UX Mocks/Fishfood: gap analysis

...or, what does "convergence" mean for the Fishfood milestone?

Functionality, not VisD: Herald 1/23/18

purpose

- Extent to which Fishfood trusted tester feedback can inform v1 UX direction
- 2. Identify deltas between Fishfood prototype and UX direction
 - a. Functional APIs and core system requirements
 - b. Structural UX system and information architecture
 - c. Visual Presentation layer

FF caveats (functional) To be confirmed by eng

Key: Set TT expectations for FF functions and data mgmt

- 1. FAQ: No Blanket POs or Payroll data migration/connection
- 2. FAQ: Forecasts in Requisitions created in FF will not be migrated to Prophet and vv
- 3. FAQ: Data migration/connection between FF and Legacy systems
- 4. Confirmation that Placeholders will be live (from Chris Ip)
- 5. User types are not discrete/can view
 - a. Business users can see Financial data (forecasts not cross-populated)
 - b. Placeholders may not work as expected

gains: feedback expectation from Trusted Tester launch



FUNCTIONAL (code)

- Core API validation
- Data latency
- Future functionality / APIs



STRUCTURAL (data hierarchy)

- Inline editing functionality
- Info organization & flow (how user moves through data)



VISUAL (UI-presentation layer)

Material design validation

Caveats

 Some concerns we have to be very clear about with TTs (next slide)

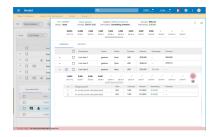
- Info flow cog disconnect w/v1
- Info obfuscation at the PO list level may disorient users

 Info density/display expectations/perceptions will be skewed

gap analysis: information hierarchy: FPA Table->PO expansion

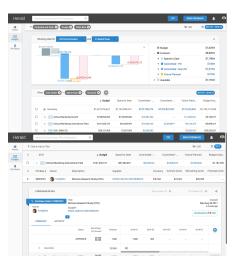
UX direction

Integrating insights from prototype

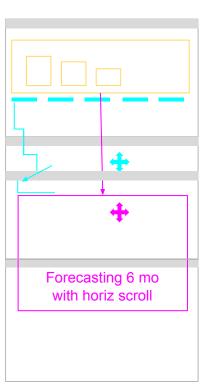




Fishfood

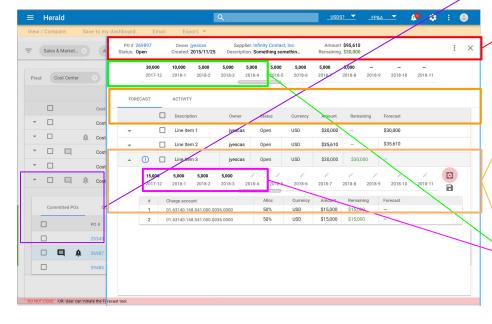


→ Stacked UI elements require more scrolling and pagination

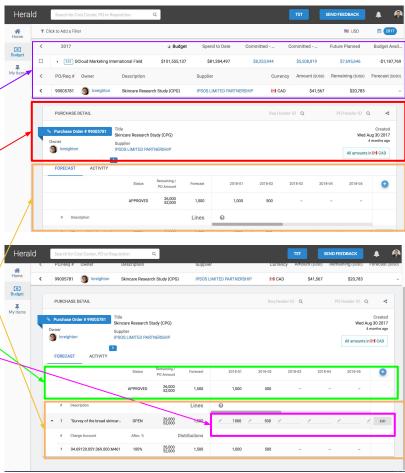


gap analysis: information hierarchy: FPA Table->PO expansion

UX Mockup



Fishfood



Recommendations

Extent to which Fishfood trusted tester feedback can inform v1 UX direction...?



