Case Study V&A Digital Media

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3 challenges

A website rethink

Processing change

Technical Leadership

But first, a video....



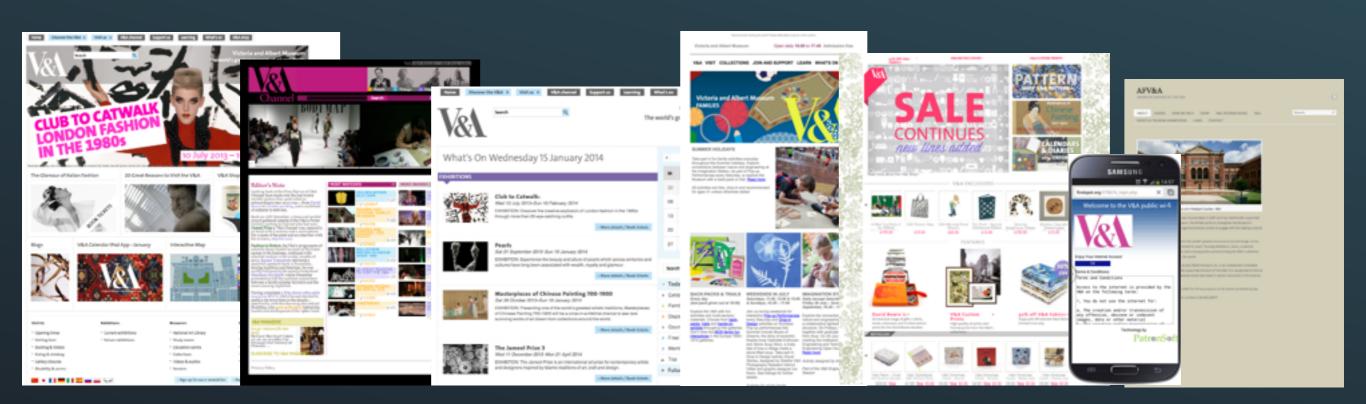


1. A website rethink, rather than redesign

Is this digital transformation?



The V&A digital estate in 2013



What's On

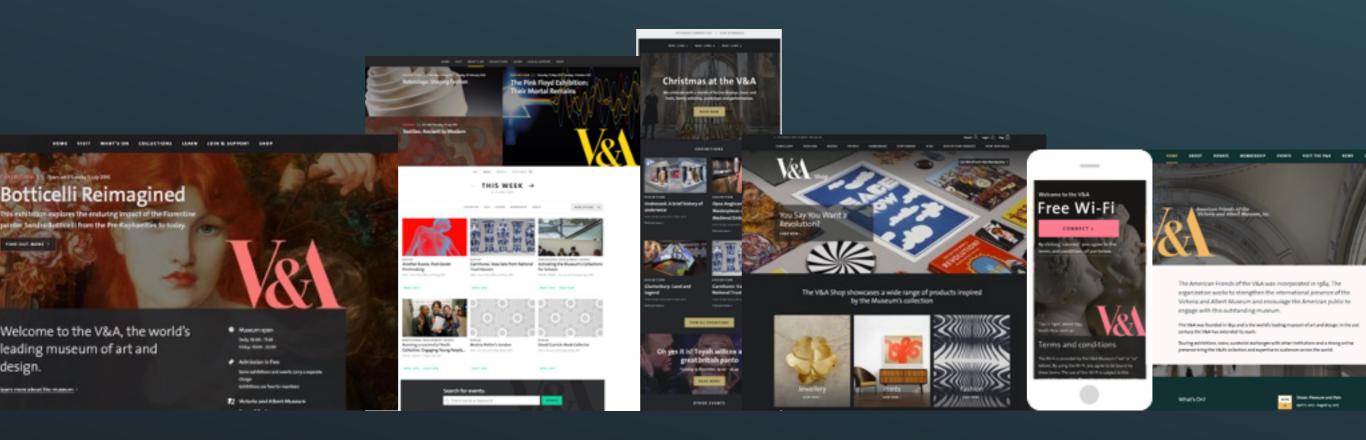
Channel

Website

Newsletter Online shop Wi-Fi Partner site



The V&A digital estate in 2017



Website What's On Newsletter Online shop Wi-Fi Partner site



How did we get there?

