

Taiyab Raja







Koido

Designing a team engagement platform

A sneak peak into the process of designing an entire B2B SaaS platform from scratch, end-to-end.

B2B SaaS Hea

Health & Wellbeing

Team Culture

Design Systems

End-to-end UX

UI/Visual Design

Wireframing



The Existing Product

The Kaido Wellbeing Challenge, is a four-week, team-based Wellbeing Challenge designed to help your team look after their physical and mental health in a fun and interactive way.

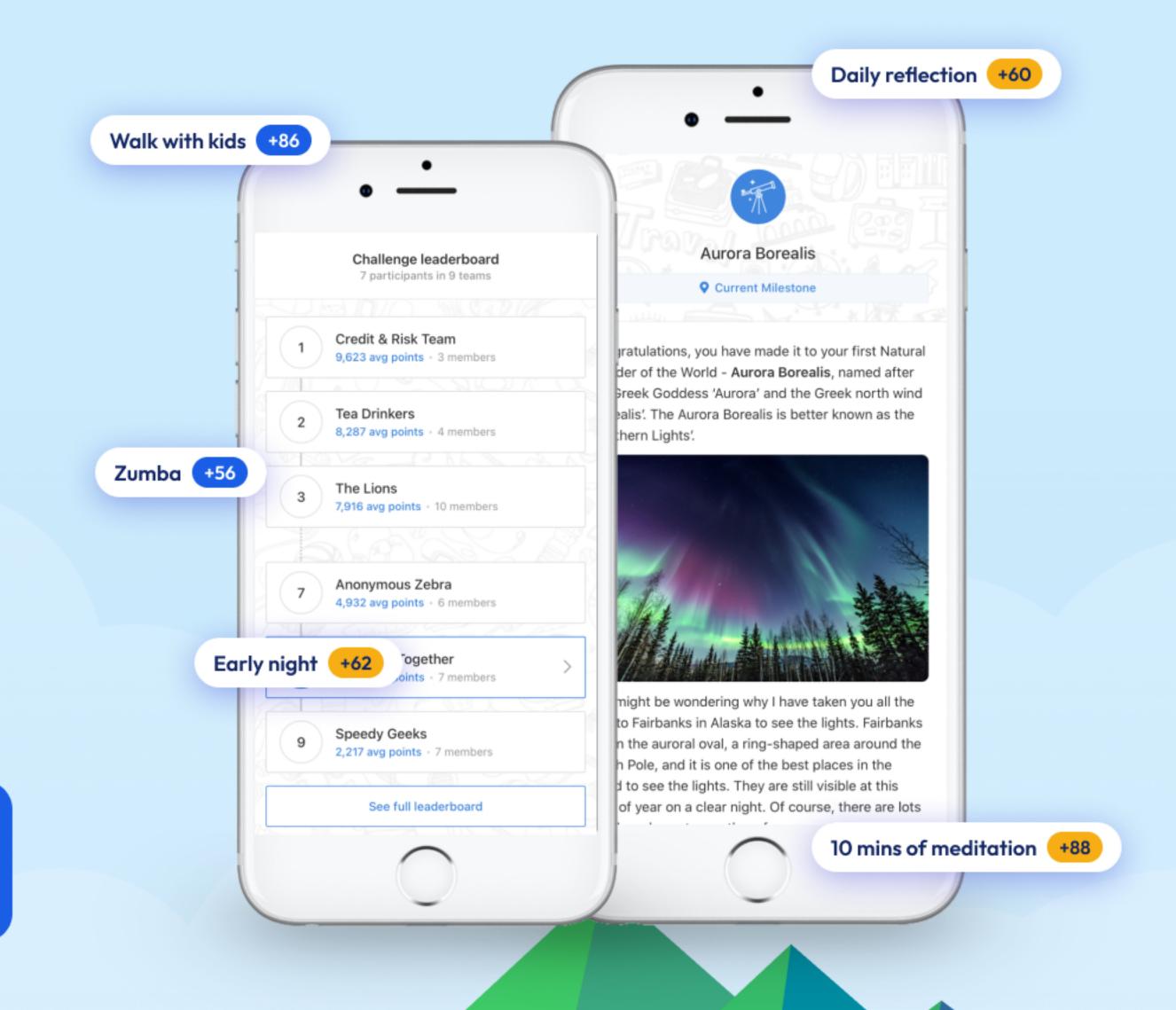
Each an every day of the challenge, employees are introduced to a new concept and related activity to improve their mental and physical wellbeing.

