday through daily banking?

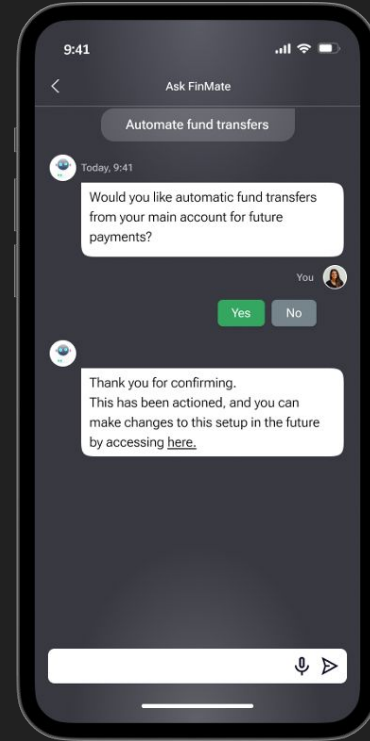
Anticipate, advise and automate actions for daily banking ultimately generating trust, reliance and digital attachment



1. Anticipate



2. Advise

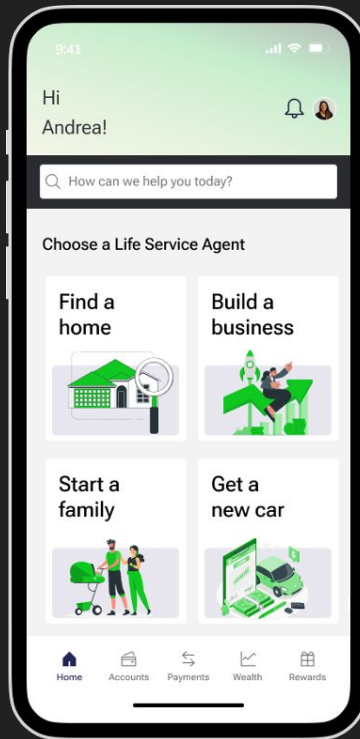


3. Automate

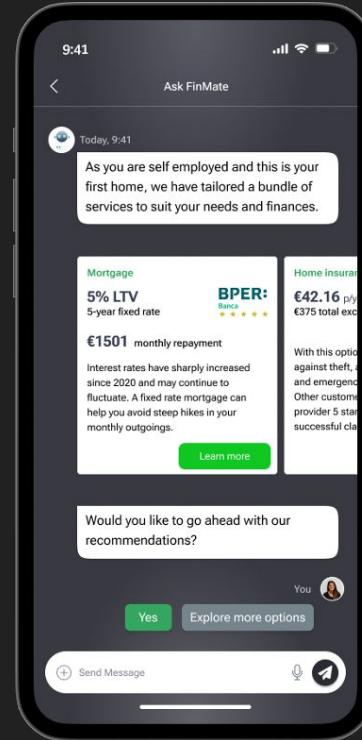
## Life Moments

How might we become more present in big moments in customers lives?

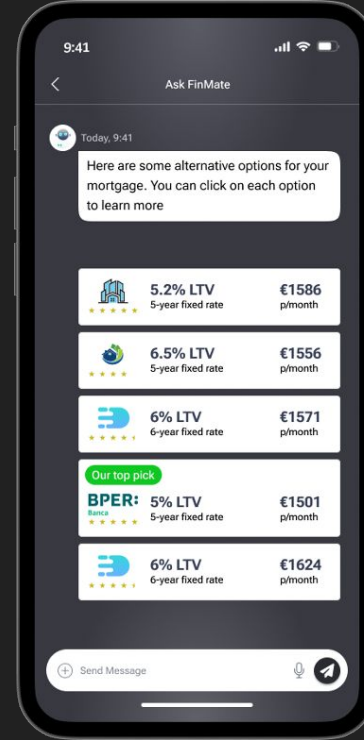
Orchestrating complex journeys such as buying a home or starting a business.



1. Understand user intentions



2. Coordinate and personalise multiple services



3. Enable transparency and user control

## Implementation Playbook

We provided a step-by-step playbook for implementation

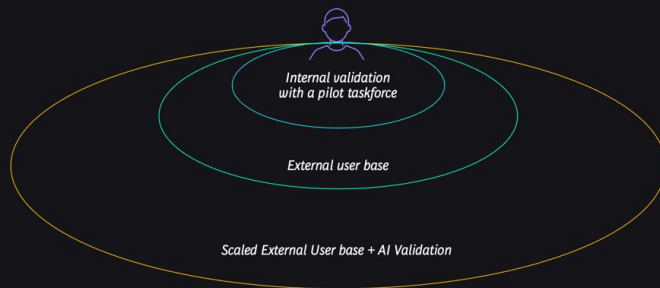
**Start small:** Target immediate customer frictions with clear business value.

