

Achieving Shared Vision for Mordecai's User Experience

Foundational Design Process and Artifacts

SBD XD Brownbag, 9/19/07
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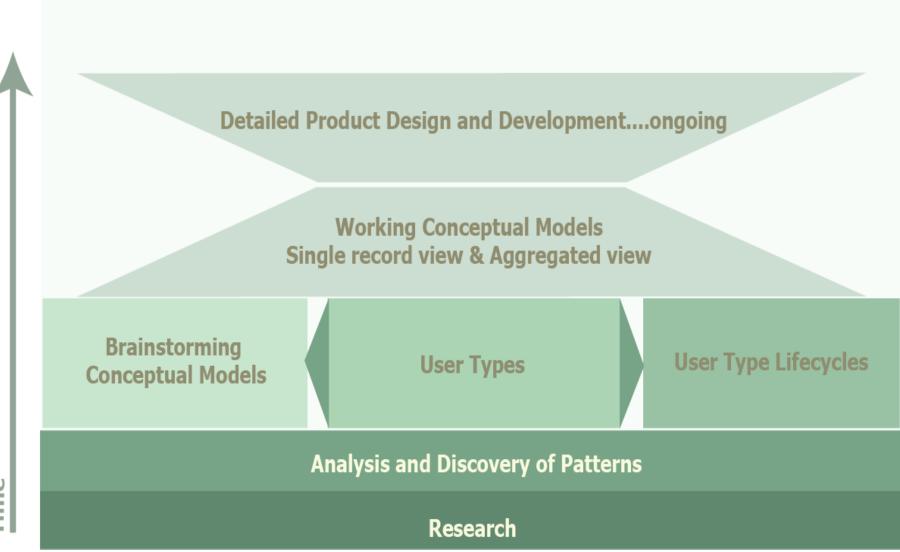


- Bring Them With You
- Cross-Functional Brainstorming
- Collaboration = Shared Vision

Let's look at the collaborative design process we used to build the foundational design and achieve shared vision for Mordecai...



Process Overview





How we work

Mordecai: Customer Manager Line of Sight

Framing

Why We Win	Mordecai Users Need to Be Able to	Solution is Supported by
Ability to collaborate between co-workers	 Easily share all up to date customer information Easy to coordinate schedule / tasks for a customer Ability to assign / reassing tasks 	Shared calendar & tasks Track task status
2. Clear & informative 360 view of customer information	Information is at user's fingertipsInformation easy to scan / useSeamlessly manage communications	Activity history- who, what & when Integrated email (Outlook)
3. Ease of Adoption	 Connecting to QuickBooks is 'almost' invisable OnBoarding is drop dead easy Seamlessly leverage existing information 	Input data from various sources Integrated voice Never enter data twice
4. Seamless financial integration	 Ability to create financial artifact in CM Ability to get financial artifact into QuickBooks Search & browse for transaction history 	Initiate financial workflows Ability to view transaction history





Understanding Our Target Users

Who?

...Begins with User Research

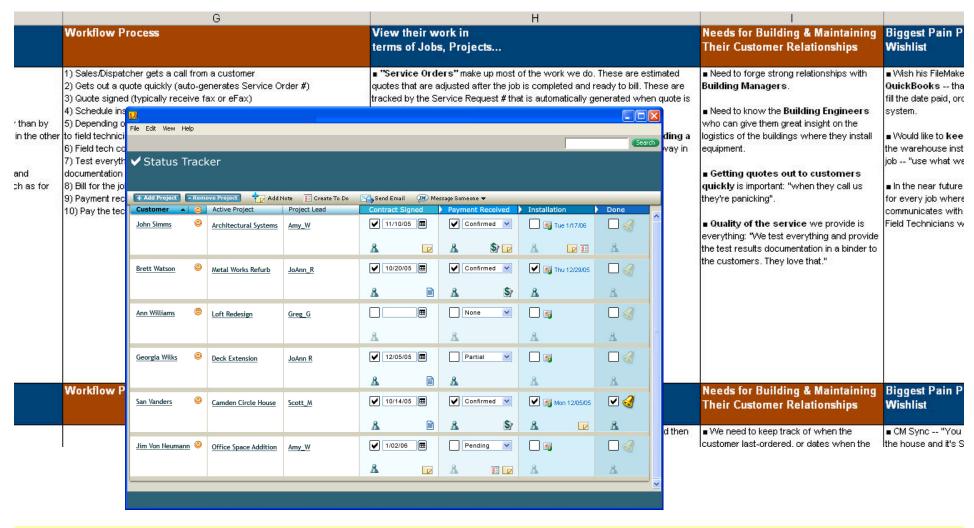
- Consistency Delivers Patterns
- Our 10-minute Small Business Interview
- Participatory Design Methodology
- Accumulate a Storehouse of Findings



Understanding our Users' MOTs and Pain

What?

