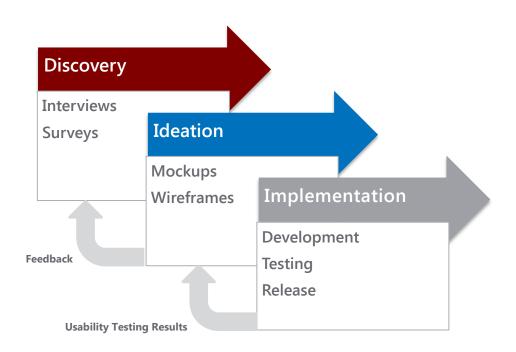
Informatix, Inc. ADPQ Vendor Pool Prototype B

Human Centered Design Approach

We use the concepts of human centered design to drive our implementations. Employing a collaborative, empathetic approach, we focus on the needs of our end-user when defining the functionalities and user interfaces that will be reflected in user stories, mockups and eventually, a product backlog and prototype. By continually seeking and responding to user feedback, we create *solutions*, not just software.

Triggered by Inspiration, our approach has three phases – *Discovery, Ideation and Implementation*.



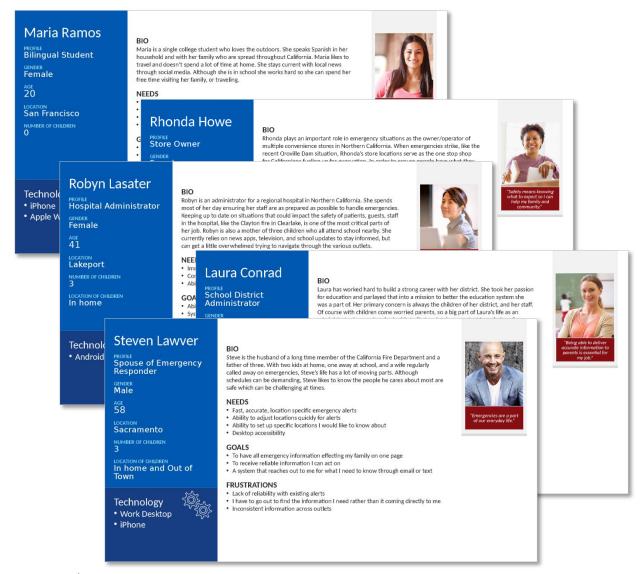
Discovery is the process of eliciting an idea of what users need, typically by personal interviews and surveys. Ideation is the process of turning that idea into low-fidelity prototypes – something tangible like a pencil/paper/whiteboard drawing or wireframe or mockup model – to help the user visualize the solution's look, feel and function. Implementation is the process of giving substance and function to the idea by creating a high-fidelity prototype – a functioning representation of the solution.

In this project, our inspiration was provided by the RFI: "...an application that will allow California residents to establish and manage their profile and receive emergency and non-emergency notifications via email, Short Message Service (SMS), and/or push notification based on the location and contact information provided in their profile and/or the geo-location of their cellphone if they have opted in for this service..."



Discovery

Once so inspired, our design team launched the Discovery phase of Cal Notify by identifying five user personas that represented Californians from a broad demographic spectrum. These personas, real people who existed in our work place, our business environment, our state client base, our neighborhoods and local eateries, were then interviewed to determine what they needed from a notification application.



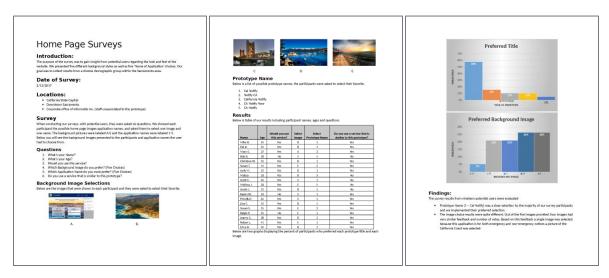
Persona Development

Using wireframes of a home page as an interview springboard, the team gathered input about the appearance and effectiveness of the home page as well as user expectations about the application itself.