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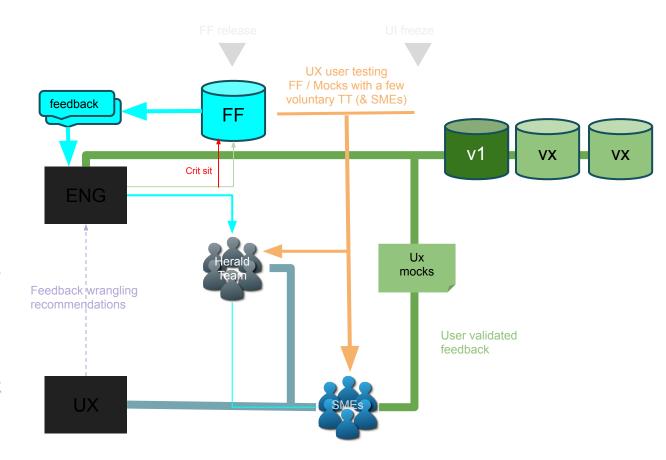
VISUAL (UI-presentation layer)

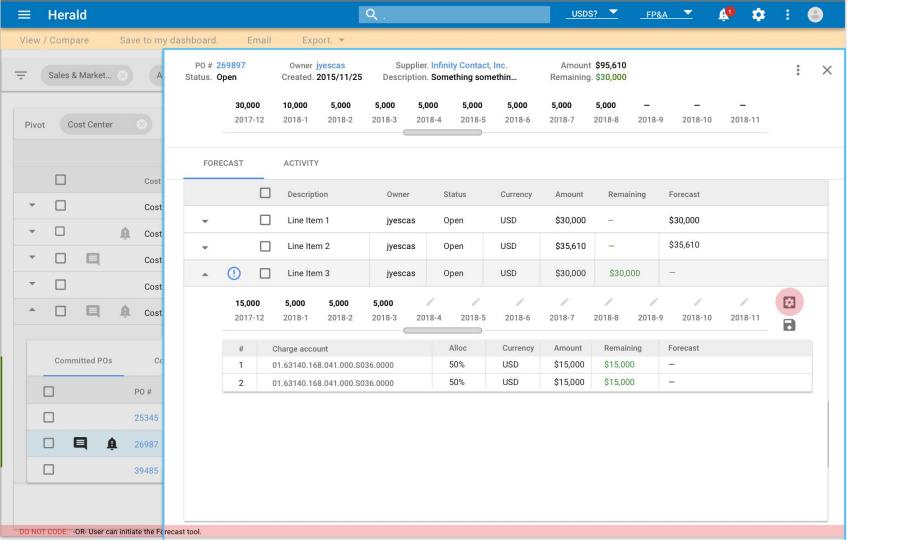
Material design validation

UX engagement

UX will Engage on an advisory level for FF release feedback gathering/triage/milestones.

UX will focus on UX mocks for V1-x and incorporate feedback as needed from FF release with SME validation.





okrs for Q1 FF launch

From Eng

Goals

- Provide users real and accurate picture of budget availability, including committed spend component
- Get early feedback to improve experience for broader launch
- Gain advocates who can evangelize Herald to other teams/users
- Stress test APIs, performance

Success metrics

- Users abandon old way (spreadsheets, Prophet, etc)
- x% of PO's in scope have forecast
- x# of placeholders created
- x% time saved on budget check, getting forecast

UX (map back to CUJs)

- Provide users real and accurate picture of budget availability, including committed spend component
- * Get early feedback to improve experience for broader launch (user feedback --> UX testing)
- Gain advocates who can evangelize Herald to other teams/users
- * Stress test API's, performance (=<1 second for retrieval)
- * Users start to use Herald for some TRX & Prophet basic manual aggregations
- * Monthly Budget Open period has more forecasted POS than prev year
- x% time saved on budget check, getting forecast

main proposed UX principles (draft)

GOLDEN RULE If we aren't working on a User pain point/requirement, we are doing it wrong **USERS DESIGN DELIVERY ACCESS** LOCATION STRUCTURE **LATENCY**

UX engagement plan (draft)

- Assess & add functionality based on CUJs / Prototype functionality
- Design remaining CUJs items based on spreadsheet (v1 & v-next setup)
- Validate mocks with SMEs

