



 **SEI WEBINAR SERIES** | Keeping you informed of the latest solutions

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# How to Reduce the Graveyard of Software Tools with UI/UX Capability

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# The Webinar Contents

- What is UI/UX
- The Problem
- When is UI/UX appropriate and how does it address the problem?
- How do UI/UX artifacts support a solution?

manual records

IN-U4-28: Quorum measures /  
checklist oriented – hospitals have  
a process and thus are in a better  
place to prevent readmissions

because they  
communicate the info, the  
way too manual.

CI-U9-70: 9:33 PCC ask  
mobility huddle, which is  
new process they have s

payer are  
ere are  
health

Provide action  
oriented solution

# Let's start with "The What"...

*What is User Experience (UX)?*

**"User experience" encompasses all aspects of the end-user's interaction with the company, its services, and its products.** -DON NORMAN and JAKOB NIELSEN

# Polling Question 0.5

How knowledgeable are you about UI/UX?



Response Options:

- A. I am an expert on UI/UX
- B. I know enough about UI/UX to have a good conversation with an expert
- C. I know a little information about UI/UX
- D. I know nothing



# Complaints that serve as clues that a UI/UX Problem exists

Employees refuse to do something

“Takes too long, costs too much money”

Apathetic staff

Current tools are the problem

“we just need a tool”

It's one person's fault

Nobody uses the tool

The people you speak to look stressed or irritated

# The objective of a UX designer (*generally*) is...

- Enhance Customer Satisfaction
  - A Spoonful of sugar...
- Improve the usability of a system
  - Increase performance
  - Provide feedback
- Increase the functionality of the system
  - Now one step together instead of two apart!



Overall this leads to a more effective user experience.

# So, make it look cool...

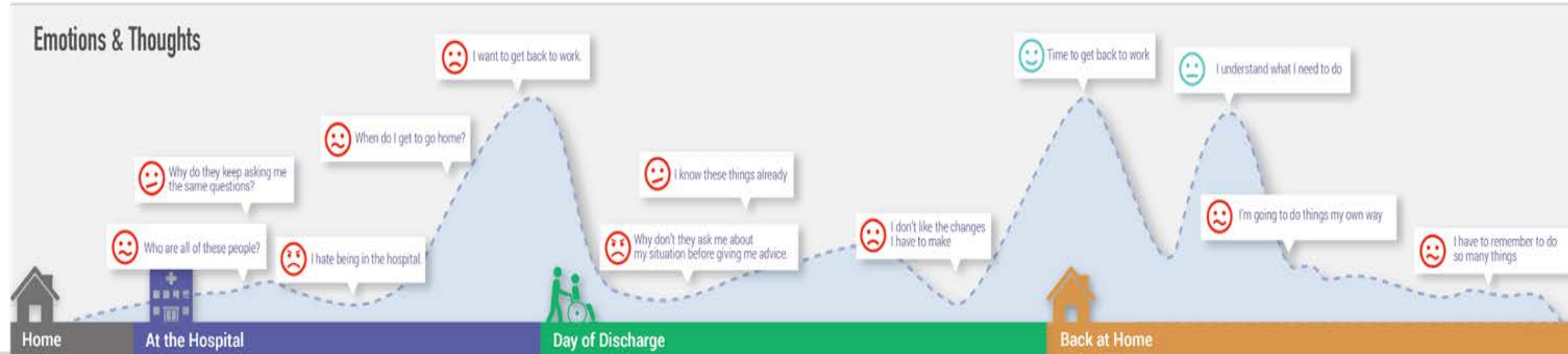
It's not **JUST** about attractive user interfaces, how satisfied the users were, simplicity, etc.

The tool must also address the problem **AND** fit the work environment as well as human capability

## Opportunities

- 1 Start education on admission.
- 2 Gather information about patient's home situation and lifestyle needs.
- 3 Quiz patients on important aspects of their care plan before they leave.
- 4 Get the patient actively involved in understanding care instructions.
- 5 Create care plan that is specific to the patient's unique situation.
- 6 Review information with the patient that the patient is not clear about.
- 7 Ensure care plan is customized to the patient.
- 8 Connect patients with neighbors or organizations that can help.
- 9 Remind patients about upcoming appointments.
- 10 Remind patients about medication.

