

HCD Community of Practice August Meeting



PM3 HCD Team August 23, 2018

Agenda

Welcome

Introductions, goal of this CoP, https://tinyurl.com/hcdcop-aug23

Updates

Recap of last month's CoP, PM3 HCD team activities

Upcoming Events

Presentation: Design Studio

Presenter: Sara Neel, Enterprise Services (ES), Ventera

Wrap-Up and Next Steps

Discuss action items

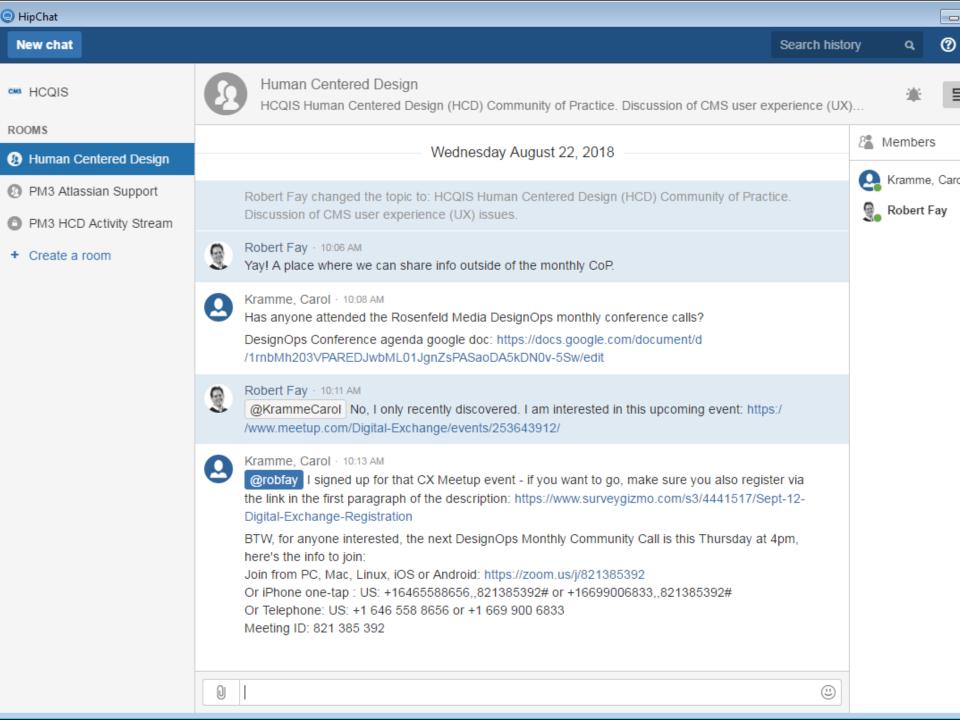
WELCOME

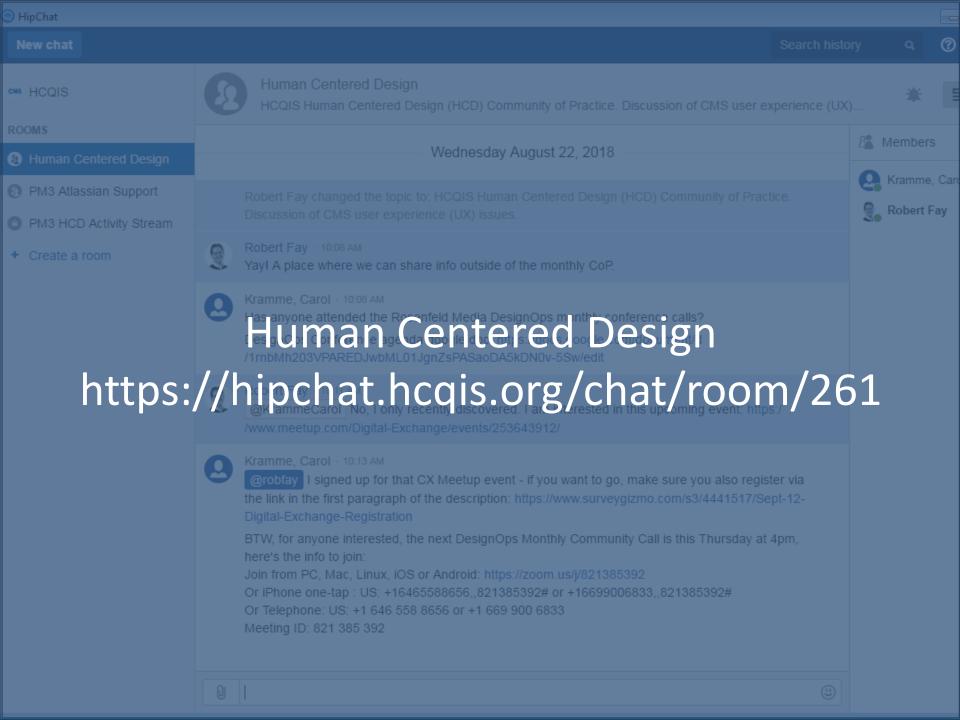
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Welcome

What does a Community of Practice do?

