

Portfolio | 2023



## Koby Trout

is a designer based in New York City with a multi-faceted design approach that is grounded in empathetic observation, driven by tenacious curiosity, and realized through meticulous creation.Currently working with NiCE ltd., Koby seeks to push the boundaries of "Design Thinking" to build quantifiable business value, while both improving consumer experience, and reducing environmental impact.

With previous experience at Atlason Studio, PepsiCo, Smart Design, Procter & Gamble, and startup design consultancy – BZDesign, Koby has developed a unique approach to the design process that can adapt to varying industries, cultures, and technologies.

Koby has a passion for learning and developing new skillsets, including rapid prototyping / 3D printing, Virtual Reality, and 3D animation / rendering. Koby graduated from Rochester Institute of Technology with a BFA in Industrial Design, a minor in Entrepreneurship, and a concentration in Advertising + Communications.



poppin.







AQUAFINA



### **MADE**<sup>®</sup>







DIAGEO

**soda**stream



### **Our Place**

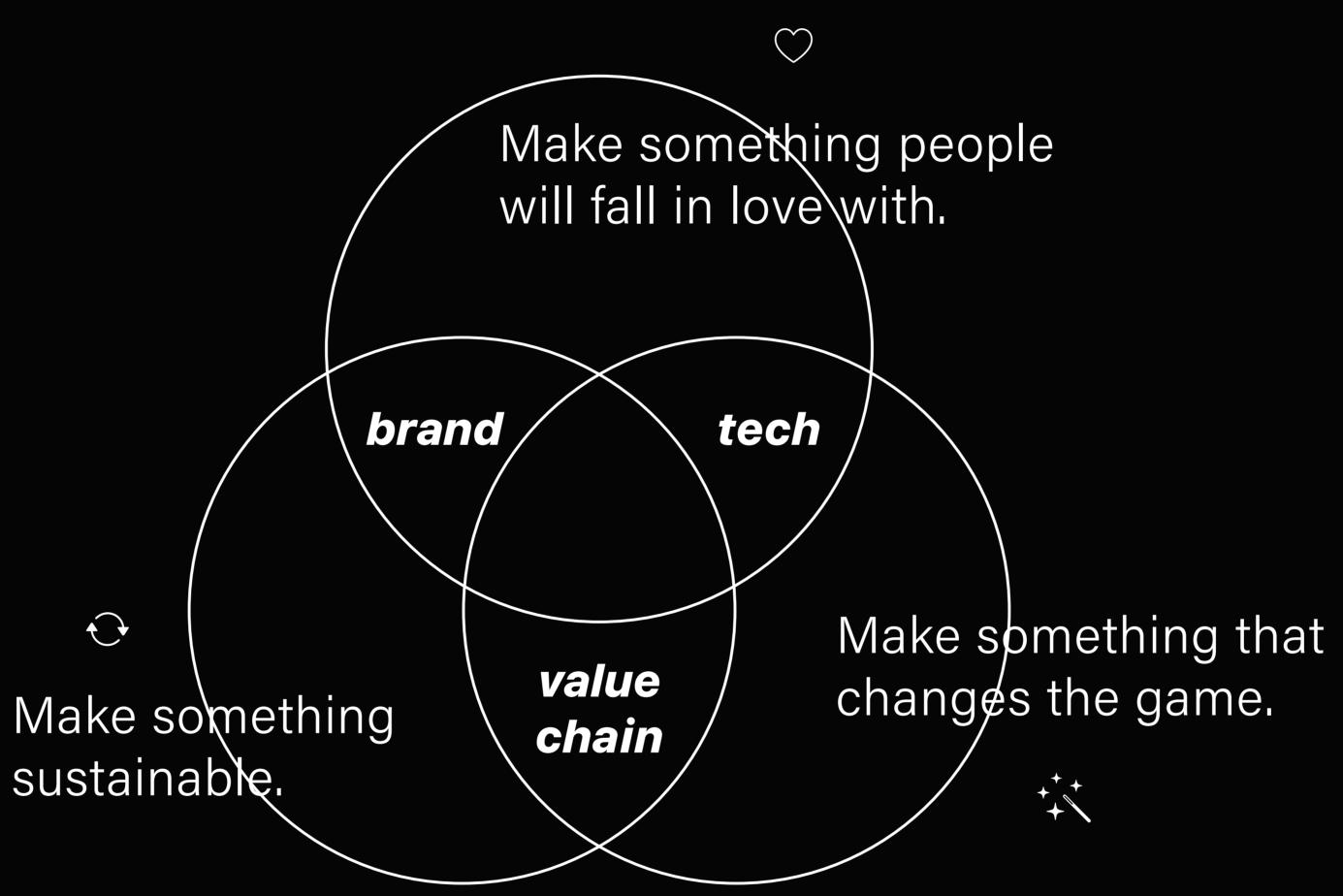


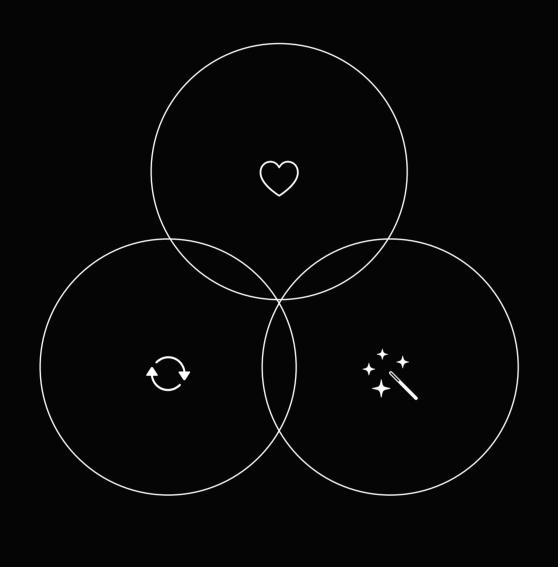




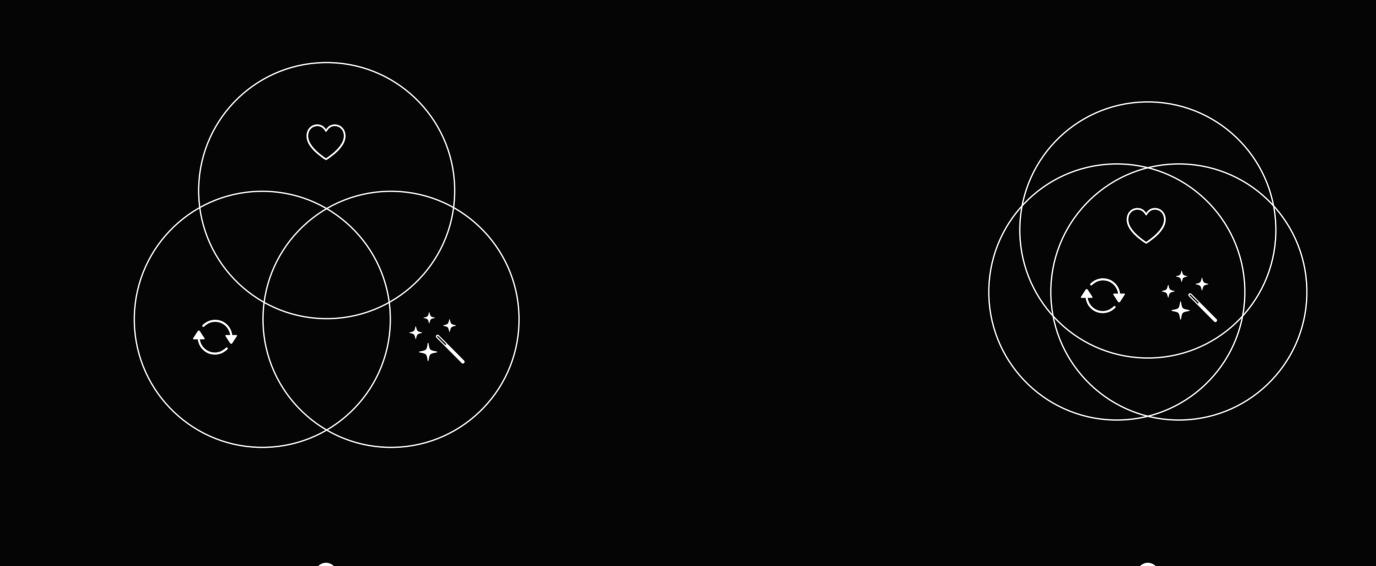
## Three-Lens Approach

Making Design Valuable





Design at various levels of fidelity can accelerate the product development process in a way no other function can.



© 2023 Koby Trout | Please Do Not Copy or Distribute Without Express Written Consent

 $\rightarrow$ 

# Featured Work





Aron, MADE, + 28,37



# Furniture

### Design Innovation

#### Beyond the Bottle 06

### Industrial Design

Aquafina 21

# Eurniture



© 2023 Koby Trout | Please Do Not Copy or Distribute Without Express Written Consent

Koby Trout | 03 Product Design

### Furniture

Collaboration with Londonbased designer Christopher Nobles, developing refined furniture concepts for a variety of global clients.

### Koby Trout

CHRISTOPHER NOBLES

 $\times$ 



# froa

### **ARON** Dining Chair

A simple, soft upholstered dining chair collection developed as part of the initial Froa brand spring 2023 launch.

Designed in collabroation with Christopher Nobles Studio.

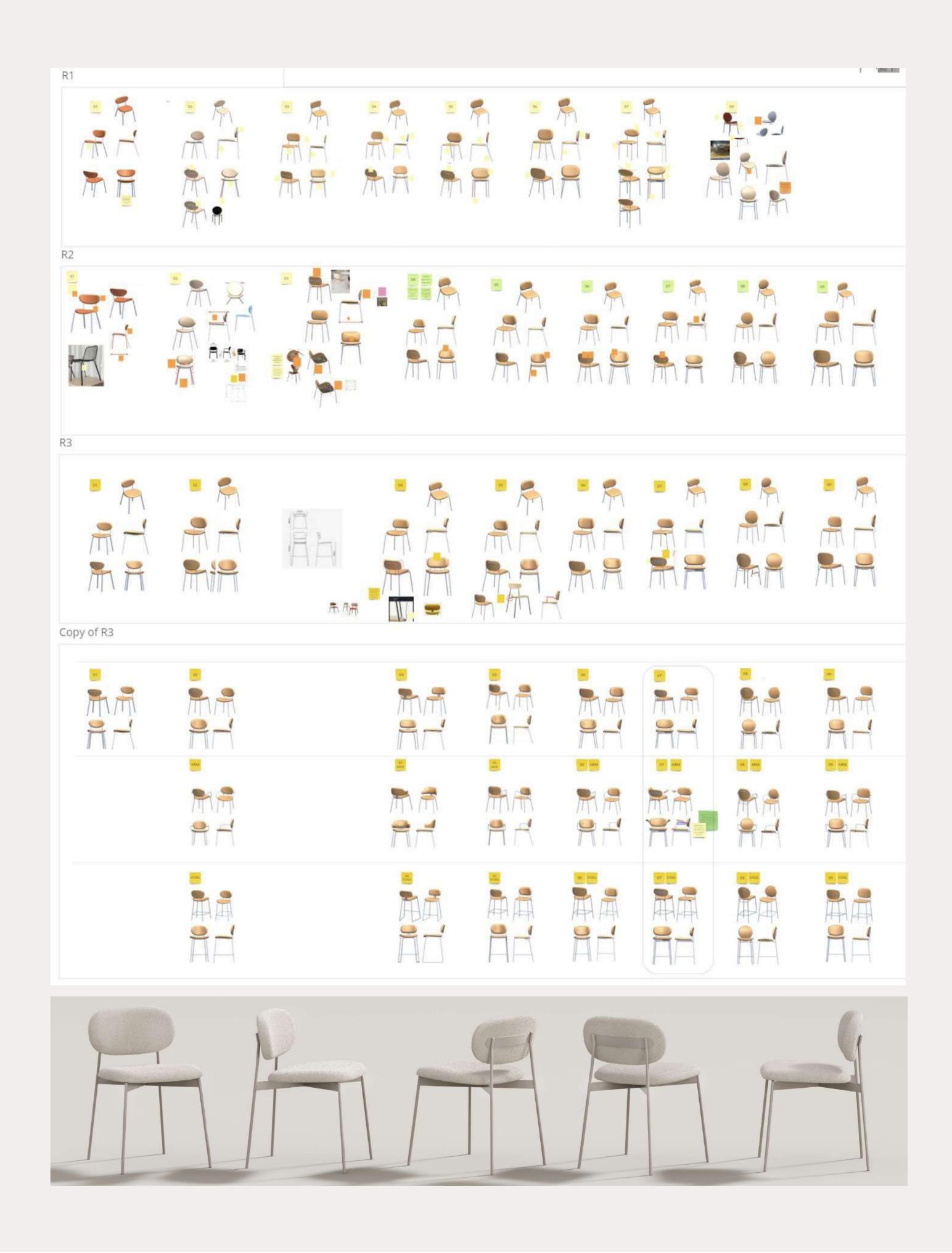


© 2022 Koby Trout | Please Do Not Copy or Distribute Without Express Written Consent