**Experiment & learn:** Use sandboxes, closed testing groups, and rapid prototyping.

**Evolve & scale:** Build toward multimodal, proactive financial concierge services.

Implement gate checks on the path to scale to ensure adoption

Each user group will act as a 'gate' to evaluate the **must-answer questions / tasks** based on criteria in given scenarios



### Stage 00: Pre-launch

Need to pass all the **must-answer questions with a 3 out of 5 score\*** on **prioritized** must-answer questions or tasks

### Stage 01: Pilot

Must pass all the **must-answer questions with a 3 out of 5 score\*** on **MOST** must-answer questions or tasks

### Stage 02: Scale

Must pass all the **must-answer questions with a 4 out of 5 score\*** on **MOST** must-answer questions or tasks  
(continued monitor upon releasing to public)

\*1. Responses are classified by designers, engineers, and clients to define what a score 1 (worst output) vs a score 5 (best output) looks like, which will be used to train the tool and automatically monitored 2. Additional questions and criteria might be included as we expand to external users

Sample content of playbook

# Outcome

A future vision shifting banking from reactive transactions to proactive, emotionally intelligent experiences.

A practical playbook enabling financial institutions to explore Gen AI responsibly and confidently.

Now part of our GTM Gen AI proposition for financial institutions.

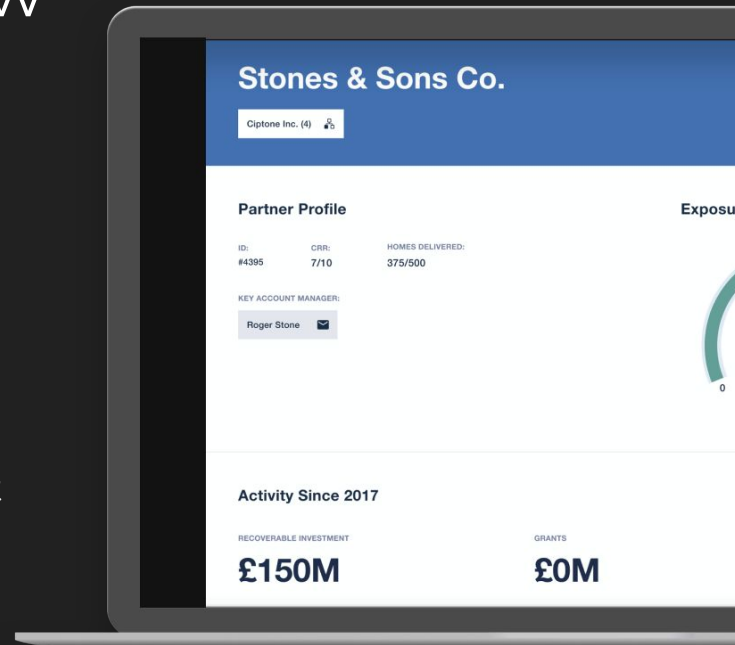
# UK Govt, Public Sector

Optimising Government financial exposure data platforms to  
enable housing developments



The Government service wanted to gain a unified, meaningful view of their financial exposure data across multiple development programmes.

I led discovery, co-creation, and definition. Mapping how exposure data was created and shared across teams. I designed user flows and wireframes for a proof of concept that visualised financial exposure data in a clear, intuitive, and actionable format. Leading to a new GDS component implementation and new workflow that reduced human error and time spent.



## Client challenges

### **Disjointed data and disconnected teams**

Multiple departments managed exposure data in silos, using inconsistent processes and formats.

### **Limited visibility and governance**

No clear, universal view of financial exposure across projects, making it hard to assess lending risk or opportunity.

### **Low trust in data quality**

Data entry was patchy, with unclear ownership and limited accountability.

# What I did

## **Lead the discovery programme and identification of key friction points**

Through discovery interviews across seven teams, we mapped the current service, defining how exposure data was created and shared, revealing key inefficiencies and duplicated effort.

## **Facilitated a two-day co-creation workshop**

The first time multiple teams collaborated to shape a shared solution.

Inspired participants with examples of best-in-class data visualisation to shift mindsets beyond spreadsheets.

