# Friction.



The New CX Design Context

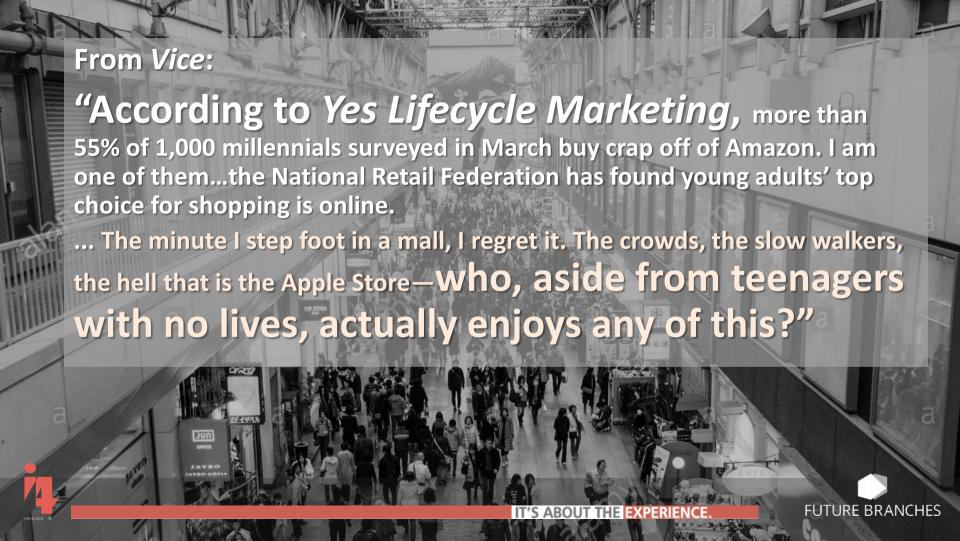




#### 1. Friction is Interference.







#### 2. Friction is Situational.









## 3. Friction is Managable.



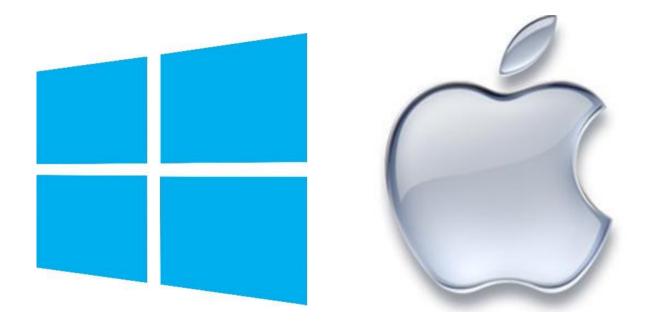


# Least Resistance.



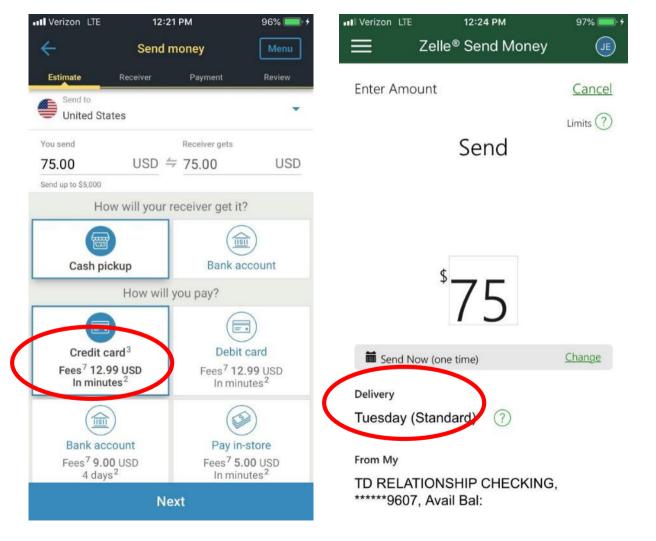
#### 4. Friction Drives Choices.











## Rule #1. Be Human Focused.



# Rule #2. Design Solves Problems.



# Rule #3. Meet Your Customers Where They Are Today.



## Rule #4: Integrate. Coordinate. Optimize.