Our users told us:

- Of five possible options, **Cal Notify** was their preferred application name
- They were equally satisfied with 4 of the 5 possible images for the home page
- They wanted more immediate response than the existing applications they were using provided
- They wanted the flexibility to receive notifications for multiple locations



Home Page Look and Feel Survey

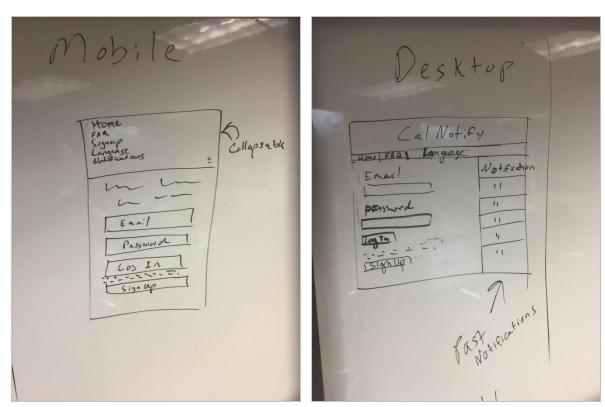
Armed with this input, our design team moved into the Ideation phase. The team would return to the Discovery phase whenever necessary in order to gather additional feedback about mockups or new functionalities.

Ideation

Our Product Manager gathered our entire team together and facilitated brainstorming sessions to review what our user personas had told us.

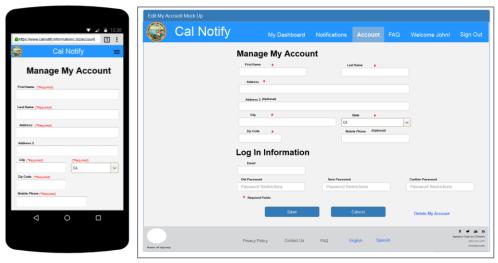
Using whiteboards, the team refined the requirements identified by the user personas, generating initial user stories. These user stories established the product backlog.





Collaborative whiteboard session generated the team's vision for log in screens for both mobile and desktop devices. The sessions also focused on the home page, account creation, notifications, and other application screens.

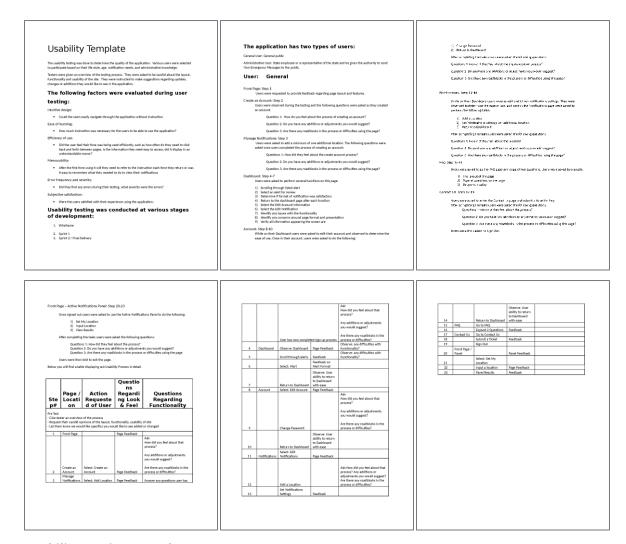
Wireframes of Cal Notify screens were created for user feedback. Wireframes provide an example of how a screen might function, adding tangibility to concept. Wireframes focus on function, with less emphasis of look and feel.



Wireframes of whiteboard images were created using the Pencil development tool (the Pencil Project). These wireframes represent the mobile and desktop screens for account management.

