

Power Platform Enablement

# Build your own solution



Better connected in  
The Digital Neighborhood

# Examples



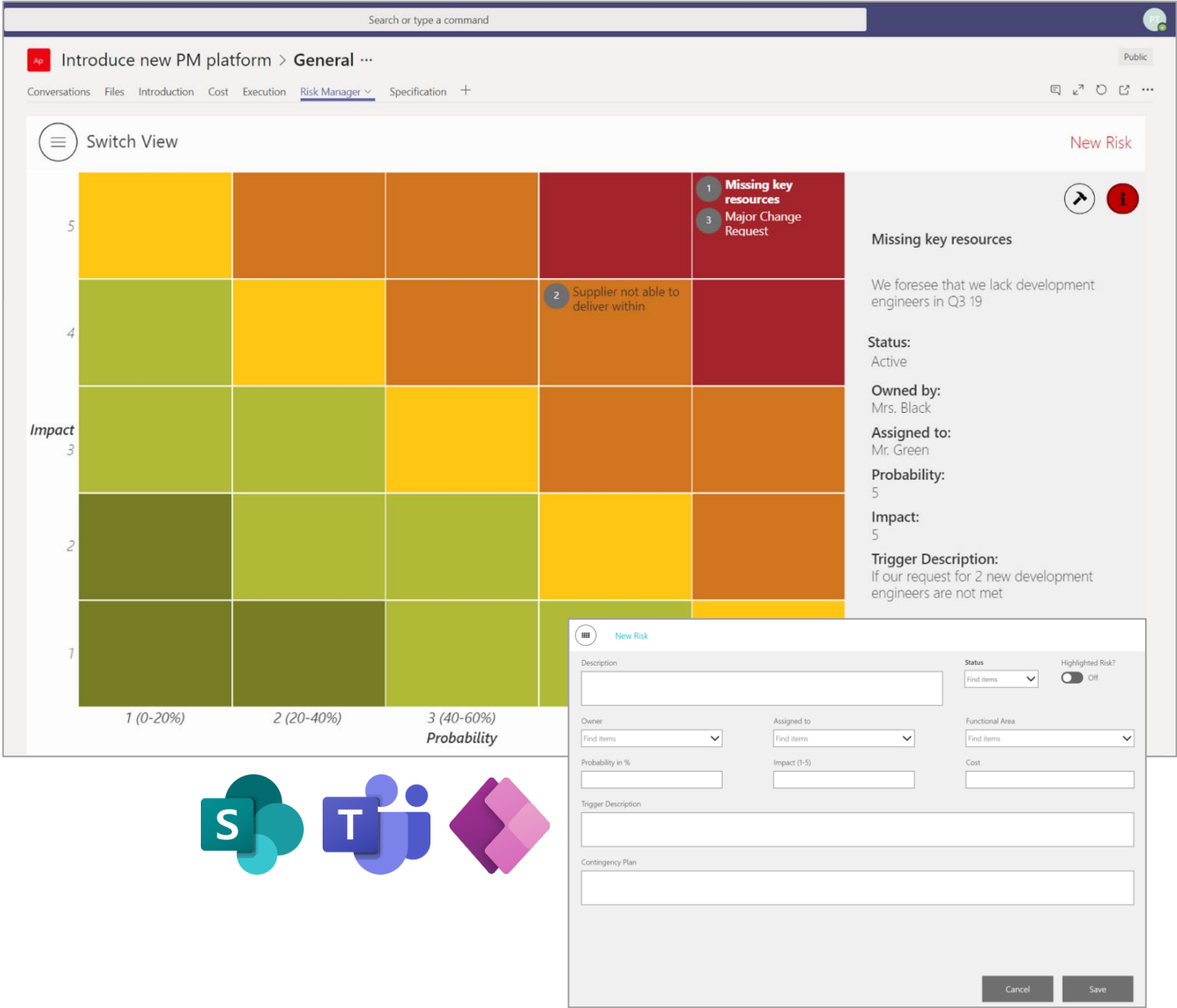
**delegate**

Better connected in  
The Digital Neighborhood

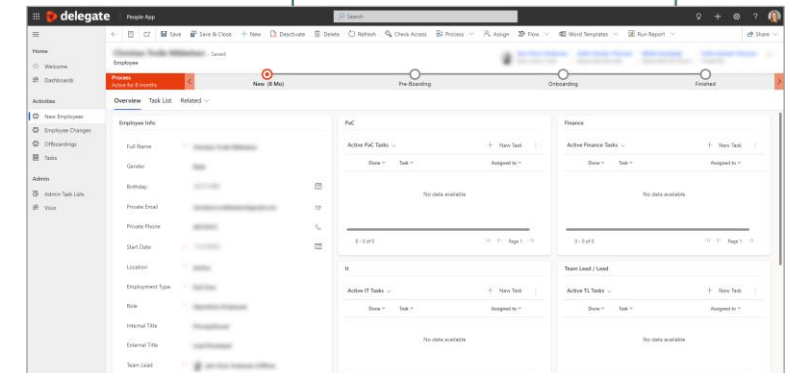
