



Ogomi

Cognitive ergonomics and UX design

2026 Catalogue of Consulting Services

More information and contact: www.ogomi.fr

Version of 25/02/2026, download the latest version: [FR](#) - [EN](#)



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Introduction

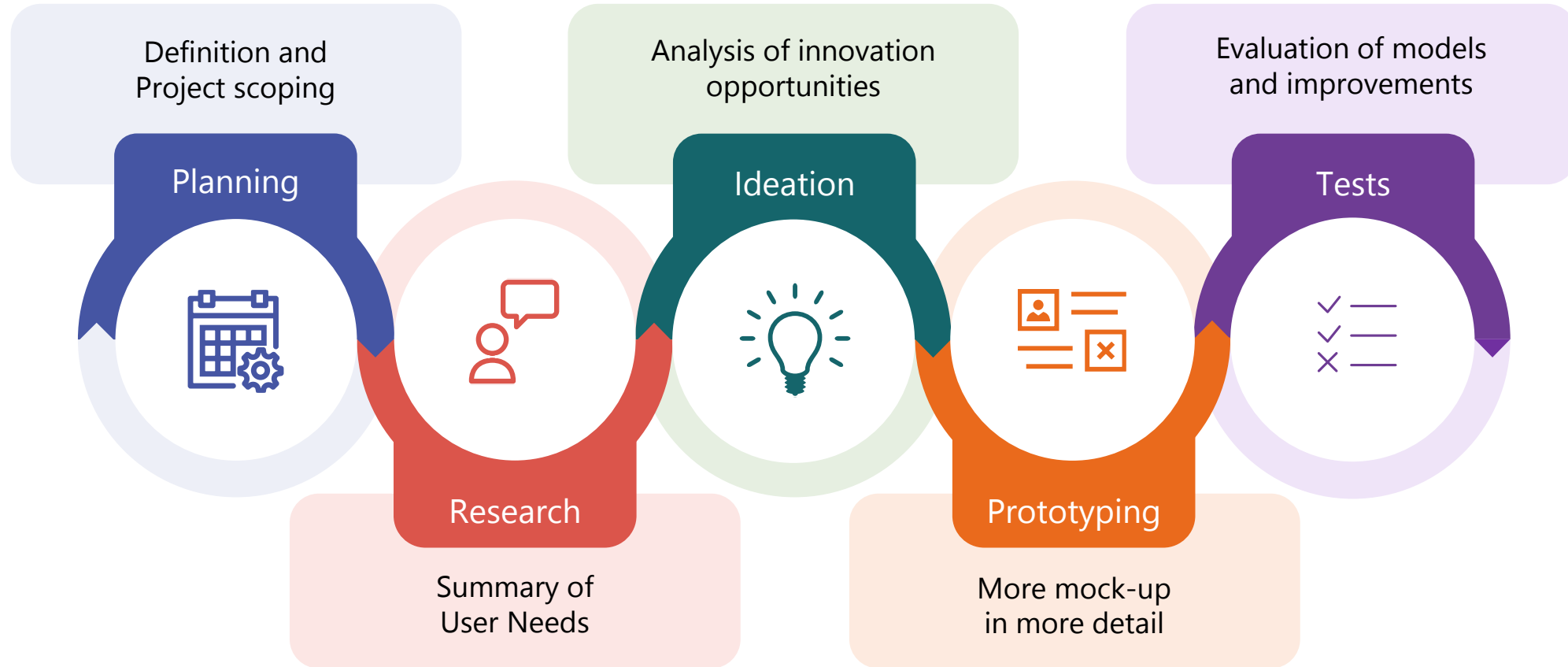
The main steps of
user-centered design





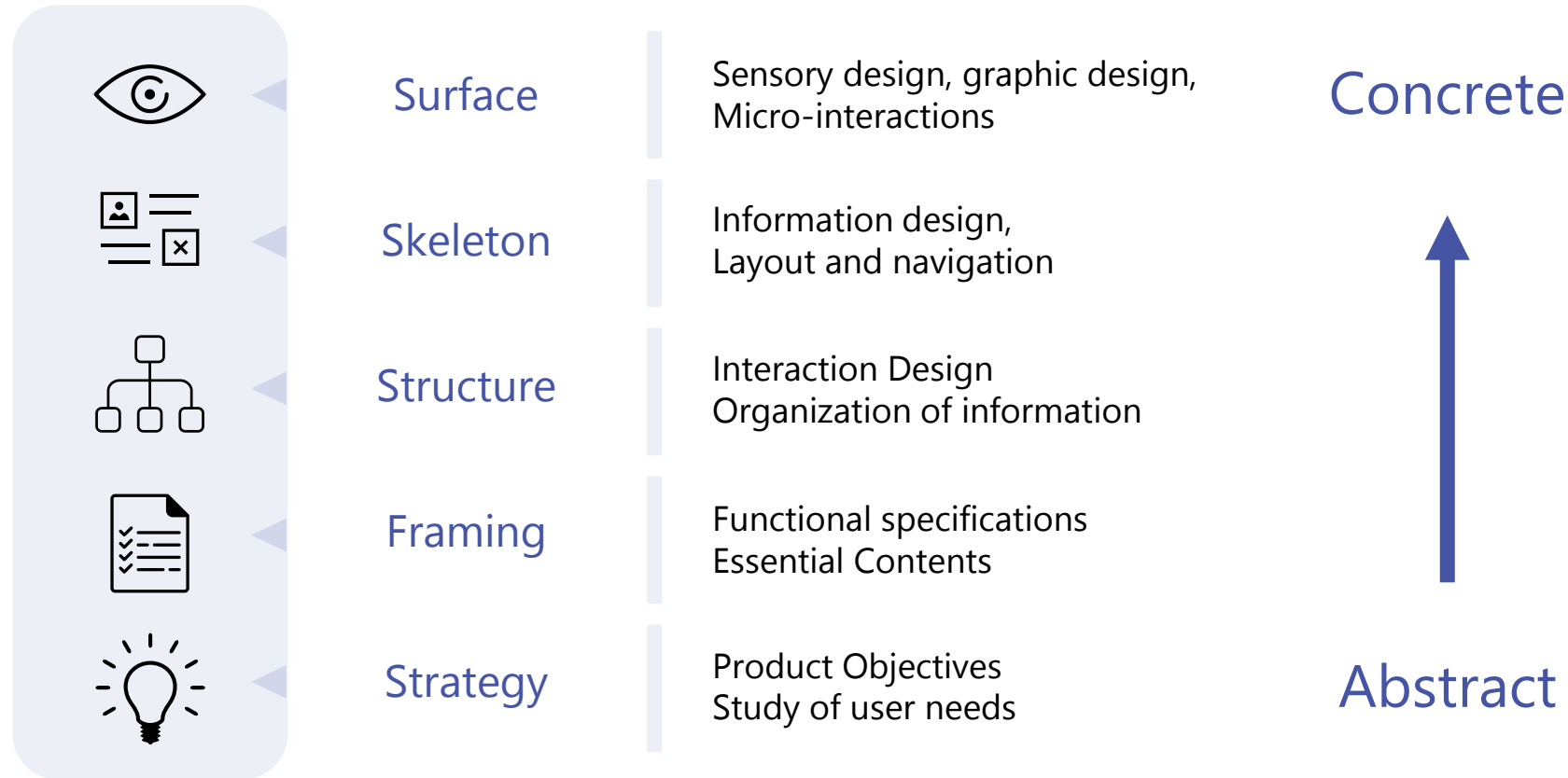
User-Centered Design:

(1/2) the major UX phases



User experience-centered design (UX design) is a modern method, which combines innovation, agility and methodological rigor.

The goal is to drive design with behavioral evidence to optimize efficiency, accessibility, and satisfaction.



Whatever **the level of maturity of your project**, we intervene from the initial design to the improvement of existing systems.

The use of progressive levels of abstraction secures design decisions in order to **prevent late and costly redesigns**.



Cognitive ergonomics at the service of your projects

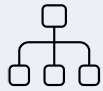
Surface



Skeleton



Structure



Framing



Strategy



Ogomi

At each stage,
we leverage insights from
cognitive science to guide your
design choices.

Planning



Research



Ideation



Prototyping



Tests





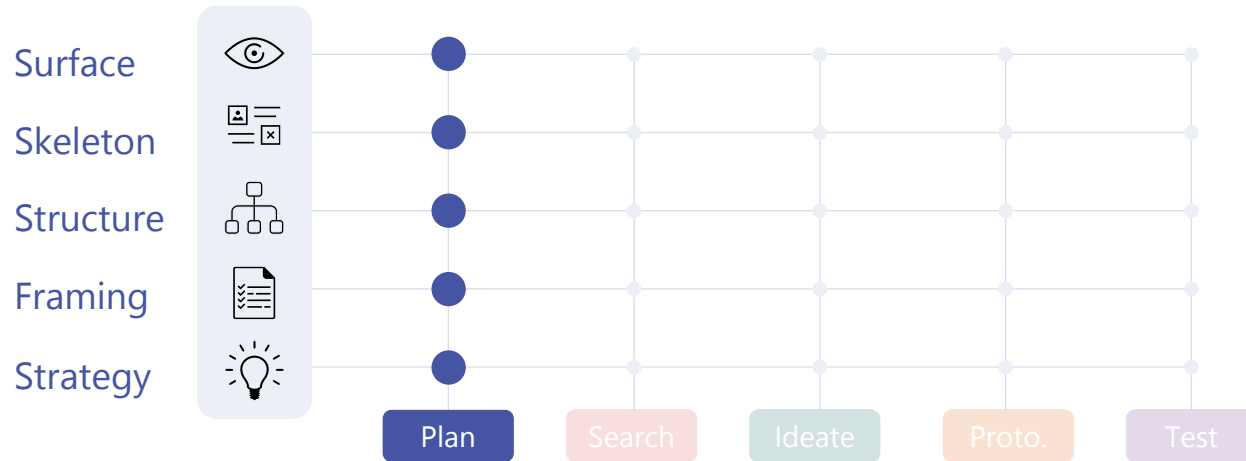
Catalogue of missions



The missions of the Ogomi design office are exclusively tailor-made.
Each intervention is calibrated to meet your business challenges and the needs of your end users.

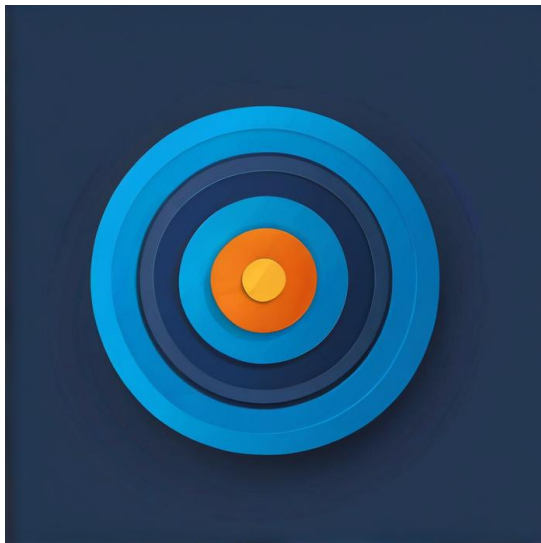


Defining the design strategy



Objectives

- ✓ Reduce costs related to late iterations and design errors
- ✓ Improve user experience
- ✓ Foster alignment and cooperation across business teams



Mission workflow

- Analysis of the existing strategy
- Joint definition of objectives
- Stakeholder interviews
- Strategic Recommendations for Design
- If necessary, strategic alignment workshop for your teams

Deliverables

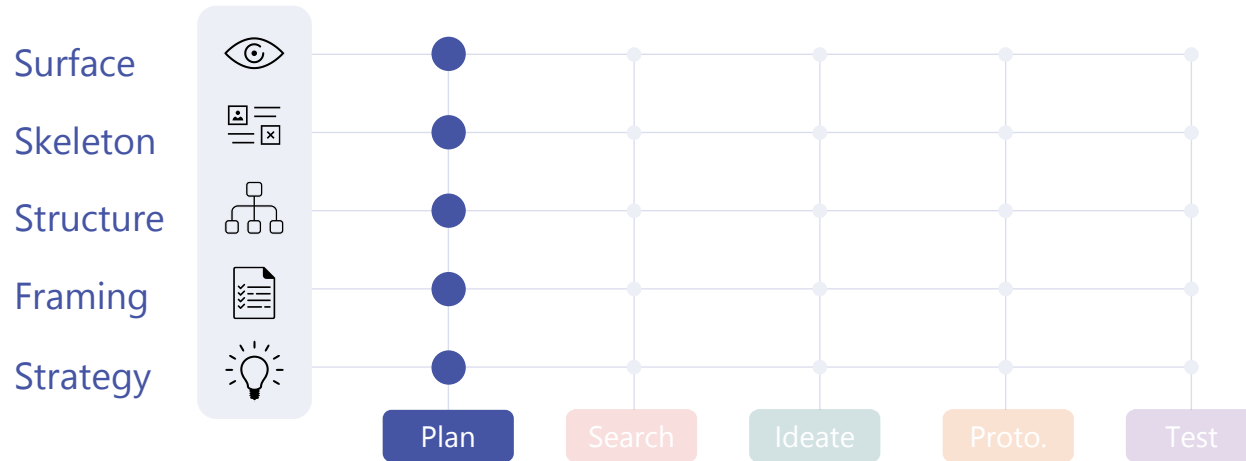
- Design Strategy Recommendations
- If applicable: schedule, scope of functionalities

Temporality

- 0.5 to 2 days of work, spread over a few days to a few weeks.