- Connects people
- Provides shared context holistic empathy for customer(s)
- Enables dialogue
- Stimulates learning
- Captures and diffuses knowledge
- Institutionalizes best practices, process





UPDATES

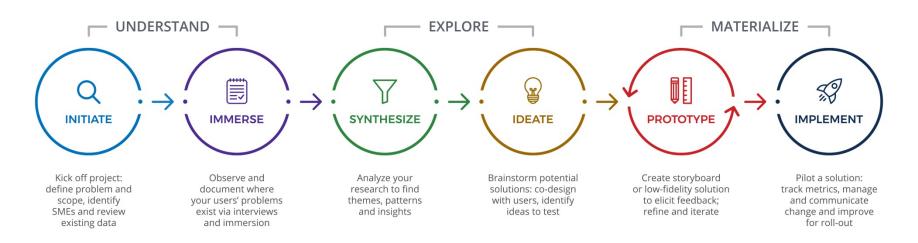
Updates: HCD Toolkit

Tip Sheet for Metrics

- Key areas to consider when creating a UX measurement plan.
 - Create a Communication Process
 - UX Key Performance Indicators (KPIs)
 - Typical, Quantitative, and Qualitative KPIs
 - Value of each
- Benchmarking Results
- Continuous Improvement
- Confluence Human-Centered Design Toolkit page

Updates: HCQIS Library

Human-Centered Design Process



Confluence location: HCQIS Library Human-Centered Design page

Updates: PM3 HCD Team

- HCD Training Goal: Educate CCSQ staff on HCD process to equip them to better serve their customers.
- Persona Evaluation Goal: Identify a persona and apply service design methods (persona > journey > service) to improve a service.
- HCQIS Design / Code samples Goal: Determine if there is value in creating HCQIS Design Guide to <u>help</u> <u>product teams save time</u>.
- HCD Center of Excellence Goal: Create a sustainable culture of HCD within CCSQ.

UPCOMING EVENTS

Upcoming Events

Customer Experience (CX) Innovation in Public Sector

Wednesday, September 12, 2018, 5PM to 8 PM

Location: WeWork White House, G Street NW, Washington, DC

Registration: https://www.surveygizmo.com/s3/4441517/Sept-12-Digital-Exchange-Registration

Design Thinking DC Meetup Group - Fall Summit 2018

September 28, 2018, 12:30 PM to 6 PM, \$25

Location: Deloitte, 1919 N Lynn Street, Arlington, VA

Registration: https://www.meetup.com/Design-Thinking-DC/events/252164588/

Upcoming Events

REcon 18: Designing the Future of Research

Saturday, October 20, 2018, 9am - 7pm

Location: New York, NY TBD

Cost: TBD

More Info: http://www.recon18.com/

DesignOps Summit 2018

November 7-9, 2018

Location: New York, NY

Cost: early bird (~\$1500)

More Info: https://rosenfeldmedia.com/designopssummit2018/

DESIGN STUDIOS

PRESENTATION

Lean Coffee July... generated these topics:

- Accessibility
- Best practices re: GUI design
- Content Strategy
- Converting Designs → Development
- Creating a Project HCD strategy
- Design Studios*
- Design Systems
- Enhancements vs. Bugs: Feature backlog strategy
- Socializing HCD as a team communication process

^{*} Today's presentation from Sara Neel

Design Studios

Design Studios as a Research/Problem-Solving Method

Behavioral

Attitudinal

Quantitative

Qualitative

Innovative

Adapted

Exploratory

Generative

Evaluative

Participatory

Observational

Self-reporting

Expert review

Design process

DESIGN STUDIOS

PARALLEL DESIGN / PARTICIPATORY DESIGN

AUGUST 23, 2018

PRESENTER: SARA NEEL, UX/UI DESIGNER, VENTERA

Design Studio Prep

WHEN TO HOLD A DESIGN STUDIO

New project
New feature / functionality
Redesign of an existing page

Basically anytime you're starting from ground zero (Early in the design process)