# Aron Dining Chair

#### Process











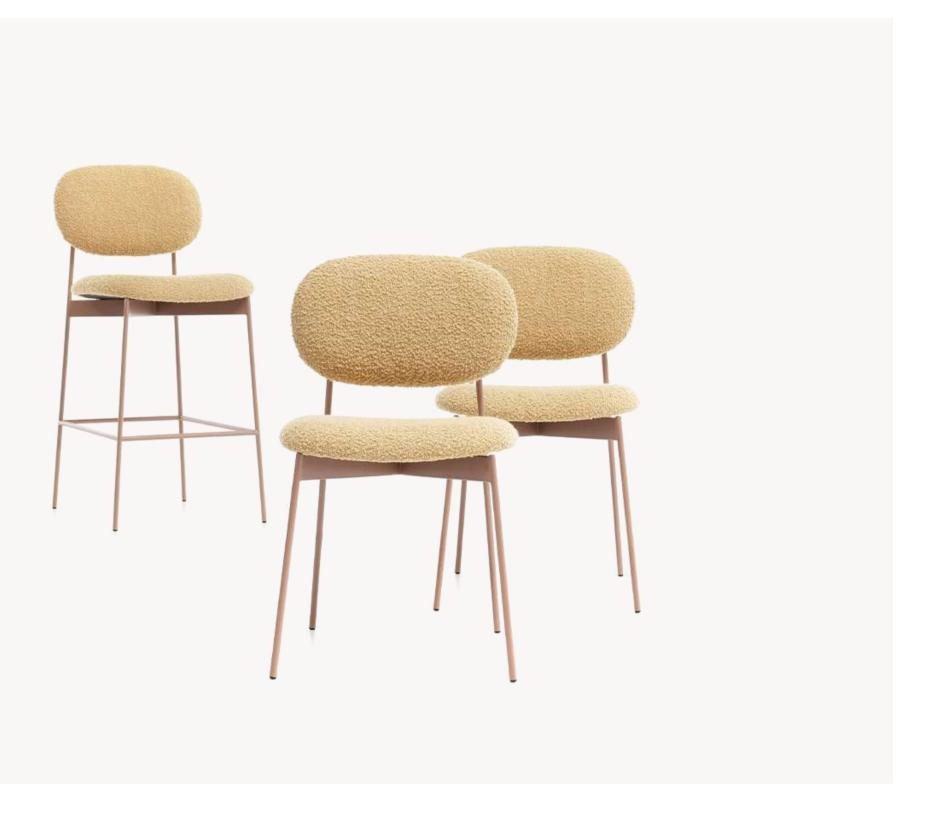
© 2022 Koby Trout | Please Do Not Copy or Distribute Without Express Written Consent

# froa

**ARON** Dining Chair







© 2022 Koby Trout | Please Do Not Copy or Distribute Without Express Written Consent

# MADE<sup>®</sup>

### **FAVIAN** Accent Table

Accent table designed for the London-based furniture brand, focusing on creating a uniquely expressive multi-context piece



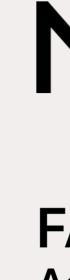
### Favian Accent Table

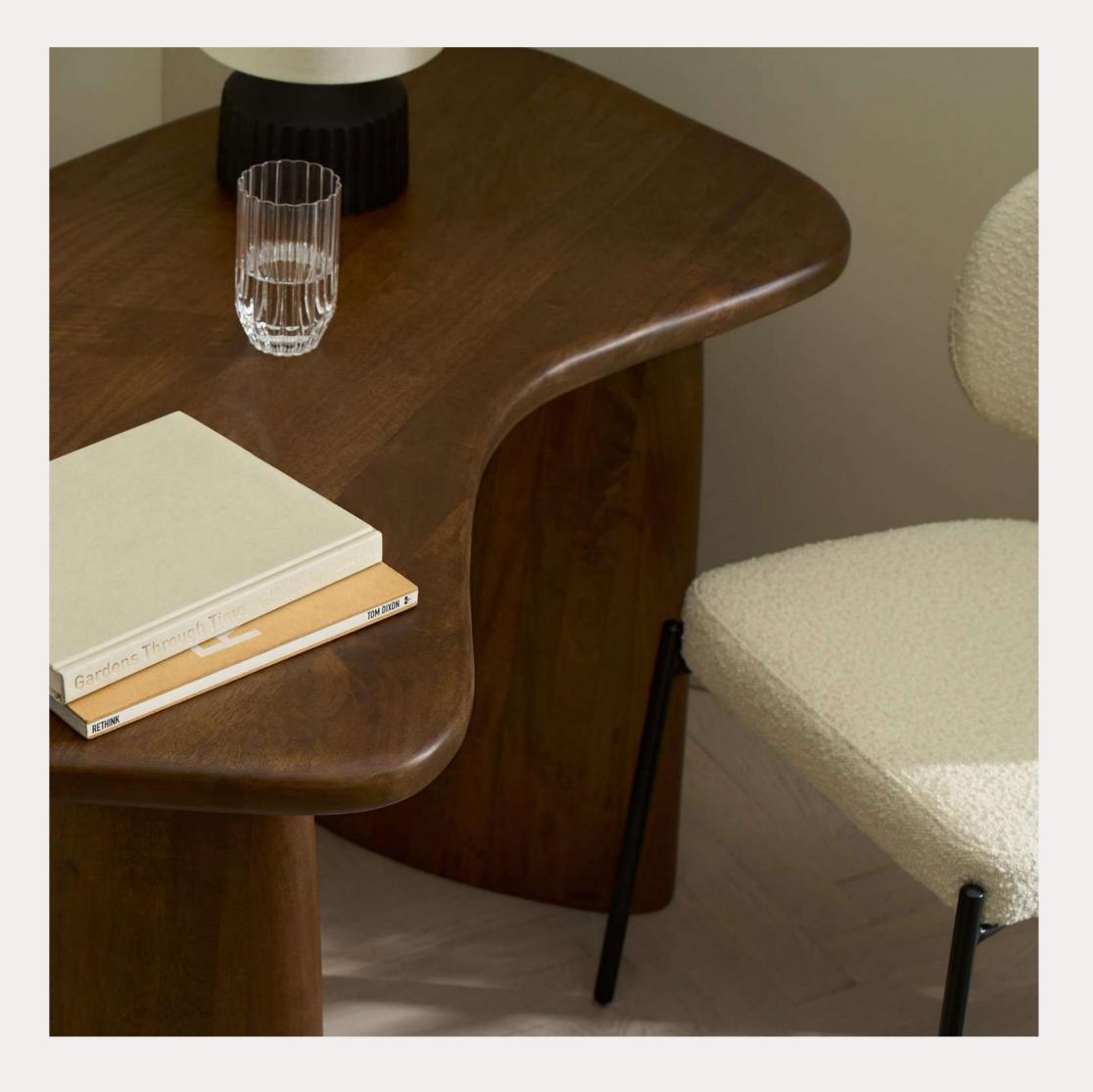
Process













FAVIAN Accent Table

# Bolia

### 2021 Collection

Various pieces consisting of side tables, dining furniture, lighting, and accessories in response to the 2021 collection brief, and exploring the theme of 'New Scandinavian' design.











### Stacking Café Chair

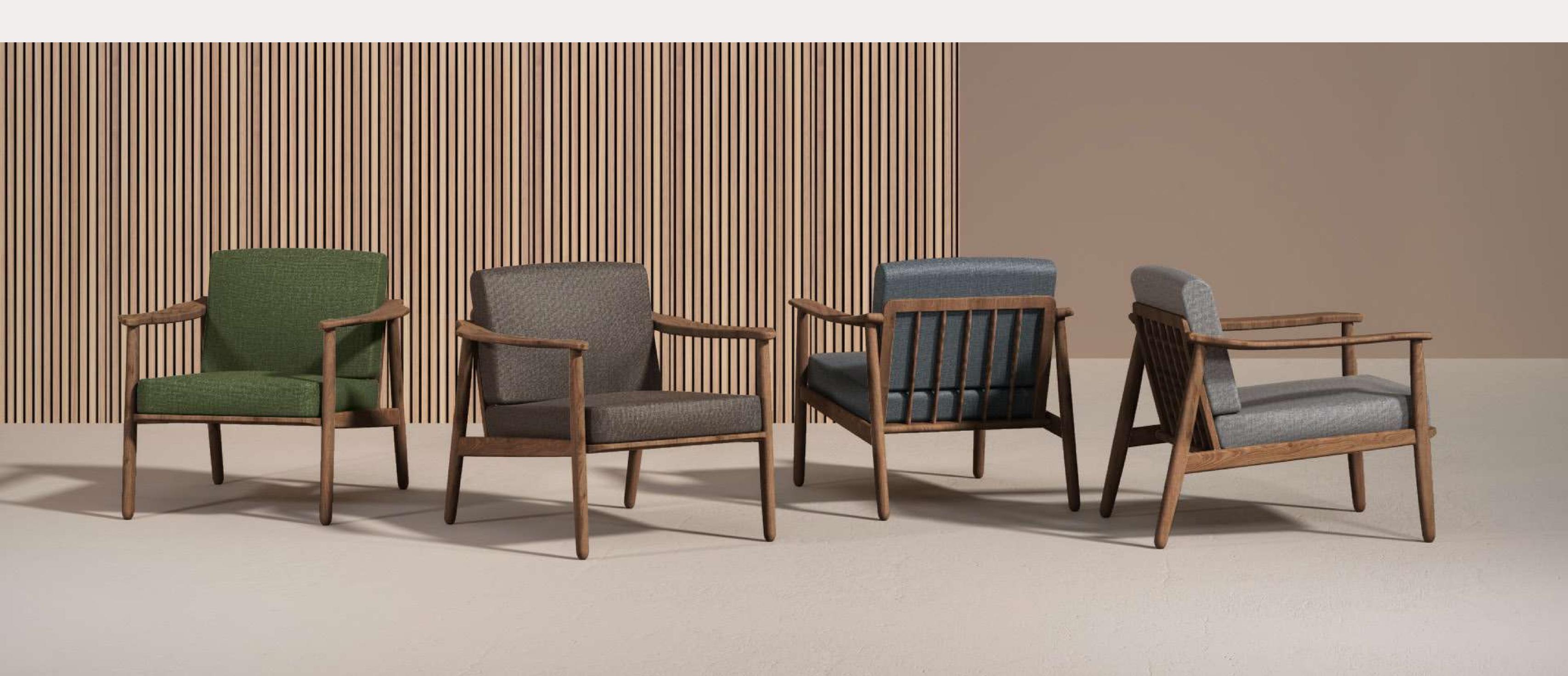
2021 Collection

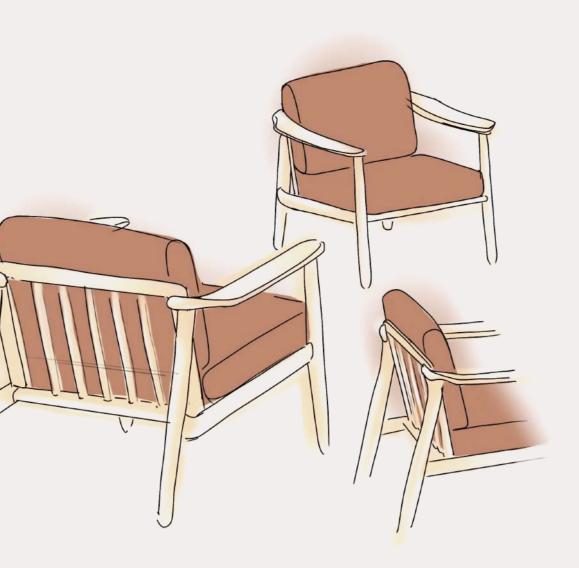


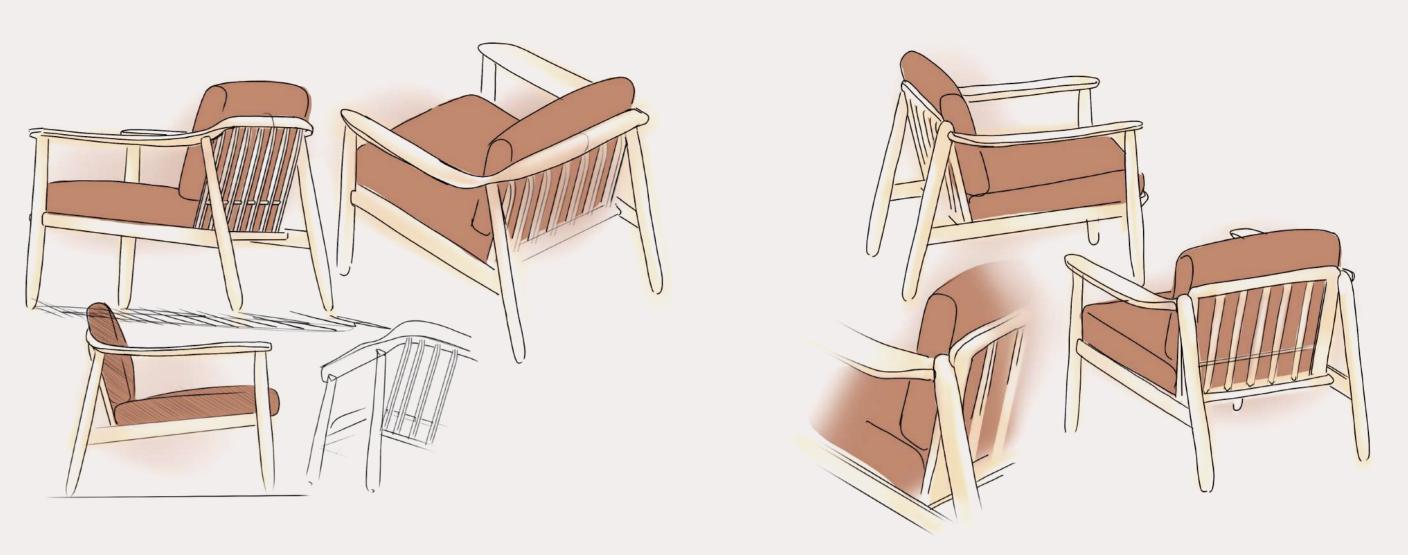
© 2022 Koby Trout | Please Do Not Copy or Distribute Without Express Written Consent

## Danish Lounge Chair

2023







# Design novation



© 2023 Koby Trout | Please Do Not Copy or Distribute Without Express Written Consent

### SodaStream Professional

#### **Beyond the Bottle**

One of the main reasons I had for joining the team at PepsiCo was because I recognized the opportunity to make an impact at a massive scale. I hoped I would be able to influence the company to consider options that were healthier and more sustainable. I was thrilled to have the opportunity to do just that through my work on the "beyond the bottle" business. SodaStream Professional is a first step in unlocking the future of the beverage business of which single-use plastics need not be a part. Instead, people use their own reusable bottles and are connected to a network of smart equipment that allow them to customize drinks, save favorites, and track their hydration, all in a way thats better for them and the planet.