## Emotions & Thoughts

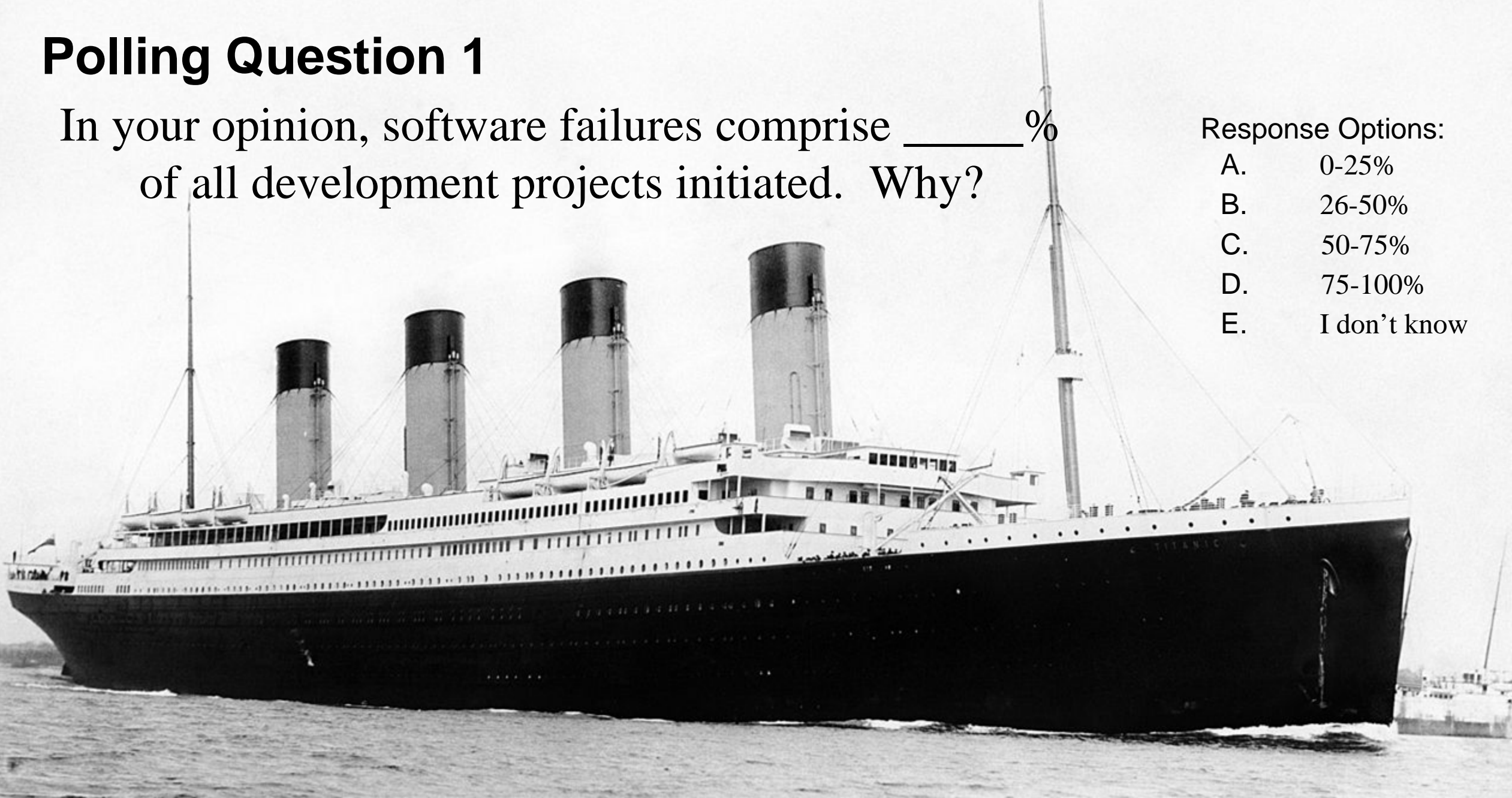


# Polling Question 1

In your opinion, software failures comprise \_\_\_\_\_% of all development projects initiated. Why?

