

Customer Manager OnLine: Early Wireframes

Interaction / Information Architecture



- Surface key actions & features
- Provide clear feedback
- Be flexible



Early Information Architecture

Overarching Framework Smart Blog



Windowing

Clear catagorization of types of information / actions

Flexible / adaptable to the way people run their business

Lightweight actionable 'card' paradigm

Navigation

Master / Detail

Summary views to full details

In context actions - smart tags

Primary Workspace Information Primary Objects Names list Master list recent or all Summary info. > full details / actions Calendar email Reminders Lists - tasks, to do, items

Can be added / viewed from either panel

Presentation

Dynamic transition of view - card rotate, panels slide, tool panel floats over workspace

Hover over to view prior to 'pinning'

Tool panel can be 'detached'



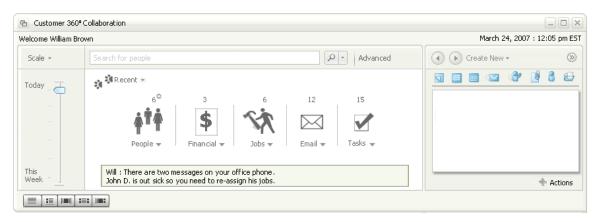
Multiple Levels of Detail

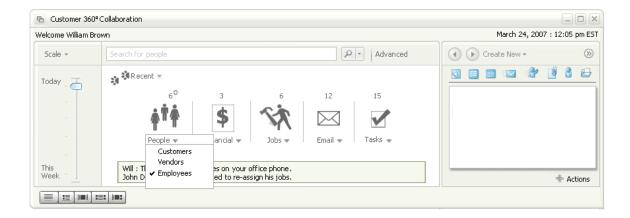






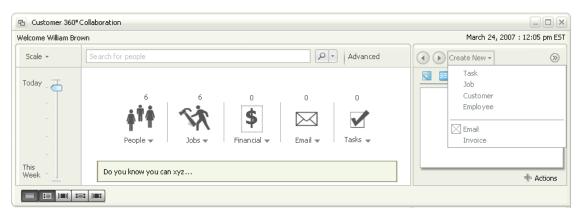
Early Wireframes – High Level Summary

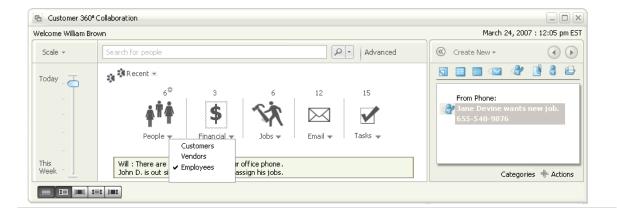






Early Wireframes – High Level Summary