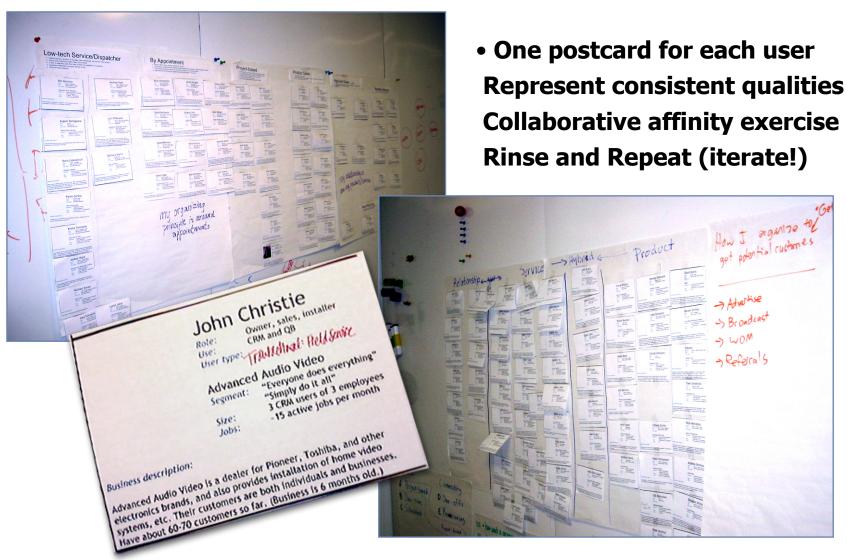
Participatory Design and the Directions Methodology
 Using Excel to Reveal Patterns in the Research Findings





User Postcards and Affinity Exercise





Small Business Personas

User Types

Abigail



Order Based : Know the Customer

Relatively simple sales process with a set number of critical details to track about the customer and about the order, whether product or service.

Thomas



Time Based In Field: Great Service = Loyal Customers

There is set number of options available to fulfill the service and a need to hear from or contact central office or colleagues when in the field.

Casey



Project Based: Planning Is Everything

The work typically requires many discrete and often complex tasks of varying length that potentially involve other employees.

• Natalie



Time Based In-Office Service : Keep the Rooms Booked

There is clearly defined number of options available to fulfill the service. The quality of the environment is critical.

⁶ Zach



Membership Based: We Sell Relationships

Everything revolves around the interactions with the individual/s they serve. Attitude is everything.



Who.

Personas Represent Each of Our User Types



"Our customer base has really grown. We needed help keeping track of customer preferences and to be able to see which products sell best."

Abigail "Know the Customer"

Owner of bakery and catering business, I left the corporate world after having my son, and decided to pursue my dream of having my own business. Despite the long work hours, I enjoy running the bakery. Our customers love our custom-made cakes and our personal touch, that's what keeps them coming back.

I Use CRM to...

...collect a rich history of our customers' orders and preferences, and to stay on top of the delivery and catering events schedules.

The bakery is already hopping before the sun comes up. My partner, Joseph, manages the kitchen staff. I open the office at 8am. My main focus in the morning is to check for new orders that have come in since the previous day and make sure tickets go back for those. If there are any problems or changes to an order, I might need to follow up with the customers. Tim, Anthony and Veronica answer phones, do sales, take orders, and provide customer service. Robin is in charge of deliveries. She manages the delivery staff and oversees that the right orders get on the truck and out to the customer in time. We only have one truck now, so we've been using an outside messenger service to help us with deliveries on heavy days. If business keeps up, we'll need to add another truck. Sharon does the books.

We sell primarily to restaurants, caterers, coffee shops and other retail food stores. We have three big accounts that make up most of our work. It's really important to keep good relations and make sure customers are happy with us. One thing we've found when selling to restaurants is that it can be tough to get to the person who makes the buying decisions. Restaurant managers act as gatekeepers, and it can be hard to get past them. Landing the Copperstone Restaurants account was a boon for our business. Other smaller retailers heard about us and word got out about the quality of our goods, It's a small world in this business.

