



VA Mobile App Discovery Sprint

# Week 1: Output + Outcomes

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# Agenda

- Where are we in the process?
- Week 1: Output + Outcomes
  - ◆ Technical Feasibility
  - ◆ Veteran Desirability
- Week 2: Output + Outcomes

**Where are we in the process?**

# Schedule

| Week(s) | Guiding Question   | Activities  | Output   | Outcome  |
|---------|--|---|--|--|
| 0       | What feature sets + frameworks should we evaluate from a technical feasibility and Veteran desirability perspective? | <ol style="list-style-type: none"> <li>Discussions with CTO's office</li> <li>Discussions with VA technical SMEs</li> </ol>   | List of mobile app development frameworks and features to evaluate   | Consensus on feature set + frameworks to be researched in coming weeks   |
| 1       | What feature set + framework should we prototype?  | <ol style="list-style-type: none"> <li>Evaluate feasibility of mobile frameworks using matrix</li> <li>Begin to research Veteran desirability of features using matrix</li> </ol> | <ul style="list-style-type: none"> <li>- Research findings</li> <li>- Recommendation on what to prototype</li> </ul> | Consensus on which technical framework and feature set to prototype  |
| 2 + 3   | Is this prototype a viable option for the VA? Does it speak to Veteran needs?  | <ol style="list-style-type: none"> <li>Technical experimentation</li> <li>User research and usability testing</li> </ol>  | Technical and user research findings   | Feedback and input on how to iterate on prototype  |
| 4       | What are the pros/cons to different technical approaches and the impact of implementing them to the VA?              | <ol style="list-style-type: none"> <li>Future proofing</li> <li>Synthesis</li> </ol>  | Report and prioritized recommendations   | Recommendation for which framework offers the best combination of technical feasibility and Veteran desirability |

# Technical Feasibility

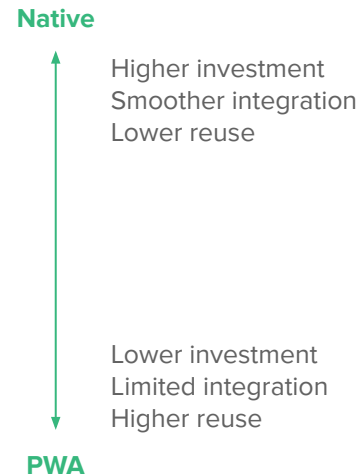
# Schedule: Technical Feasibility

| Planning   |  | Week 1   | Week 2          | Week 3                   | Week 4  |
|--|--|--|-----------------|--------------------------|---|
| Frameworks   | Guiding Questions  | Activities                                       |                 | Output                   | Outcome   |
| <ol style="list-style-type: none"><li>1. Fully native app (iOS + Android)</li><li>2. Cross-platform (React Native)</li><li>3. Cross-platform (Xamarin)</li><li>4. Cross-platform (NativeScript)</li><li>5. Hybrid (Ionic)</li><li>6. Hybrid (Ionic React)</li><li>7. Hybrid (Flutter)</li><li>8. PWA (Progressive Web App)</li></ol> | <ol style="list-style-type: none"><li>1. How much reuse is possible?</li><li>2. What would the investment be?</li><li>3. How does the UX change?</li></ol> | Technical analysis to develop initial hypothesis | Experimentation | Initial proof of concept | Recommendation for which framework is the most technically feasible |

# Technical Feasibility: Evaluation

These technical approaches can be grouped:

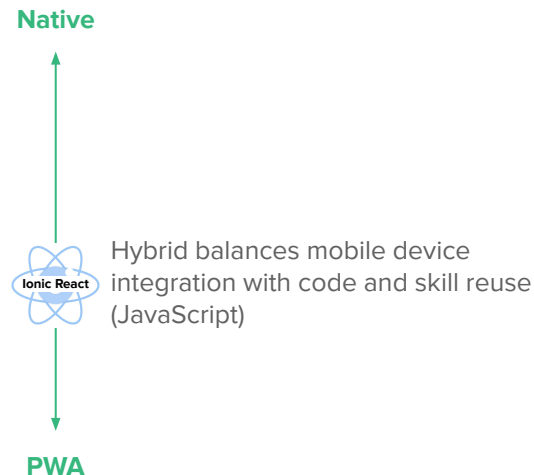
|  |                    |
|--|--------------------|
| Fully native app (iOS + Android)   | NATIVE             |
| Cross-platform (React Native)<br>Cross-platform (Xamarin)<br>Cross-platform (NativeScript) | CROSS-<br>PLATFORM |
| Hybrid (Ionic)<br>Hybrid (Ionic React)<br>Hybrid (Flutter)                                 | HYBRID             |
| PWA (Progressive Web App)  | PWA                |



# Technical Feasibility: Evaluation

A hybrid approach provides benefits for the VA that a native approach does not.

**Next step:** Testing our assumption that the VA would benefit the most by taking a hybrid approach to mobile development by experimenting with code reuse, logon flow and ability to leverage existing APIs.





# **Veteran Desirability**

# Schedule: Veteran Desirability

| Planning  |  | Week 1                     | Week 2      | Week 3   | Week 4  |
|---|--|----------------------------|-------------|--|---|
| Feature Areas                                   | Research questions   | Phase One                  | Output      | Phase Two  | Outcome   |
| VA Mobile login experience                      | What are Veterans preference when logging in to VA mobile?                         | Card sorting (unmoderated) | Prototyping | Finalizing prototype, perform usability testing with Veterans on prototype | Prototype and recommendations for VA mobile login experience  |
| Initial VA mobile app screen (after logging in) | What initial screen do Veterans expect/need to see after they log on to VA mobile? |                            |             |  | Prototype and recommendations for VA initial VA mobile screen |
| VA mobile interactions                          | What interactions do Veterans want to be able to perform on VA mobile?             |                            |             |  | Prototype and recommendations for VA mobile interactions      |

# Our Veteran-centered approach

## Phase One

The goal of this phase is to help us determine what feature set Veterans most desire in a VA mobile application. Here are some of the questions that we will answer during this initial phase:

1. Feature set: What feature set do Veterans need on a mobile application with VA?
2. How do they prioritize that feature set?