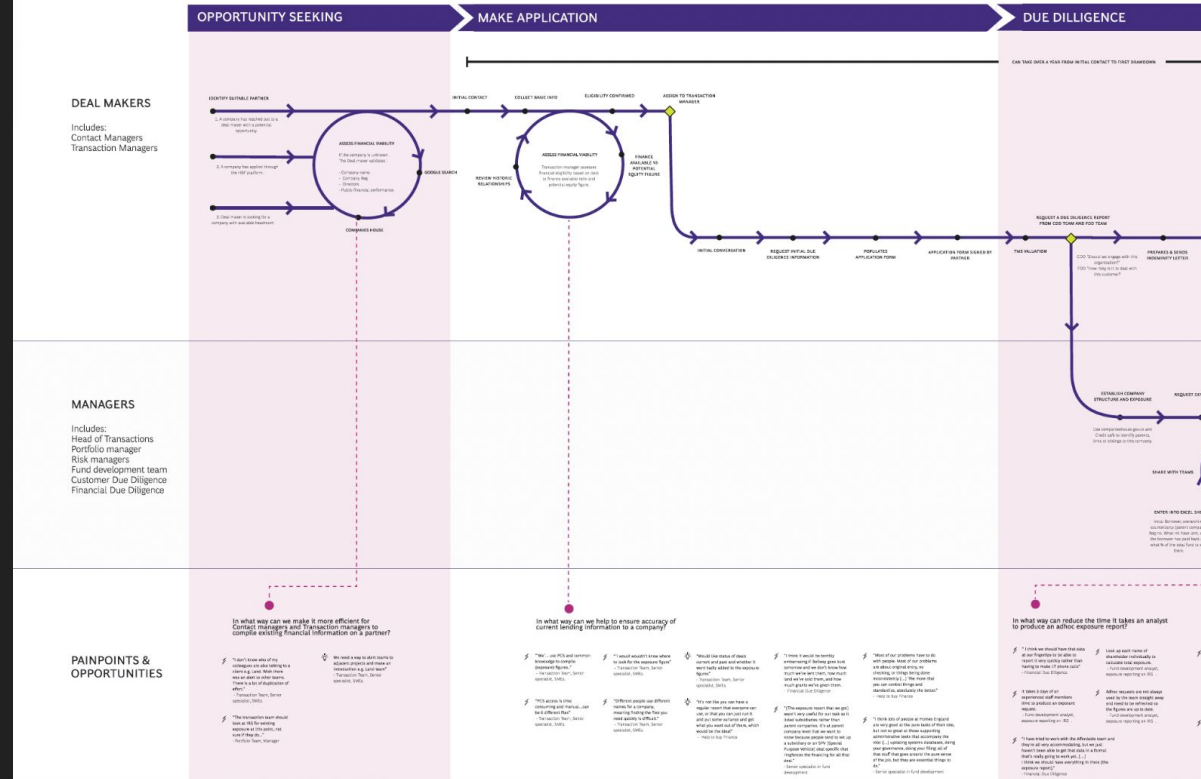
## **Defined the new user experience**

Created user flows and wireframes to inform an interactive dashboard prototype.

Validated with end users, iterating layouts alongside UI team to improve clarity and navigation.

Coordinated with technical teams the data requirements to build a proof-of-concept utilising GDS components.

Through a series of interviews across seven different teams, I created the as is service map, highlighting frictions and opportunities for optimisation.



76 challenges  
identified, 3  
prioritised as  
the most  
impactful

How might we make better informed  
decisions based on aggregated data?

How might we create our own language  
and make it accessible and consistent?

How might we increase the data  
credibility?

## Definition

In a 2 day co-creation session, we created a future vision for the service.



Key screen, sketches



Workshop storyboarding future vision

Which I translated into a storyboard for end user testing and stakeholder alignment



Refined storyboard

## Validation

We conducted 1-1 interviews with multiple end-users to refine the user flow and interface.