2018 — 2020 | PepsiCo Design & Innovation Center

### Questioning the Ask

**Opportunistic Innovation** 

### Coca-Cola tests new self-serve water station at college campus, plans to expand to others

DASANI PureFill machine adds fizz, flavor to water

Posted: 4:58 PM, Jul 27, 2018 Updated: 6:00 PM, Jul 27, 2018 By: Kumasi Aaron



Copyright 2018 Scripps Media, Inc. All rights reserved. This material may not be published, broadcast, rewritten, or redistributed.

Coca-Cola has developed a new approach to the water fountain.

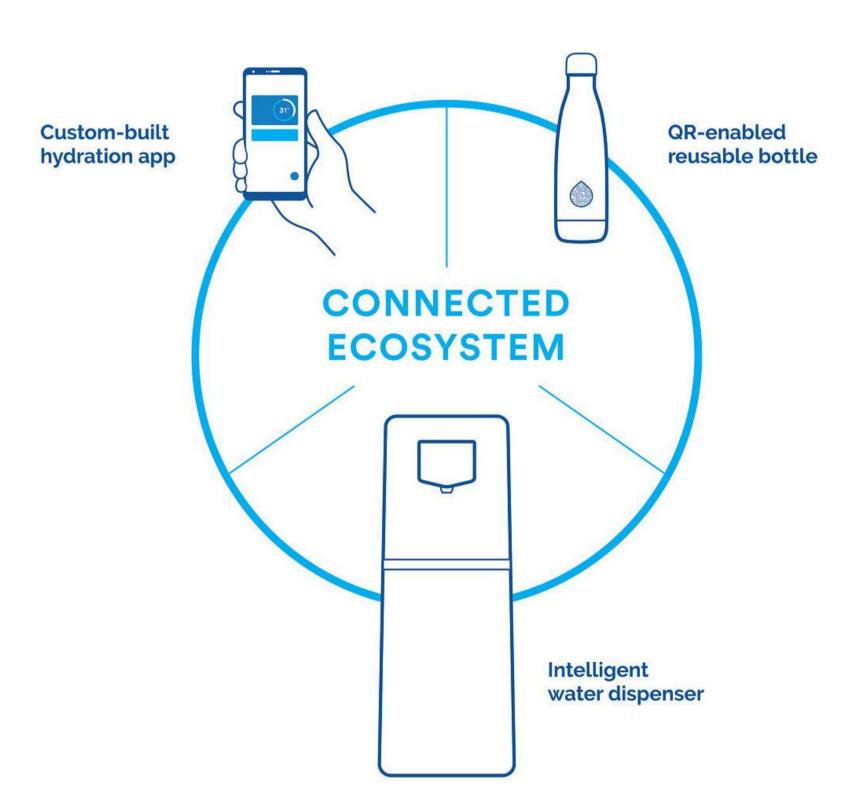
The NOW went to Georgia Tech campus, where the world's largest soda maker is testing out it's DASANI PureFill machine. A full year after a previous sustainability project ended unsuccessfully, our team was "given permission from Atlanta" to continue our pursuit of a non-singleuse proposition for PepsiCo's beverage business. As a "fast follower," our team was able to deliver a band-aid fix response to a competitive launch, using existing equipment to conduct in-market tests. More importantly, we recognized the opportunity to build out a proposal for a more ideal, usercentered solution that pushed the boundaries of what the company had

### From Reactionary Water Fountain



tried before – a connected ecosystem consisting of smart equipment, and vessels, and a connected account to unlock new kinds of value to the beverage experience.

### To Strategic Connected Hydration Ecosystem



## Defining the BTB Vision

Launch + Learn, Informed Future

### Insights

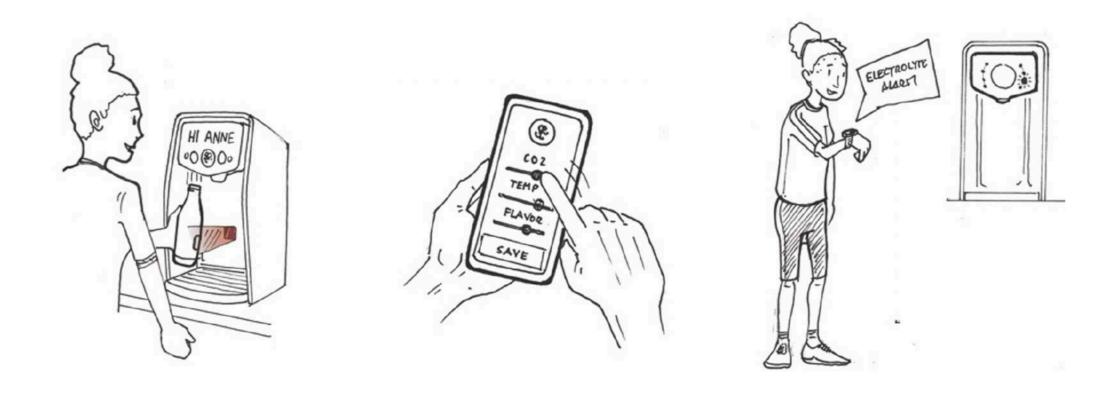


Quick wins can turn into long-term success, as we proved here. By delivering the ask the business wanted – we were able to prove that we can be agile partners and can meet the needs of the business as they arise. We also then used the launch as a live test to better understand consumer habits around hydration and reuse. From our in-market observation and data gathering, we formed hypotheses about what the ideal beyond the bottle ecosystem starts to look like, leaning into the insights that hydration is not



### "hydration" is an all-day occasion

#### many people carry their own bottle

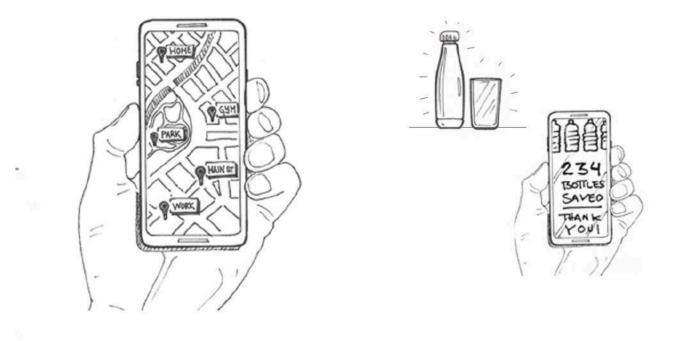


seamless purchase beverage personalization

hydration and health tracking a single occasion or mindset, but one that spans throughout the day into many occasions.







ubiquitous access sustainability gamification

# Designed to Blend In

#### From Shouting Billboard, to Useful Decor

Building the rationale for an innovation project greatly benefits from the ability to bring concepts to life, and show that the thinking is more than aspiration, but can be realized into something tangible and effective in the market. The classic industrial design skills play a huge role in this process, helping show stakeholders and cross-functional colleagues what's possible, and giving life to the theoretical "blue-sky" conversations. SodaStream Professional was designed to blend in, rather than shout to meet the all-day use case. The design exploration captures this in every step, from sketch to foam core mockup, to machined samples.



Matte surfaces

Warm neutral colors

Metallic effects

Transparent with opalescence

Geometric shapes, with soft fillets (Connection with soft curves)

Exclusive and Elegant.

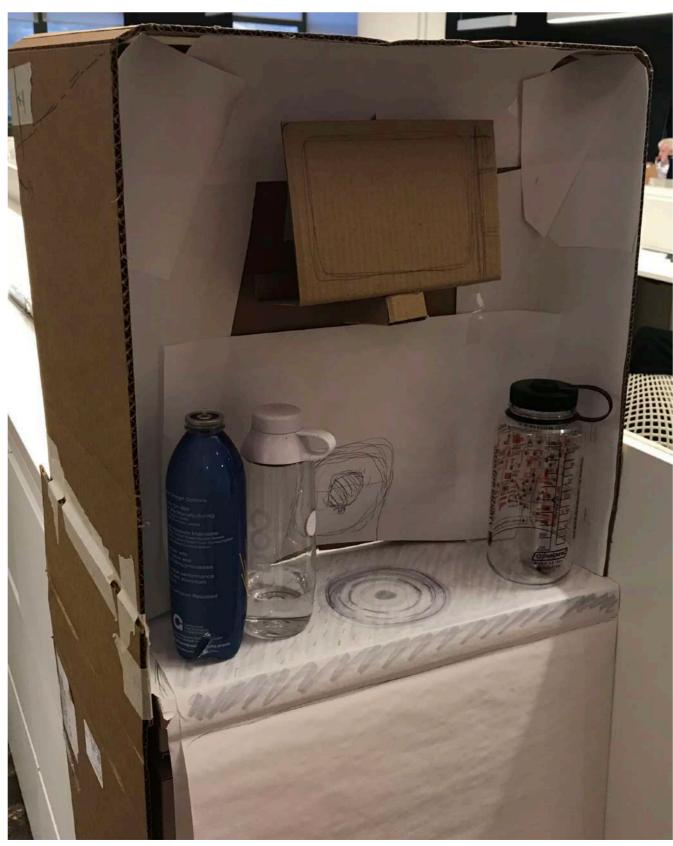




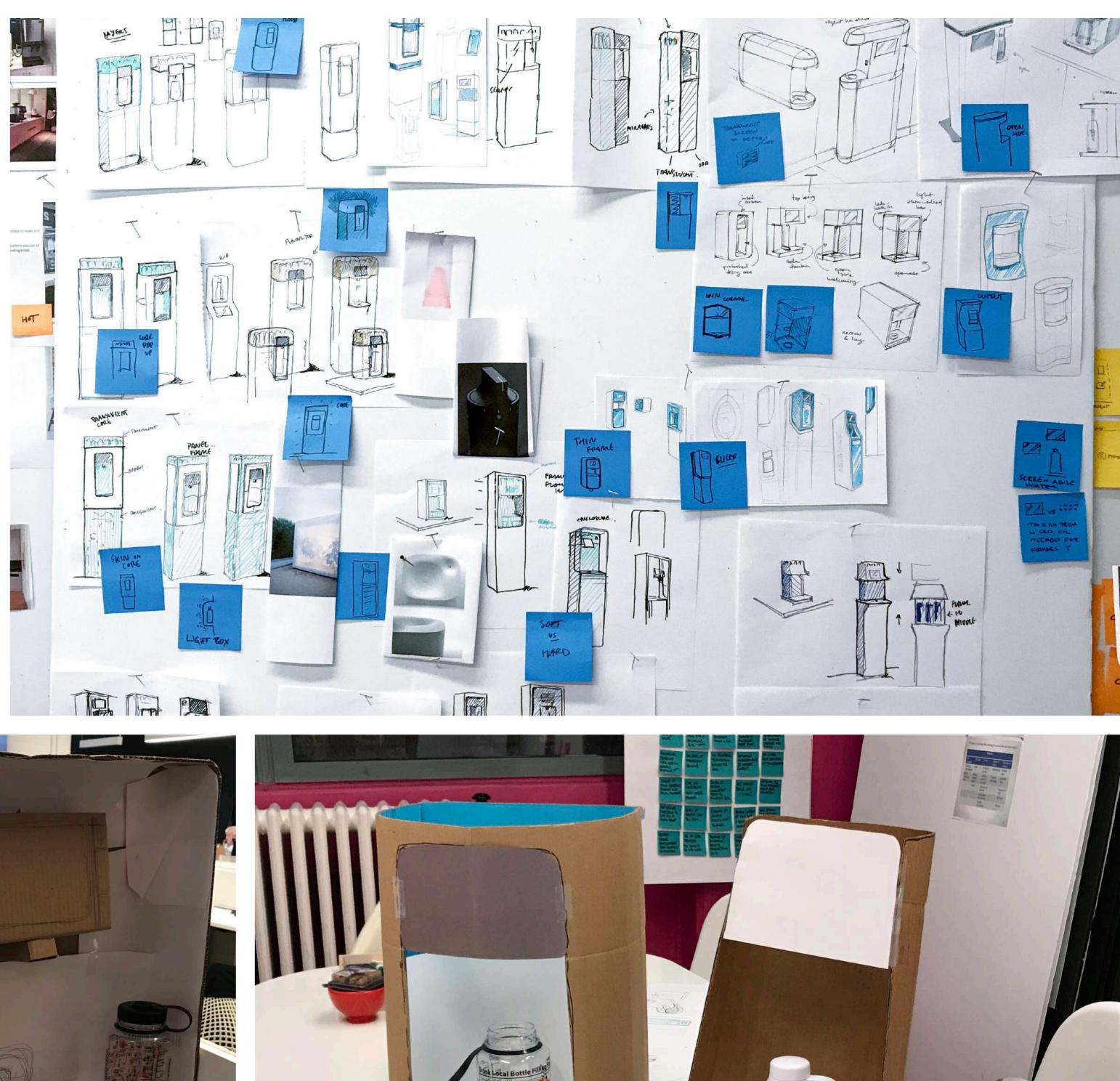
© 2023 Koby Trout | Please Do Not Copy or Distribute Without Express Written Consent



#### Working in a constant loop between 2D and 3D, I was able to contribute iterative ideas to collaboratively explore ideal forms, spacial interactions, and usage experiences. The instant feedback loop of creating live with the team allows the process to be both fluid and efficient, being able to see ideas on the wall or in the hand and instantly reacting - taking note of what works, what needs improvement, and what was worth trying even if it isn't necessarily the direction worth pursuing. While many ideas lay on the cutting room floor, this quick and dirty nature of early divergent thinking is so important to injecting energy into the project early on.







## Iterative Prototyping

Accelerating decision making through rapid & iterative prototyping



As decisions are made and the project progresses prototyping becomes more and more critical. Quick mockups help to give gut-check answers to questions as they arise, but eventually higher fidelity models are necessary to prove concepts and ideas as well as help align with various stakeholders. Working closely with both internal partners and external vendors, I was able to help create a wide range of fullscale models of different materials, processes and fidelities to help inform decisions and test hypotheses at critical points throughout the project. These prototypes bring the project to life in a way that mere conversations and even 2D visuals simply cannot. They also help demonstrate the value of design decisions and help poke holes to inspire further improvement.