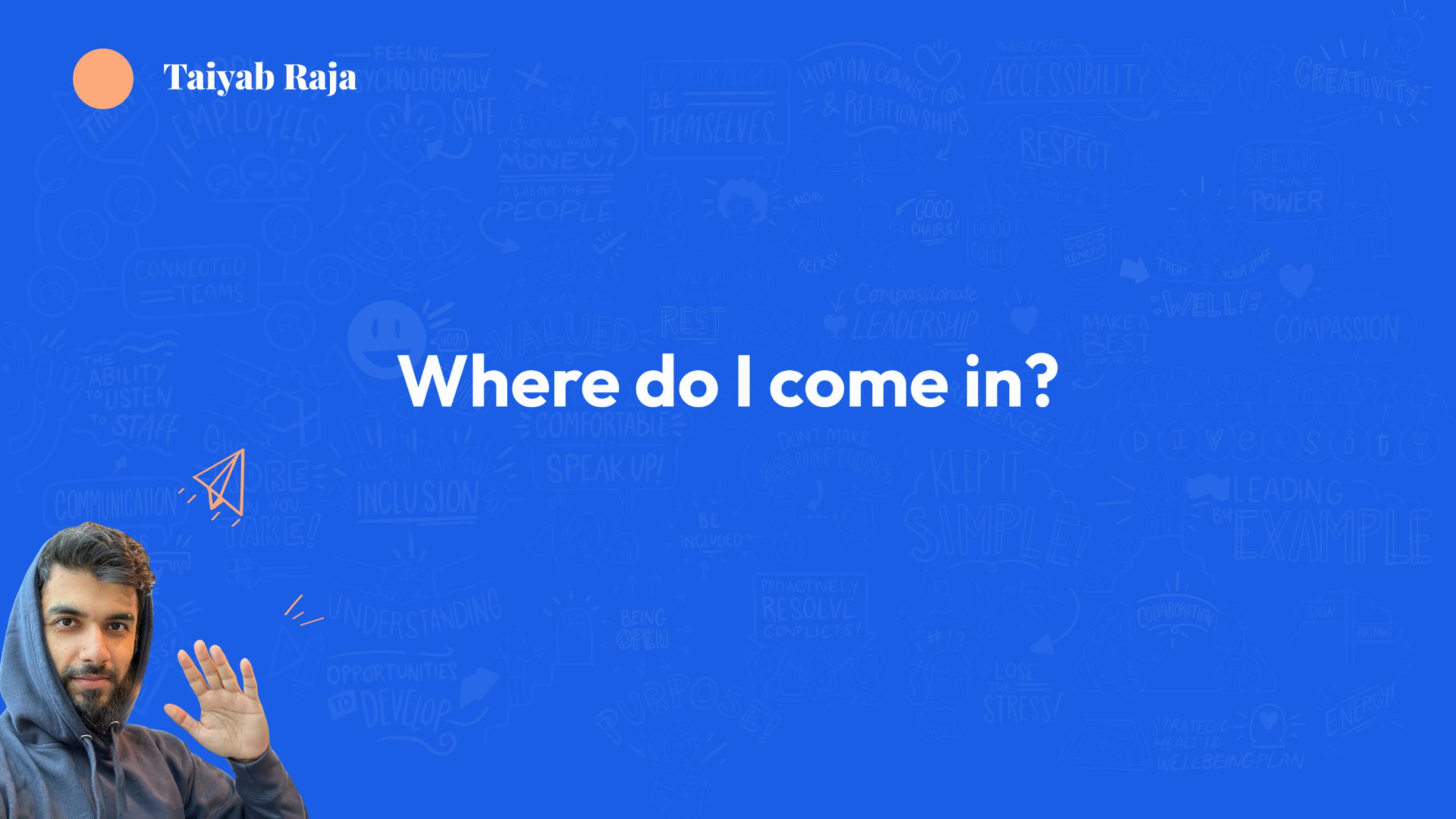
Tasks could be as simple as walking the dog, doing the dishes or maybe a bit of mindfulness and meditation.