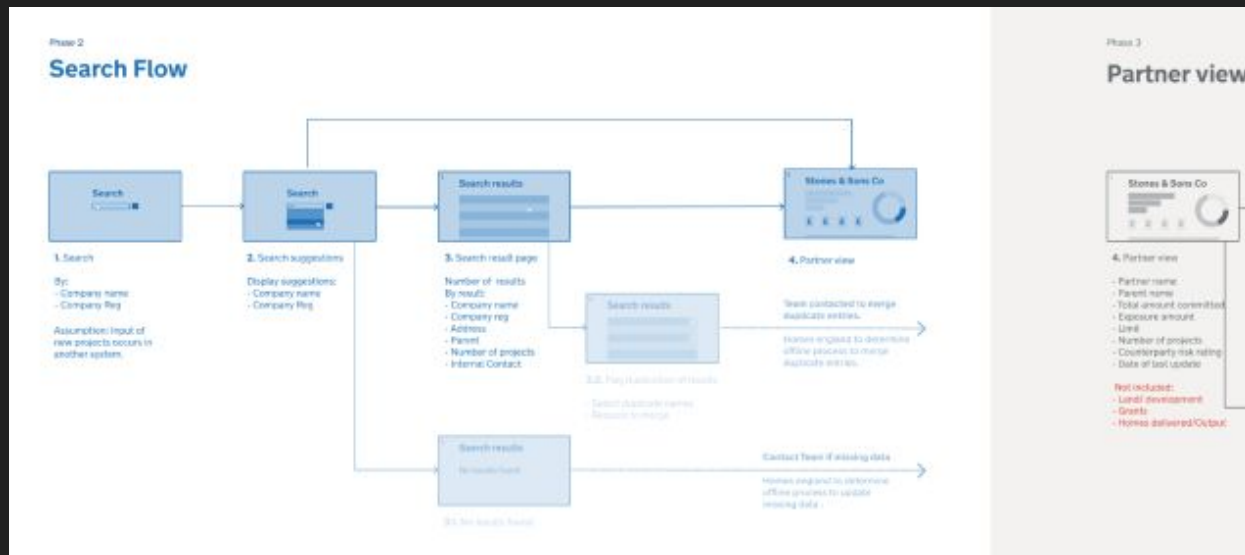


Insight synthesis, war room

## Definition

Based on user feedback ,I iterated and mapped the experience and data requirements for our technical team to build a proof-of-concept utilising GDS Design System and their real data.

MVP feature set and implementation road map was prioritised based on Desirability and Feasibility assessment.



Wireflow, Proof-of-Concept



# Outcome

A single source of truth for financial exposure, uniting teams around consistent, trusted data, improving visibility, data quality, and decision-making.

Delivered a proof-of-concept prototype, utilising GDS design system, and a prioritised feature roadmap.

Enabled faster, evidence-based lending decisions

Shifted staff behaviour toward better data governance

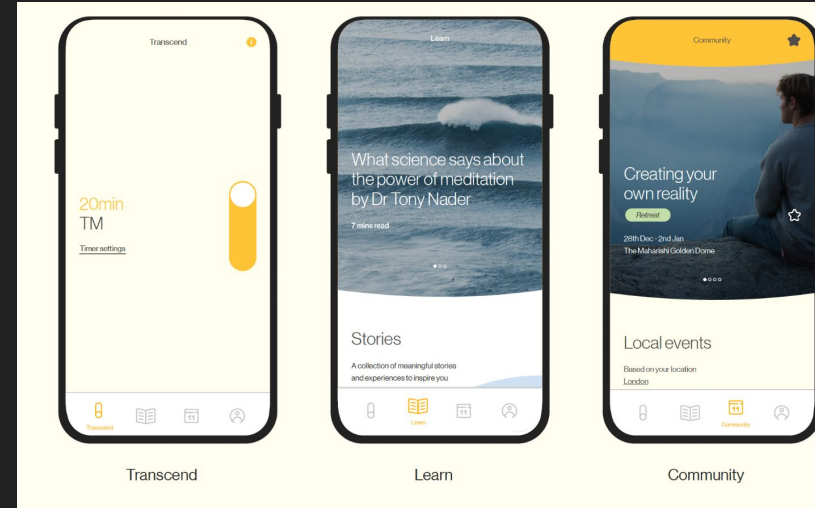
Established a universal language for risk and opportunity

# Global Meditation Organisation, Wellness

Digitising a legacy wellness experience to enable scale

A global meditation organisation needed to update its digital presence to reach new audiences. We partnered with them to create a digital transformation of their service enabling new engagement, growth, and accessibility.

What began as a 12-week project evolved into a multi-phase digital transformation over 2 years, where I led the UX and experience design through concept, validation, and full development — ultimately delivering a live platform now used by meditators globally.



Client challenges

### **Declining engagement**

Many learners dropped off after completing the introductory course, limiting ongoing practice and revenue.

### **Legacy perceptions**

They faced competition from younger, tech-native meditation apps that felt more accessible.

### **Complex stakeholder landscape**

Sensitive course materials and differing views on digitalisation created alignment challenges.

# What I did

## **Led a multi-phase design programme over 2 years**

Guiding multidisciplinary teams through research, co-creation, and prototyping to translate a deeply personal, teacher-led practice into an authentic digital experience.