## Scrutinize & Refine

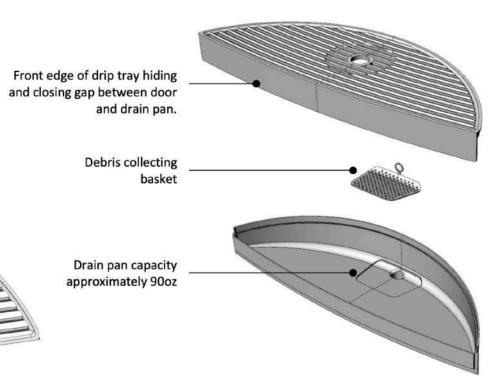
Fostering Communication Through Documentation



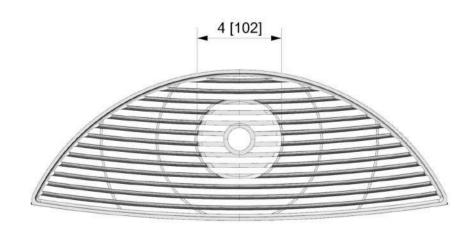
With payment system



Without payment system



Drain pan has a seed and debris basket in the bottom to avoid drain clogging. The basket can be removed and emptied by site personnel.



Display bezel back cover - Injection moulded

Touch display 🔨

Display bezel - Injection moulded

Upper frame – injection moulded \_\_\_\_\_ or bent metal extrusion

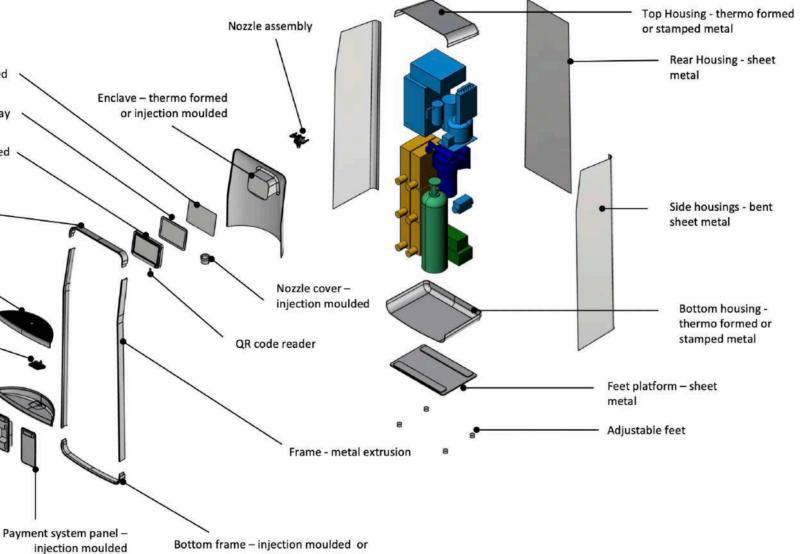
Drip tray – injection moulded

Debris basket – injection moulded

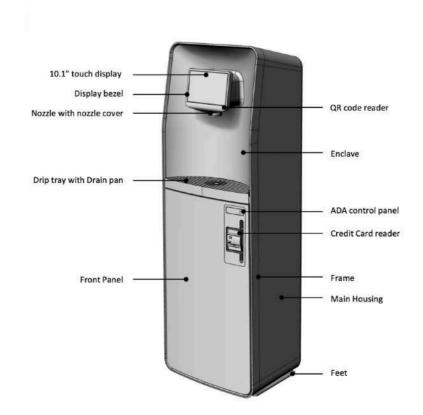
Drain pan – injection moulded

Payment system

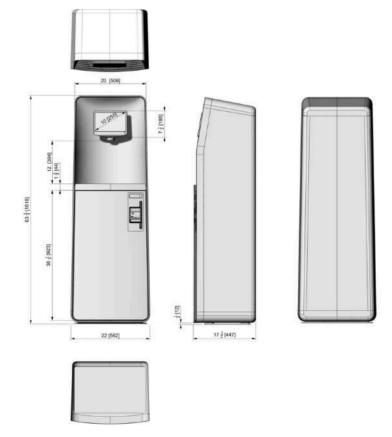
Front panel – thermo formed With such a complex project, there are many moving parts and even more stakeholders and parties involved in realizing our objectives. When interfacing with partners from many different backgrounds it becomes critical to adjust communication styles to ensure all parties are properly included and understand the decisions at hand. Much of the design work required throughout the process was creating design specification

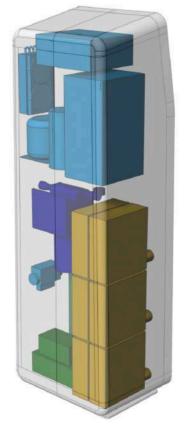






bent metal extrusion





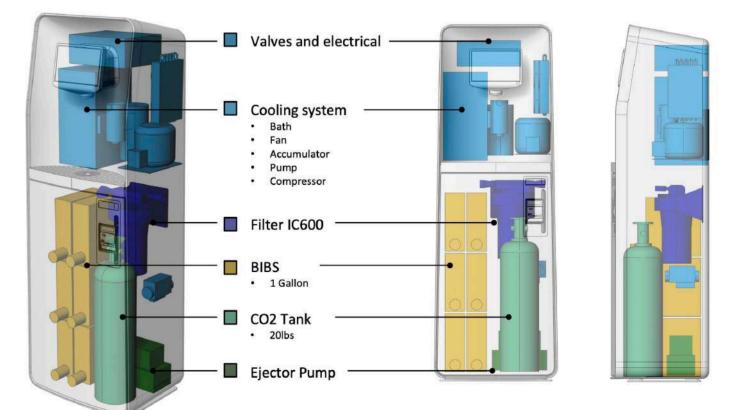
documents to clearly articulate the design vision, as well as highlight the teams' notes, feedback, and insights as part of an ongoing feedback loop with our partners.



**ON - Standby** Low dimmed enclave light



**ON - Active** Stronger enclave light fades brighter when proximity sensor is activated. Fades back to Standby when proximity sensor is not active.



### Interaction & Workflow

Simplicity Enabled Through Curated Complexity

#### universal ui / ux principles

#### timeout

if there is no user interaction with the machine during any section of the UI, the screen will dim after ~ 3 seconds. This indicates the beginning of timeout. If the user does not engage within an additional ~ 3 seconds, the machine will end the session / sign the user out and enter standby mode – attract loop will begin.

#### time values

all time values should be editable for adjustment and are subject to change based on feedback after testing on-unit.

#### tap vs. hold

certain options within the UI can be tapped or held (long tap). A tap on an icon should have immediate effect on the interface, while a tap and hold feature (e.g. hold to pour from home screen) should have a delay of ~ 0.4 seconds before taking effect.

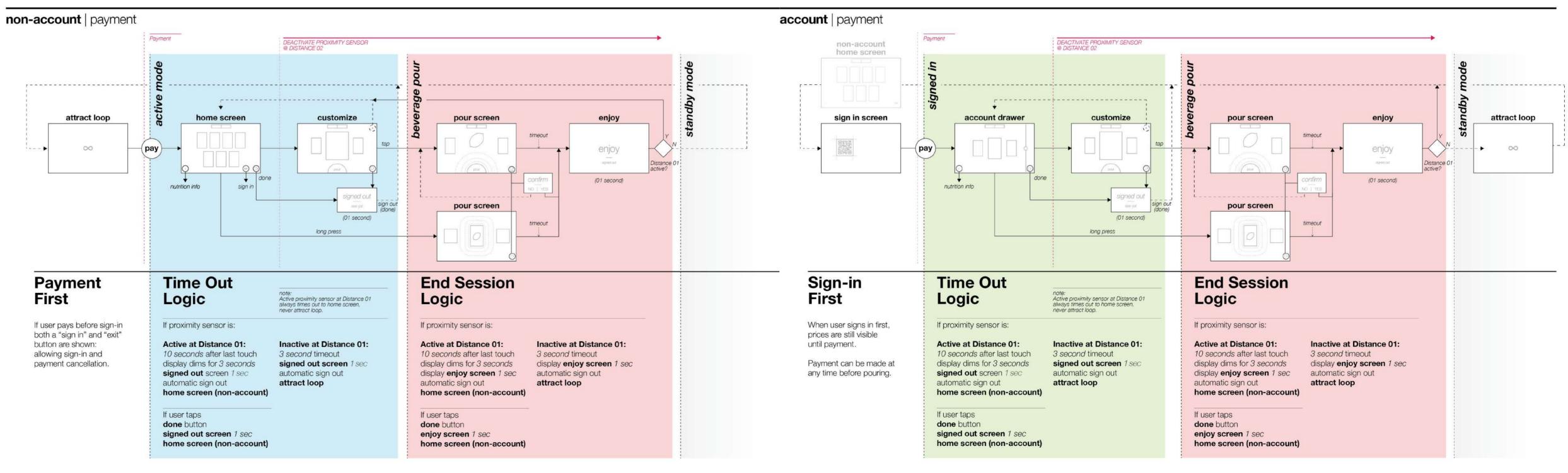
#### pay to pour

all pouring scenarios (except non-paid agreements) will require payment before the beverage is dispensed.

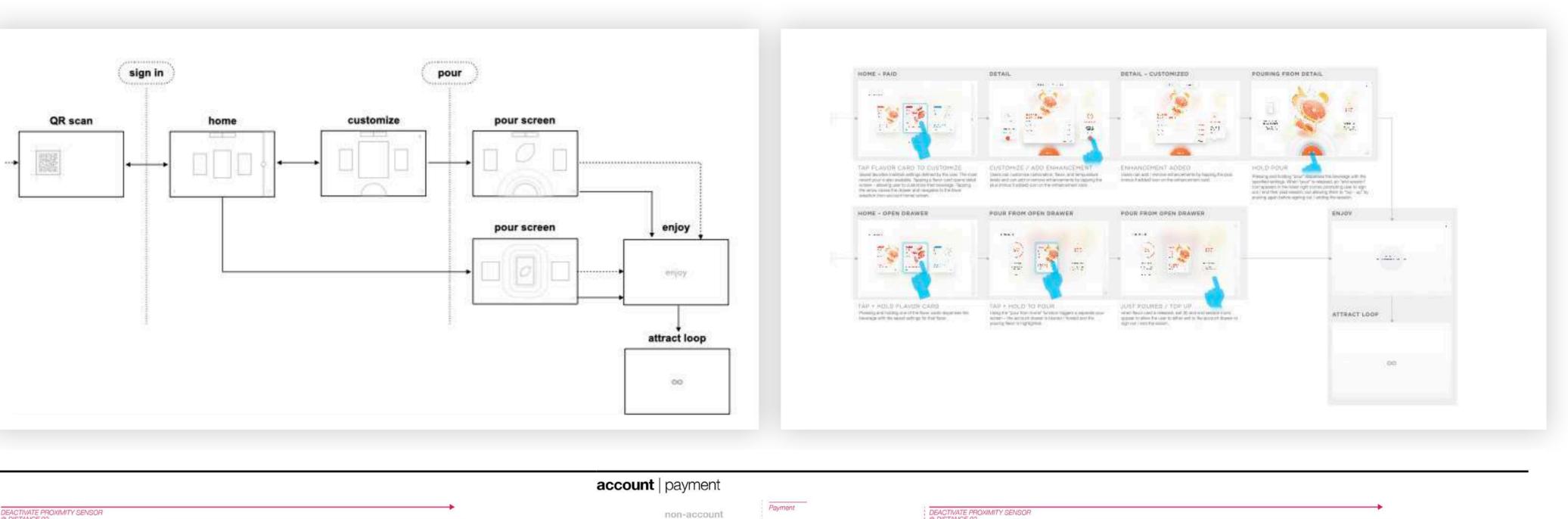
#### interactions and workflow

work in progress

shown and listed is considered work-inprogress and is subject to change upon further prototyping and testing.



A key differentiator for Sodastream Professional is the ability to customize and save favorites to an individual's profile. The creation of a digital account enables an entirely new user experience than has been possible with previous models. It was critical then, to ensure a smooth and seamless relationship between digital and physical interactions. In this pursuit I helped champion the notion of a holistic user experience that is not defined by hardware or software, but is facilitated by the relationship between



the two. I led early workshops with both internal and external partners to define the user journey as well as outlined workflow diagrams for the on-screen device UI.

## User Interface & Experience

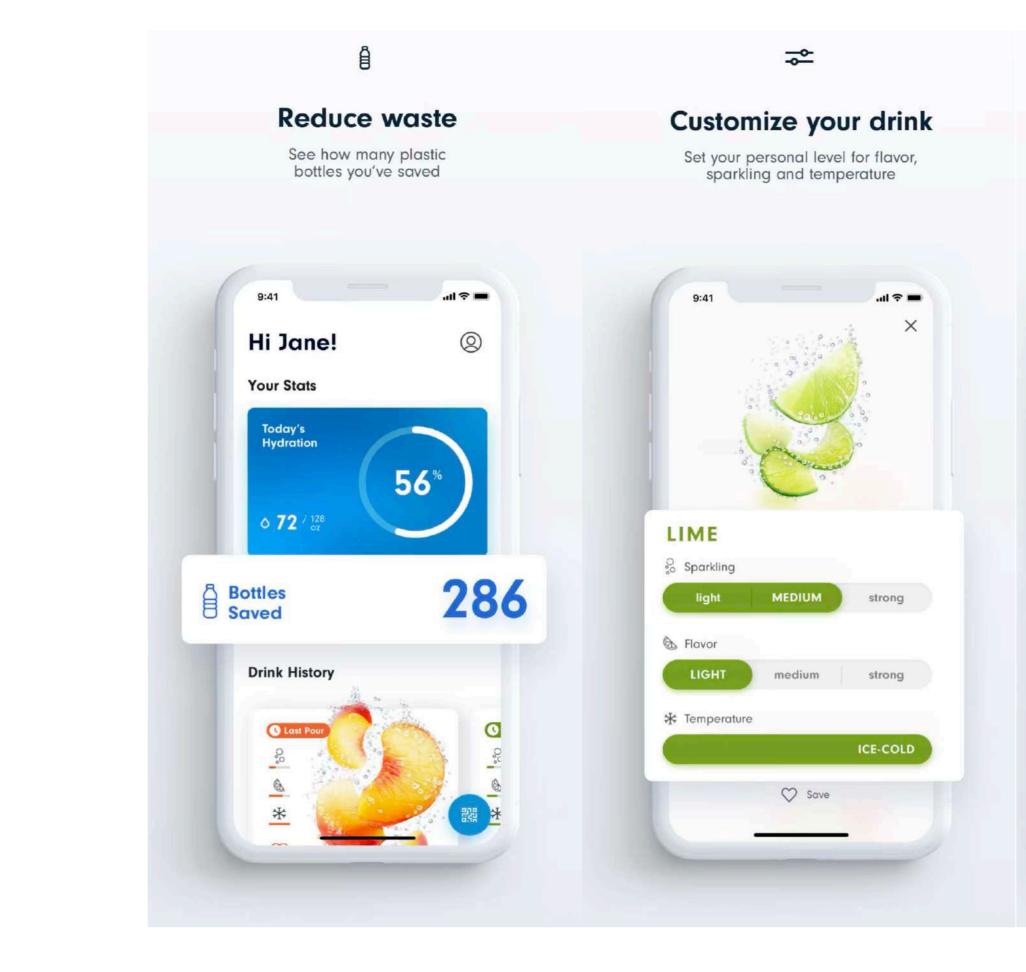
### **Opportunistic Innovation**

With the removal of the singleuse package, a completely different relationship is needed between consumers and their beverages. By leaning into this heightened connection to a reusable vessel, we decided to make intuitive interactions double as authenticators for the digital account. Using their bottle to sign in, users are able to instantly log in and have access to 'quick-pour' favorites to eliminate added complexity required with signing in and payment interactions. This keeps the experience ads close to approach and pour as possible, while still allowing the benefits of tracking, payment and account management to happen seamlessly in the background.