Response Options:

- A. 0-25%
- B. 26-50%
- C. 50-75%
- D. 75-100%
- E. I don't know



**What is causing the software mortality rate?**



# The When

*Where does UX fit into my product cycle?*

# Polling Question 2

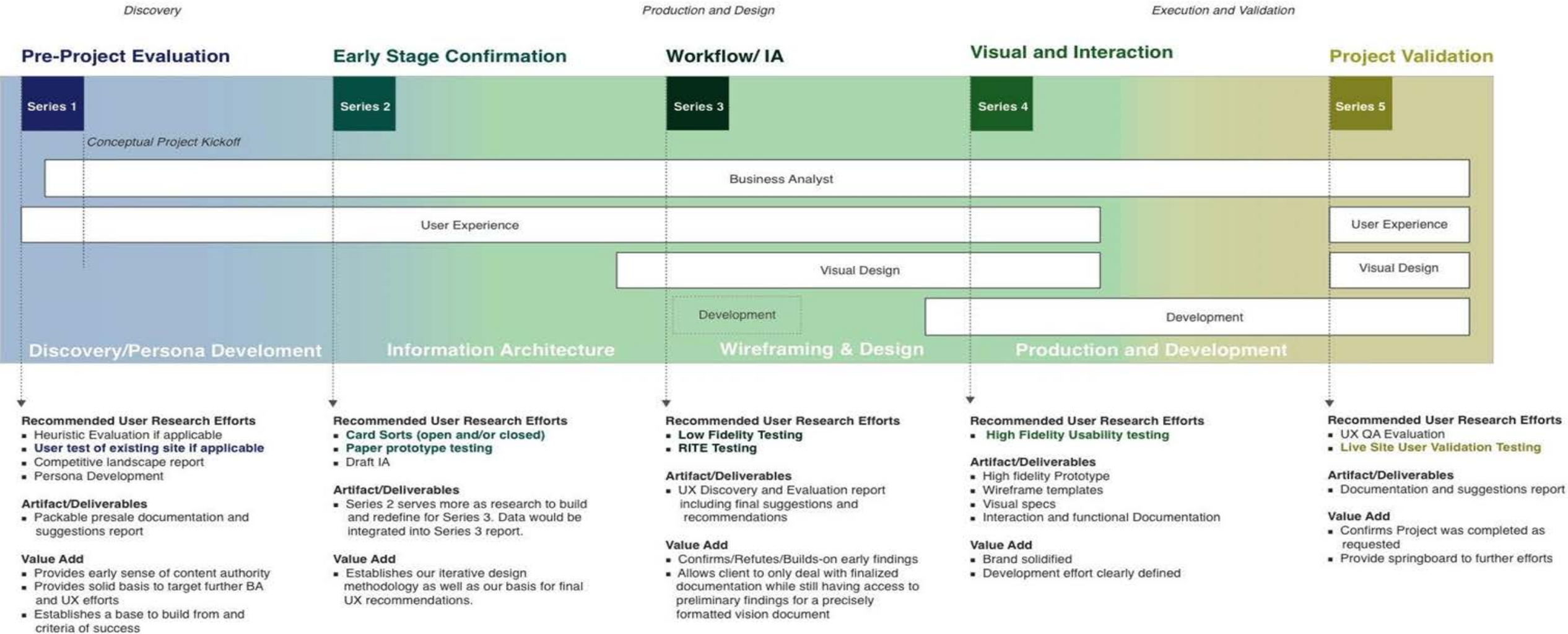
When is the most appropriate time to engage UX professionals in your software development project?



Response options:

- A. Right before the for launch
- B. After each sprint
- C. When project management starts scoping the work tasking
- D. After the launch
- E. all of the above