MEETING INVITE

1.5 - 2 hours

Invite all interested participants

- Researchers
- Designers
- Business Analysts
- Developers
- Product Owners

MEETING MATERIALS

- Pens / Pencils / Markers
- Paper
 - Notecards work well for mobile app designs
- Web conferencing software
 - Zoom, Skype, Webex
- Smartphone

The Design Studio

MEETING SCHEDULE

5 min – Design prompt + questions

10 min – Heads-down sketching

5 min – Photographing sketches + sending to coordinator

5 min per participant – Sketch presentations + comments/questions

10 min – Discussion of design ideas for initial wireframes

Total 50 min (for 4 participants)

1. DESIGN PROMPT (5 min)

Design prompts written in user story format:

"As a [user], I want to [user action], so that [business reason]"

Example:

As an iQIES user, I want to fill out an Access Request Form, so that I can request my user role and associated providers.

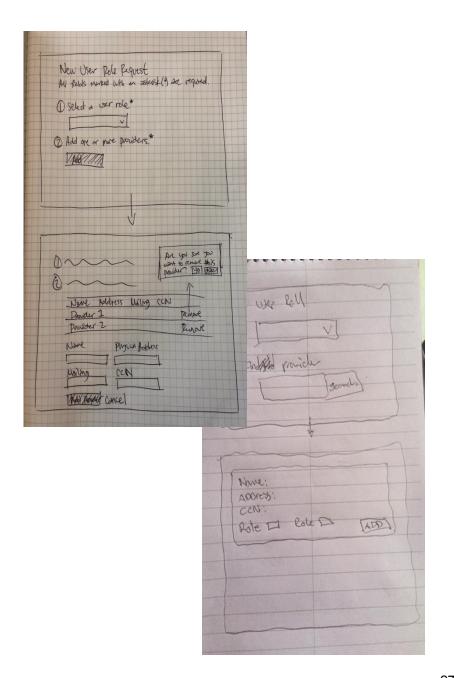
Acceptance Criteria

- I can select a single user role
- I can select one or more providers

2. SKETCHING (10 min)

Meeting coordinator sets a timer for **10 minutes** and gives the participants occasional time updates.

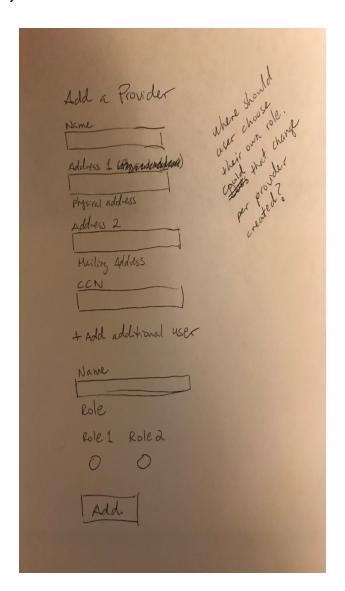
All participants are heads-down sketching during this time.



3. SKETCH DOCUMENTATION (5 min)

After the 10 minutes are up, all participants take photos of their sketches and email them to the meeting coordinator (ideally with smartphones).

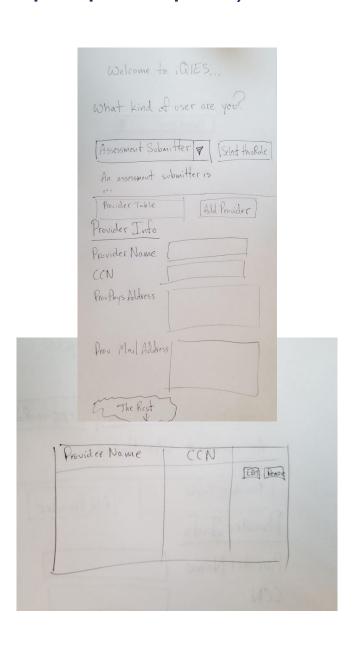
The meeting coordinator downloads all sketch photos and shares their screen for sketch presentations.



4. SKETCH PRESENTATIONS (5 min per participant)

The meeting coordinator shares the sketches of each participant.

