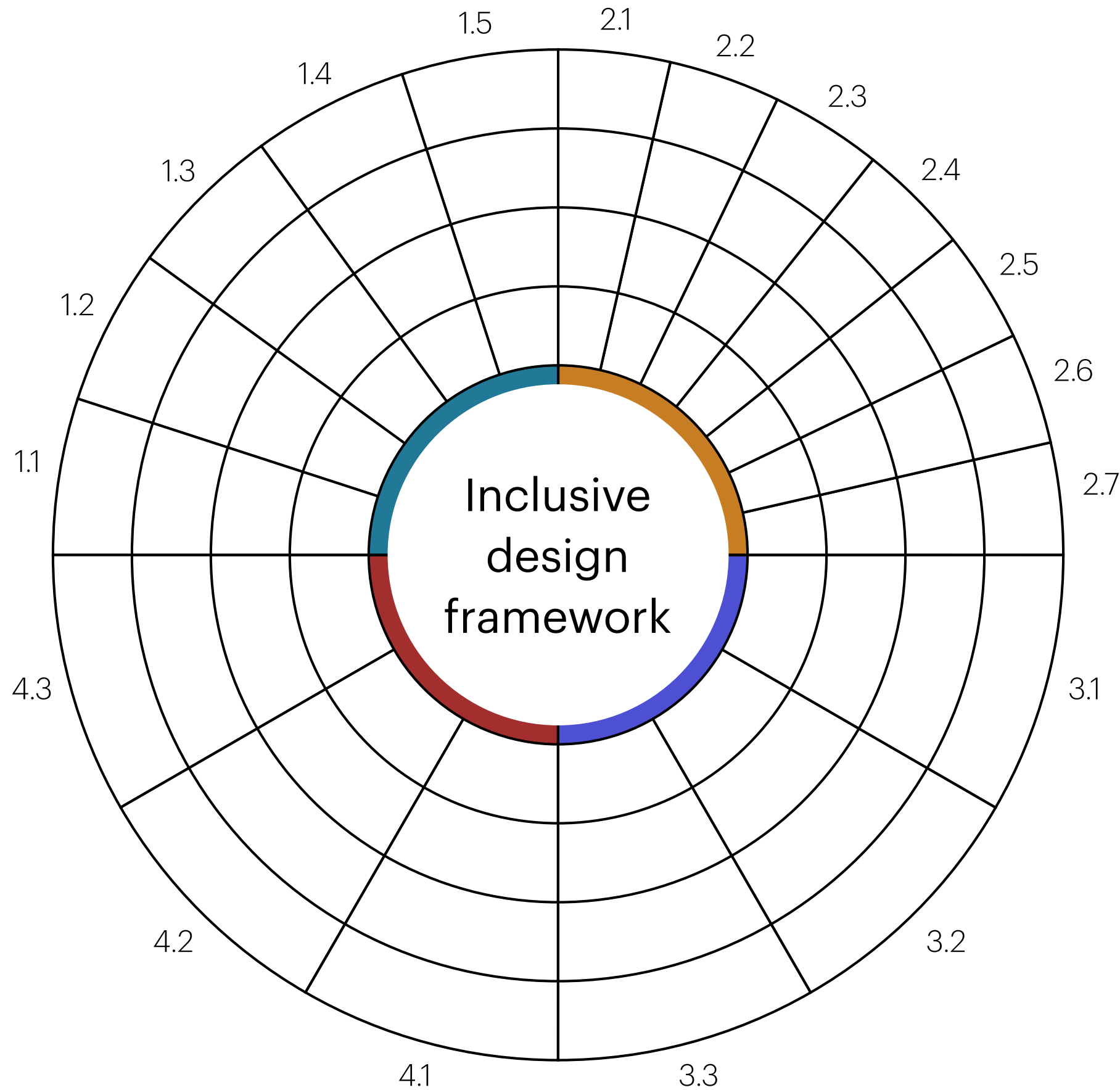


# Products & services

- 1.1 Mental wellbeing
- 1.2 Belonging
- 1.3 Physical needs
- 1.4 Neurodiversity
- 1.5 People first

# Design process

- 2.1 Design brief
- 2.2 User research
- 2.3 Idea phase
- 2.4 Co-creation
- 2.5 UX design
- 2.6 User testing
- 2.7 Marketing & PR



# Company culture

- 4.1 Vision and goals
- 4.2 Leadership
- 4.3 Partners

# Design team

- 3.1 Team diversity
- 3.2 Team knowledge
- 3.3 External resources