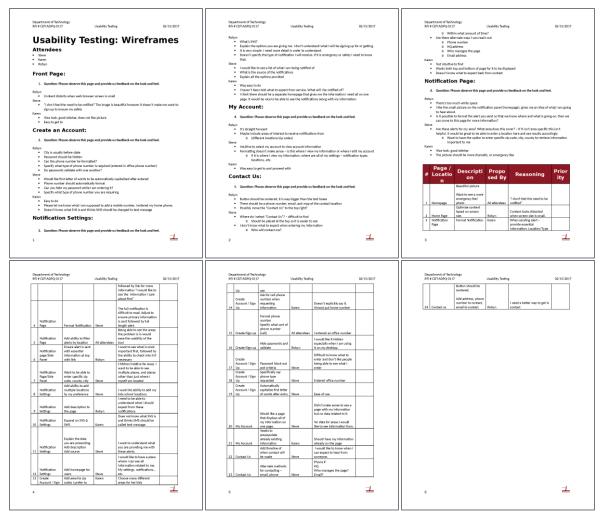


A usability testing template was designed to assure we captured user concerns accurately and consistently. We then met with each of our user personas one-on-one to elicit their unbiased response to the wireframes.



Usability Testing Template

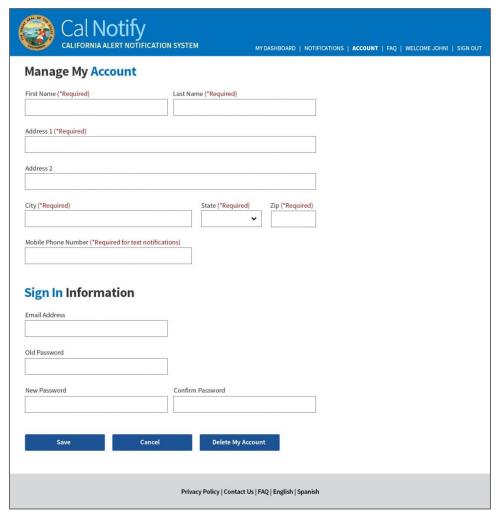




Results of Usability Testing for Wireframes

Based on usability test results, we developed mockups of each screen. Mockups represent a functioning example of the actual application screen, providing users with a preview of the application as they would use it. While wireframes show the user the functions they believe they want, a mockup provides them with the look, feel and basic functionality of the actual solution.

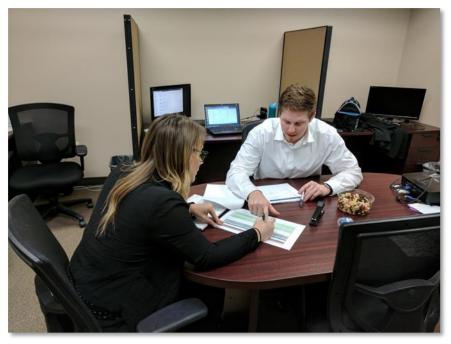




Mockup of the **Manage My Account** screen for a desktop platform

Our design team met with the user personas again for additional feedback on the mockups. This feedback was essential in the creation of our Style Guide, which would be used by our developers to efficiently create a consistent look and feel throughout all Cal Notify screens. User feedback determined that no additional mockups were necessary for this screen, but additional refinements should be incorporated. The initial user stories were finalized.





Throughout Discovery and Ideation, User Researcher Stephanie Jones worked with the Business Analysts to conduct and review usability testing and develop user stories.

User Stories

User Story #1

As a User I want to access the Cal Notify application so that I can register as a user or see emergency/non-emergency notifications for my location.

Static Content Header information

- Content neader Information

 Logo State of California Seal Betts dee of page

 Application Name: Cal Notify (left side of page

 Application Name: Cal Notify (left side of page)

 Alex Notification System (left side of page)

 Link/Bread Crumbs: My Dashboard/Notifications/Account/FAQ/Sign Out

 Minimum of three picture will display in the Header of the page (votating image real)

Static Content Footer Information

Static Content Body of Landing Page

- 0 Welcome to Cal Notify 0 Description of the application:
- Cal Notify has been established to help keep California residents informed about events that may impact their safety, health and / or daily activities. Residents can receive email, text and push notifications for multiple locations including home, child day care, work, etc. We encourage you to create an account so you can receive instant notifications concerning your safety and the safety of those you care about. Cal Notify has been established to help keep California residents
- To find active notifications in your area, you may search by zip code in the active notification panel. You do not need to create an account to
- Active Notification (label)
 Label: Sign In