Employees form teams and gain points for activities, introducing friendly competition to the mix and sparks buzz across the organistion.

You can find out more here: <u>kaido.org/challenges</u>

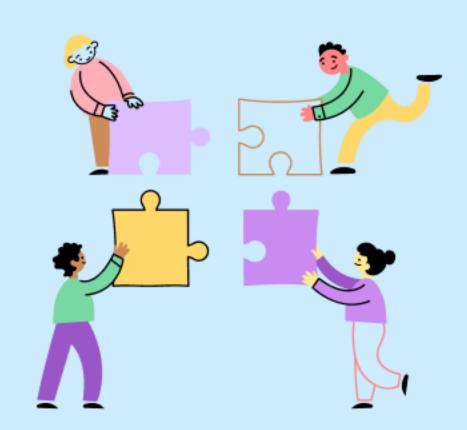
(If you're interested in it for your organisation, tell them I sent you, don't worry, I don't get any kickbacks :P)











An end-to-end process

Working in a small, cross-functional, yet deeply product-centric team meant it was ingrained in our culture to continually watch market trends, test ideas and assumptions, talk to customers and really get a feel for what a successful product might look like in the space.

Discovery

Wireframing/Prototyping

Visual Design

Implementation Support



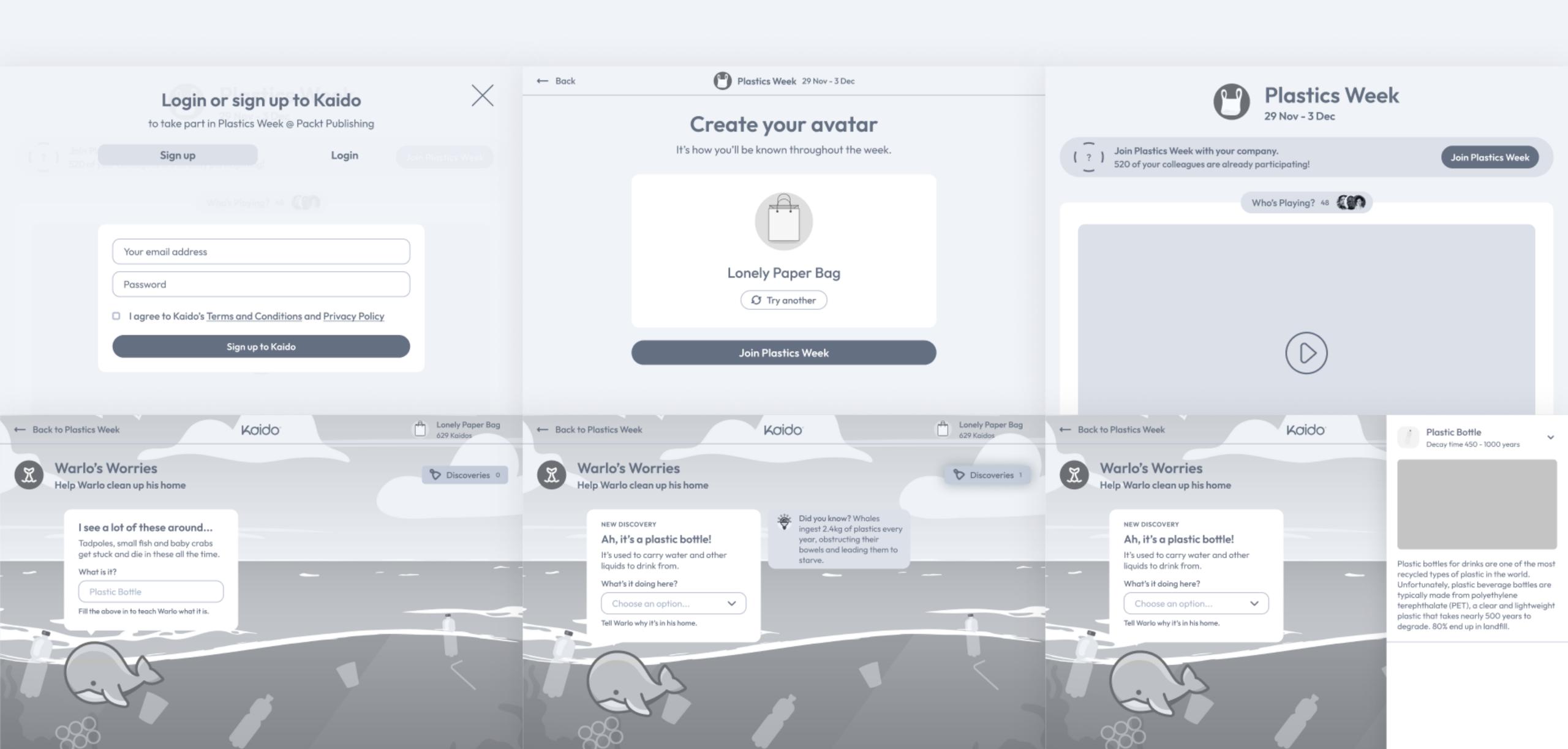
We decided on creating a set of core Experiences that would form the basis of the new Kaido team engagement platform.