## **Directed experience design and validation**

I defined the experience vision, led concept development, prototyping, and iterative testing with global meditators to validate usability and desirability.

## **Defined product strategy and modular learning system**

I set the product experience strategy, defined the MVP roadmap and introduced a modular course architecture that enabled scalable freemium and premium pathways. This structure allowed the business to adapt content rapidly while maintaining consistency.

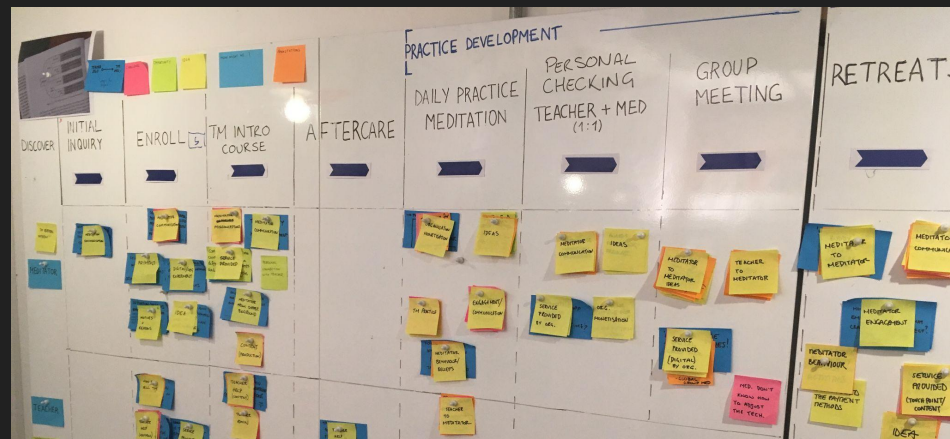
## **Managed complex stakeholder relationships**

As a primary liaison with leadership, I navigated sensitive content and differing views on digitalisation. Through structured communication and transparent design decision-making, I built trust and alignment across a cautious, tradition-driven organisation.

## Discovery

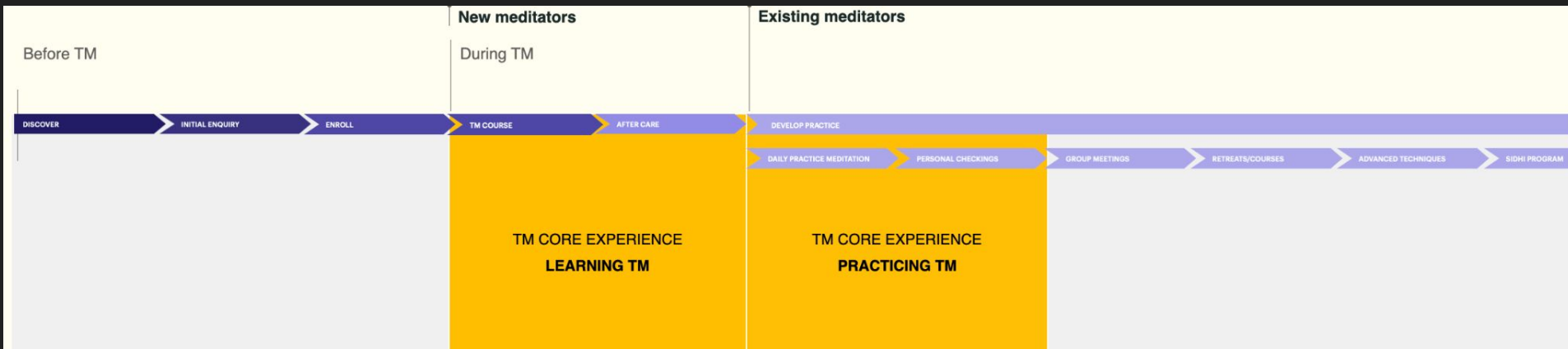
Immersing ourselves, learning the technique and experiencing the full journey as new meditators.

Through qualitative interviews with both teachers and practitioners, we mapped the service end-to-end and identified 97 friction points and opportunities across the meditator, teacher and organisation's journey



Co-creation workshop

We prioritised our focus on the course delivery where the biggest impact to the meditator, teacher experience could be made with the biggest business gains



Simplified service map

## Prioritised opportunity areas

### **How might we help them be more regular in their practice?**

Meditators struggled to maintain regular practice, dropping off rapidly after learning the technique.

### **How might we maintain that human connection with organisation?**

The human connection with a teacher was the most valued aspect of the course.