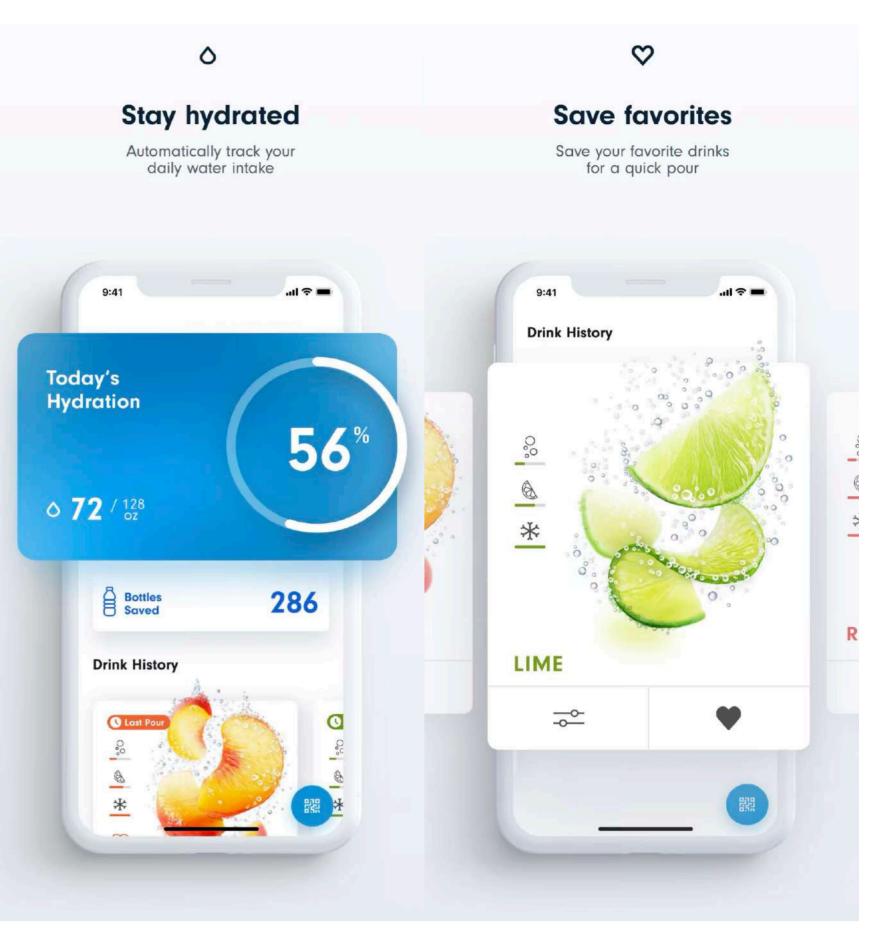
### welcome

### choose





### customize





### pour





## Future Vision Development

### **Building on a Foundation of Innovation**

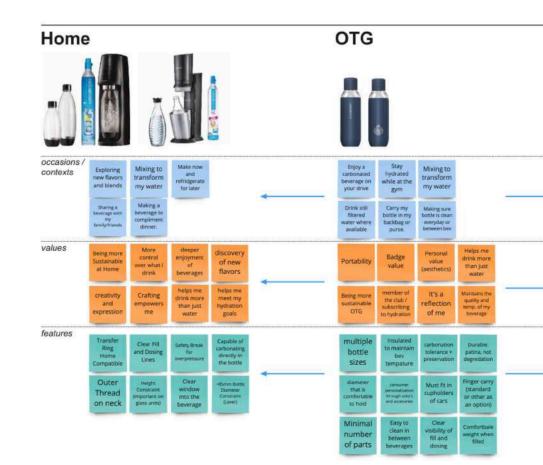
After successfully landing SodaStream Professional in the market, the task shifted towards building the vision for the future of beyond the bottle. Here, I'm helping the team to analyze the market landscape, players, value chain, and consumer trends to construct potential business opportunities, to help scale the business as the industry shifts towards sustainability. Building the trust of the organization through launch, bought design a seat at the decision-making table to help direct the future of the organization, towards a strategic portfolio strategy and business propositions.