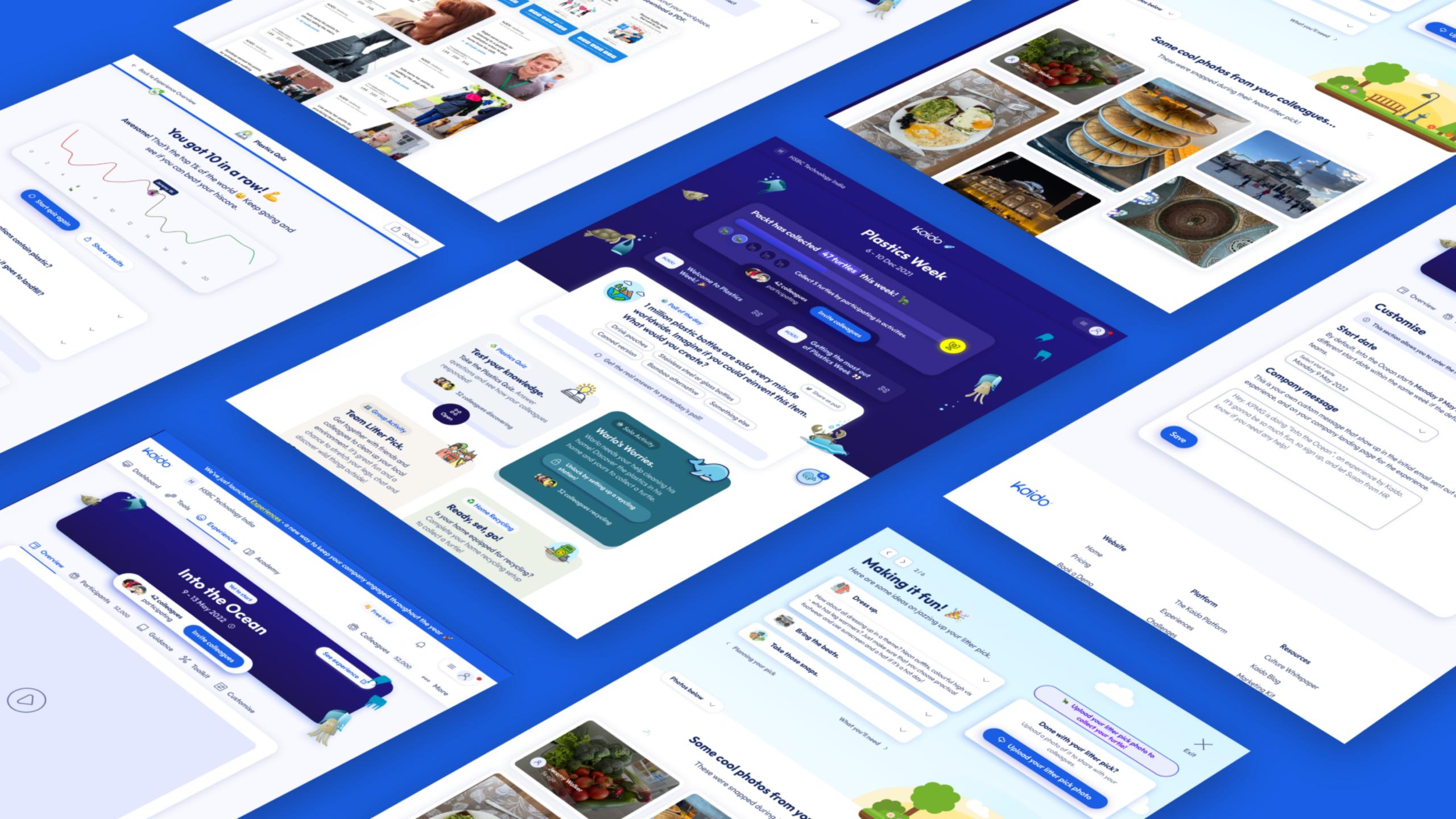
Experiences should be short, bitesize activities that teams could get involved in together (remotely or hybrid) every couple weeks.