Ergonomics of business processes



Objectives

- ✓ Optimize your business processes
- ✓ Streamline interactions between teams
- ✓ Promote efficiency and employee satisfaction



Mission workflow

- Joint definition of objectives
- Definition of the scope of the mission
- Preparation of analysis grids and interview protocols
- State of play, analysis of the activity
- Data analysis and synthesis
- Organizational Ergonomics Recommendations

Deliverables

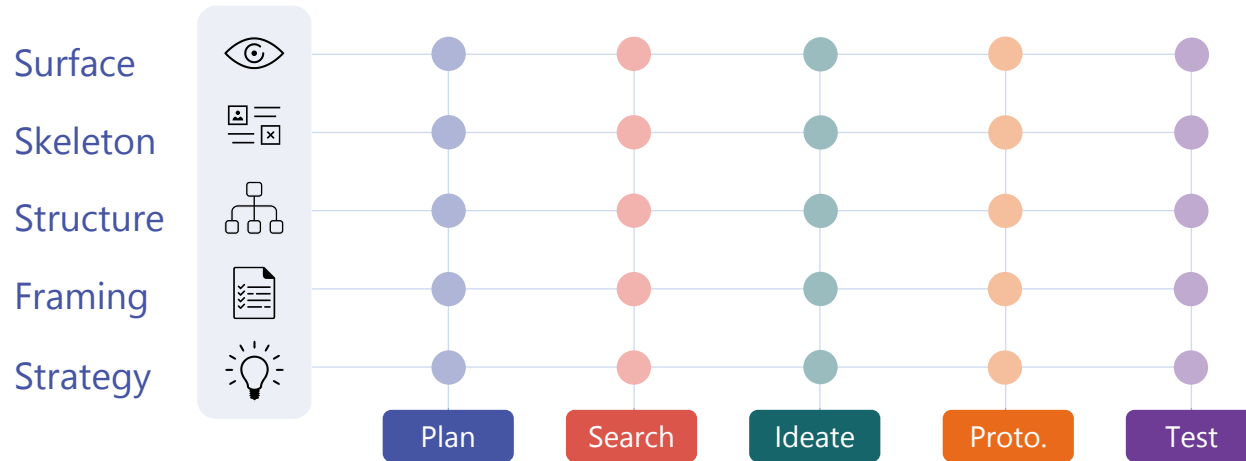
- Ergonomic recommendations to optimize your processes
- If applicable: planning and implementation strategy

Temporality

- 2 to 8 days of work, spread over a few weeks.



User Circles: User Engagement Strategy



Objectives

- ✓ Structure user engagement
- ✓ Control your design costs
- ✓ Reduce project risk through targeted user involvement



Mission workflow

- Analysis of the existing strategy
- Stakeholder interviews
- Drafting of strategic recommendations
- Meeting to report on the recommendations

Deliverables

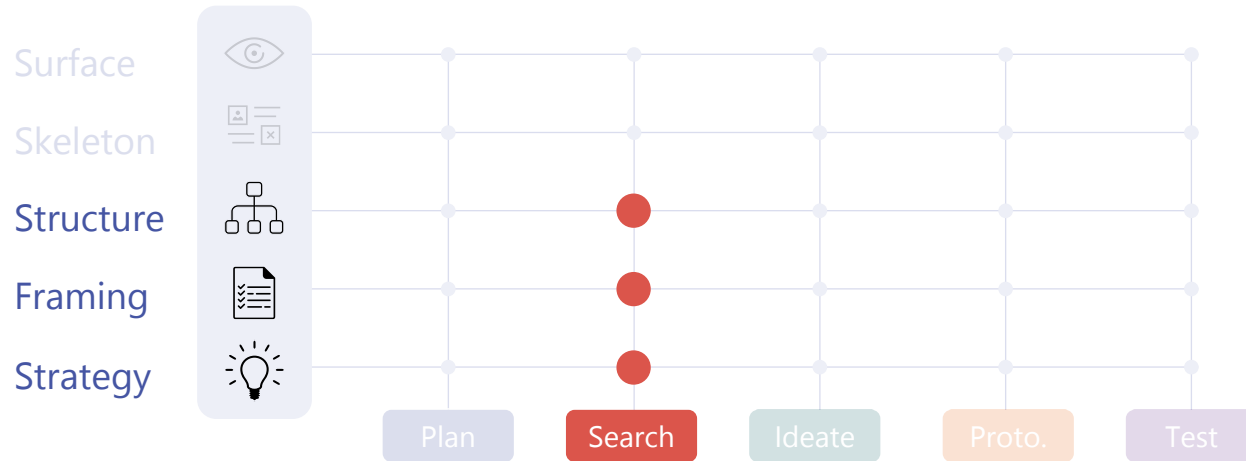
- Strategic recommendations for user involvement in your project.

Temporality

- 0.5 to 1 working day, spread over a week.