### **How might we better guide meditators to achieve higher levels of meditation?**

We identified that meditators described the meditation practice as a journey, and sometimes you can't see your progress or where you are going.

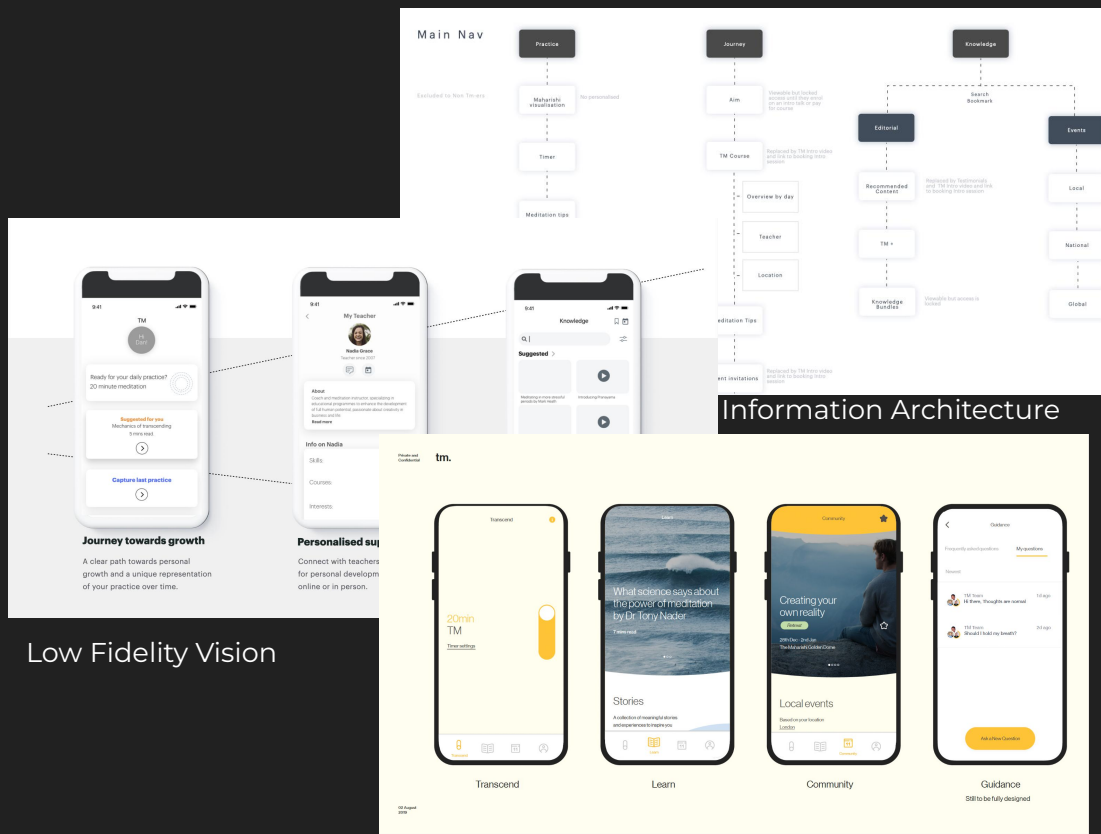


## Definition

Based on our prioritised challenges we defined a shared vision with the client.

A North star that guided our definition of the core features, the IA and core user flows for the MVP.

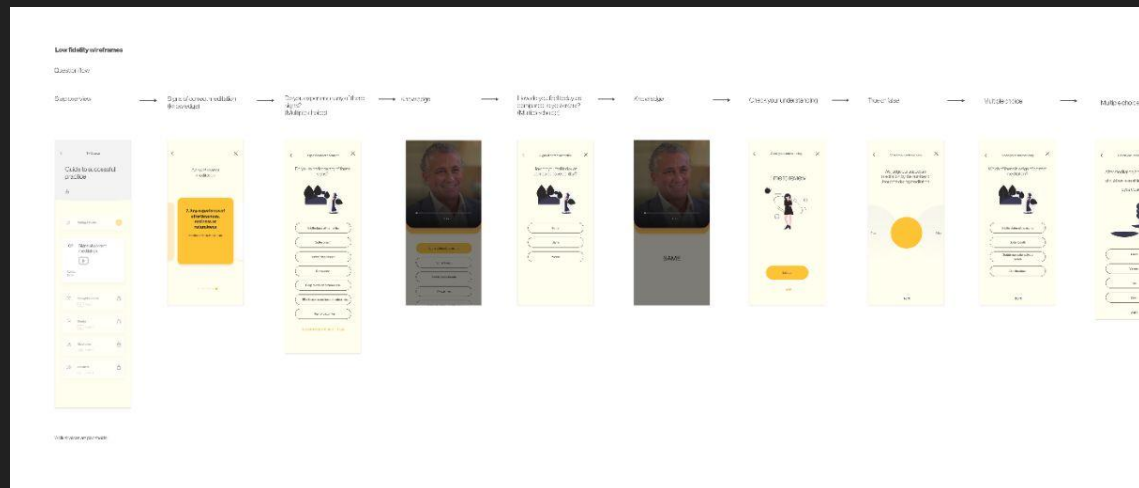
Multiple rounds of user testing from low fidelity to high fidelity prototypes further validated and refined the experience.