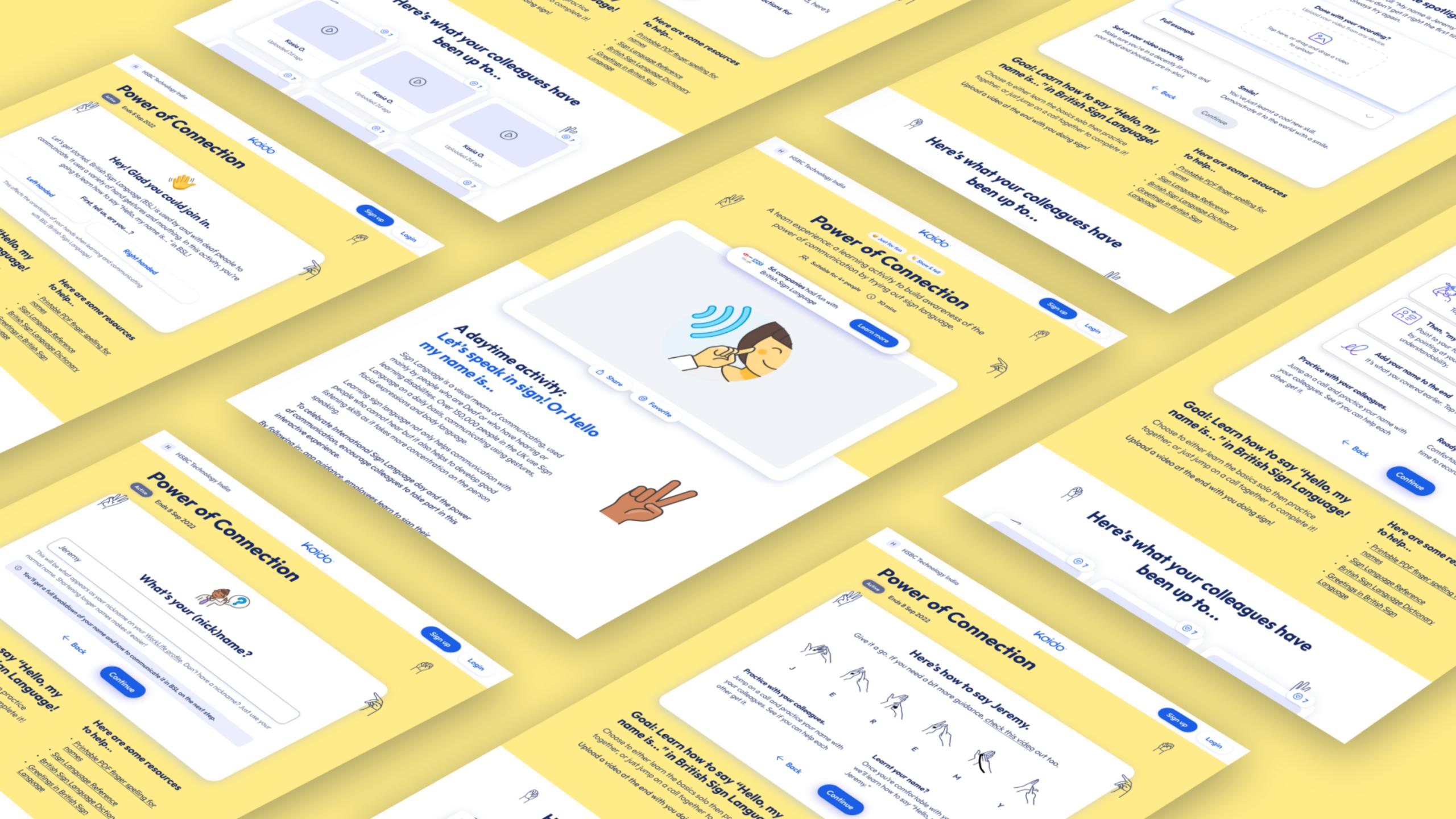




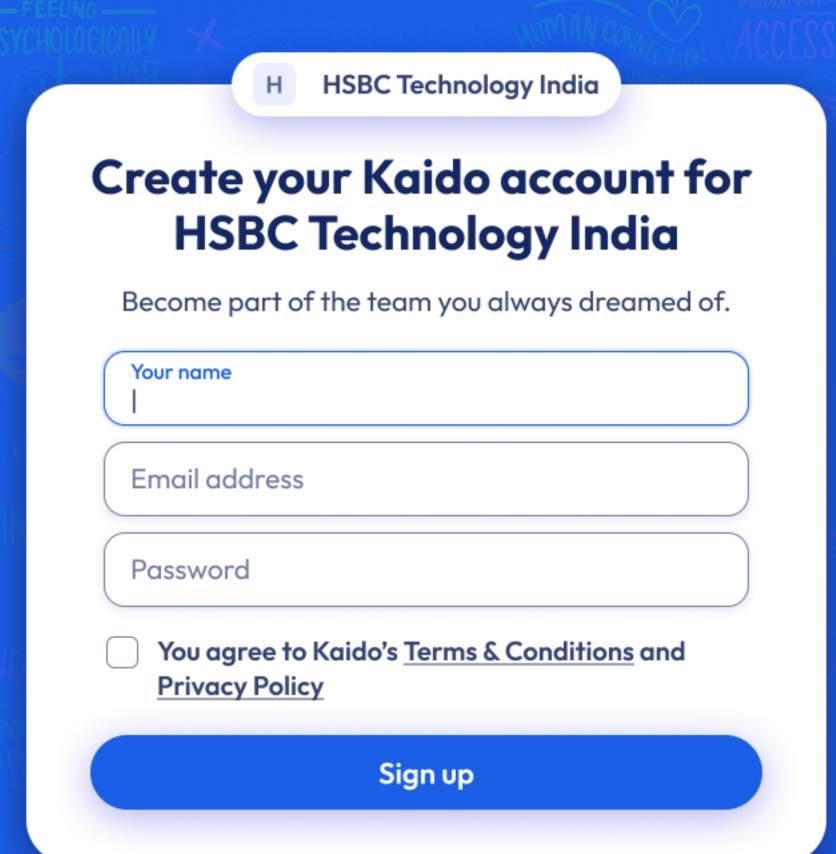
Prototyping what a team experience might look like