- Triage FF feedback with the Eng team (weekly turnaround)
 - Assess & validate feedback with SMEs
 - Design and test validated feedback items with SMEs
- Testing & Validation (Mid-March-->April end)
 - Testing: FF / V1 Cog walk / GVC Testing with SME+ list
 - Validate main CUJs
 - some HEART survey questions
 - Integrate UX testing results into UX mocks-->V1 code

recommendations

Fishfood milestone Trusted tester feedback	Code	Data hierarchy	UI/preso layer

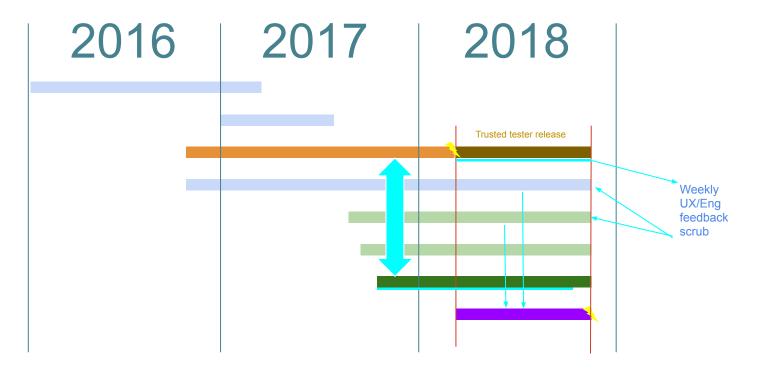
Fishfood milestone Trusted tester feedback

- UX impact
- Feedback methodologies
 - o Recommended:
 - Not recommended:
- TBD: Success metrics

Post-Fishfood

- UX impact
- Research methodologies
 - 0 ___
 - o ___

Herald development landscape



User feedback

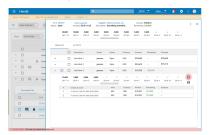
gap analysis: information

hierarchy Slated: V1

Parity: 50% function, 90% content

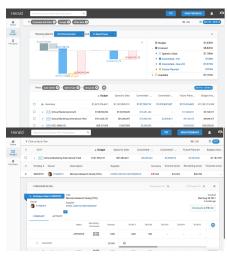
UX Mocks build on insights gleaned from the Prototype

UX Mockup

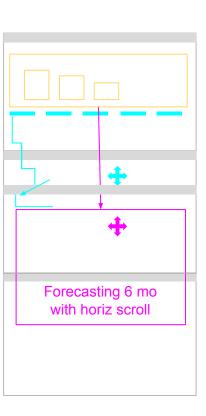








- Data vis is about 50% of the content area, persists until opt out
- Forecast scrolling for >6 months is necessary

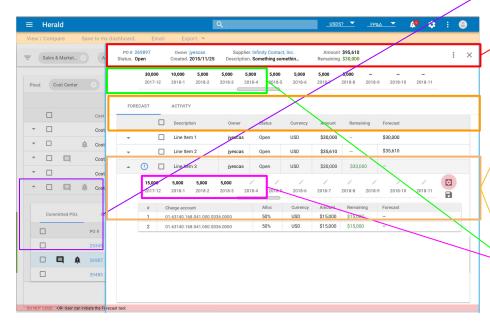


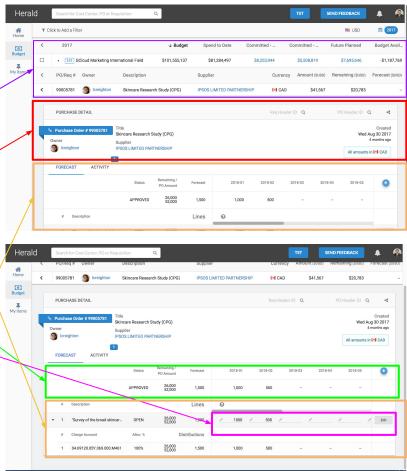
gap analysis: information hierarchy (sans data

