Case Study: Add Item History Feature to Application*

* Specific client sensitive information has been redacted and generalized



Impact



Impact:

This new enterprise application feature helps supervisors of mission-critical employees track tasking, past actions taken, and allows for auditing of items and staff involved with the system. This allows supervisors to quickly detect issues, create reports more efficiently in 1/5 of the time, and enables the organization workflow processes to become more streamlined.

Project overview



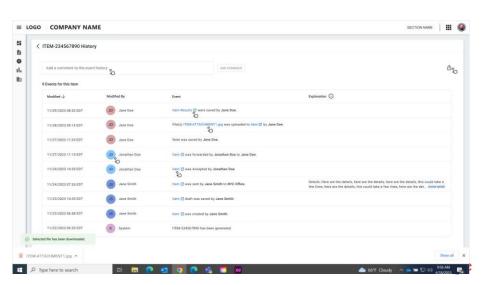
The product:

Part of a suite of enterprise applications, this application handles incoming cases which need to be researched, acted upon, and eventually closed. Each case item can be assigned and reassigned as necessary, with involved personnel acting upon each case item.



Project duration:

October 2024 – January 2025



Project overview



The problem:

Supervisors needed to track the actions of their personnel for the case items that came into their department. They needed to monitor patterns on how specific employees were handling items. They also had to audit these actions and quickly create reports. The reports were created manually by the supervisors, which was taking too much time.



The goal:

To enable supervisors to efficiently track and audit the history of each case item and monitor how their staff is handling the items. Supervisors also needed to be able to quickly create reports of these logs to send to their supervisors.

Project overview





My role:

UI/UX Designer



Collaboration, problem-solving, user research, business requirements, wireframing, mockups, prototyping, user testing



My team:

UI/UX Designer,
Developers, Business
Analyst, Scrummaster,
Project Manager

Understanding the user

- User research
- Analysis of User Pain Points
- Problem statements
- Ideation

User research: summary

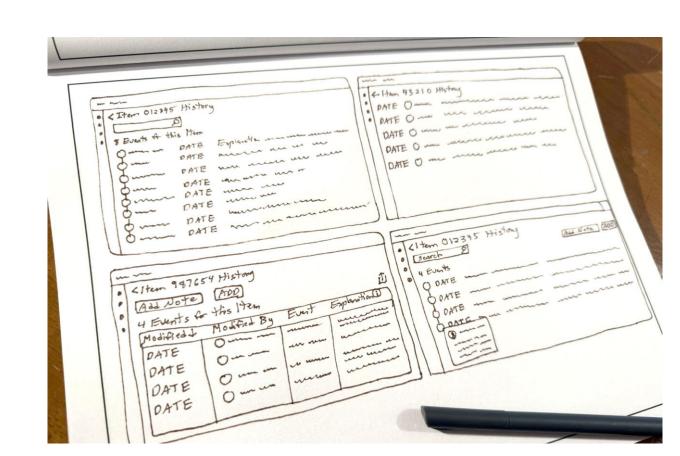
II.

The Business Analyst and I met with users initially to learn about their current needs and pain points. They wanted to determine where and why their office processes were getting stuck. If they could determine patterns, they could find and reduce these backups. They also needed to regularly send reports of all the items addressed through their office to their bosses. They were taking a lot of time doing this manually.

Based upon these needs, I took notes, made user flow diagrams, and made sketches of new user interfaces which would incorporate this new history audit log. This feature would need to be seamlessly incorporated into the existing application, and the new screens would need to be intuitive. Mockups were designed and shared with users at 3 different times and A/B testing was performed with users and stakeholders. Designs were iterated upon, following this data and user feedback.

Ideation

Sketched various layout variations for screen incorporating this new feature, keeping in mind usability and a clean, easy to read interface.

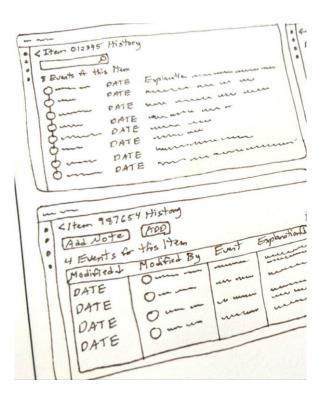


Starting the design

- Wireframes
- Interactive Prototype
- Usability testing

Wireframing

I presented the ideas to stakeholders and A/B tested the variations with users to gather feedback.





Usability research: findings

1

Users were split in their preferences during A/B testing

2

Users liked both designs, but each person preferred one over the other for various reasons.

I listened to their reasons, and came up with a design that incorporated the best of both designs. For example, all users preferred when the date/time was the most prominent data.