Agile

Stakeholders

Work in public ~ change anxiety

Takes time to get from weird to normal



2. Processing change

So, is this digital transformation?

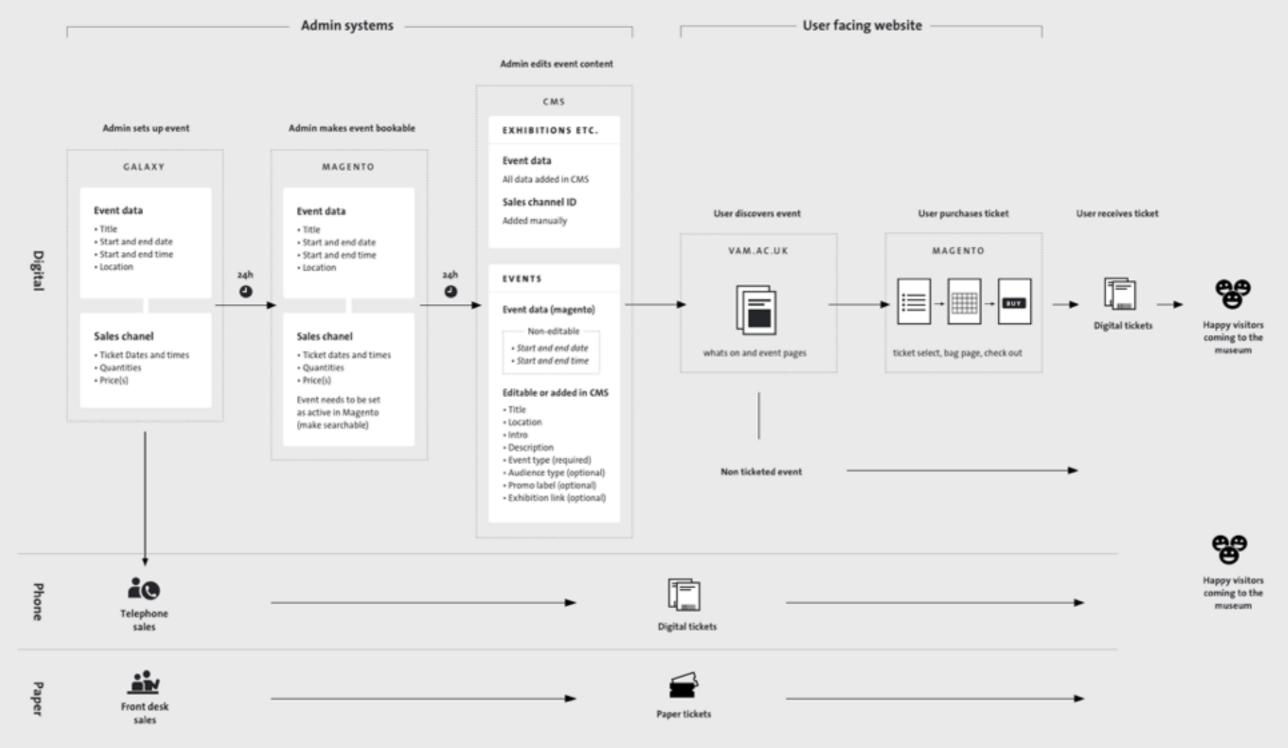


Act as a facilitator

- Building a modern digital team within a traditional museum organisation
- Listen, adapt the process when required (e.g. pre-planning and retrospectives touchpoints for stakeholders only)
- Be useful (e.g. document a complex product)



Documenting the V&A's ticketing architecture





Overcoming the digital competencies gap

- Not everyone "gets" digital but,
- Digital is everywhere, beware of digital landfill (Digital Media often promotes the least digital option)
- So make it easy to join in (workshops, prioritisation sessions, showcases)
- Gently co-opt and collaborate



Adopted solutions

- Mostly soft-skilled approaches (processes, negotiation, collaboration, etc)
- Key approaches: ceremonies, agile, MVPs...