Personal Attributes

Gender:

Marital Status: Married Family: 1 child San Diego, CA Location: Job Role(s) in Business: Owner, Chef Guilty Pleasure: Dancing with the Stars User of: Front office & Back office Uses of CRM: Basic contact management Calendar and scheduling Initiate work orders Rusiness overview Time Allotted to CRM: Daily, ~2 hrs per day Existing Data Sources: QuickBooks, Outlook Privacy of Financial Data: Concerned

Web Access: Office: BR. Home: BR

Moderate

Tech Knowledge:

Business Attributes

Type of Business: Bakery and Caterer Segment: "Do & Delegate Product or Service: Product and Service Commodity: Baked goods Stage in Business: Young, 3.5 yrs Employees: 8 full-time, 5+ part-time

CRM Users: Collaborators:

Open WI*:

Work Environment: Busy kitchen, Office, Home office 50 - 60

Duration of WI*: <1hr - 2 weeks Frequency Per Customer: 1x or repeating Customization of WI*:

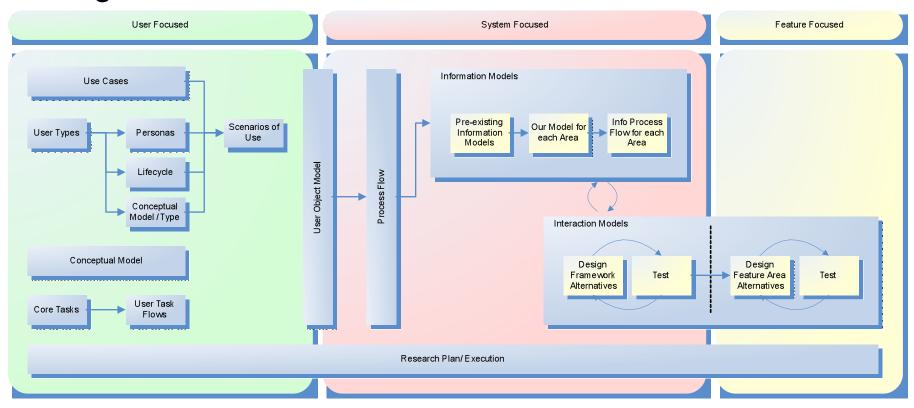
Touchpoints Per WI*: Detail Tracked: Preparation Required:

Ease of Adoption: Import from QuickBooks, 6 users Stage of Adoption: Ready to track product sales



...Mordecai XD Process

Getting to Great XD





More Ways to Create Synergy...

Shared Understanding of Design

- Communication, Being Transparent
- Being Inclusive
- Understanding Purpose and Use of Design Artifacts
- Understanding the Stages of the Design Process
- Developing a Shared Language
- Collaborative Brainstorming and Sketching



...Glossary of Foundational XD Artifacts

Competitive Analysis

- Analysis of user experience attributes of competing CRM products.
- Used to inform the UX design for UX conceptual model, objects, interaction behaviors, etc.

UX Conceptual Model

- Illustrates the small business owners' view of the artifacts/actions used to run their business. "Their world as they see it."
- Used to inform the organization and UX design of the application / system.
- (Is not a representation of the application / system.)

User Object Model

- Representation of the objects used in the context of the application/system that have attributes, actions and relationships with other objects associated with them.
- Used to ensure that all objects (attributes, actions and relationships) used in the small business' model are represented in the application / system.

Personas

- Synthesis of the user types within our target audience. These drive the participants used in the scenarios of use.
- Used to test the UX design against, to make sure the UX design is solving for the right needs and the right target.

Customer Lifecycle Model

- Representation of the lifecycle of an instance of a customer or job for a small business. Illustrates critical MOTs for the small business and by doing so, informs us of MOTs for the application / system. Also represents variation in this lifecycle across user types.
- Used to illustrate user needs that inform the UX design, access points to critical information, etc. for the application / system.

Scenarios of Use – High level

- Incorporates personas, user objects, use cases, and tasks flows into situational "stories".
- Used to drive research test scripts and UX prototypes.

Task Flows

- Taking the primary use case and decomposing them into tasks and modeling the ideal (= successful) series of steps the user would take to complete a task.
- Used to inform the user experience design and for usability testing the UX design.

Interaction Models

- Based on all of the above. Screen-level design.
- Used to drive interaction constructs to represent in the application/system.



In Conclusion – What We Learned

- Collaborative brainstorming and sketching facilitates our thinking and helps solidify our ideas
- Be transparent and communicative throughout the design process
- Involve everyone in the design process
- Don't wait to solicit buy-in periodically, instead
 bring them with you
- Collaborating on the foundational design creates shared vision

For more information on our user types, personas and conceptual models, see the Mordecai Foundational Design deck.