# Answer: It's always a good time 😊







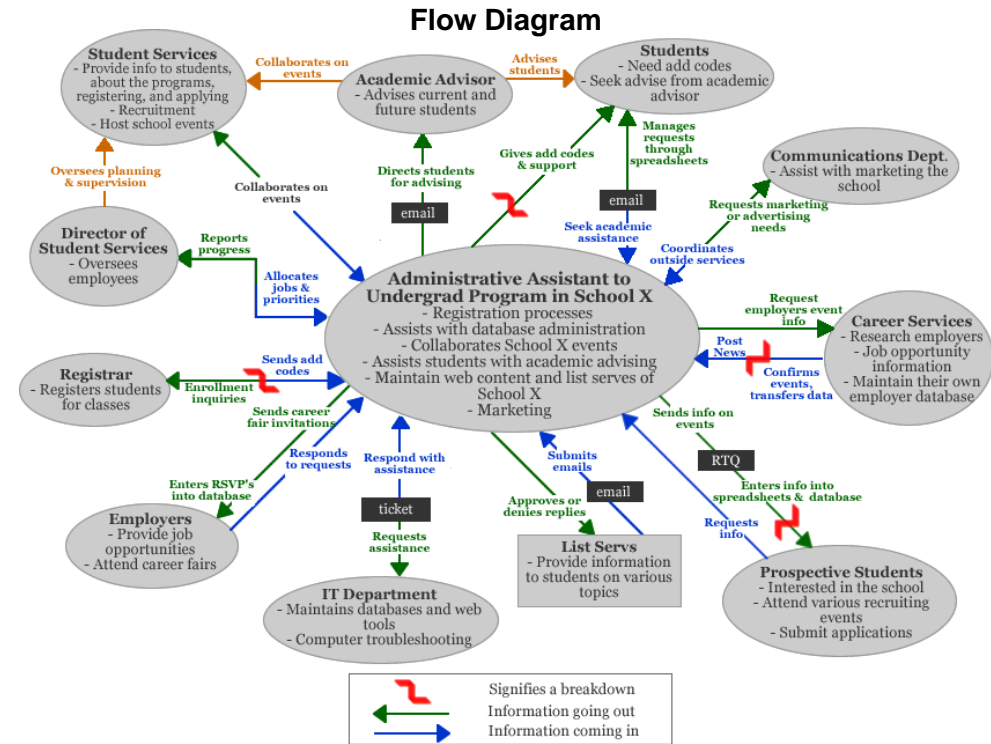
# Artifacts of the Process

*Inform and build empathy*

# Defining the problem - Data modeling



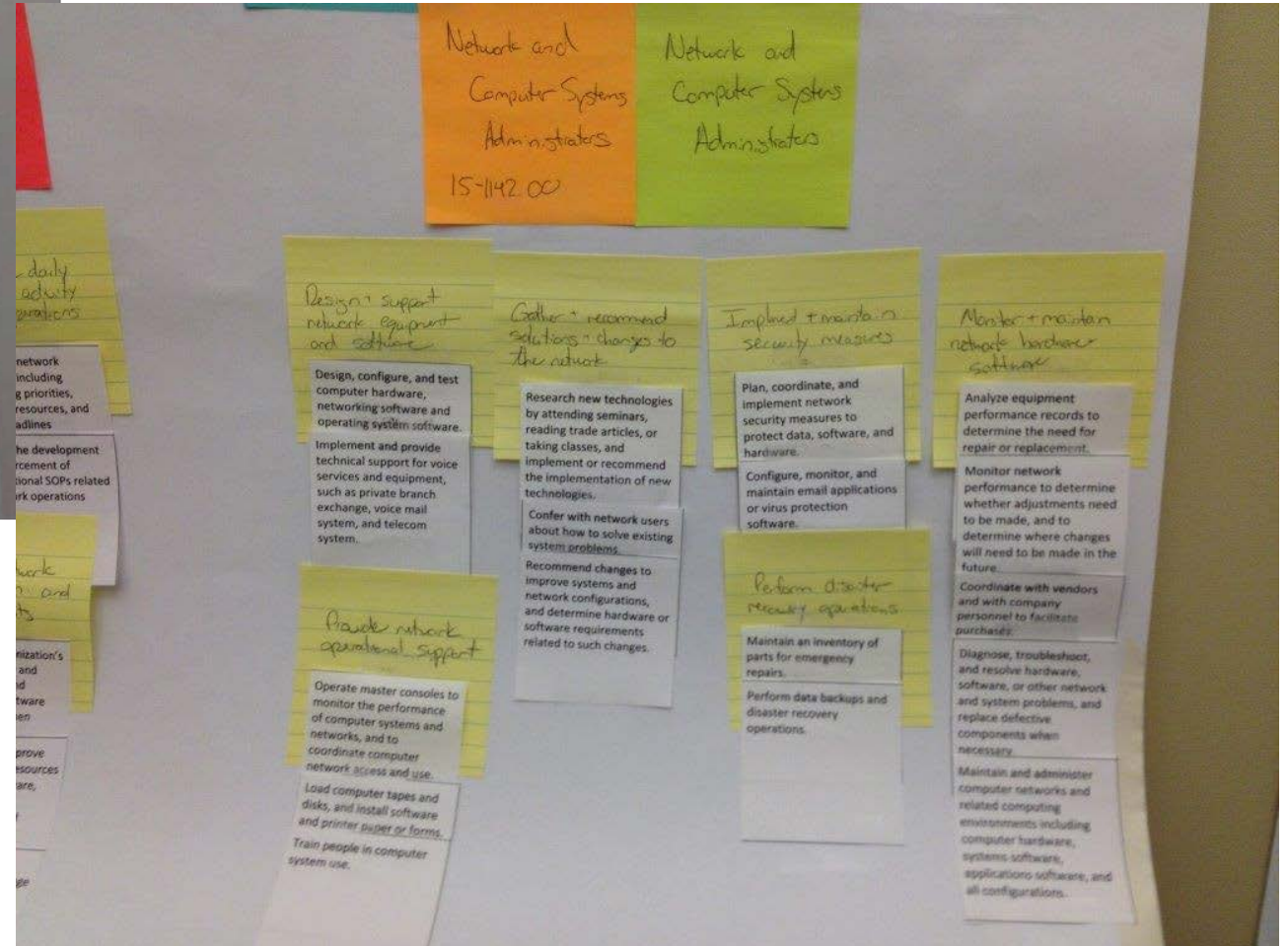
“Design is really an act of communication, which means having a deep understanding of the person with whom the designer is communicating.” — Donald A. Norman, *The Design of Everyday Things*