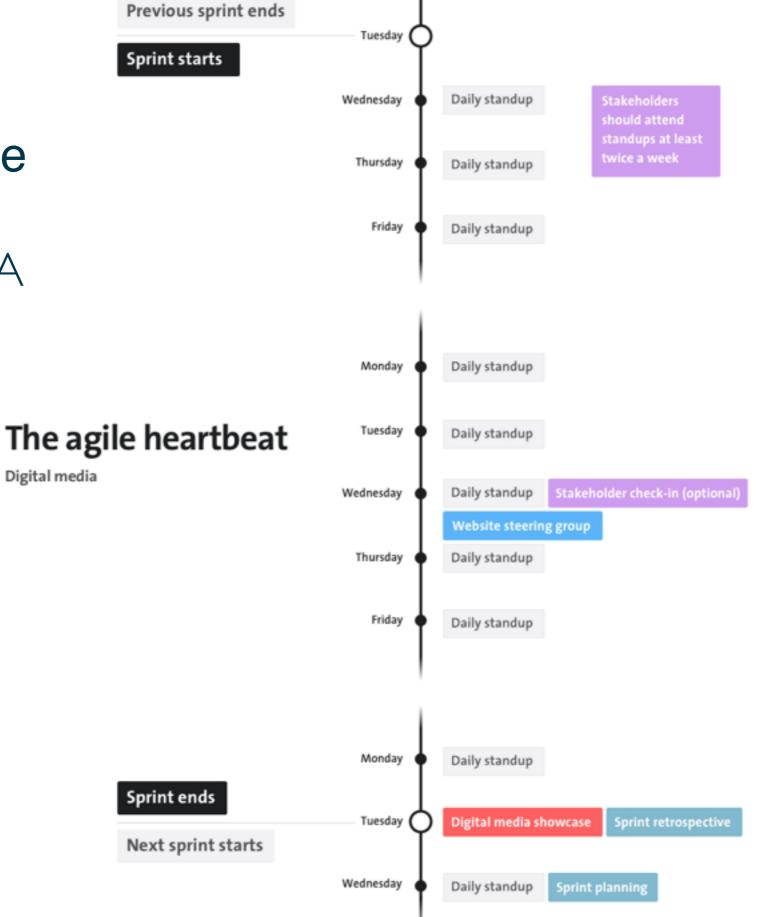


Ceremonies of community building

- Standups > Sprints > Showcases > Retrospectives > Documentation
- Products > Ownership > Roadmaps
- Analytics > User testing > Decision making
- Prioritisation sessions > MVP > Stakeholder buy-in



What agile looks like at the V&A



Monday

Daily standup



MINIMUM VIABLE PRODUCT (MVP)

NOT LIKE THIS LIKE THIS



Results

- Website CMS widely adopted
- Delivered three successful platform launches in twelve months
- Shop, Print on Demand, What's On (including Courses)



CMS Adoption

8x

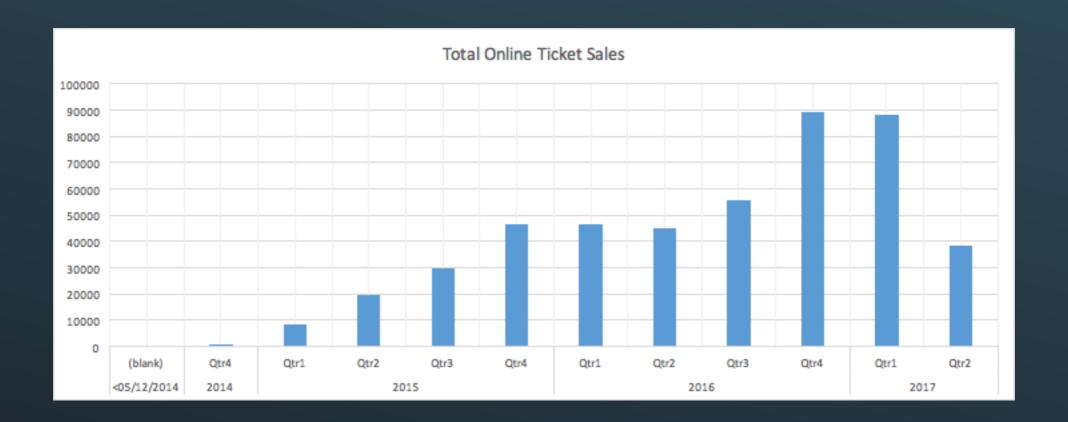
Faster editorial publishing

4

Departments using the new content management system



Online ticket sales





Connected teams

78%

Open rate for targeted ticket holder emails

22%

Of shop transactions now include a mixed basket of merchandise and tickets



3. Technical Leadership



What is a Tech Lead?