## Definition

Digitising the course, was highly complex and sensitive, requiring multiple iteration an alignment with client leadership.

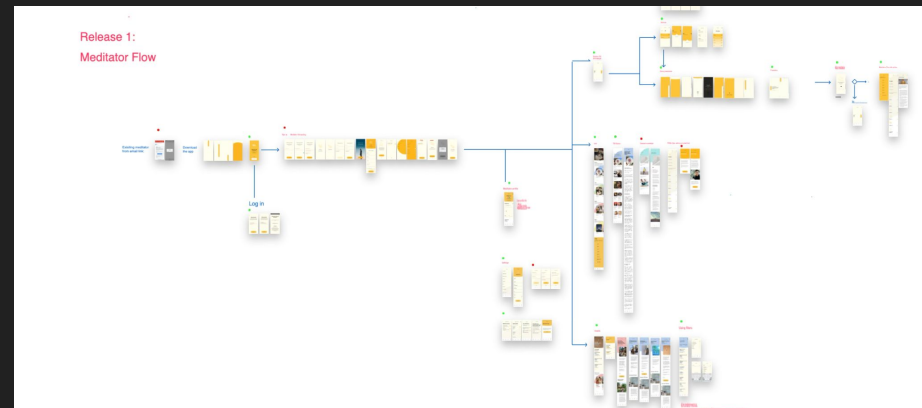
I partnered with engineers to establish a modular learning system that supports recall and testing to ensure knowledge retention and also freemium and premium content, ensuring scalability and adaptability for future courses.



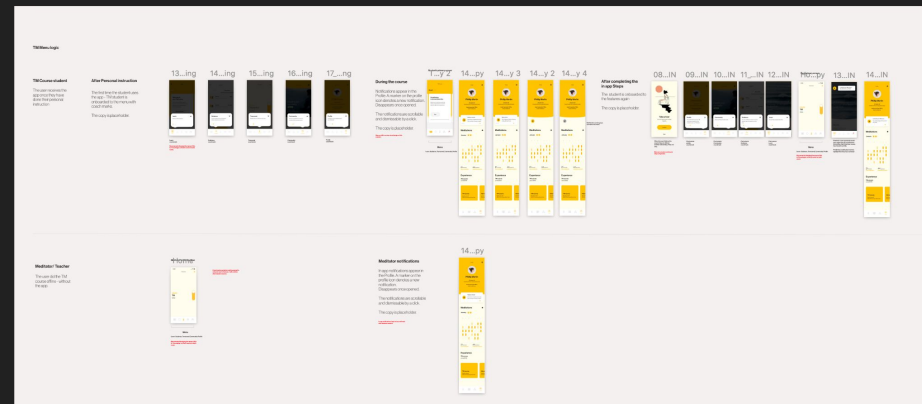
Course wireflow

## Development

We ran an agile two week sprint cycle prioritising, designing, testing, iterating and delivering the roadmap with engineering and product.



## MVP Wireflow



## Digital Learning Course Wireflow

# Outcome

## **Live digital platform**

The app and digital course is now live and used by meditators worldwide.

## **Sustained engagement**

Increased practice regularity and strengthened teacher-student connections.

## **New revenue pathways**

Digitalisation unlocked B2B and hybrid course models previously unachievable.

## **Stakeholder alignment**

Leadership embraced the full digital roadmap, setting the foundation for continued transformation.

# Home Services, Insurance

Creating a new digital service ecosystem to increase customer base and revenue streams

One of Africa's largest insurance companies, wanted to grow its customer base and build stronger, more frequent relationships with users through digital services

Over four months, I led research, definition of experience, and Alpha testing, taking the idea from early concepts to a live pilot that became a new, revenue-generating digital product now live in market.

## Client challenges

### **Low engagement in a commoditised market**

Insurance interactions were limited to renewals and claims. They wanted to move beyond reactive touchpoints and build continuous customer relationships through digital services.