## Phase Two

The goal of this phase of the research is to take our learning with Veterans to build a testable prototype of a proposed VA mobile application that best meets their needs when interacting at VA. Here are some of the questions that we will answer during this second phase:

1. What are Veterans expecting to see when they initially log on to a VA mobile application? Are the features that we included meeting their needs when interacting with VA? If not, what is missing? What can be improved?
2. What is the most important secondary action that a Veteran would do want to when leveraging VA mobile?

# Phase One: Card sorting

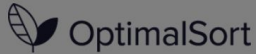
## Method

We will use remote card sorting to quickly understand from each Veteran how they would think about VA mobile features, prioritize and categorize them in a way that makes the most sense to them.

The team will use Optimal Workshop to perform these exercises remotely, collect the data from each participant and use that insight to inform Phase Two. The priorities we uncover here will help us shape the technical discovery and set the stage for usability style research to come.

### **Optimal Workshop Card Sorting**

<https://www.optimalworkshop.com/optimalsort>



Send secure messages to your healthcare team

Ability to request your military records (DD2214)

View prescriptions and request refills

Show a Veteran ID card

Change your address, phone number or email address

Find VA facilities

See lab or test results

Check your appeal status

Sign in for an appointment

Download all or some of your claims information

Add VA documents or cards (such as DD214) to your Apple Wallet or Android Pay

24 of 24 remaining

## Instructions

Take a moment to read through the list of cards to the left of your screen. Once you have read through them, you can:

1. Move them into the groups that make the most sense to you for each card.
2. Pick the three things most important to you and put them in the ***Must have*** group.
3. In the ***Nice to have*** group, please put the cards that are most important to you at the top. Don't worry about order as much after the first 5–8 cards.
4. If there are cards that are not important to you, put them in the ***Not relevant*** group.
5. There is no right or wrong answer, please share which things are more important to you.
6. When you've sorted all the cards into groups, click **Finished** in the top right of the screen. We will ask you a few follow up questions, but it shouldn't take long.

OK

ns

Leave a comment

Finished

evant

# Phase Two: Usability testing

## Method

With a clearer idea in mind of what features Veterans need from a VA mobile application and how they prioritize them, we will be better equipped to develop a clickable prototype for our team to test with. This study will help to inform an initial vision for VA mobile and the direction we take in creating a world class mobile experience for Veterans.

# Week 2

# Week 2: Output + Outcomes

## What you can expect from us next week:

- Initial findings from technical feasibility experimentation
- Findings from Veteran desirability research

## What we need from you:

- Input on how we can iterate on our initial findings
- Send email to contacts that we might meet with
- Share link to card-sorting activity



# Appendix

# Technical Feasibility: Assessment Matrix

|   | Front-End Skills              | Mobile Skills                         | Skill Availability | Ability to reuse Authentication screens | Ability to reuse VA.gov front-end code (Javascript) | Ability to reuse client-side API code | Ability to reuse Infrastructure  | Access to VA.gov "private" apis | Access to Lighthouse    |
|---|-------------------------------|---------------------------------------|--------------------|---|---|---------------------------------------|--|---------------------------------|-------------------------|
| <b>Fully native app (iOS + Android)</b> | n/a                           | iOS (Swift), Android (Java or Kotlin) | More Rare          | No                                      | No  | No                                    | Likely none - new deployment pipelines would need to be built for mobile | No                              | via OAuth               |
| <b>Cross-platform (React Native)</b>    | React JavaScript              | iOS + Android familiarity             | Popular            | No                                      | No  | No                                    | Possibly (reuse build and CI pipelines)                                  | No                              | via OAuth               |
| <b>Cross-platform (Xamarin)</b>         | C# .NET framework             | iOS + Android familiarity             | Somewhat rare      | No                                      | No  | No                                    | No (fully new infrastructure required)                                   | No                              | via OAuth               |
| <b>Cross-platform (NativeScript)</b>    | Angular JavaScript            | iOS + Android familiarity             | Popular            | No                                      | No  | No                                    | Possibly (reuse build and CI pipelines)                                  | No                              | via OAuth               |
| <b>Hybrid (Ionic)</b>                   | Angular JavaScript            | iOS + Android familiarity             | Popular            | Possibly                                | Possibly  | Possibly                              | Possibly (reuse build and CI pipelines)                                  | via web, as VA.gov does         | via web, as VA.gov does |
| <b>Hybrid (Ionic React)</b>             | React JavaScript              | iOS + Android familiarity             | Popular            | Possibly                                | Possibly  | Possibly                              | Possibly (reuse build and CI pipelines)                                  | via web, as VA.gov does         | via web, as VA.gov does |
| <b>Hybrid (Flutter)</b>                 | Angular Dart                  | iOS + Android familiarity             | Rare               | Possibly                                | Possibly  | No                                    | Possibly   | via web, as VA.gov does         | via web, as VA.gov does |
| <b>PWA (Progressive Web App)</b>        | JavaScript<br>React available | n/a                                   | Popular            | Yes                                     | Yes   | Yes                                   | Yes  | via web, as VA.gov does         | via web, as VA.gov does |