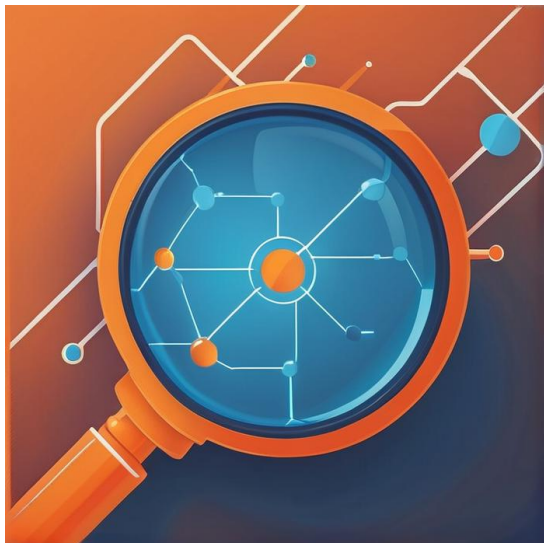


Activity analysis



Objectives

- ✓ Understand users' activity in detail and formalize their needs
- ✓ Identify sources of cognitive load
- ✓ Provide an evidence-based basis to guide the design



Mission workflow

- Interviews with your experts and analysis of the documentary corpus that you will provide us with
- Preparation for user interviews
- Recruiting users in partnership with you
- User interviews and/or observations
- Analysis, business modeling
- Summary

Deliverables

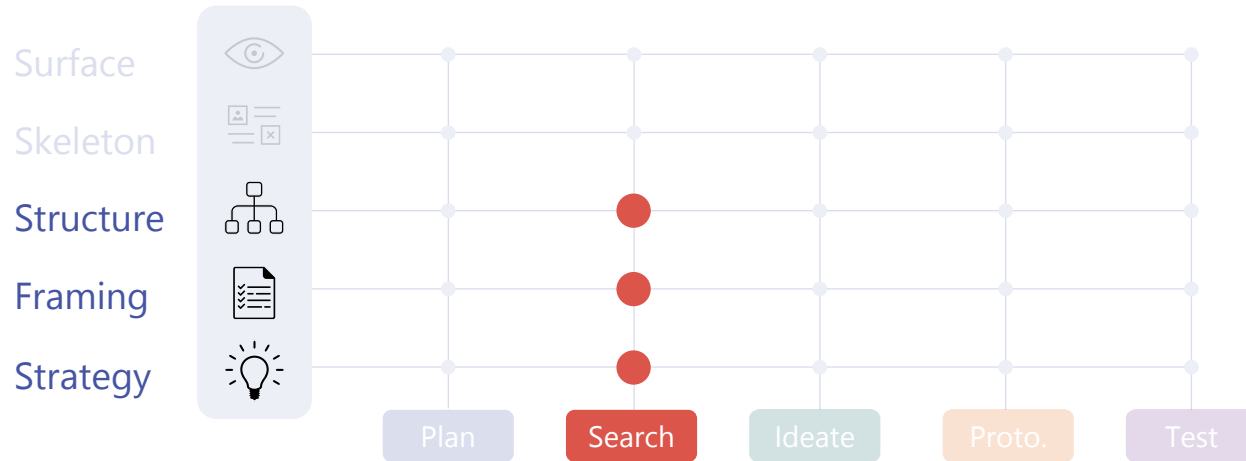
- Activity Analysis Report
- If applicable: list of requirements, task template

Temporality

- 2 to 8 days of work, spread over a few weeks.

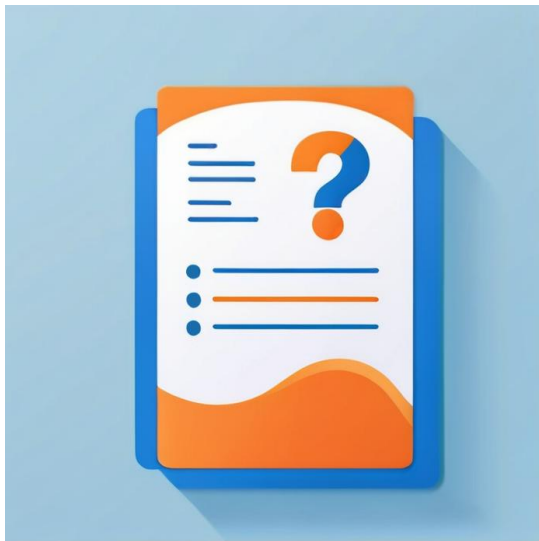


Questionnaires and surveys



Objectives

- ✓ Gather **key data** to drive design
- ✓ Anticipating **acceptability** issues
- ✓ **Involve users** in the design process



Mission workflow

- Review of existing design documents
- Recruiting users in partnership with you
- Writing the questionnaire
- Distribution and analysis of questionnaires
- Summary of results

Deliverables

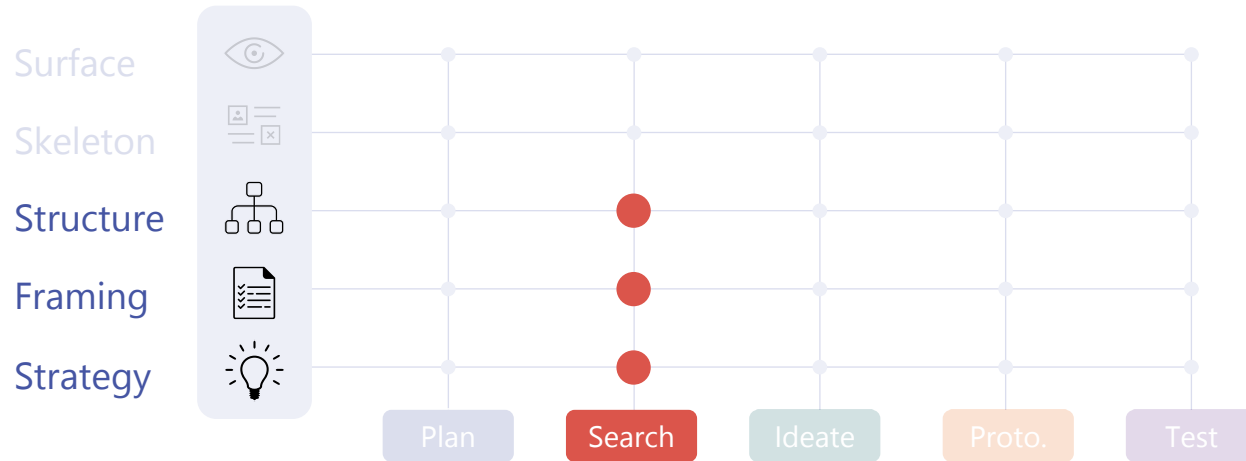
- Synthesis of the data collected
- If applicable: list of needs, ergonomic recommendations

Temporality

- 1.5 to 4 days of work, spread over a few weeks.