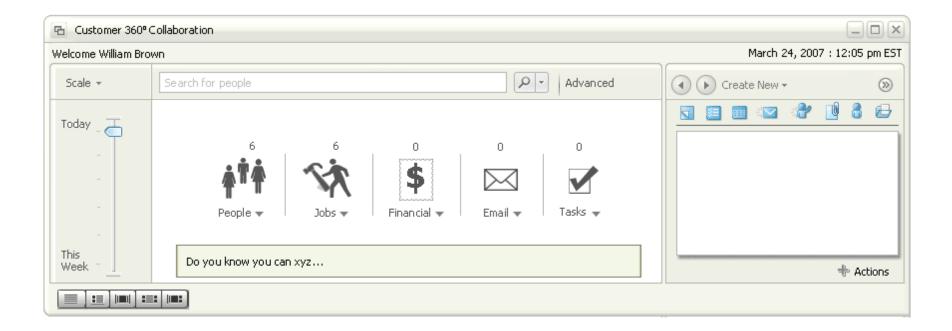




New User Flow

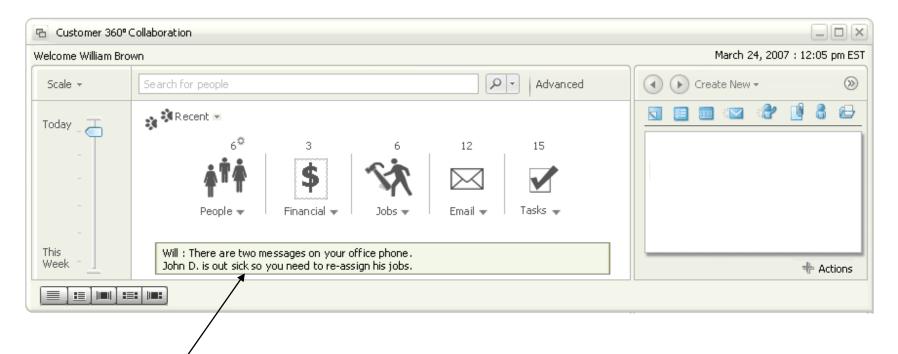
Assume

Import of small data file during installation





Reassign Job



Message left for co-worker



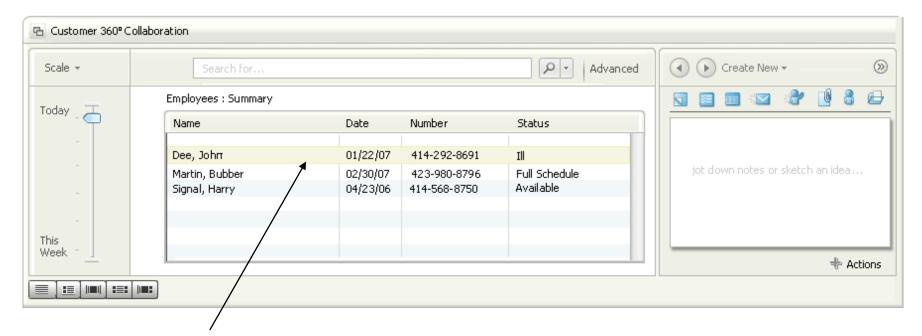
Selects Employees



View of Employees to see who is available



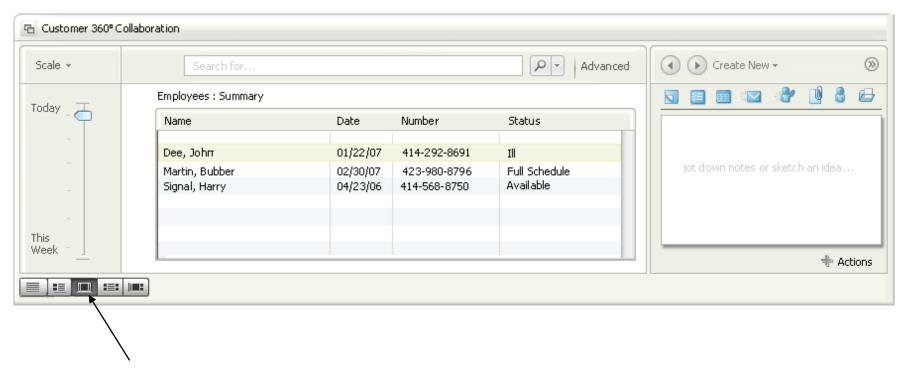
Employee quickly found



Switch View - Select of a name



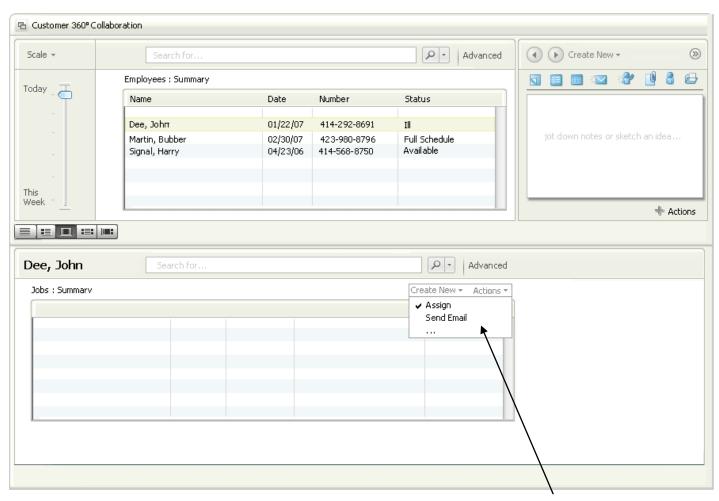
Selects to view jobs



Select to view details for that name



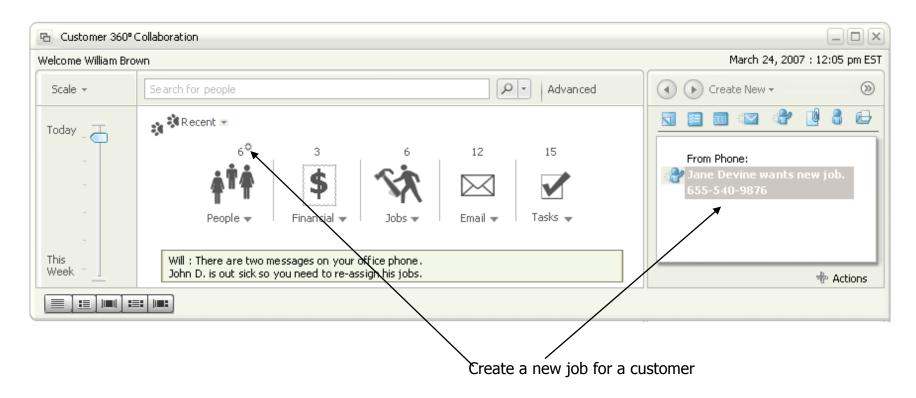