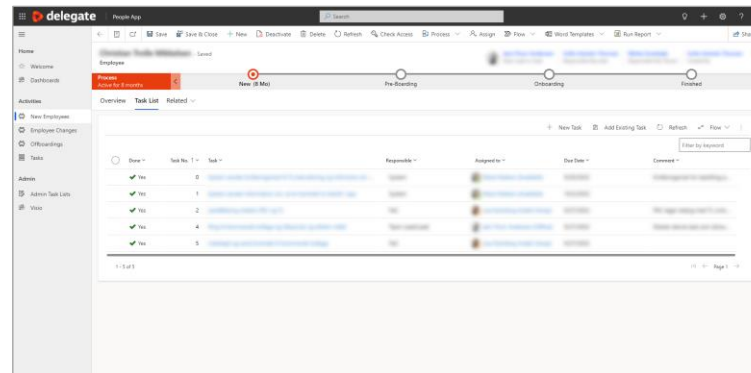
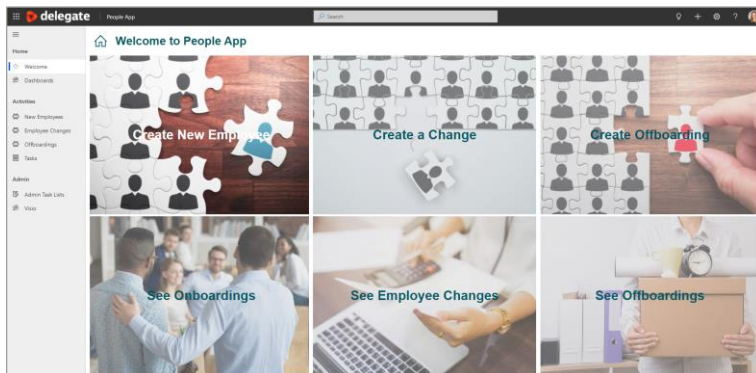
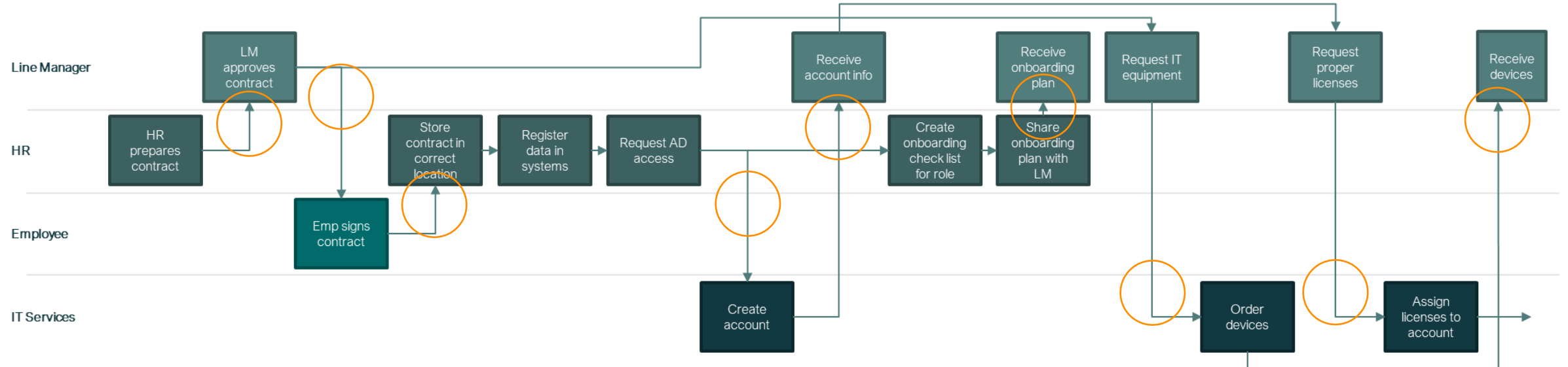
# Risk Management

## User adoption

RISKS	MITIGATIONS
ID	ID
Title	Title
Project	Risk
...	...
...	...