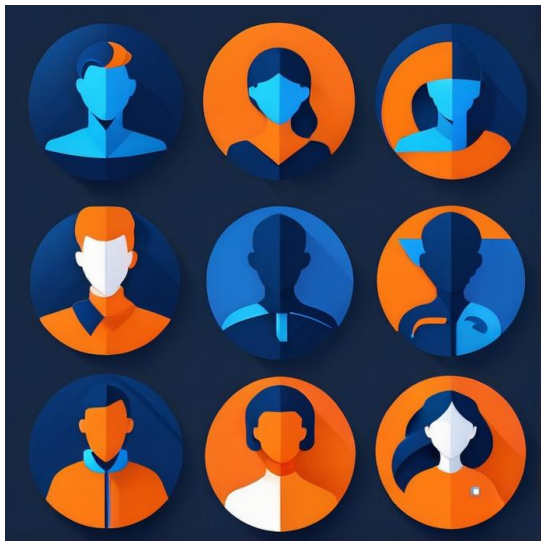


Personas



Objectives

- ✓ Effectively trace user needs
- ✓ Synchronize teams (design, tech, com)



Mission workflow

- Prerequisites: the user research phase has been conducted, there is a lot of data related to users
- Analysis of existing data
- Definition of primary and secondary personas
- Summarizing user data in a dedicated document
- Information meeting for all your teams

Deliverables

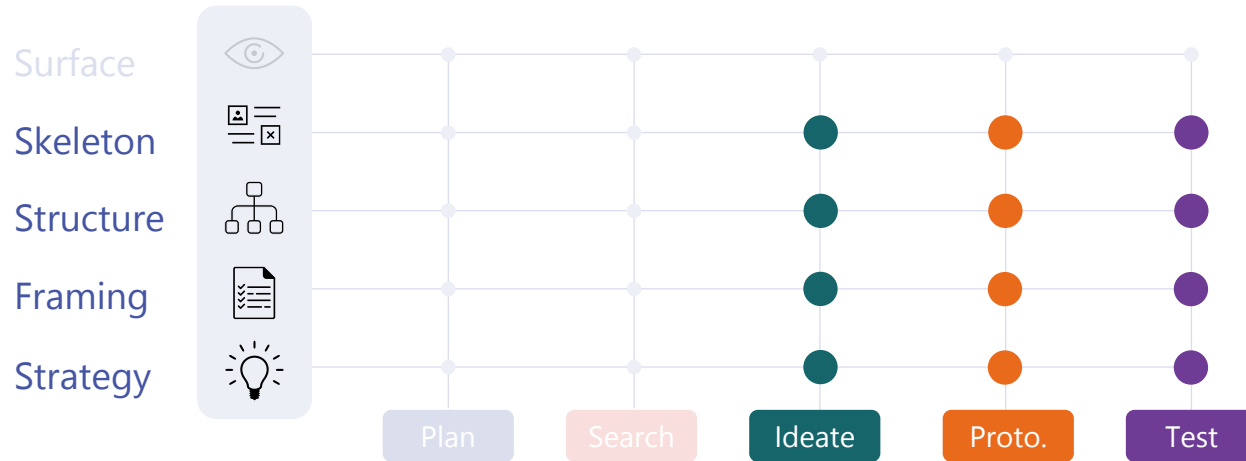
- Personas
- Information meeting to synchronize your teams on user needs

Temporality

- 1.5 to 4 days of work, spread over a few days to a few weeks.



Design sprint



Objectives

- ✓ Iterate through to a full iteration in a week, up to a tested prototype.
- ✓ Synchronize design teams
- ✓ Allowing trade-offs for further design

Mission workflow

- State of play, preparation of the design sprint
- Facilitation of all workshops (need for a strong involvement of your employees)
- Depending on the needs: creation of a prototype, or support of the prototype made by your employees
- Preparation of test protocols
- User Test Analysis
- Synthesis, drafting of strategic and ergonomic recommendations

Deliverables

- Sprint design traceability report, key documents
- Ergonomic and strategic recommendations

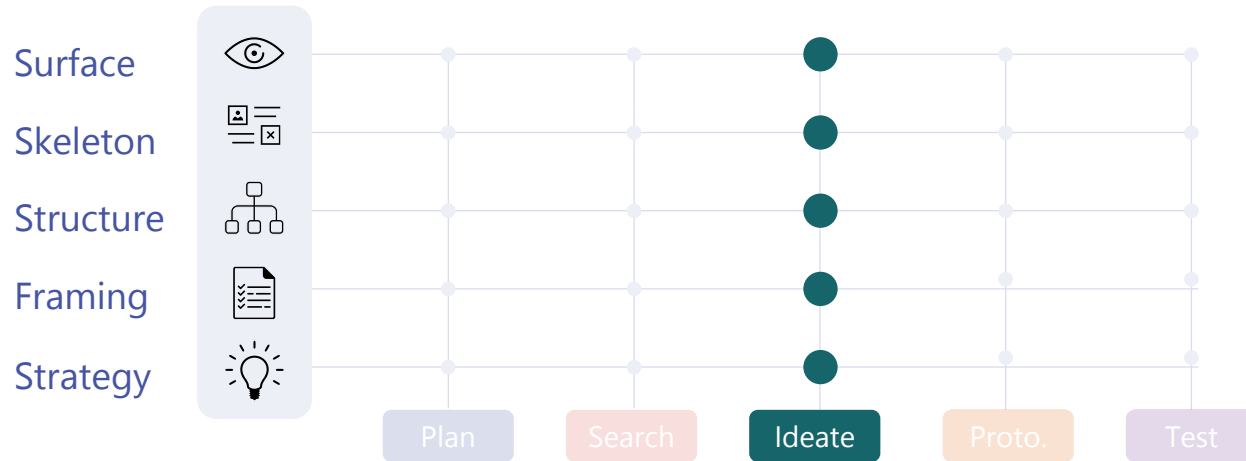
Temporality

- 3 to 6 days of work, spread over two weeks.