# General to specific



## Affinity Diagramming



When participating in an affinity diagramming session it's important not to organize the information by category.

The Goal is to organize it by abstract insights gleaned from the content

# Personas, journey maps and other design documentation

I

Selection Switches

Class  
Type  
Flowtype  
Sensor  
Start Date  
End Date  
Data Root Directory  
Print Missing Files

Output Switches

All Destinations  
Failed Destinations  
Pass Destination  
Print Statistics  
Print Volume Statistics

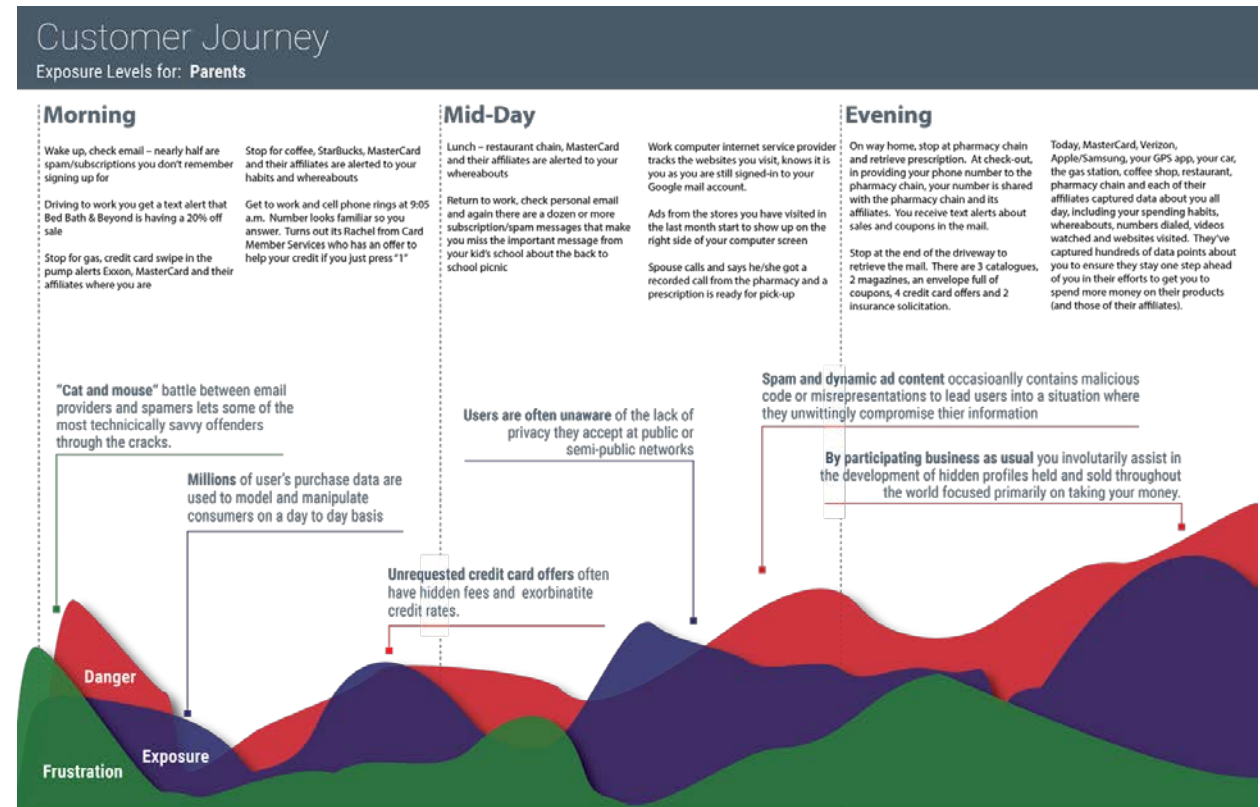
Partitioning Switches

**Expected Behavior**

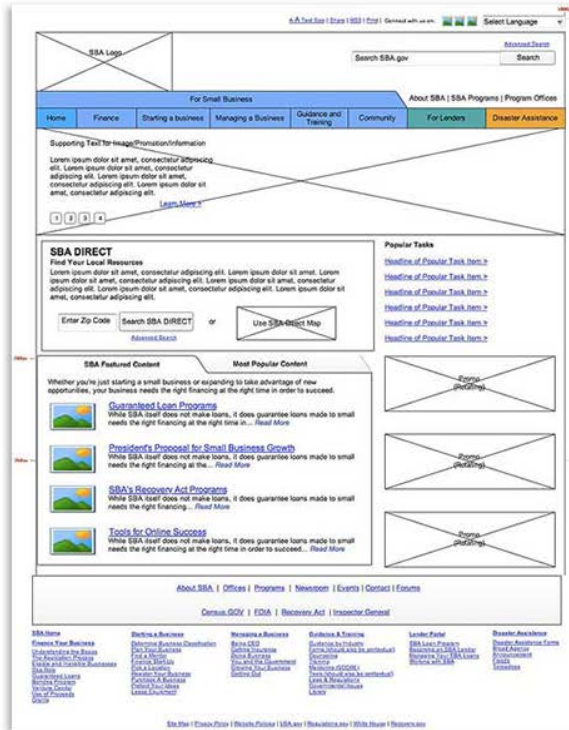
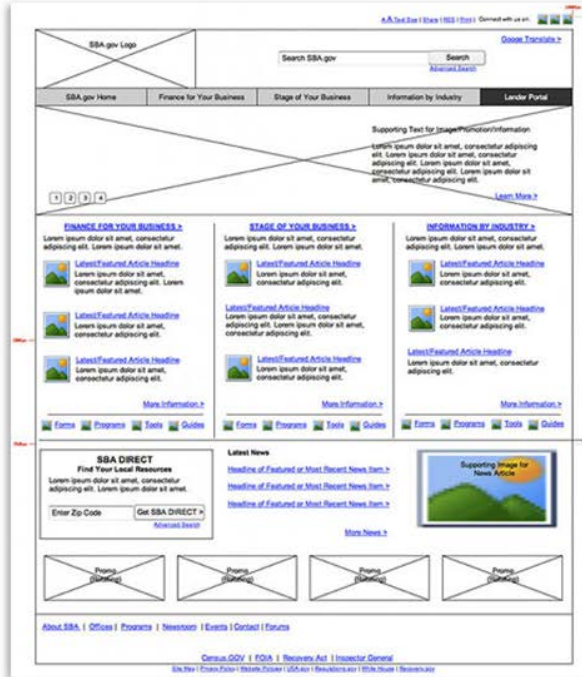
After clicking in the text area a gray semi complete box appears and the selection box displays below.

The selection box is color coded by category and can be scrolled through. It will not disappear until off focus.

The user will also be able to use the down arrow to move through the selection of options.



# Wireframing and Design



# The 'hurry up and wait' phenomenon

Balancing hasty decision making to fit unreasonable time constraints with long-term costs

UI/UX designers can/should adjust the data collection method to your project constraints

# Polling Question 3

How does a well-defined problem ensure project success?

Response options:

- A. I have no idea
- B. It magically generates requirements
- C. It guides the metric selection in usability tests
- D. It aids in solution selection
- E. It aids in digestion

# What you need in in a skilled UI/UX team

- **Ability to verbalize** the problem and its complexity clearly
  - Comprehensive detail in the results
  - Link between validation method and the original problem
- **Building Empathy**
  - Tailoring the method to constraints
  - Consideration for mission-critical problems
- **Multi-disciplinary** approach
  - Hard problems are hard
  - Past experiences may help to inform future decisions
  - Often times designers have a specialty, there are “unicorns” but that’s not the norm.



# Contact slide

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