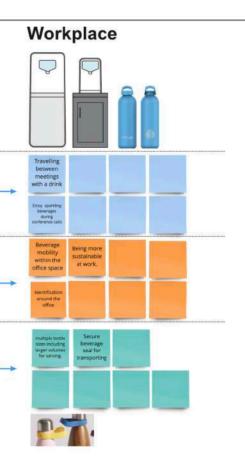
H1



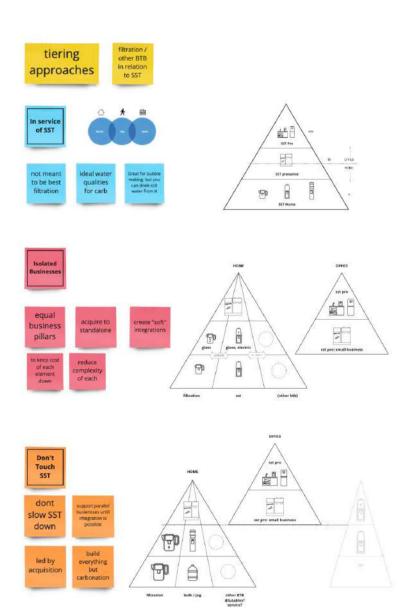


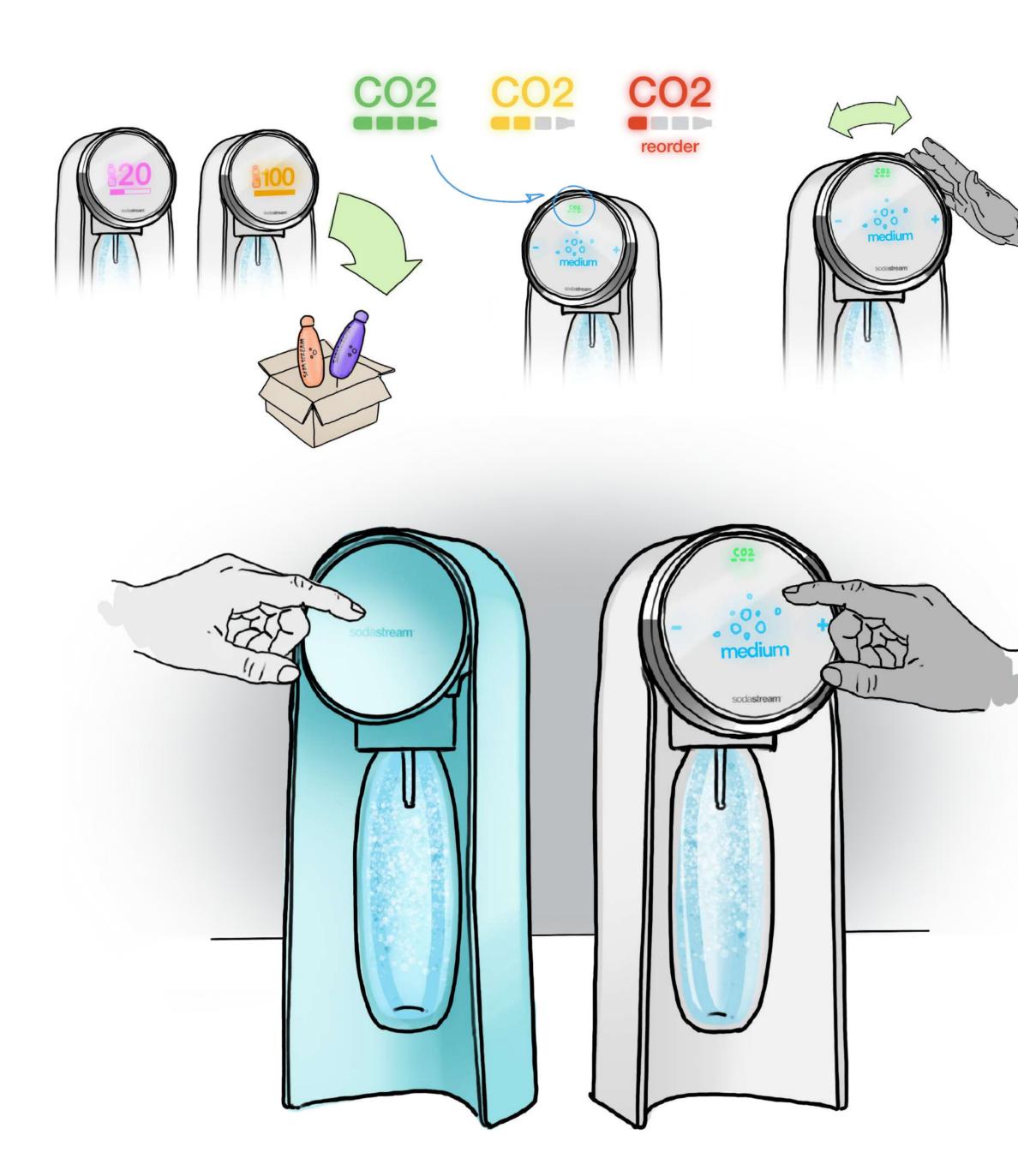
### H2





### H3





# The Power of Visualization

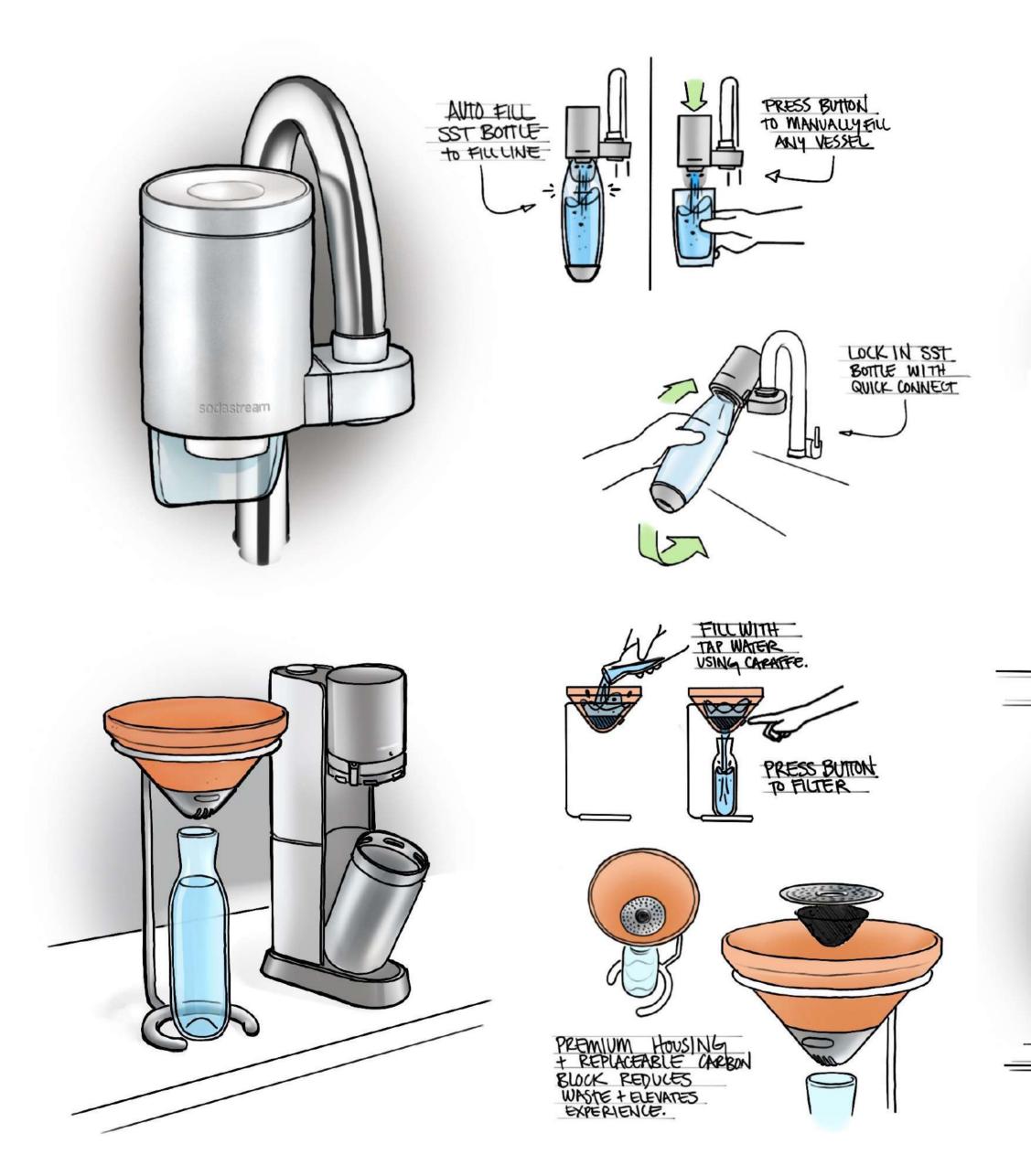
Vision Crafting for SodaStream

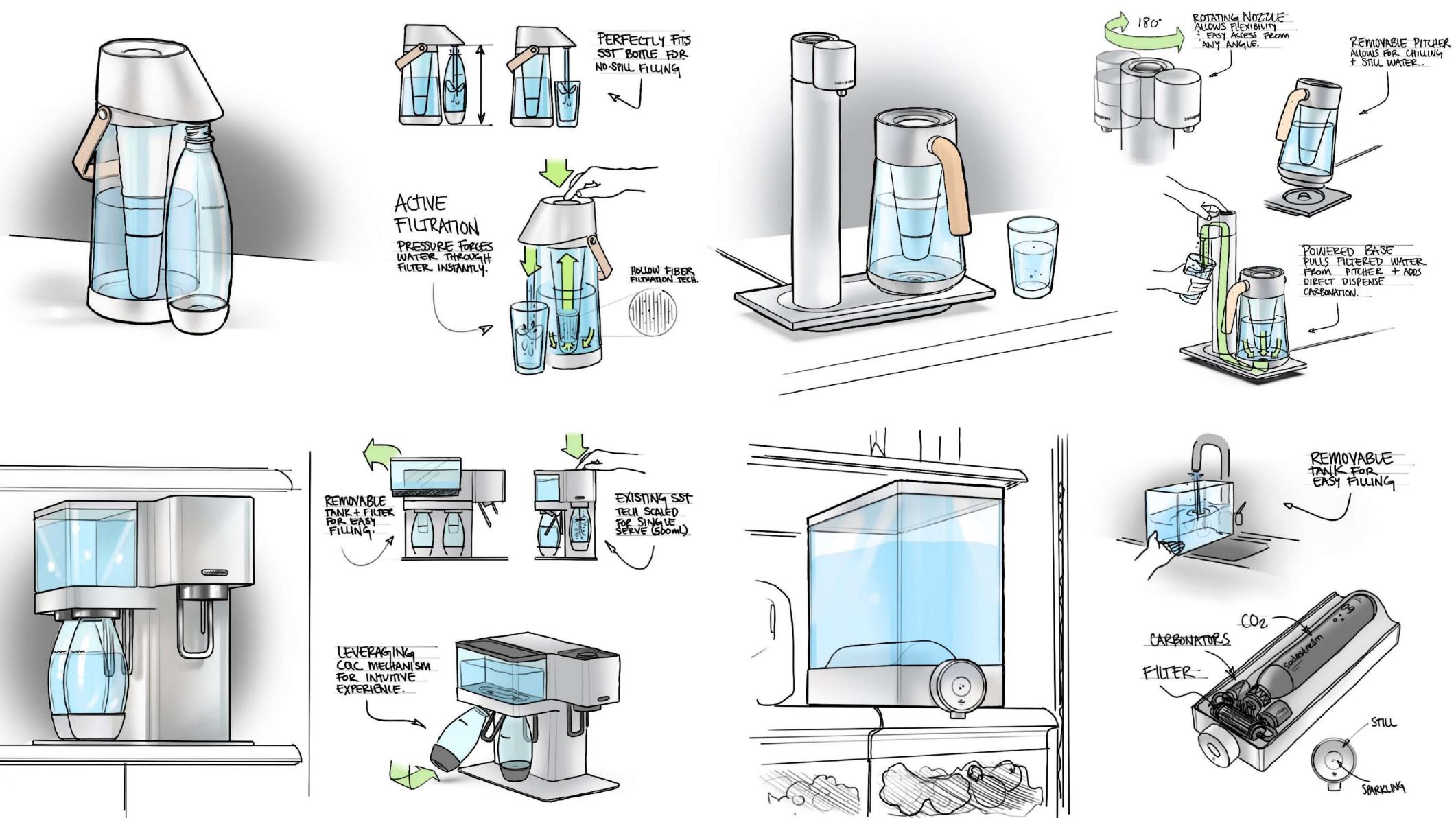


I've learned to pay close attention to the asks our team receives and interpret the underlying rationale in hopes of pushing the conversation further, and adding value in ways stakeholders might not think to ask for. The example shown here shows a month-long sprint exploration of how we might revolutionize recently acquired SodaStream through an equipment-led strategy. Although the concepts presented are subject to complexities not considered in the exercise, the work successfully inspired leadership to think about the future of the SodaStream portfolio.

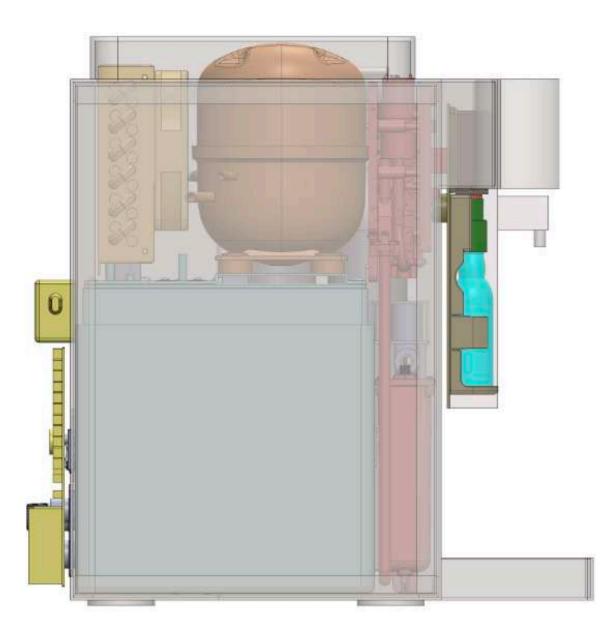
### Exploratory Concepts

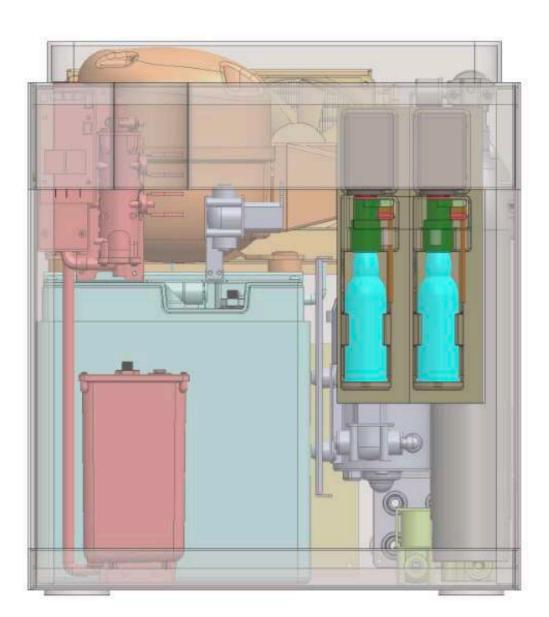
#### **Portfolio Extension Provocations**

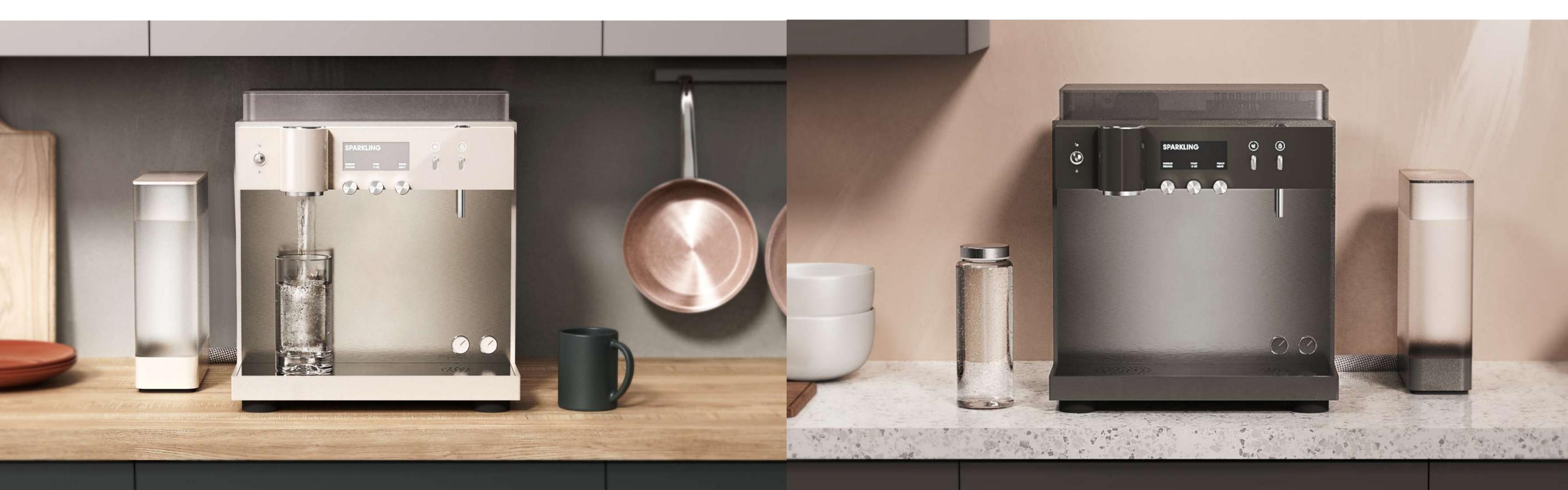


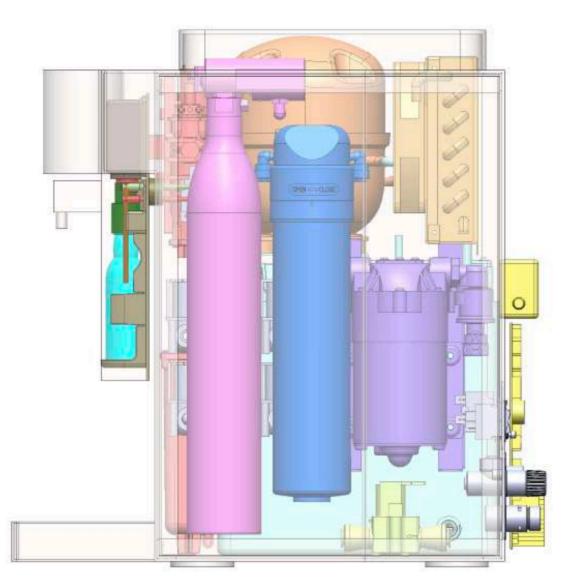


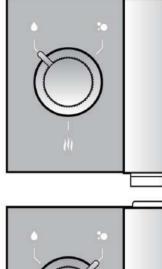
#### Component Arrangement Exercise



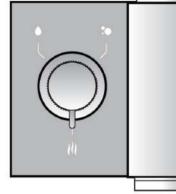






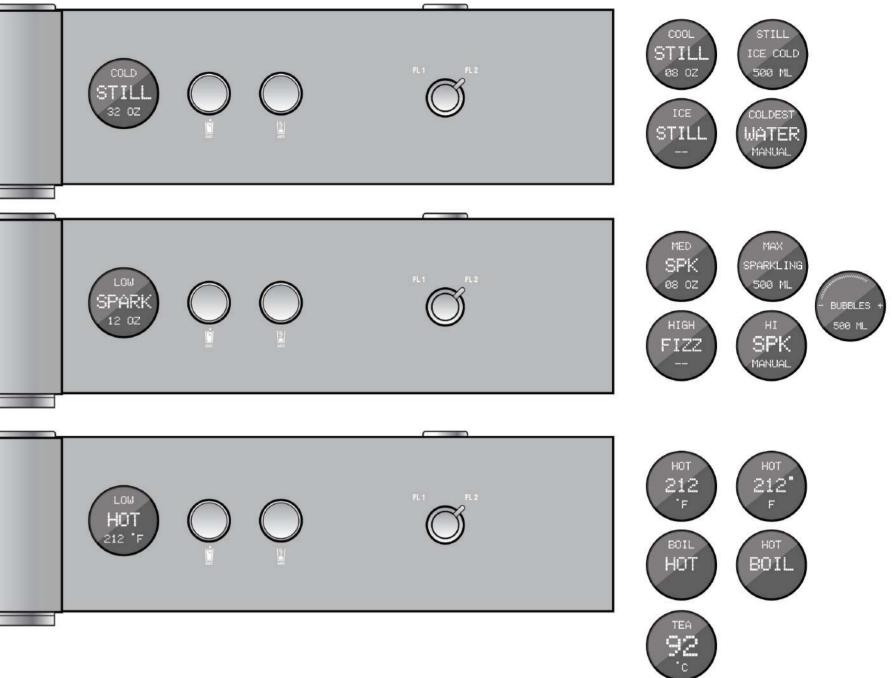






Early Concept in-Context Visualization

Physical UI Development





# Industrial Design

© 2023 Koby Trout | Please Do Not Copy or Distribute Without Express Written Consent

Koby Trout | Industrial Design

## Khio

#### **Cooling Migraine Relief Headband**

Khio is a new business venture that is developing an innovative solution to the treatment of migraines using cooling therapy. The startup is founded on the insight that cooling reduces migraine symptoms, especially if used in early stages. Khio is a powered headband with cooling plates that actively remove heat from the wearer's forehead, helping to alleviate migraine symptoms.

The Khio team asked for my help to design the hardware and interaction of using the product, as well as push the design towards the future to inspire investors and help drive the development of their product

and business.