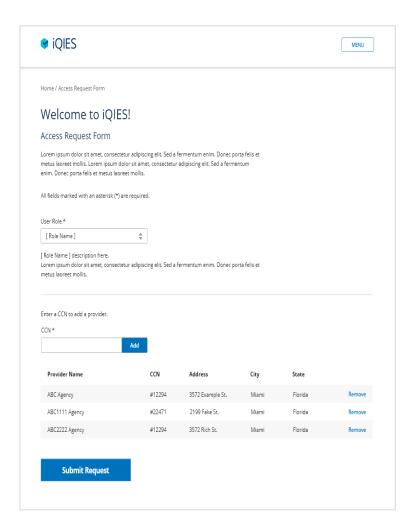
Each participant takes a couple minutes to present their sketches. A few minutes are provided for any questions, comments, or clarifications.



5. DESIGN DISCUSSION (10 min)

At the end of the sketching presentations, some final time is allotted to discuss the best ideas from the sketches.

This discussion should drive initial wireframes and design decisions.



THANK YOU

sara.neel@ventera.hcqis.org

Design Studio – Additional Resources

Kaplan, Kate, <u>Facilitating an Effective Design Studio</u> <u>Workshop.</u> Nielson Norman Group. July 2, 2017.

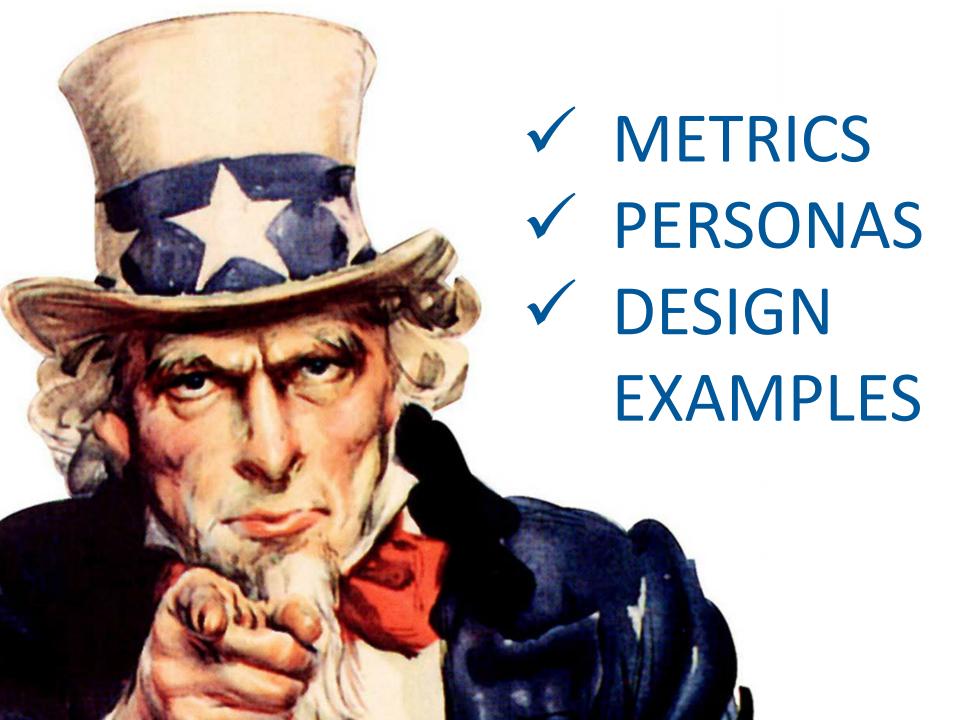
Lindstrom, Jim, <u>Design Studios: The Good, the Bad, and the</u> <u>Science</u>. UX Booth. November 15, 2011.

Patton, Jim. *Ideate Collaboratively Using Design Studio*. (PDF). J Patton Associates., March 2013.

WRAP UP & NEXT STEPS

Volunteer presenters: September & October?

- Accessibility
- Best practices re: GUI design
- □ Content Strategy
- □ Converting Designs → Development
- Creating a Project HCD strategy
- ✓ Design Studios
- Design Systems
- Enhancements vs. Bugs: Feature Backlog Strategy
- □ Socializing HCD as a team communication process
- Other HCD Topic ______



See you in September

Thank you!

Please direct any ideas, questions or concerns to:

robert.fay@tantus.hcqis.org

or

https://hipchat.hcqis.org/chat/room/261

Enhancements vs. Bugs: Feature Backlog Strategy

Accessibility

Best practices re: GUI design

Content Strategy

Converting Designs → Development

Creating a Project HCD strategy

Design Studios

Design Systems

Enhancements vs. Bugs: Feature Backlog Strategy

Socializing HCD as a team communication process