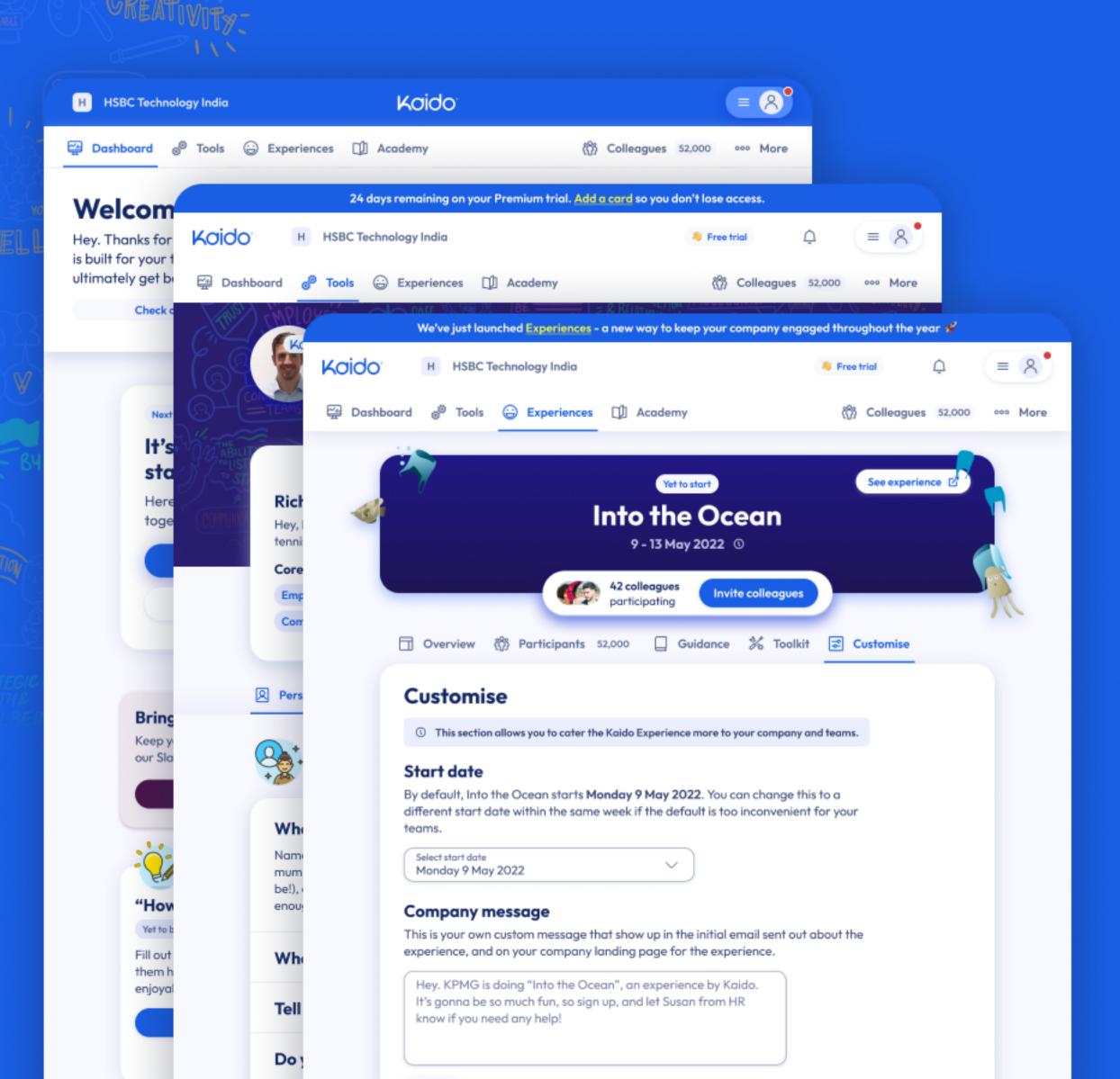


Kaido



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