### **Fragmented digital experience**

Multiple brands and products operated in silos, leaving customers without a unified or value-driven digital offering.

### **Need for new, scalable revenue streams**

The business aimed to diversify its portfolio by developing ecosystem propositions across home, utilities, and maintenance services.

# What I did

## **Led user experience and validation strategy**

Coordinated a team across parallel workstreams, leading user flow definition, information architecture, and usability testing strategy for SPARK and ProServe

## **Directed user testing protocols and Alpha / Beta learning loop**

Authored the test plan frameworks used in Alpha and Beta pilots, later adopted by the client's internal teams as the basis for ongoing service validation

## **Translated insight into experience design**

Collaborated with an UI designer producing high-fidelity wireflows for build, ensuring coherence between service logic, technical requirements, and user needs.

## **Validated through live pilot launch**

Supported the rollout of the live Alpha pilot, engaging real customers and suppliers to validate both service value propositions and experience flows in-market.



## Structured the experience and information architecture

Led definition of the IA and service flows for both customer and supplier apps.

Designed navigation hierarchies prioritising frequent-use interactions like booking jobs, managing quotes, and monitoring usage.

### Primary navigation

Features and functions that:

- Drive our primary goal of frequent usage (weekly usage)
- that need to be quickly and easily accessible in an emergency

### Secondary navigation

Features and functions that have lower frequency of usage

### Tertiary navigation

Features that are rarely used, admin or settings

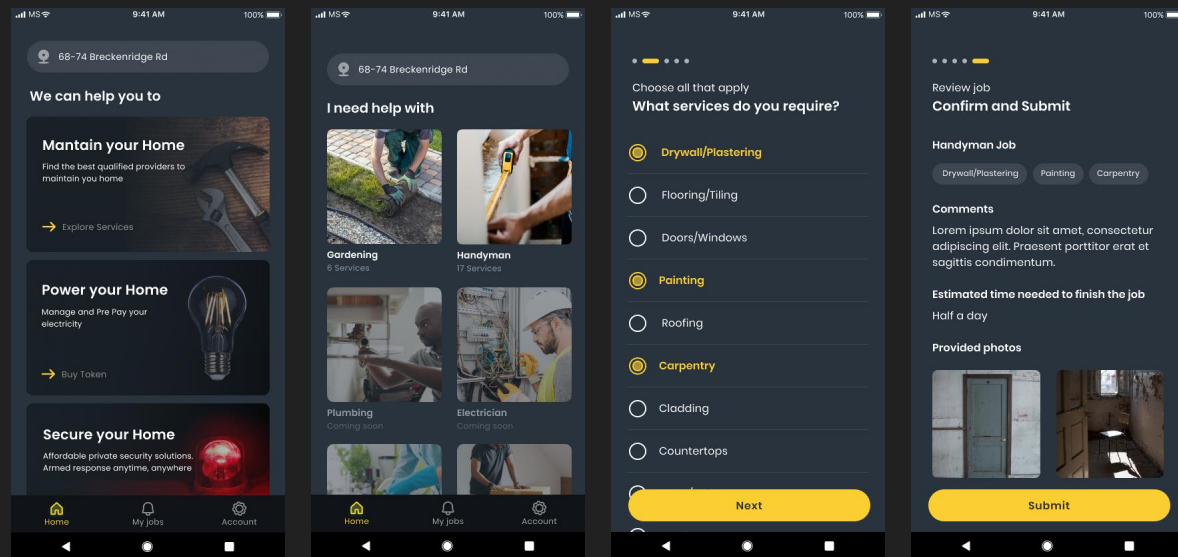


Information Architecture Draft

## Validated and refined through live testing

Directed the user testing protocol and Alpha Test & Learn plan, including structured quant + qual loops over two-week test cycles (30 customers, 15 suppliers in Alpha; 100 customers in Beta).

Testing focused on usability, engagement, and retention potential, feeding directly into backlog refinement for MVP.



Pilot wireflow

# Outcome

## **Live digital ecosystem**

A new connected service platform, now live and in market, a scalable way to engage customers across home, utility, and maintenance services.

## **Validated customer experience**

Proved the value of two core services, SPARK and ProServe, through Alpha pilots, achieving 96% satisfaction on key journeys.

## **Commercial impact**

Projected to generate €56M in new revenue over five years.

## **Design and testing capability**

User testing and learning protocols developed during Alpha adopted by Client teams.

Get in touch

[lucysharp6@gmail.com](mailto:lucysharp6@gmail.com)