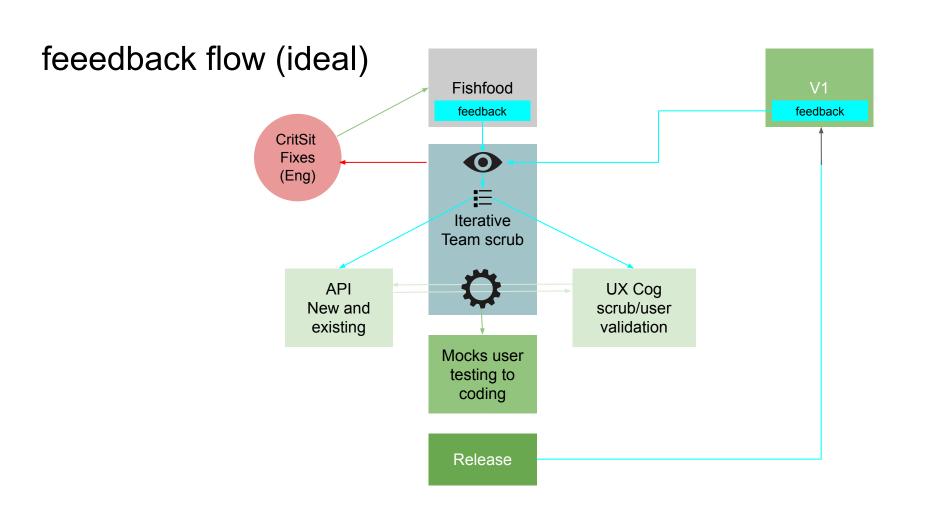
viz)

FPA Table->PO expansion Slated: V1

Parity: 90% function, 50% display



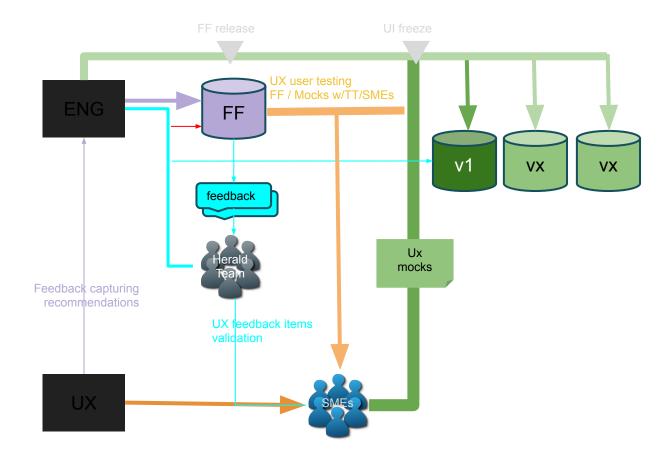




UX engagement

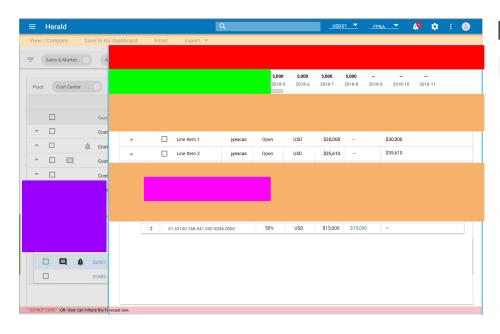
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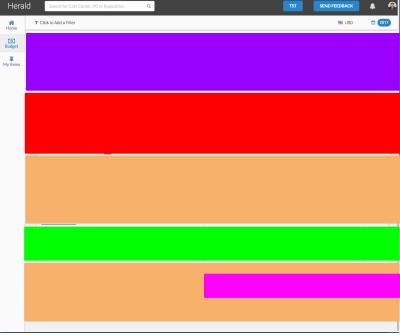


gap analysis: slider pane

UX Mockup



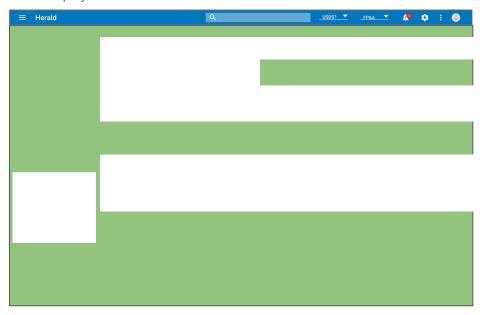
Fishfood



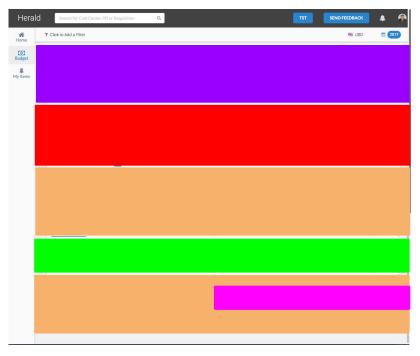
gap analysis: slider pane

Slated: V1 Parity: most

UX Mockup ; green area represents the added area the UX mocks have for data display