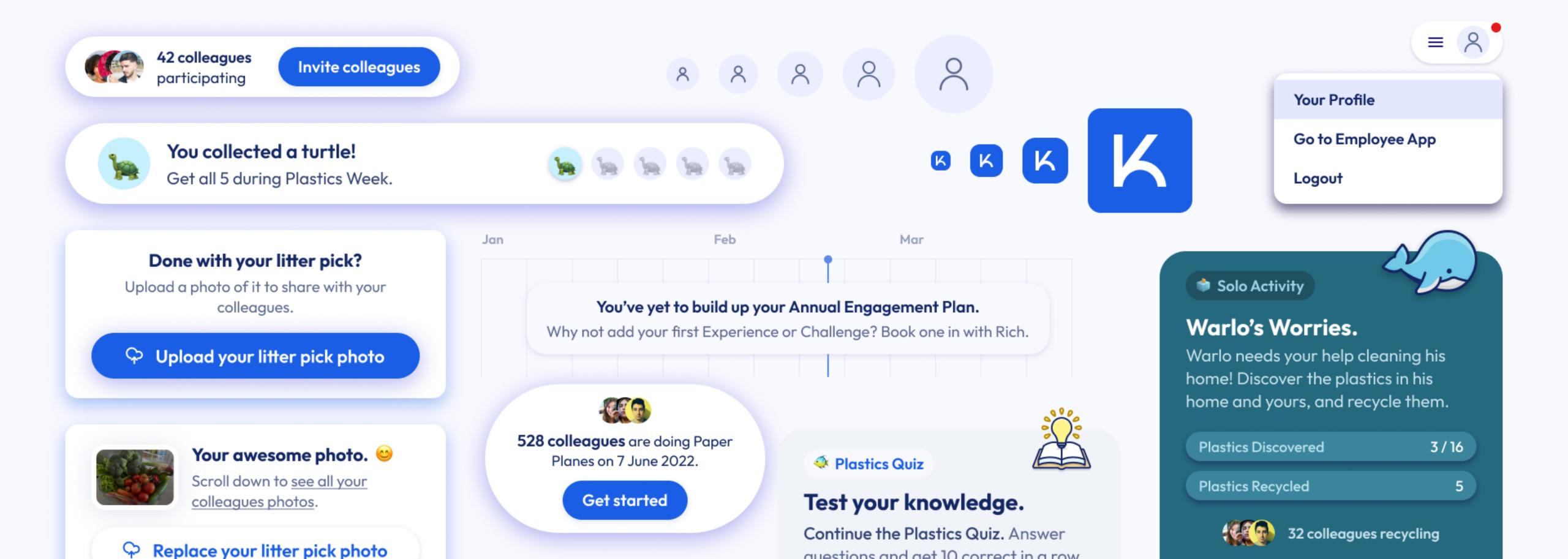
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Creating a design system