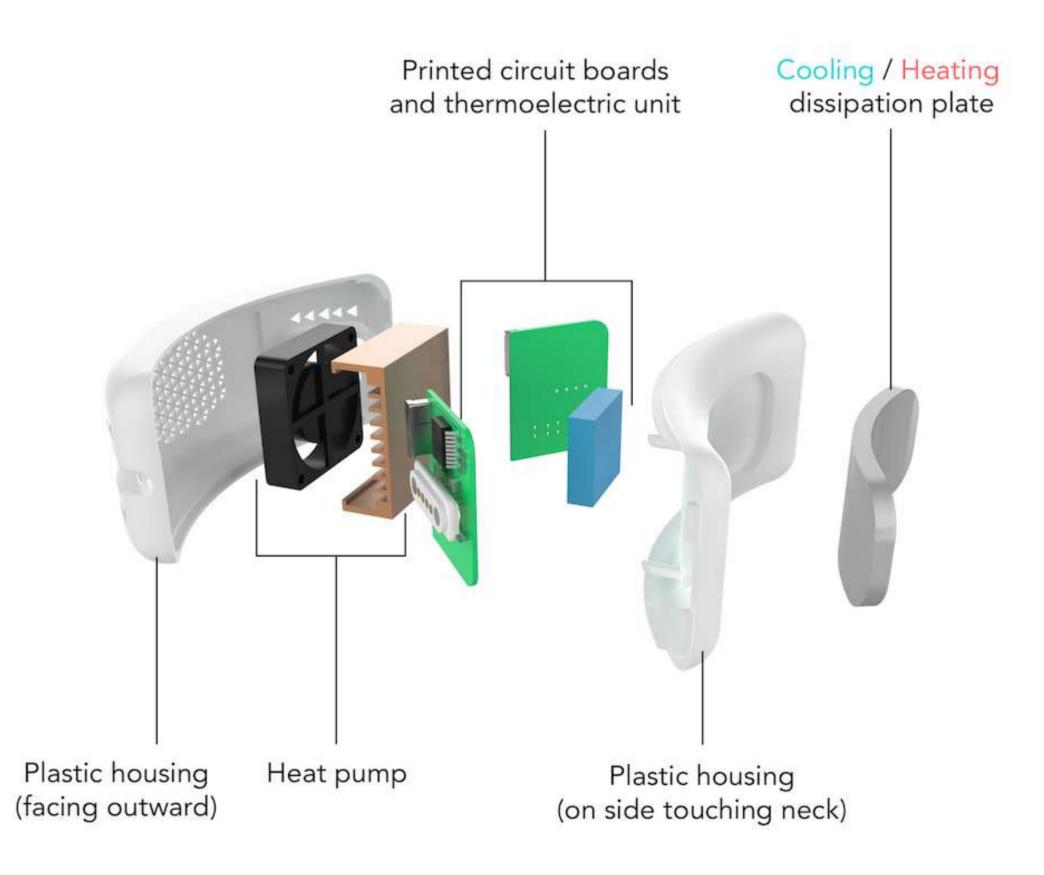
### The Ask:

### "Help us take our idea to the next level, and get investors excited about our concept."

- Functioning MVP / proof of concept model

Looking to secure funding and partnership





37

#### Occasions



#### **Functional Needs**



#### **Emotional Wants**



#### **Access Barriers**



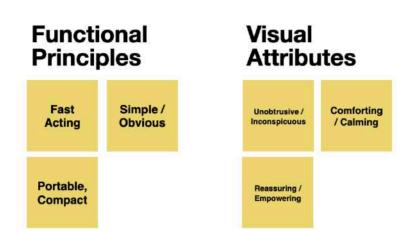
#### **Deeper Desire / JTBD**

"Help me feel like I'm the one that's in control of my life, not my migraines."



### on the go unexpected

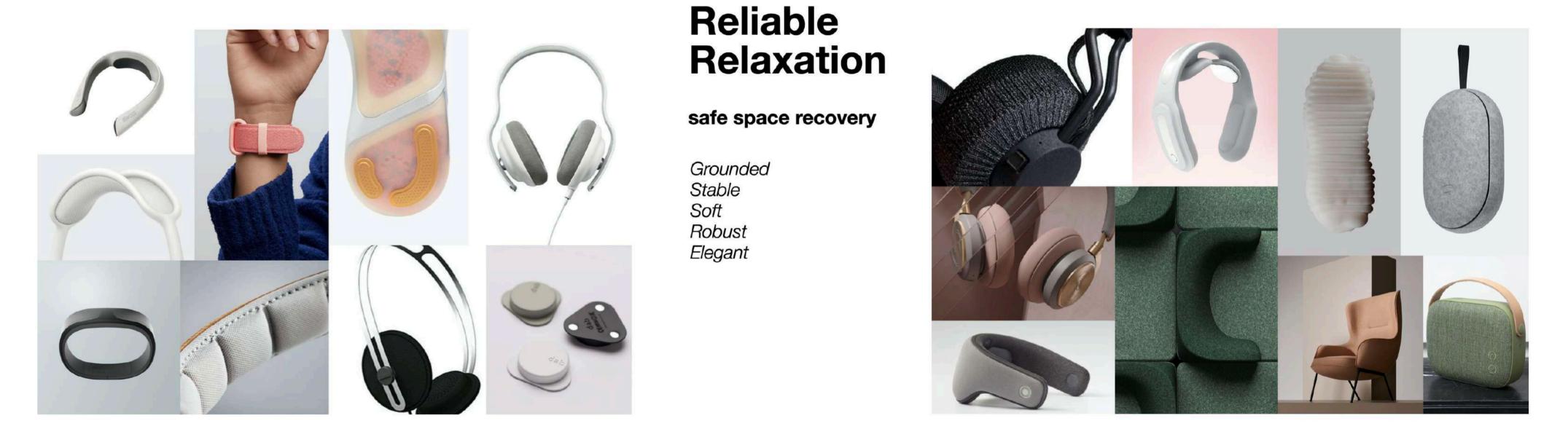
"Help me feel like I'm the one that's in control of my life, not my migraines."



### Stylish Simplicity

#### on the go unexpected

Simple Light Flexible Approachable Pragmatic



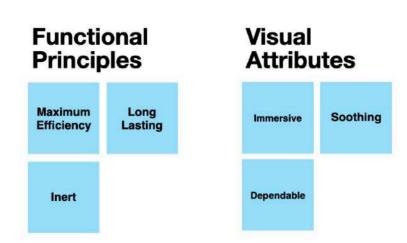
### Building The Rationale

Removing Bias + Subjectivity



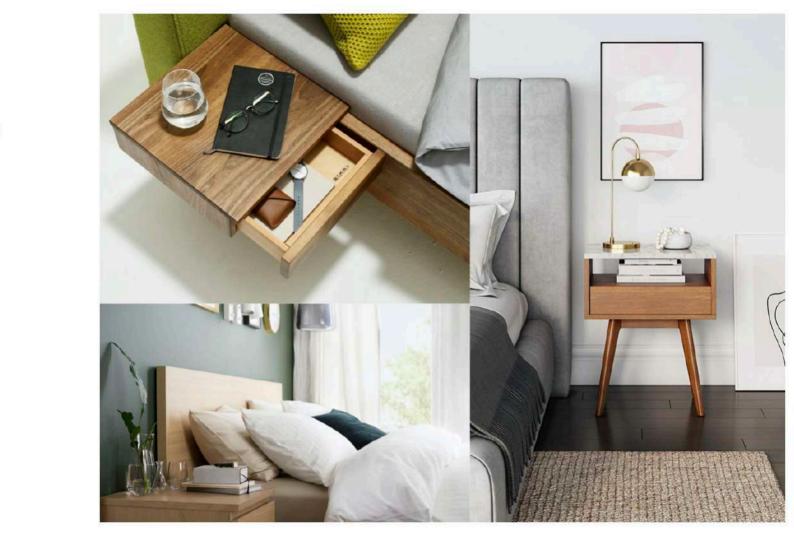
### safe space recovery

"Help me pull out the big guns when a migraine starts to take over."



#### Art is in the eye of the beholder. However, design is different from art. The "why" behind a design is what separates good and bad design, and what separates most design from simply being utilitarian artwork.

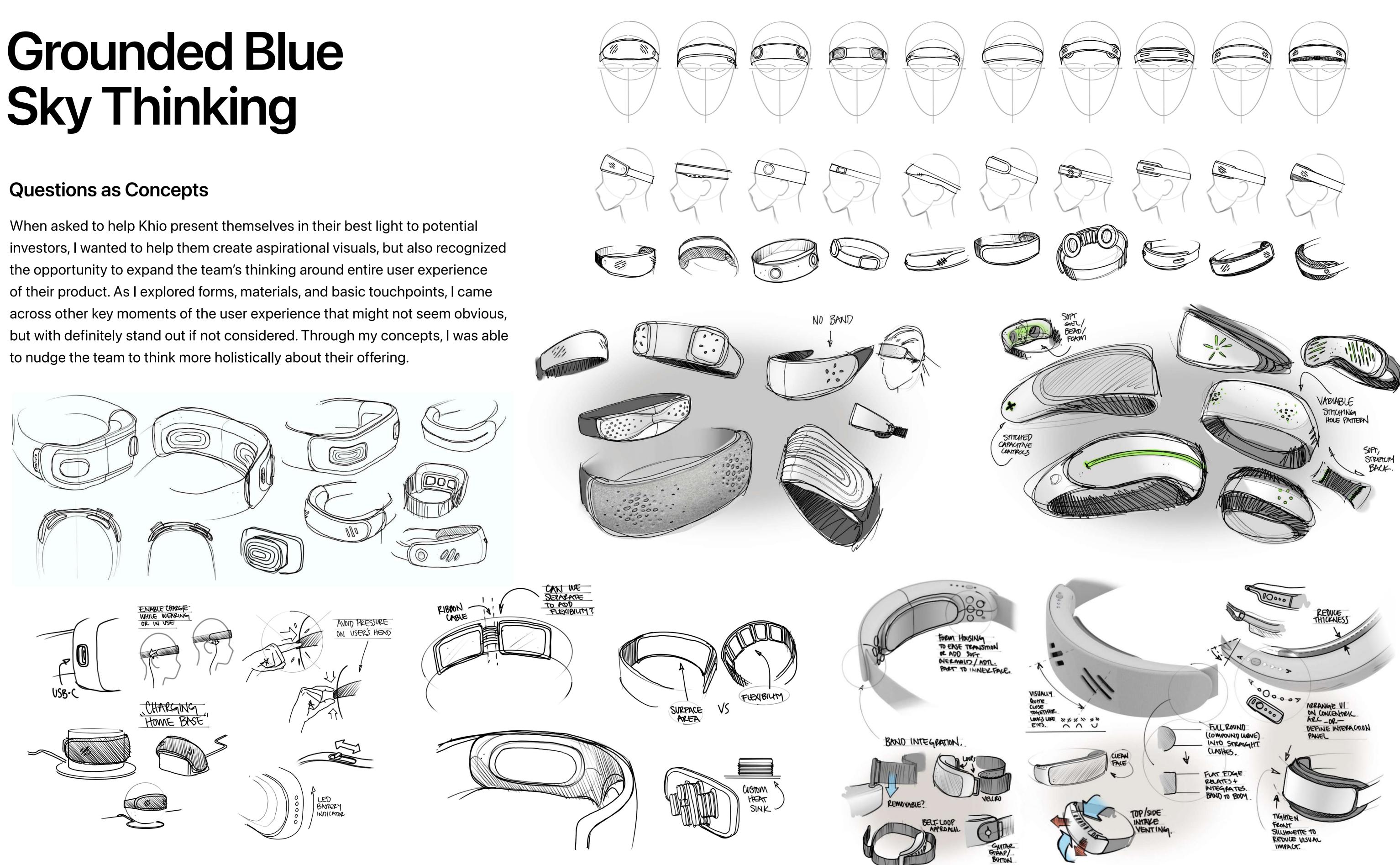
When asked to help visualize the future for Khio's migraine relief headband, I wanted to build a solid rationale to help the team first agree on what they stand for, so that decisions are made contextually, rather than subjectively. To build a robust sand castle, one



must first build the sandbox in which to play. Considering user needs wants, and jobs to be done, as well as key moments and contexts, help frame an informed and context-driven direction for the design.

# Sky Thinking

to nudge the team to think more holistically about their offering.



## **Rapid Form** Iteration

### **Delivering Aspirational Concepts Quickly**



### Warm & Comforting

(textiles, soft touch, smooth surfaces)

The reputation of the startup world proves to be true meaning work is inherently agile, fastpaced, and scrappy. The need to juggle many tasks between few people requires the team to wear many hats and constantly attend to all of the outstanding needs of the ever-evolving business. As an outsider with one clear focus,

I was able to come in and ask key questions, while keeping focus on the product design, and as a result make some of the decision making easier for the team. I found it essential to keep the check-ins frequent and the fidelity as high as possible to cut through the vagueness of process, and allow decisions to be made in a





timely way so as to keep with the "fail fast" spirit of a new business. These rapid refinements allowed for quick visualizations that forced the conversation towards decision making and action, and allowed the concepts to be quickly shared with stakeholders.