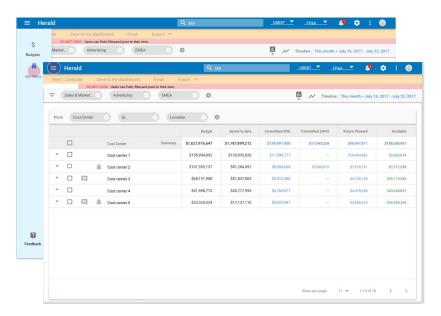
Fishfood



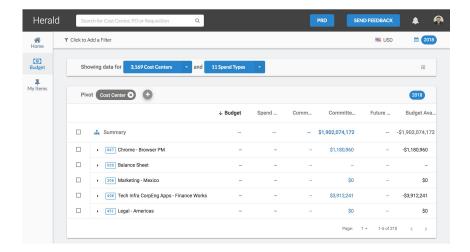
gap analysis: banner: left nav

Slated: V1 Parity: mostly

UX Mockup: left nav is on-call (slides in from left from hamburger click



Fishfood: left nav persists



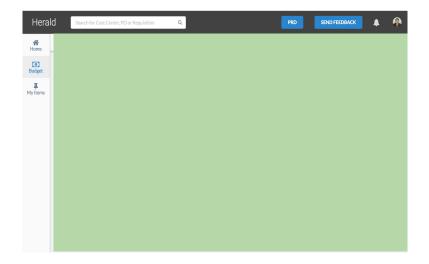
gap analysis: banner : left nav

Slated: V1 Parity: partly

UX Mockup: green area represents the available data area.



Fishfood



gap analysis: banner

Slated: V1 Parity: mostly

Functionality table:



UX Mockup



Fishfood



Hamburger:

RISK: Low, however, given that enterprise sw is so data dense, we need to let the
critical data shine.

Currency Picker:

Both Business and FPA users have stated that they would like the Currency Picker always visible.

UX:

Fishfood:

• RISK: Miscalculation/perception of current currency

gap analysis: slider pane

Slated: V1 Parity: most

Functionality table:

Rel	UX Mocks	Fishfood
	PO Header	
	PO forecast	
		у
		у
		у
		у
		у
1	Slider functionality	n

PO Header:

Text

- UX: All key PO header data is duplicated on the Slider header area
- Fishfood: While
- RISK: Text

PO Forecast:

Efficiency / Accuracy

Users have said that it would be more efficient to see 12 months across without having to scroll.

- UX: While both allow for a year view, the UX mocks allow for it in a single view without scrolling, and the slider is resizable. <ADDRESS OVERALL SCROLLING DATA>
- Fishfood: While Fishfood does allow for forecast stacking, the user must scroll horizontally in order to see >6 months, and there is no resizing option.
- RISK: With the user having to scroll there could be a possibility to misforecast.

Slider:

Context loss (hierarchical & forecast months)

Users have said that it is very helpful to be able to keep their table structure behind the pane and to overlay their main work area (forecast table).

- UX: In the UX mocks, the user is kept resident on their main screen with the lowest level of data (PO Forecast screen) overlays and presents the user with their main working screen without removing them from the main table or losing context.
- Fishfood: the entire hierarchy is removed from the screen and the user is presented with the PO forecast data, and the user loses all context.
- RISK: If user loses context or have to needlessly switch back to gain context, it could
 be detrimental to their ability and accuracy to forecast correctly.

gap analysis: data overlay vs

push Slated: V1 Parity: most

Functionality table:

Rel	UX Mocks	Fishfood
1	Filters overlay	
1	Data Viz overlay	

Filters & Data viz overlay

Users have said that it is distracting and confusing to have their existing data moved off the screen.

UX:

Fishfood:

 RISK: Data push unnecessarily relocates the User and can be confusing when their data is pushed off the screen.

Thank you!