# Some Problems Matter More

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Describe a time when you have worked on a product that ended up solving the wrong thing.

we included too many patient options based on patient-defined requirements

After some exploration, trying to expand a floundering segment was just not worth the squeeze (bad partner, low ROI)

Creating a left hand navigation system that was too complex for legal users Melvin Morales

designing a system that was intended to get people out of spreadsheets and onto the platform, yet didn't (it actually created the need for more spreadsheets)



we were trying to reduce the task on time for a vendor approval process for federal application

design an onboarding experience and completely focused on the aesthetics more and not so much on usability

We were trying to

Today we're going to identify the problems worth your time and energy.

Business Impact and Strategy concerns

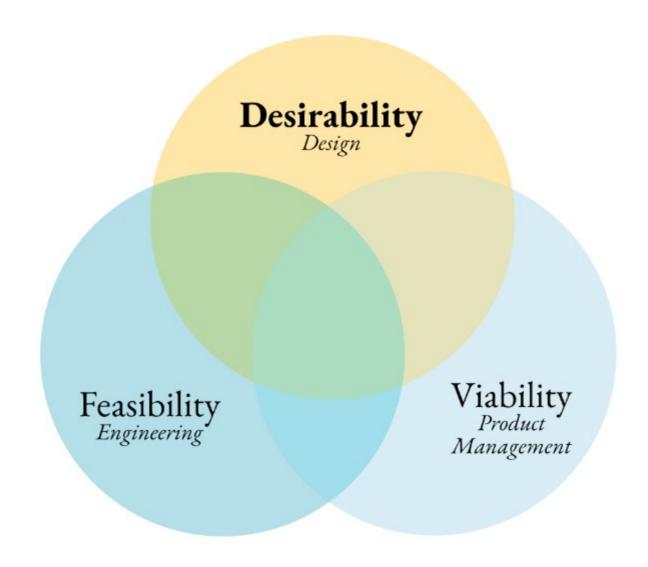
- Business impact and strategy concerns
- Users' goals

"Culture is public because meaning is. You can't wink ... without knowing what counts as winking."

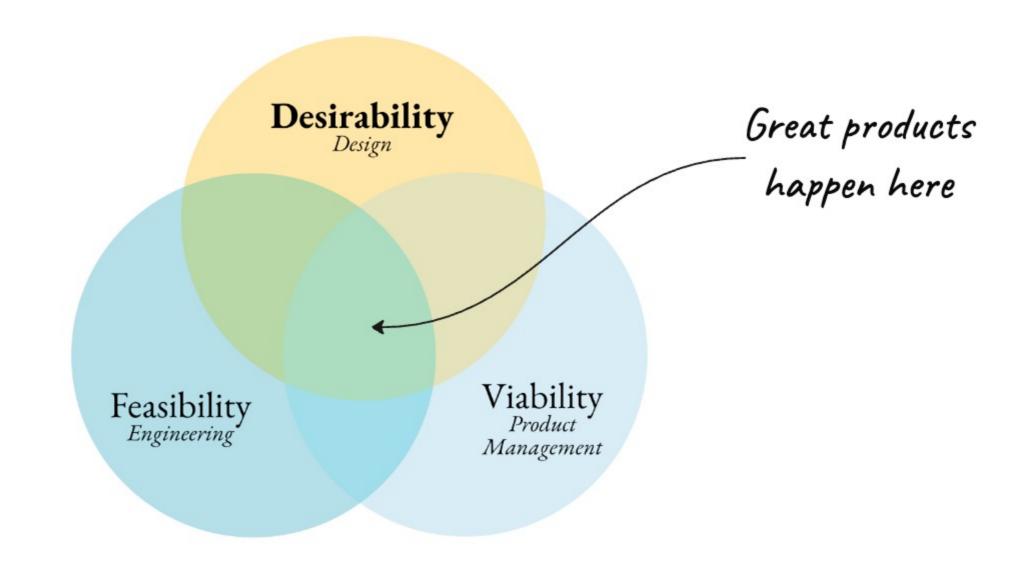
Clifford Geertz

Thick Description: Toward an Interpretive Theory of Culture

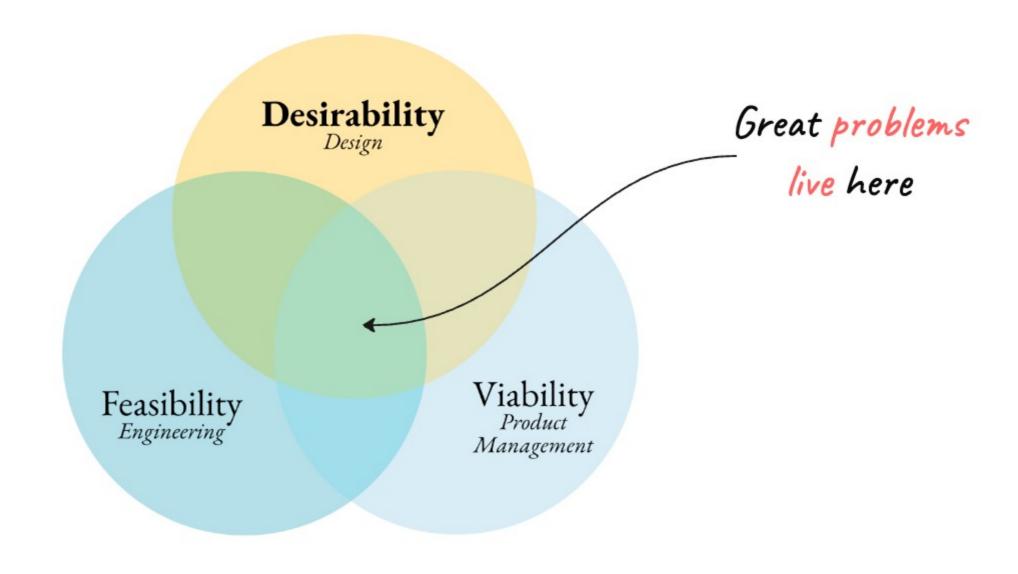
- Business impact and strategy concerns
- Users' goals
- Organizational and human factors



#### The Keeley Diagram



The Keeley Diagram



The Keeley Diagram

#### The Problem-Value Matrix

High Value for Users

Future Opportunities

Career Makers

High Value for

the Organization

Low Value for the Organization



Backstage Priorities

Low Value for Users

# The best products present a clear value to the User and a high value to the business

Think about a design challenge you are facing right now. Note the value from the business perspective and the user perspective.

# What makes a problem valuable to users and the organization?



Unclear or undefined problem

- Unclear or undefined problem
- Designing for "everyone"

- Unclear or undefined problem
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- No quantifiable business value

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- Over-indexing on features

How do we deal with low-value problems?

- Unclear or undefined problem
- Designing for "everyone"
- No quantifiable business value
- Over-indexing on features

- · Unclear or undefined problem Clarify through research!
- Designing for "everyone"
- No quantifiable business value
- Over-indexing on features

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- Designing for "everyone" Discover Personas!
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- Designing for "everyone" Discover Personas!
- No quantifiable business value Discover how value is created!
- Over-indexing on features Refocus on user goals!

# But what if you can't?

# Four simple suggestions

#### Don't stand in front of the train

# Document your work and the outcomes of the team's work



# Be open to being wrong

# Build accountability as a virtue

# Thank you!

#### Connect with me



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