- Digital Mum
- Digital/technical voice for the museum
- First to say yes, or no, or why? Gives permission to (dis)agree
- Working closely product manager to plan ahead



Conditions for change

A Framework for Thinking about Systems Change

Adapted from Knoster, Villa, Thousand (2000)

From "Restructuring for caring and effective education: piercing the puzzle together (pp. 93-128)

	+	Skills	+	Incentives	+	Resources	+	Action Plan	= Confusion
Vision	+		+	Incentives	+	Resources	+	Action Plan	= Anxiety
Vision	+	Skills	+		+	Resources	+	Action Plan	= Resistance
Vision	+	Skills	+	Incentives	+		+	Action Plan	= Frustration
Vision	+	Skills	+	Incentives	+	Resources	+		= False Starts
Vision	+	Skills	+	Incentives	+	Resources	+	Action Plan	= Change



Build momentum

- The agile cycle creates momentum, momentum creates pressure
- Use the agile process to remove roadblocks
- Work in public, make the work visible (Trello, Jira, Google docs)



And finally...

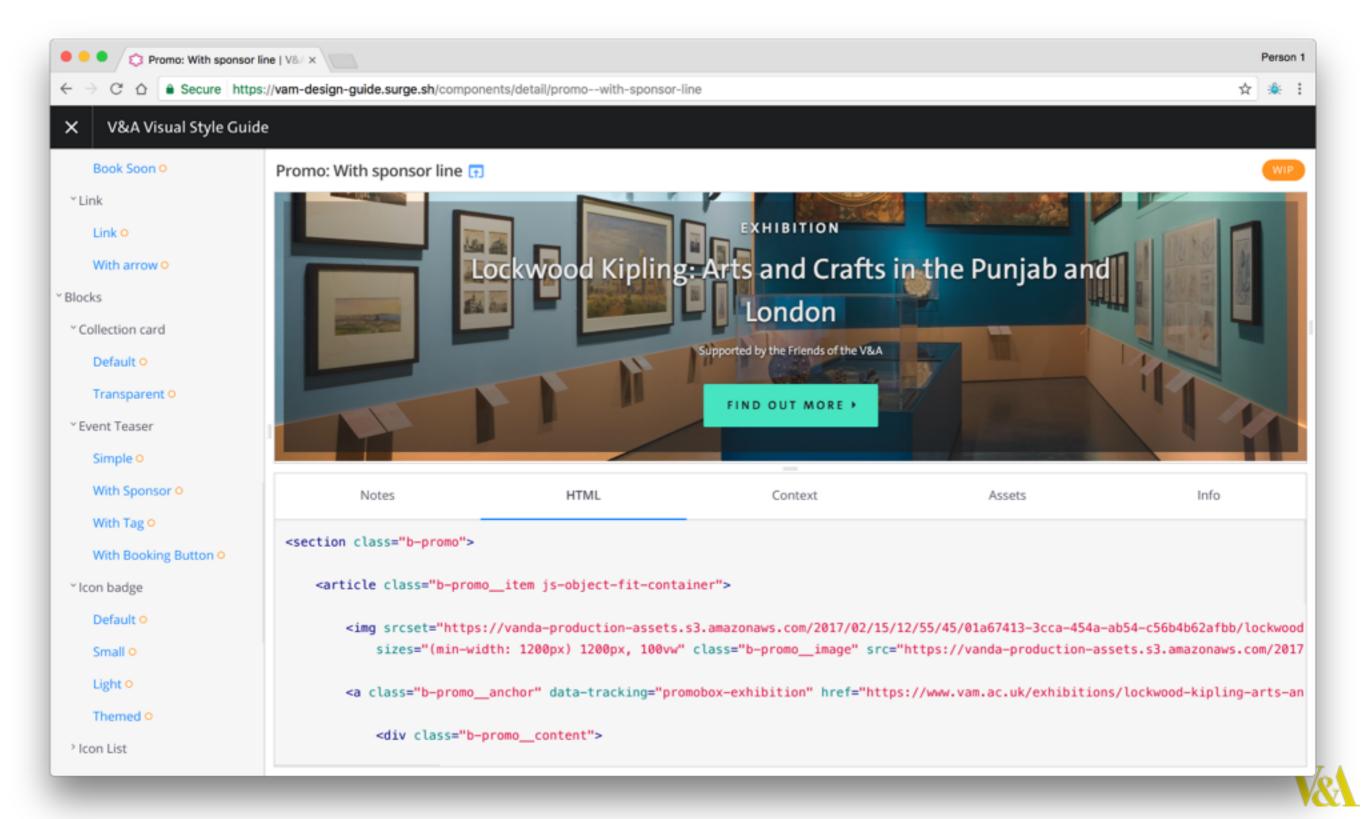


Creative time

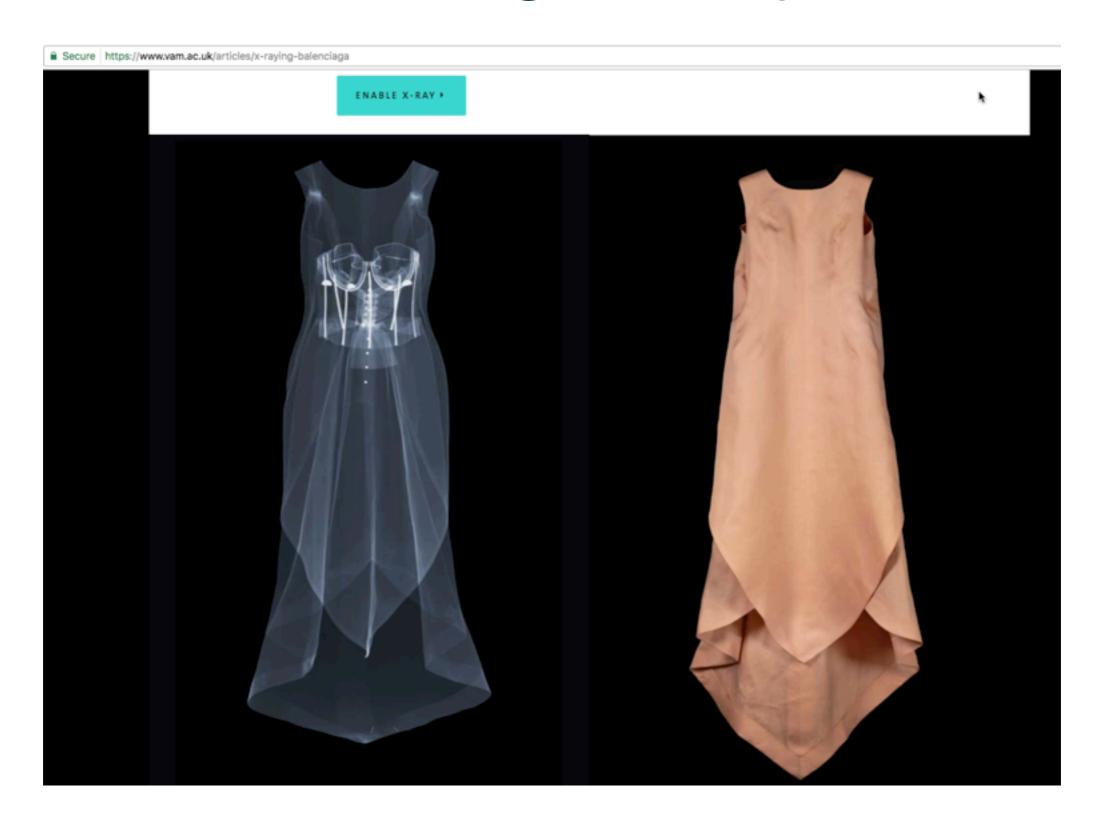
- Clunky way to carve out time and give permission
- Turned out to be less "creative time", more "implementation time"
- e.g. Fractal, IIIF (International Image Interoperability Framework)



Fractal - website components



IIIF & Balenciaga x-rays





IIIF & Papal robes