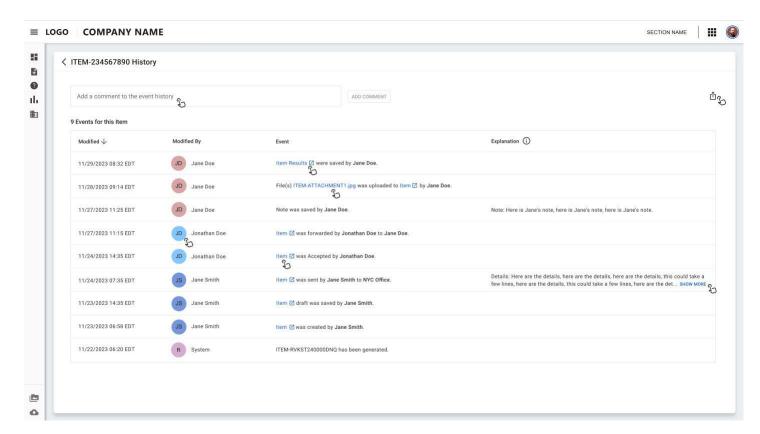
After performing another round of testing with the new iteration, all users were enthusiastic about the new design.

Refining the design

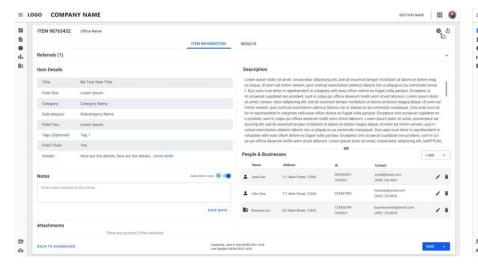
- Mockups
- High-fidelity prototype
- Accessibility

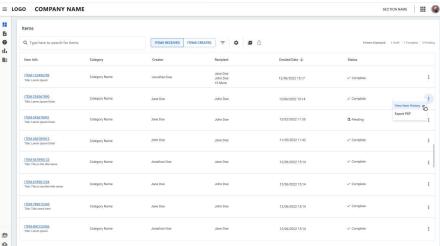
Mockups

High fidelity mockups with all of the possible interactions were created to present to stakeholders and test with users.

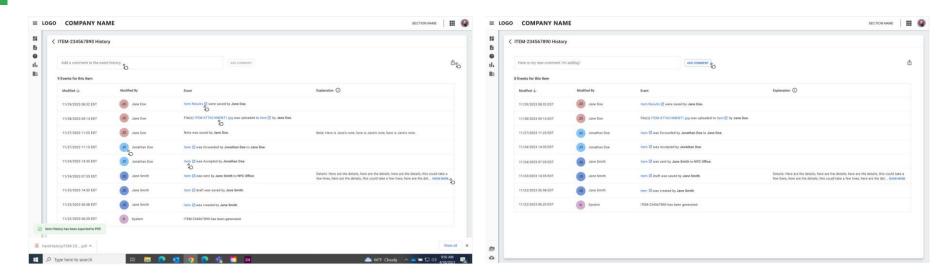


Mockups





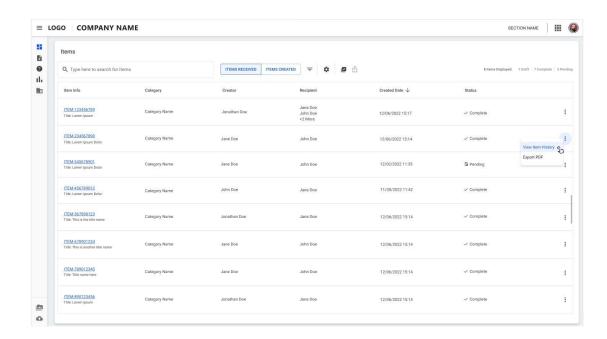
Mockups



Prototype

I created an interactive clickable prototype so the team and users could understand how one would move through the screens for the various scenarios.

View interactive prototype



Accessibility considerations



Uses design system, which follows 508A accessibility guidelines for all components and is consistent with the rest of the platform. Design is adaptable with screen readers and colors have been tested for adequate contrast

2

Includes clean layout,
plain language, and clear
headings to aid user in
understanding of the
new feature



Uses column labels and optional help to make the new screen understandable

Results and What I learned



Results: Supervisors were now better able to track and monitor the activities within their busy office and make sure action items were not getting "stuck" in the process. Supervisors were now able to easily create regular reports in **1/5 of the time** it previously took.

I learned that repeatedly testing with users will guide the designs, both in understanding user preferences and the reasons for those preferences. Studying their feedback can spark new ideas which can further optimize the designs. Successfully incorporating a new feature into an application involves understanding user needs and continuously improving the product by continuing to listen to users and adapt. New features can be seamlessly incorporated into an application that users already are familiar with, minimizing their learning curve.

Let's connect!



Please contact me if you would like to review additional design work.

jenlycke@gmail.com www.JenniferLyckeUX.com