# HR People App Task Management between systems



# On/Off boarding of new employees

🏠 Modtagelse af nye medarbejdere

Opret onboarding

Opret offboarding

Se igangværende onboarding

Se igangværende offboarding

👤 Onboarding

🕒 10-02-2022

Marie

📅 AF Innovation eksterne brugere

➔

👤 Onboarding

🕒 11-02-2022

Marie Nielsen

📅 AF Innovation eksterne brugere

➔

Power Apps | Modtagelse af nye medarbejdere

← Onboarding: Marie Nielsen

Fulde navn: Marie Nielsen

Jobtitel: App udvikler

Startdato: 11-02-2022

Kl: 09:00

Afdeling: AF Innovation eksterne brugere

Mail (privat): mni@delegato.dk

Mødested: Gasværksvej

Før ankomst

1. Arbejdsdag

Dag 30

Dag 75

Bekræft afsendelse af invitation til forbesøg

Dato: 31-12-2021

Tid: Formiddag 10:00 - 12:00

Sted: Gasværksvej

Skriv tekst her hvis du vil have en personlig hilsen med i emailen (vises efter standard formular)

Fortryd Bekræft

skal håndteres

Marie Nielsen modtager automatisk en velkomstmål på sin arbejdsmail

Du notificeres automatisk d. 10-02-2022 omkring emner vedrørende onboarding af Marie Nielsens opstart

Marie Nielsen modtager automatisk en reminder mail

Du notificeres automatisk omkring opfølgningssamtale d. 08-03-2022

Du notificeres automatisk omkring booking af prøvetidsamtale d. 17-04-2022

Aalborg Forsyning

# Contract\* Management

**New Supplier Contract**

Approval Process  
Active for less than one minute

Filtering (< 1 Min) Planning Sourcing Negotiation Signing

Contract Details Approvals

Should the vendor be screened in accordance with the Third Party Due Diligence Policy & Procedure?

Third Party Vendor Screening needed?	No, screening of the vendor is not required	Screening Report received from Group Legal (only if request is sent)
		This record hasn't been created yet. To enable file upload, create this record

Initial assessment

Purchase Category	---	Is the contract of strategic importance?	<input type="radio"/> No
Do we have a contract with an existing vendor in place?	<input checked="" type="radio"/> No	Is the contract for more than 2 years?	<input checked="" type="radio"/> No
Is the contract Above 1mDKK	<input checked="" type="radio"/> No	Does the contract involve pre-payment or volume commitments?	<input checked="" type="radio"/> No