Notifications

- Famil Account Required if account exists

 Field tabel 1: Email Account

 Testbox kinit: None

 Testbox validation: Field will validate against the email entered when user created account

 For Message invalid Email (The field also turns red)

Password - Required if account exits

- ISSWORD REQUIRED IN ACCOUNT EXILS

 O Field Labe 2: Password

 Textbox limit: 10 Characters

 Textbox wildstor- Field will validate against the password created during account creation

 Error Message: Invalid Password (The field will turn red)

Buttons & Links

Search My Location - button

When you select the Search My Location button the Search My Location Page will be displayed

Create an Account Link When you select the Create an Account link the Create An Account page will display

Show Password Link

O When you select the show password link the typed password will display in the password field

When you select the Sign In button the My Dashboard Page will be displayed

Forgot Password Link

The forgot password link will display the Password Reset Page

- 1. Can am directed to the create account page from the link
 2. I can search a location for emergency/non-emergency notices
 3. I can display my password set am typing in the password field
 4. I can select Frogrip cassword and will have the ability to reset my password
 5. I can access the application from Google Chrome
 6. I can access the application from internet Explore
 7. I can access the application from Safari
 8. I can access the application from my mobile device

Examples of two User Stories



While the design team was working with our user personas gathering product feedback and finalizing the user stories, our Product Manager Caroline Brown-Pierce prioritized the user stories in the product backlog in preparation for sprint planning. In the sprint planning meeting, the team came together to clarify requirements and estimate the level of effort for development by assigning story points to each story. The team then selected the user stories to commit to development in the upcoming sprint, and determined which user stories would be added to the sprint backlog. Design activities (Discovery and Ideation) would continue in parallel with development activities.

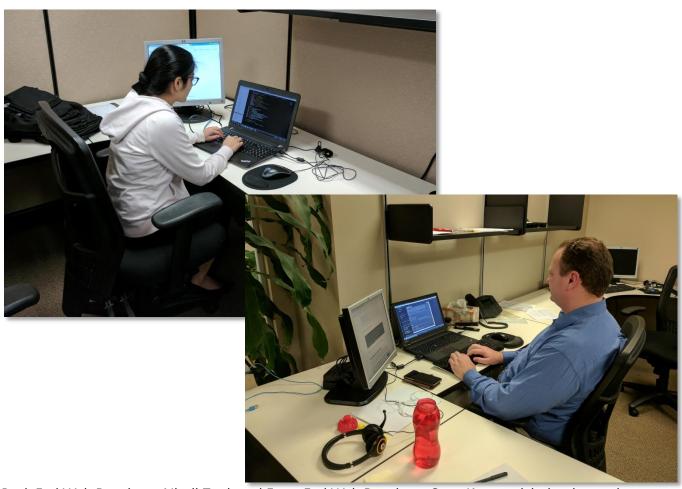


Caroline Brown-Pierce, the Product Manager, meets with members of our team.

Implementation

Throughout the development cycle of Cal Notify, our Product Manager conducted daily scrum meetings to allow the team to discuss accomplishments since the previous daily meeting, as well as how to resolve impediments or adjust for their impact.





Back End Web Developer Nirali Tank and Front End Web Developer Sean Kammerich develop and test Cal Notify.

Automated testing was incorporated into the sprint to ensure a tested and workable solution was delivered at the end of the sprint. Recommendations from usability testing were prioritized and scheduled for incorporation into the next sprint, and feedback from the developers was integrated into mockups for future usability testing. Additional usability testing would be incorporated into each sprint, with testing occurring on a variety of platforms to ensure responsiveness and accessibility on both desktop and mobile devices. At the end of the sprint, the team completed a sprint review to demonstrate the solution to our internal stakeholders, who then accepted, rejected or recommended changes to the working solution.

As defined in project planning, the Cal Notify prototype was released when acceptance criteria had been met. As a continuous effort for improvement, a sprint retrospective meeting was conducted to discuss ways to improve the processes employed during this venture.