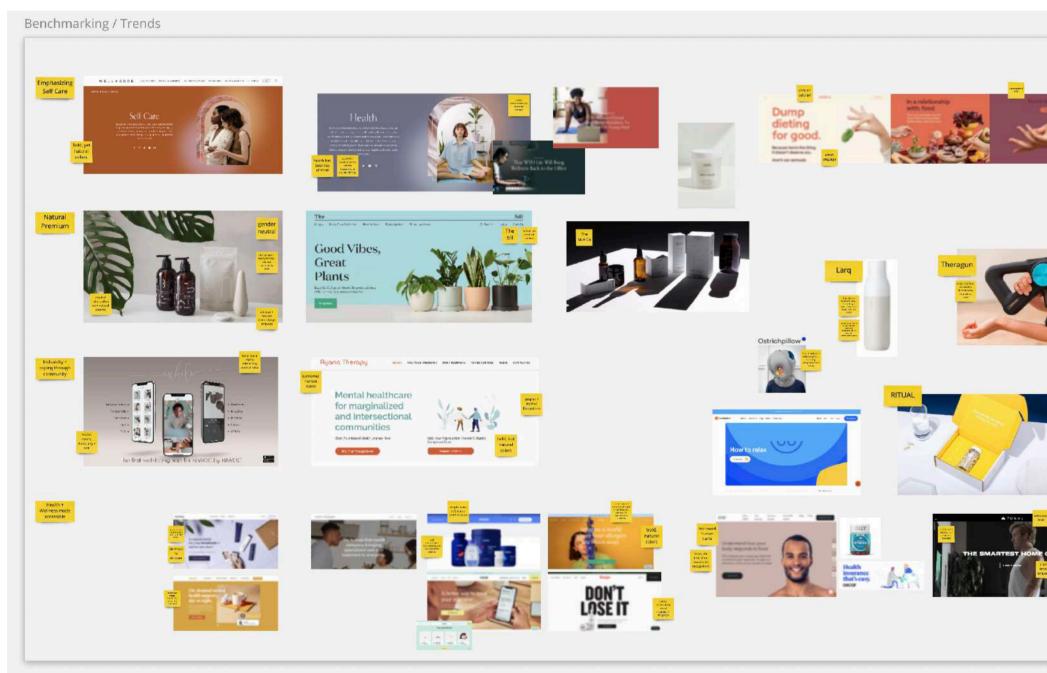
#### **Clean & Effective**

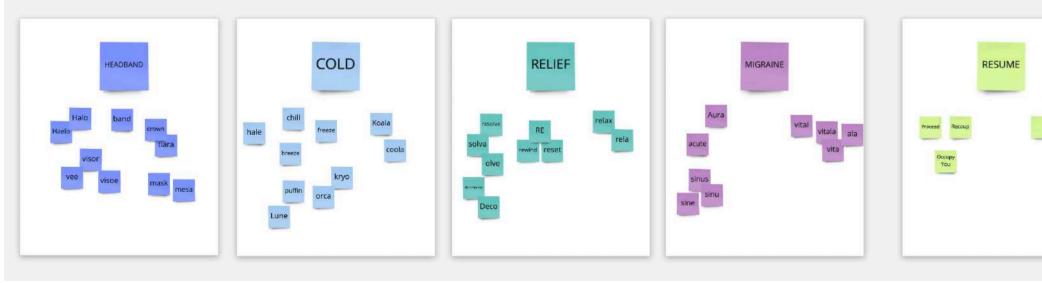
(crisp refinement of touch points)

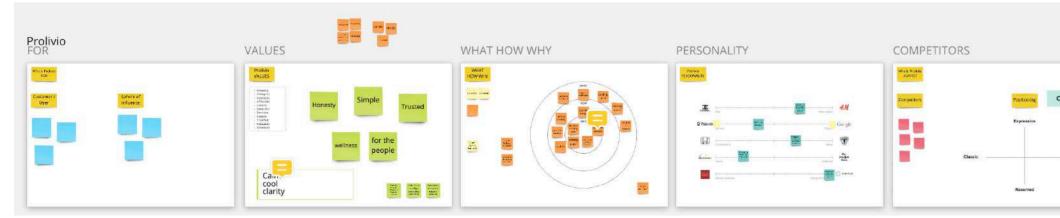


### Brand Refresh

#### **Guiding Collaborative Strategic Brand Strategy Discussions**



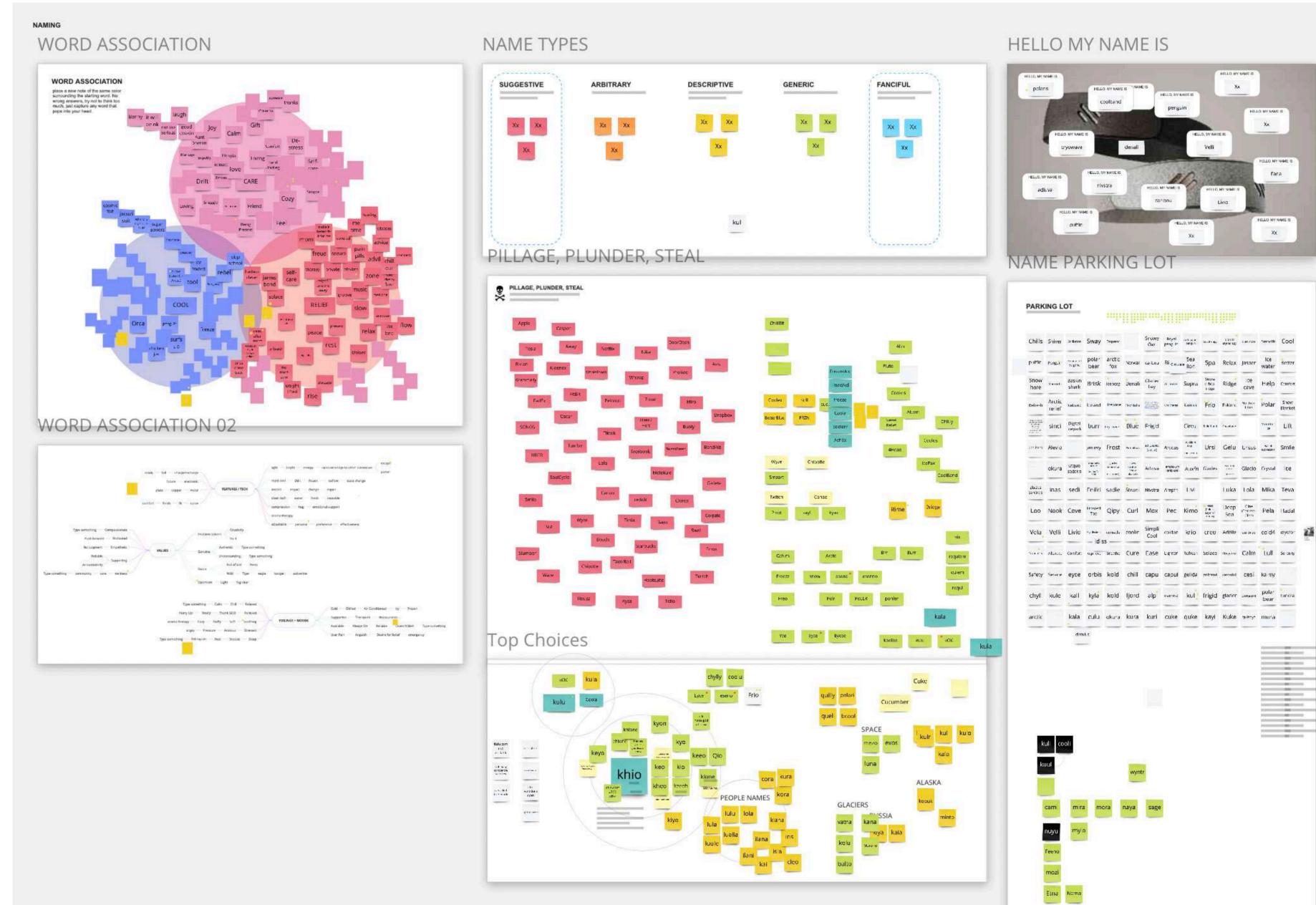






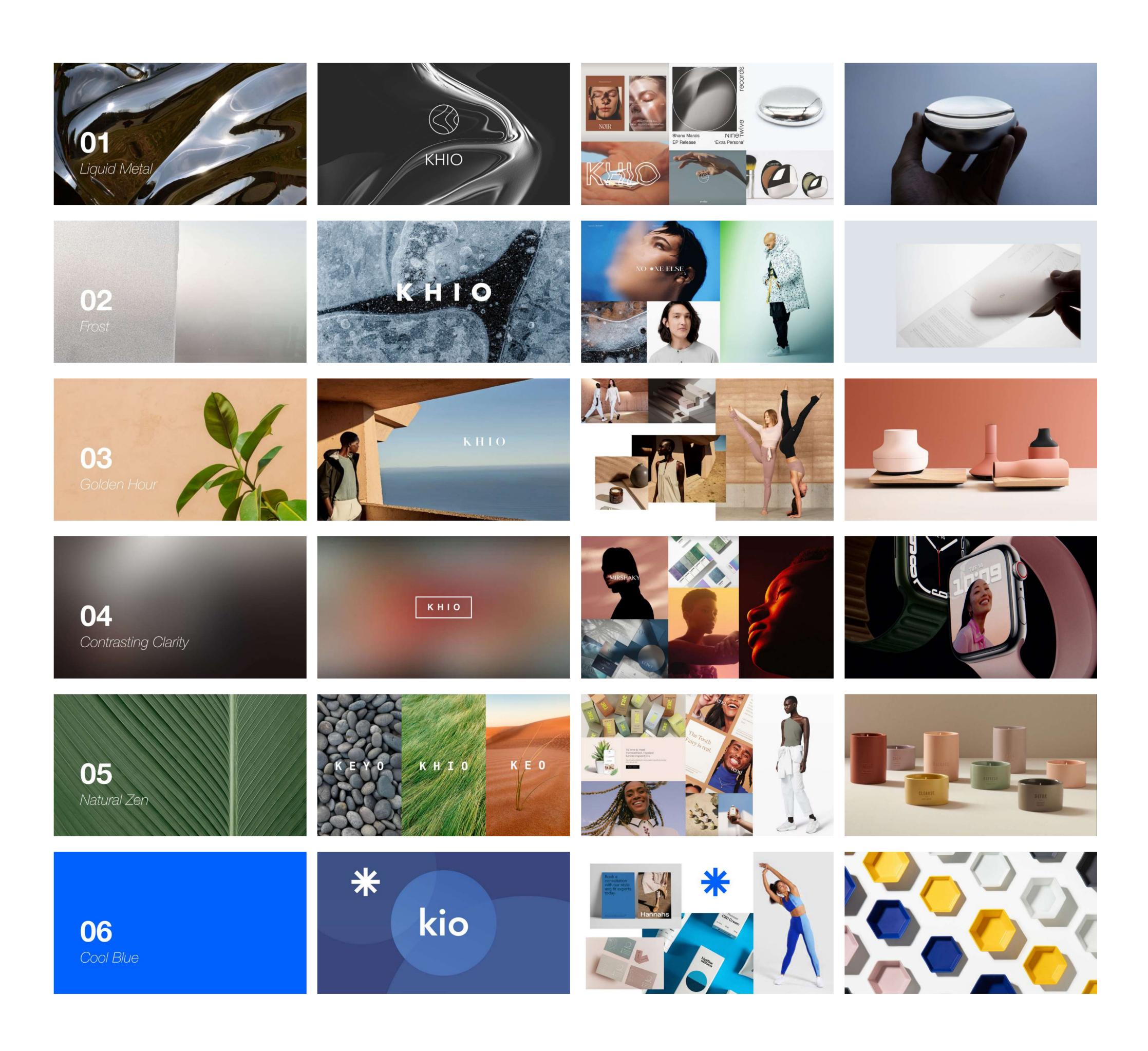






### Brand Territory Provocations

Demonstrating brand directions through found imagery to inspire and progress team thinking – providing approaches and tools to enable informed and strategic selfdetermined team directions.







Koby Trout | Industrial Design

## kobytrout.com

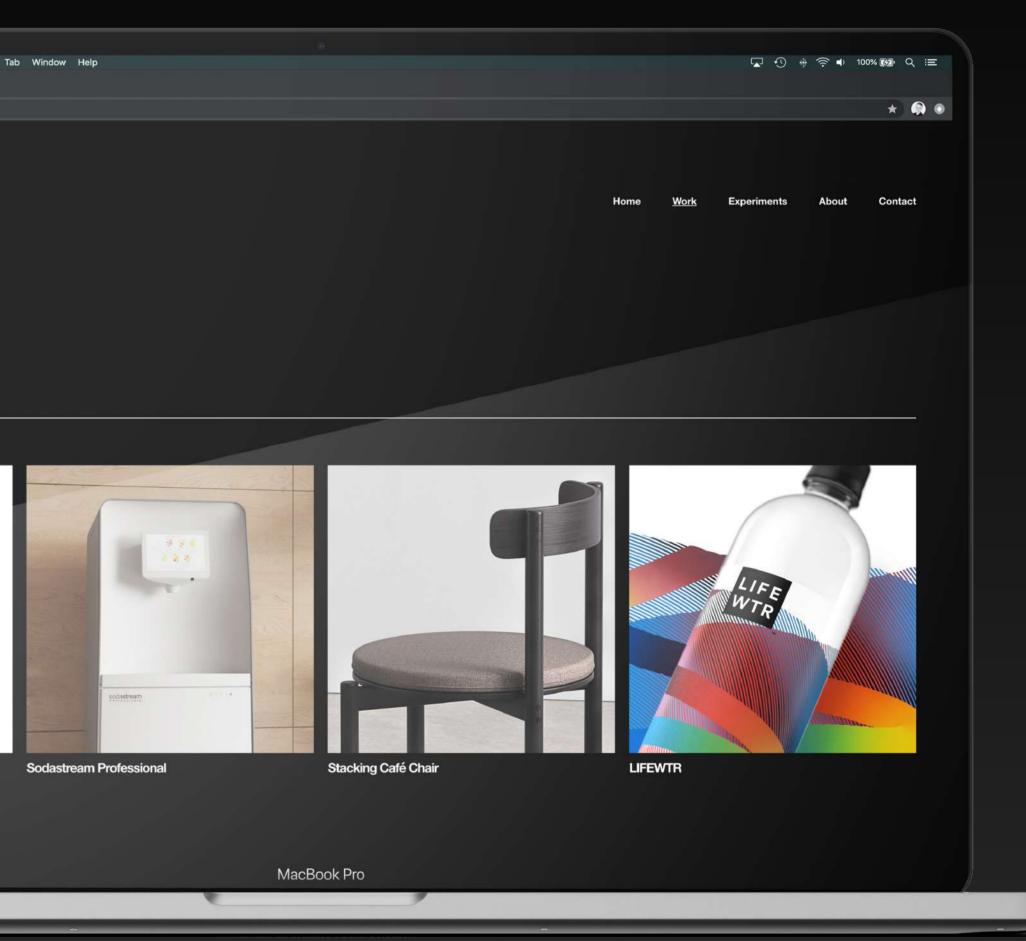
More Work & Additional Information Available



Koby Trout Design

Work





2023 | kobytrout.com

kobytrout.com | koby.trout@gmail.com | +1.716.491.6992 | @kobytroutdesign