Lessons Learned

SC Supplier Contracts

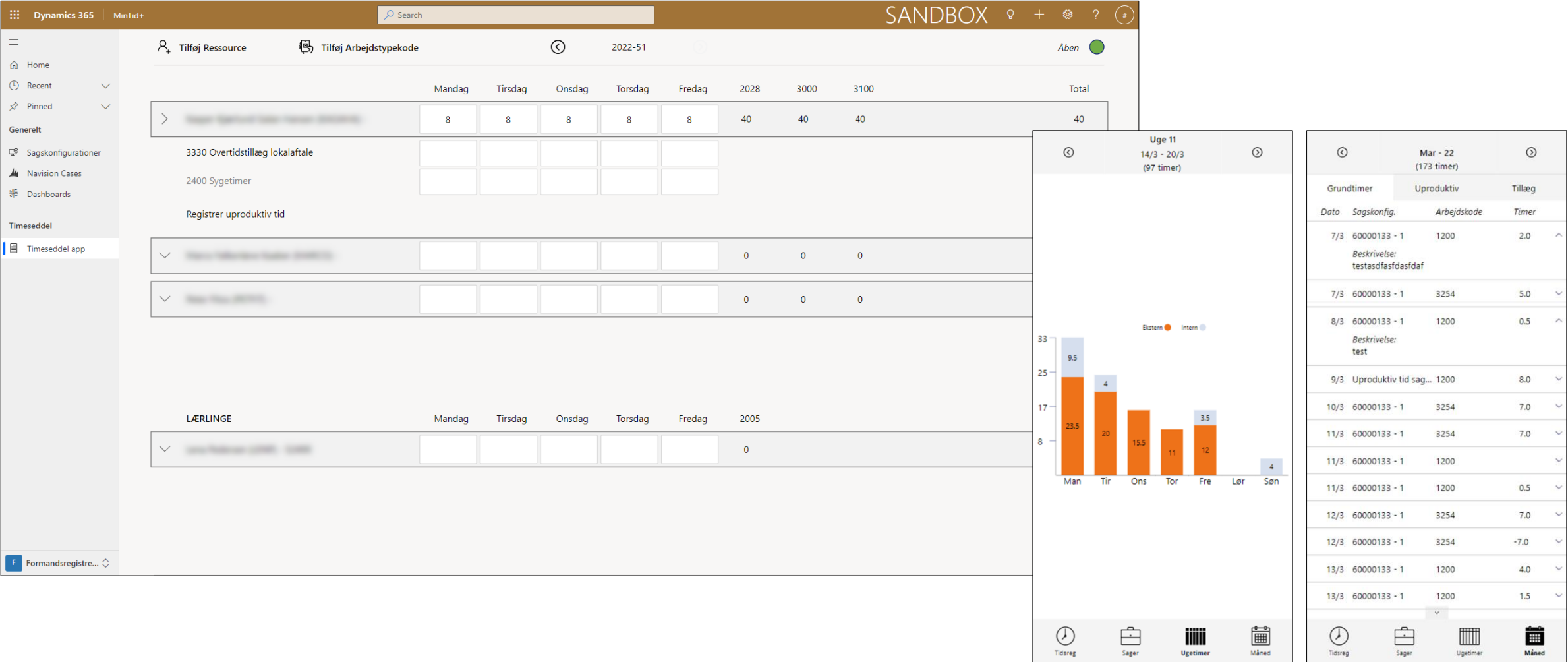
Active Supplier Contracts

- Name ↑
- \_contract example
- Contract Example
- Contract Example
- Contract Example
- Contract Example

[illegible]

# Time Management

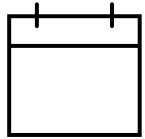
## Time Registration Systems



# How to get started

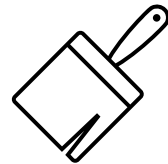


# Building an app is just 20% of the collective work required



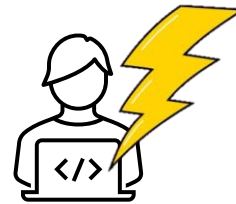
## Planning

Identify who, what, when, why.  
Interviews and workshops with  
end-users.



## Design

Sketch pages, and create a data-  
model matching features.



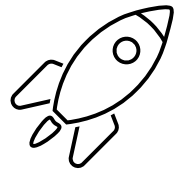
## Building

Creating the app.



## Testing

Users try the app.



## Deployment

Launch app, get feedback,  
change continuously.

# Planning

# Creating user stories

A user story is a short, simple description of a feature or functionality of a product from the perspective of a user.



Specific



Measurable



Achievable



Relevant



Time-bounded

# Creating user stories

**Keep the user's needs in mind:** The user story should focus on the user's needs, desires, and frustrations. Ensure that the story is written from the user's perspective and not from the perspective of the system or the company.

**Be specific:** The user story should be specific about the user's goals, the context in which they will be using the system, and the benefits they expect to receive.

**Use simple language:** Use simple and easy-to-understand language. Avoid technical jargon or acronyms that might confuse the user.

**Keep it short and concise:** The user story should be short and concise, ideally no more than two or three sentences. This makes it easier to read and understand.

**Include acceptance criteria:** The user story should include acceptance criteria that define what the user expects to see or experience when the system is delivered. These criteria should be measurable and specific.

## Example

# Creating user stories

**The scenario:** Imagine an organization where every few years the employees request an updated coffee machine for their employee break room. We will streamline the device order, procurement and approval process and view aggregate reports. The employee-facing device ordering app needs to run in a web browser and on mobile devices.

**User story 1:** As an employee, I should be able to log into a simple app to browse, compare and order available coffee machines for our breakroom.

**User story 2:** As a manager, I should be able to approve a coffee machine request from one of my employees in an easy manner.

**User story 3:** As an employee, I should receive a receipt when my request has been approved.

## Example

# Deciding on high-level architecture

### User story

As an **employee**, I should be able to log into a **simple** app to browse, compare and order available coffee machines for our breakroom.

As a manager, I should be able **to approve** a coffee machine request from one of my employees in an easy manner.