Brings up information – and take action



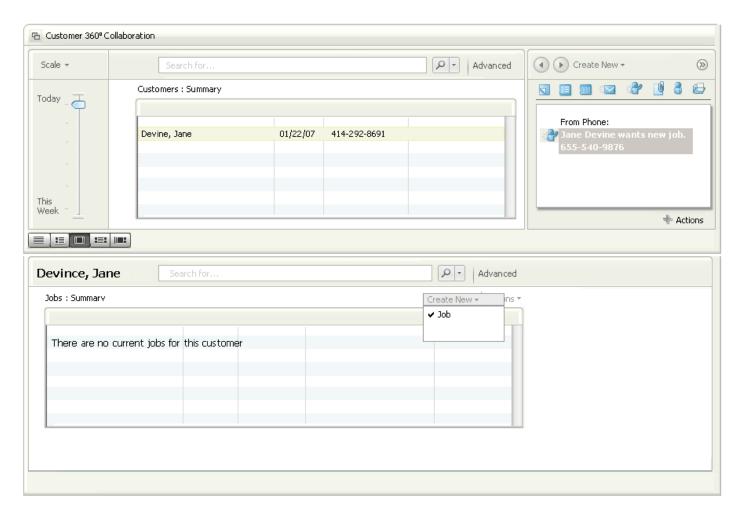
Create a new assignment



Integration and repurpose data

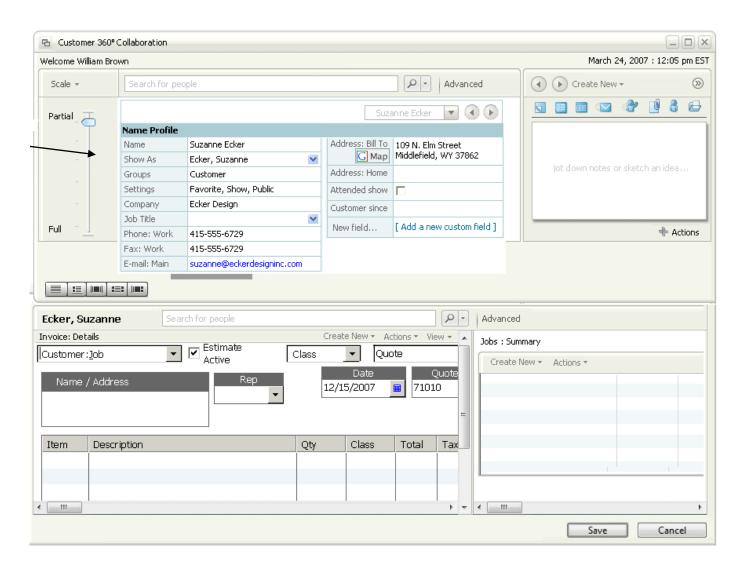


Can direct create or create detail

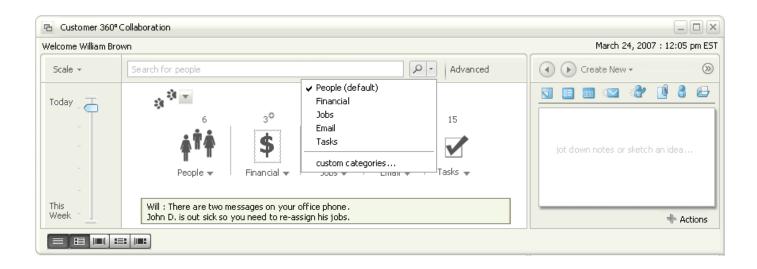




View of details and actions

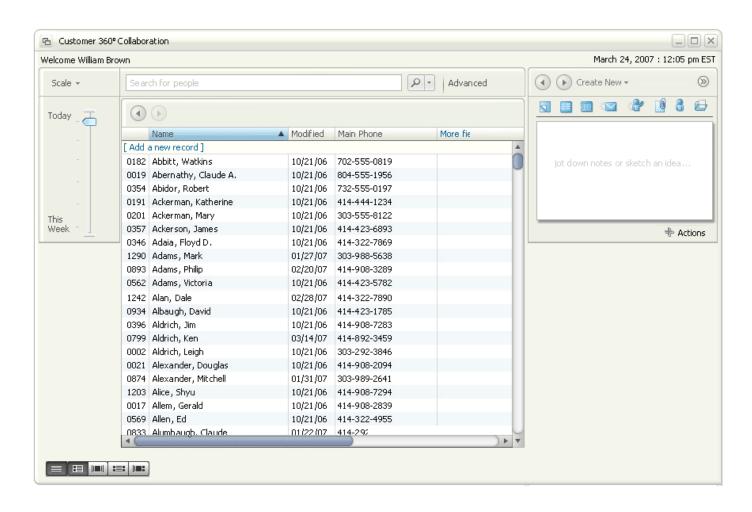






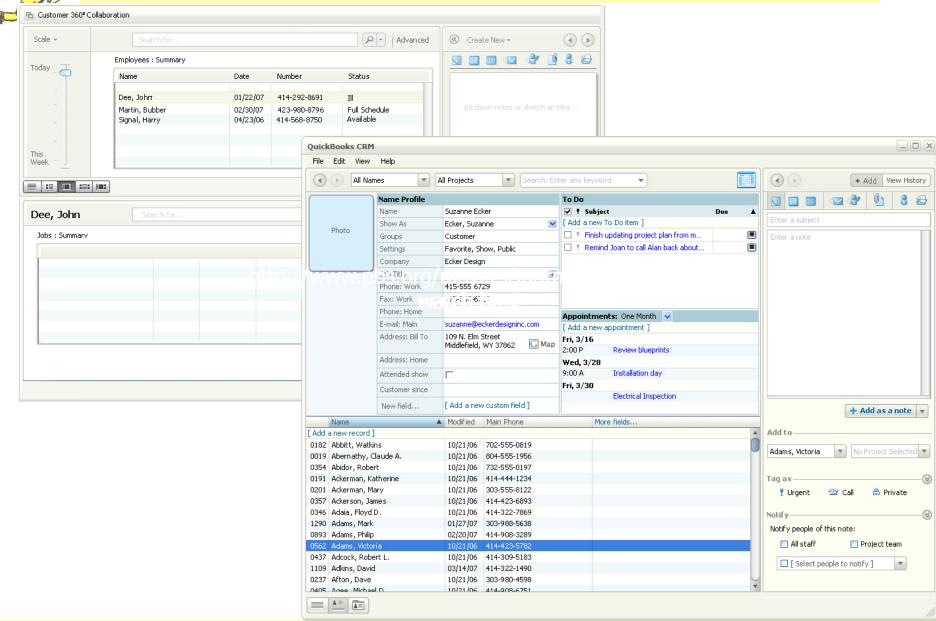


Search Results

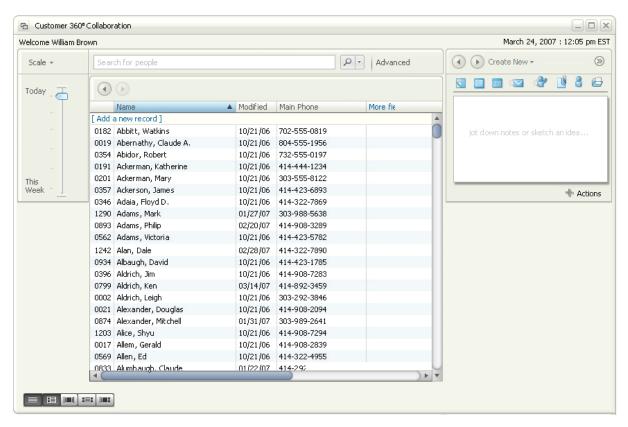




Early Wireframes - Summary



Early Wireframes – ideation on widgets













User Object Model – QuickBooks and CMO