Ideation workshops



Objectives

- ✓ Innovating methodically
- ✓ Foster design team dynamics
- ✓ Meeting functional objectives with efficient solutions



Mission workflow

- Interviews with your experts and analysis of the documentary corpus that you will provide us with
- Preparation of ideation workshops
- Recruitment of stakeholders in agreement with you
- Workshop facilitation
- Analysis and synthesis of results

Deliverables

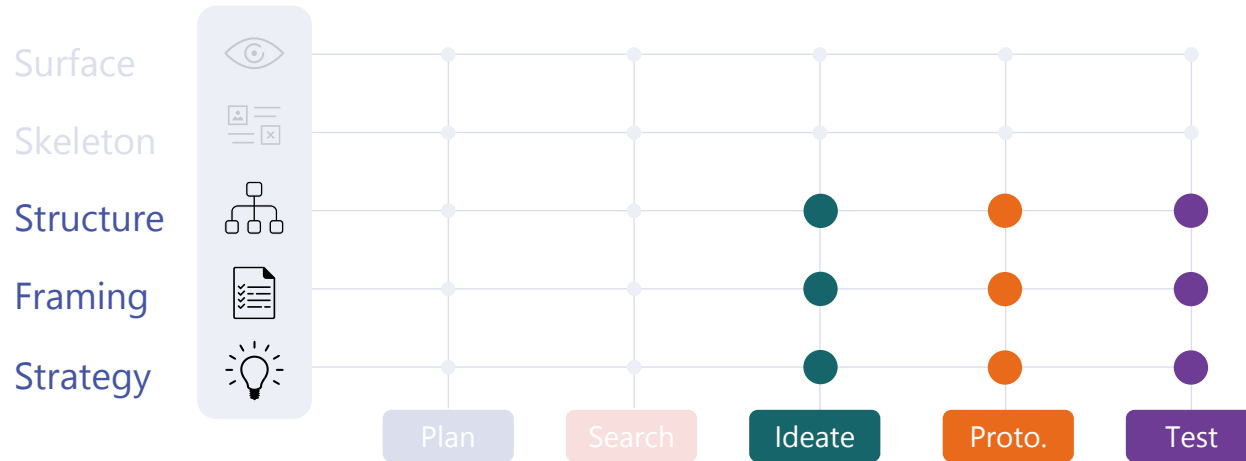
- Policy Recommendations
- If applicable: meeting to report on the results

Temporality

- 1 to 3 days of work, spread over a few weeks.



Co-design workshops



Objectives

- ✓ Involve users in the design process
- ✓ Rationally define the scope of functionalities
- ✓ Promote acceptability and usability



Mission workflow

- Interviews with your experts and analysis of the documentary corpus that you will provide us with
- Workshop preparation
- Recruitment of users and collaborators in partnership with you
- Workshop facilitation
- Analysis and synthesis of results

Deliverables

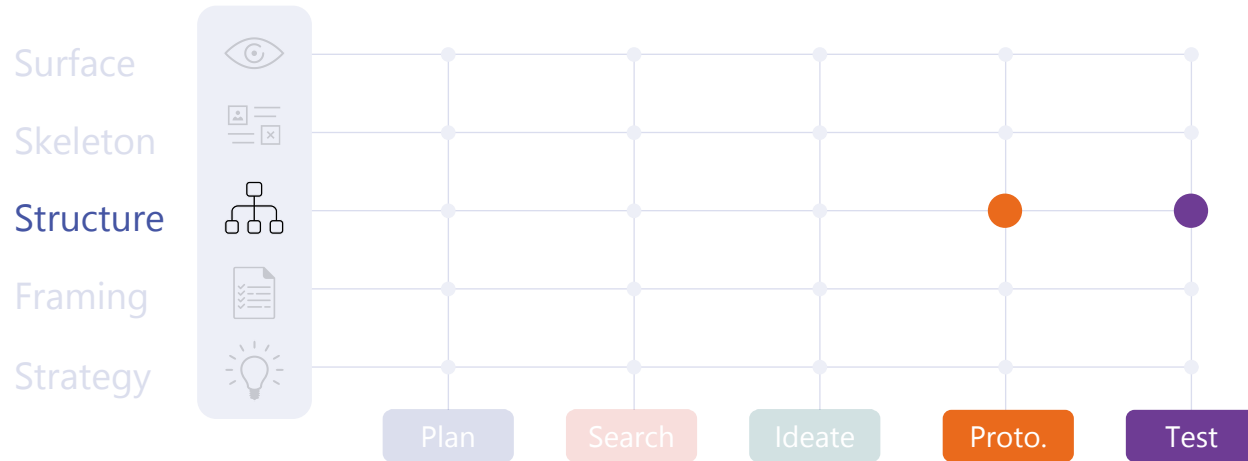
- Ergonomic and strategic recommendations
- If applicable: meeting to report on the results

Temporality

- 1 to 3 days of work, spread over a few weeks.



Card sorting workshop



Objectives

- ✓ Design or redesign **information architecture**
- ✓ Identify users' **mental patterns** for easier navigation



Mission workflow

- Review and analysis of the product to be optimized
- Preparing for the card sorting workshop
- Recruiting users in partnership with you
- Workshop delivery and analysis
- Synthesis and drafting of ergonomic recommendations

Deliverables

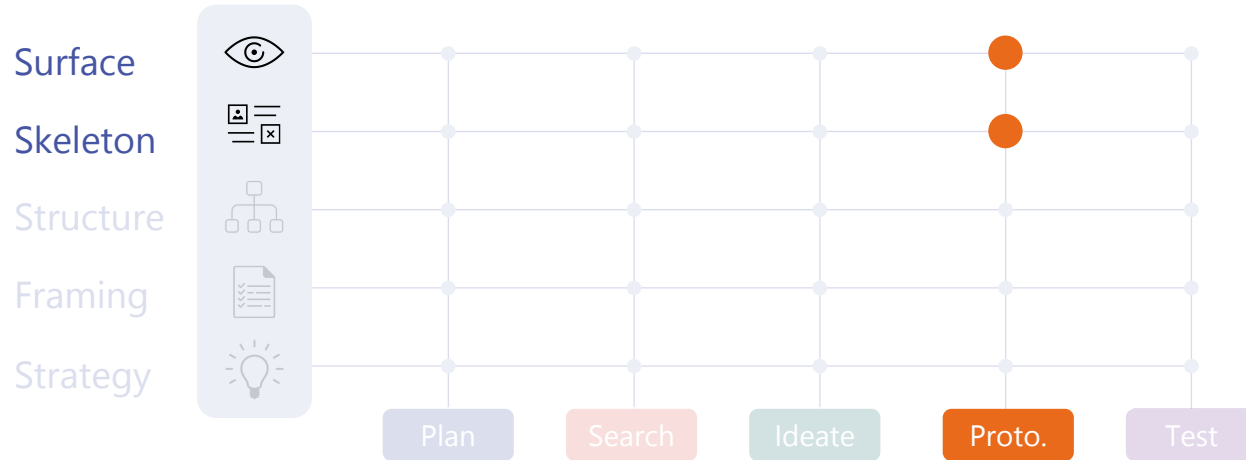
- Raw data
- Data from the analysis
- Architecture Recommendation

Temporality

- 2 to 4 days of work, spread over a few weeks.