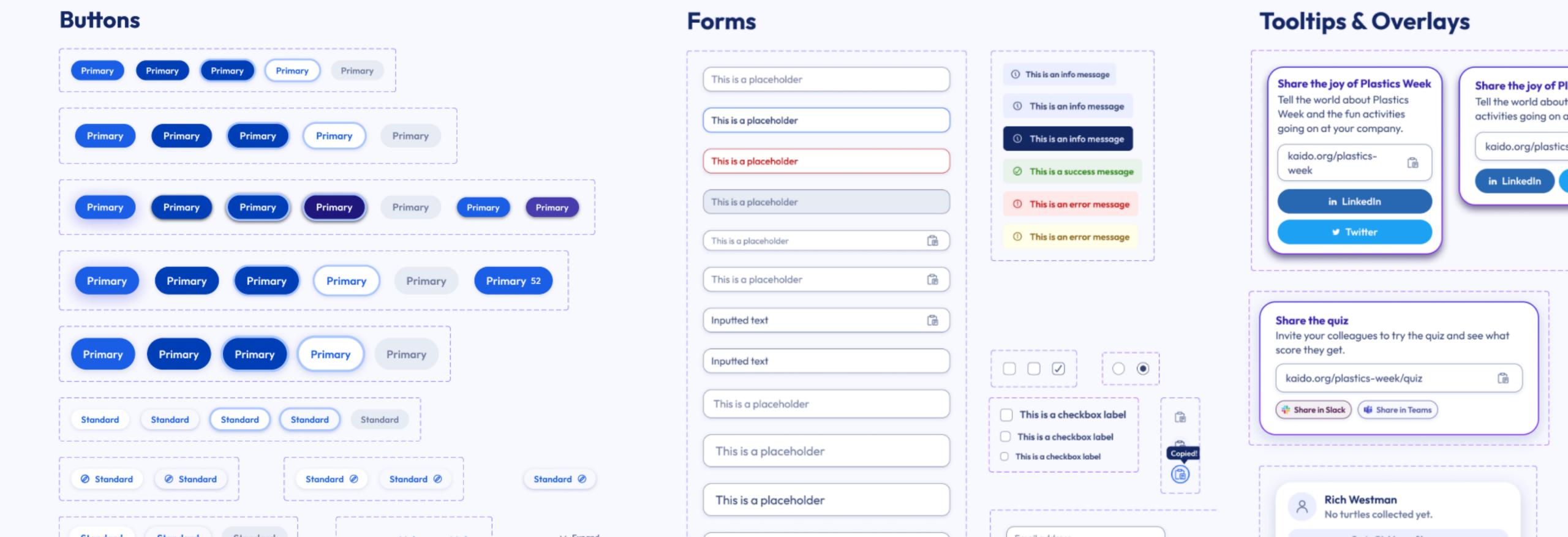
To move quickly in building new UI, I developed a design system covering widely used components, style guide, typography, spacing, design tokens and a ton more.





Creating a design system

To move quickly in building new UI, I developed a design system covering widely used components, style guide, typography, spacing, design tokens and a ton more.





And that's a wrap!

There's still a ton more to cover on the Kaido project, I'll periodically update this presentation to cover more in the coming weeks.

If you've got any questions around the project, or wanna get in touch, feel free to get in touch:

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- twitter.com/taiyab
- linkedin.com/in/taiyab-raja

See a tiny peak of the live project here: kaido.org/challenge Or check out my work on The Culture Academy by Kaido: kaido.org