Design system



Objectives

- ✓ Have graphic, navigation, and interaction standards
- ✓ Facilitate the production of prototypes
- ✓ Foster cooperation between design and technical teams

Mission workflow

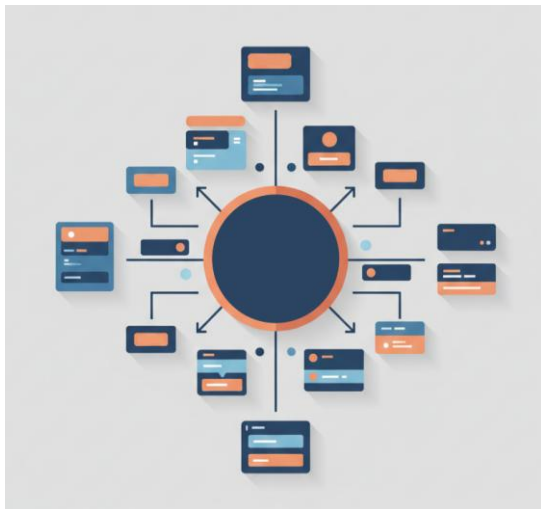
- Interviews with your experts and analysis of the documentary corpus that you will provide us with
- Realization of key components on Figma
- Implementation of a design system
- Design system documentation writing
- Sharing of the design system and training of the employees involved

Deliverables

- Ready-to-use Figma component library
- Design system documentation

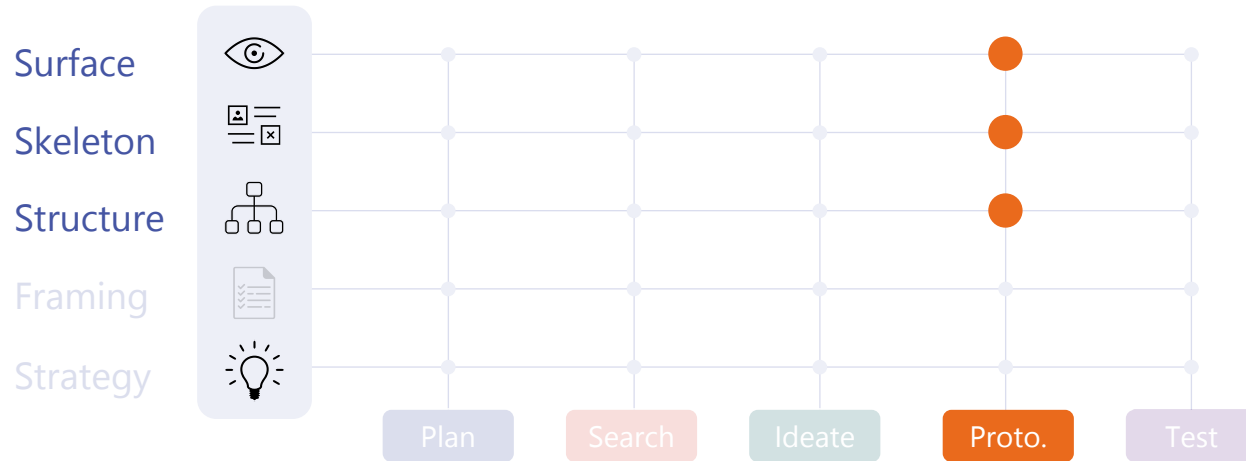
Temporality

- 1.5 to 8 days of work, spread over a few weeks.





Prototyping



Objectives

- ✓ Reduce development costs by promoting rapid iterations
- ✓ Evaluate ergonomics with users
- ✓ Serve as specifications for development teams



Mission workflow

- Prerequisites: user research phase already completed
- Interviews with your business experts and analysis of the documentary corpus that you will provide us with
- Prototype realization
- Iterations with the client

Deliverables

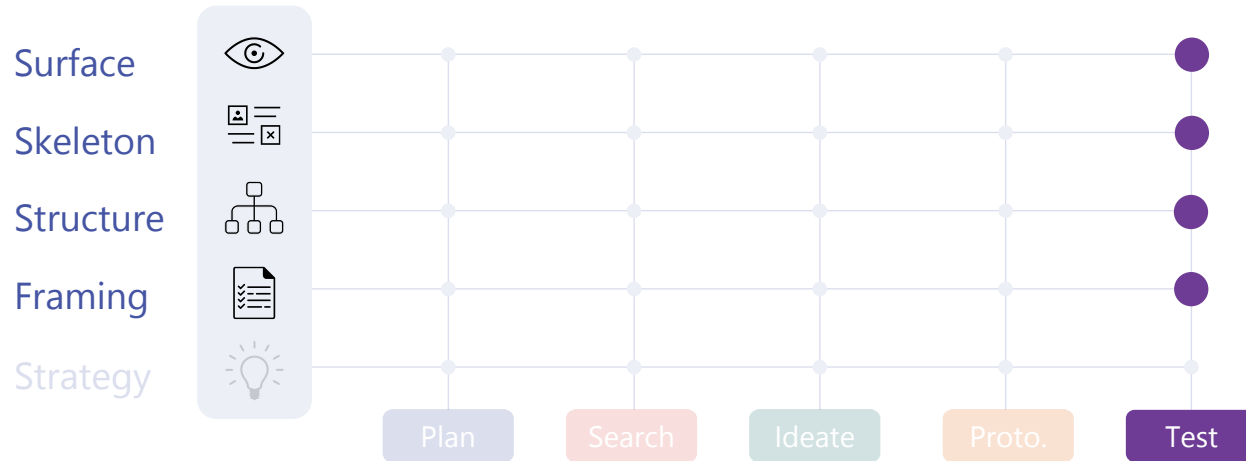
- Reporting to ensure traceability
- The prototype made on Figma

Temporality

- 2 to 10 days of work, spread over a few weeks.



User Testing



Objectives

- ✓ Optimize efficiency and user satisfaction
- ✓ Identify areas for improvement
- ✓ Drive design with behavioral evidence



Mission workflow

- Preliminary review of the ergonomics of the interface
- Development of test scenarios, drafting of a test protocol
- Recruiting users in partnership with you
- Testing and analysis
- Synthesis and drafting of ergonomic recommendations

Deliverables

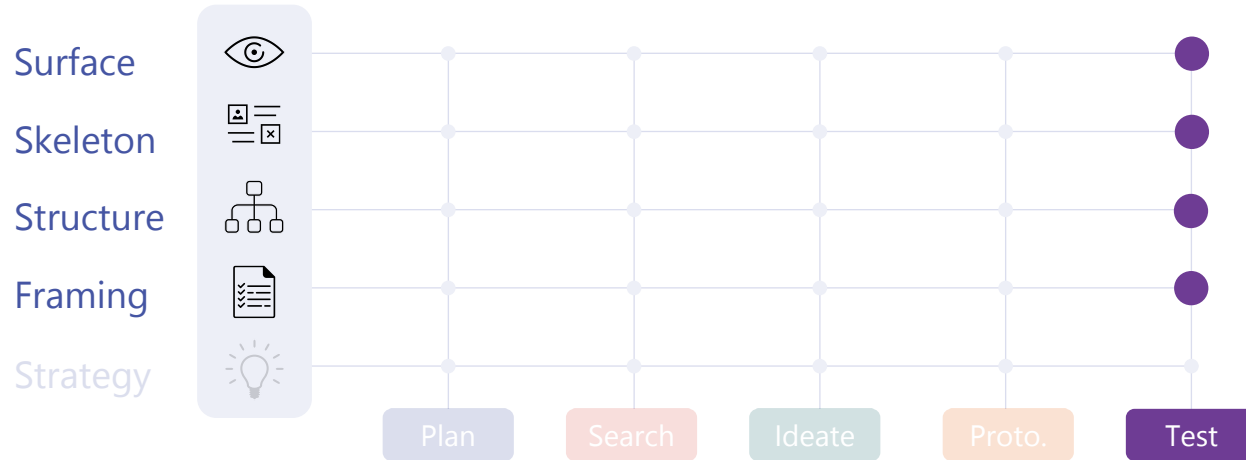
- Test Report
- Recommendations for ergonomic improvements

Temporality

- 3 to 8 days of work, spread over a few weeks.



Ergonomic analysis



Objectives

- ✓ Optimize product ergonomics
- ✓ Check product accessibility
- ✓ Identify areas for product improvement



Mission workflow

- Define the objectives of the analysis with you
- Development of an analysis grid and audit scenarios
- Ergonomic analysis of the interface
- Writing a summary of the analysis

Deliverables

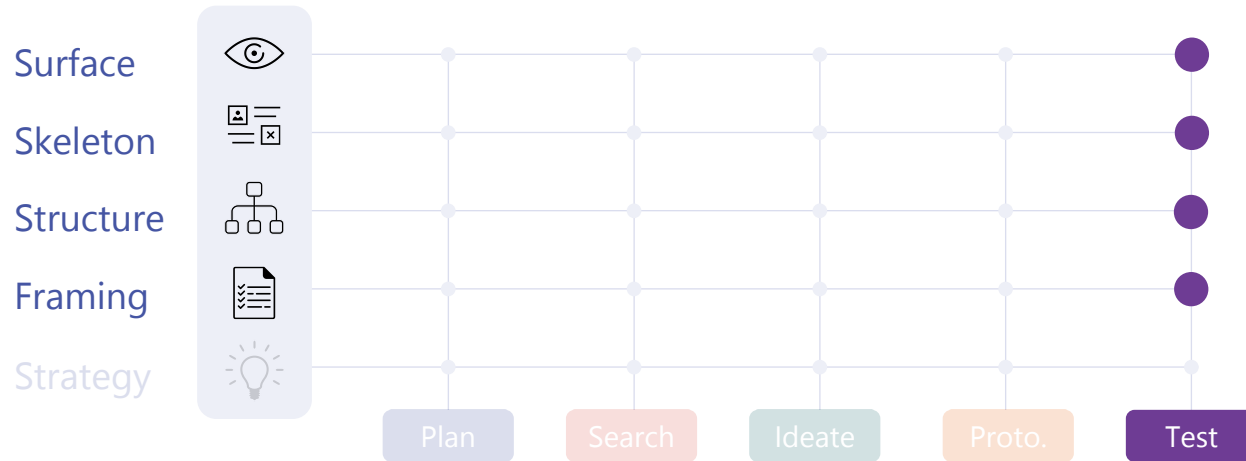
- Ergonomic improvement recommendations

Temporality

- 1 to 3 days of work, spread over a few days

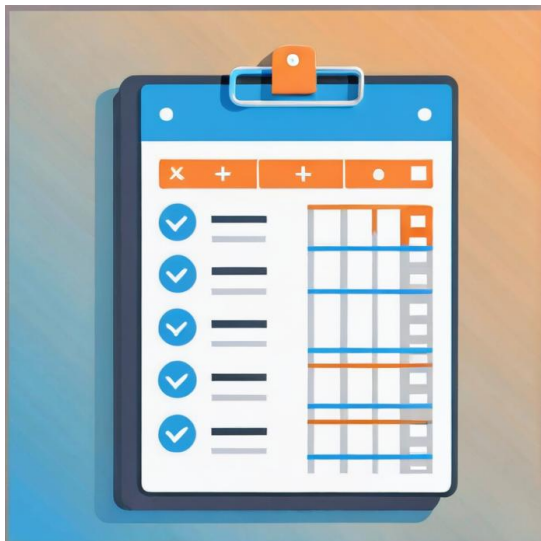


Accessibility audit



Objectives

- ✓ Check the accessibility of a product or service
- ✓ Meeting regulatory requirements
- ✓ Improve product inclusion



Mission workflow

- Define the objectives of the analysis with you
- Choice of analysis grid according to your needs
- Interface Audit
- Writing an audit report

Deliverables

- Audit Report
- Where applicable: recommendations for improvement

Temporality

- 1 to 4 days of work, spread over a few days



"Designing together, for people"

Ogomi was born from the conviction that the most efficient systems are those that truly take into account human capacities, uses and constraints.

Created in 2023 by Gabriel Pitras, a cognitive engineer, Ogomi SARL is both a **design office** and a **training center** specializing in cognitive ergonomics and user-centered design.

With **15 years of experience** in industrial, institutional and start-up contexts, Gabriel Pitras is also a speaker and trainer.

- ✓ Useful, ergonomic and appreciated solutions
- ✓ Clear interfaces, **without lengthy training**
- ✓ Keep **your costs under control** by avoiding redesigns
- ✓ A modern, **rigorous and proven design approach**



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