As an employee, I should receive a receipt when my request **has been approved**.

### Tool need

an intuitive app for end-users  
where we can control the layout

More focus on the automation  
process itself

Standardised and automatized  
flows

### Solution

Canvas Power App

Model-driven Power App  
+ Power Automate cloud  
flow

Power Automate cloud  
flow

# Design

# Creating mockups

Mockups help to establish the general user experience throughout the solution



1. Wireframe

The wireframe is a rough drawing of the user journey



2. Mockup

Next step is to add the visual identity to the screens

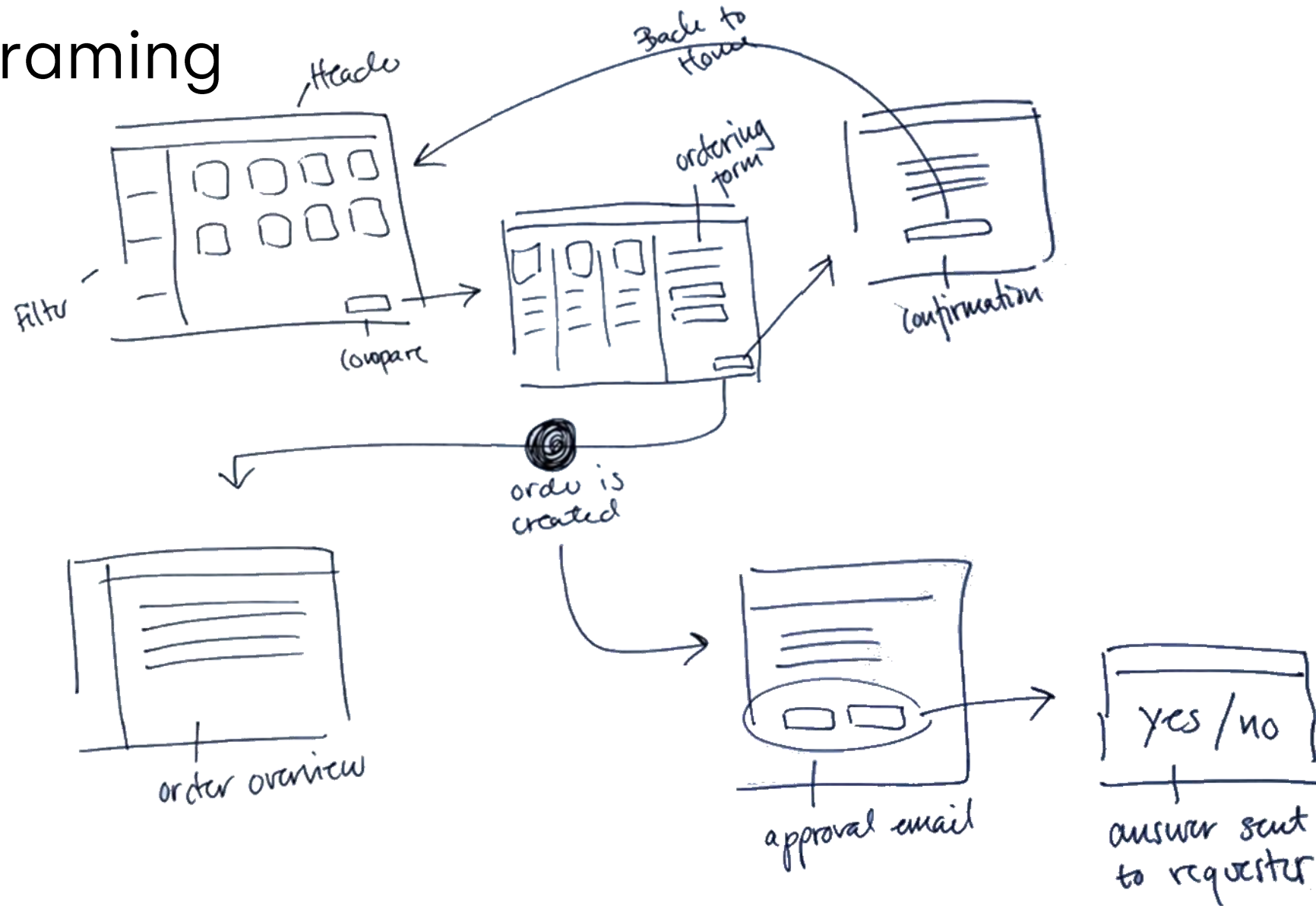


3. Prototype

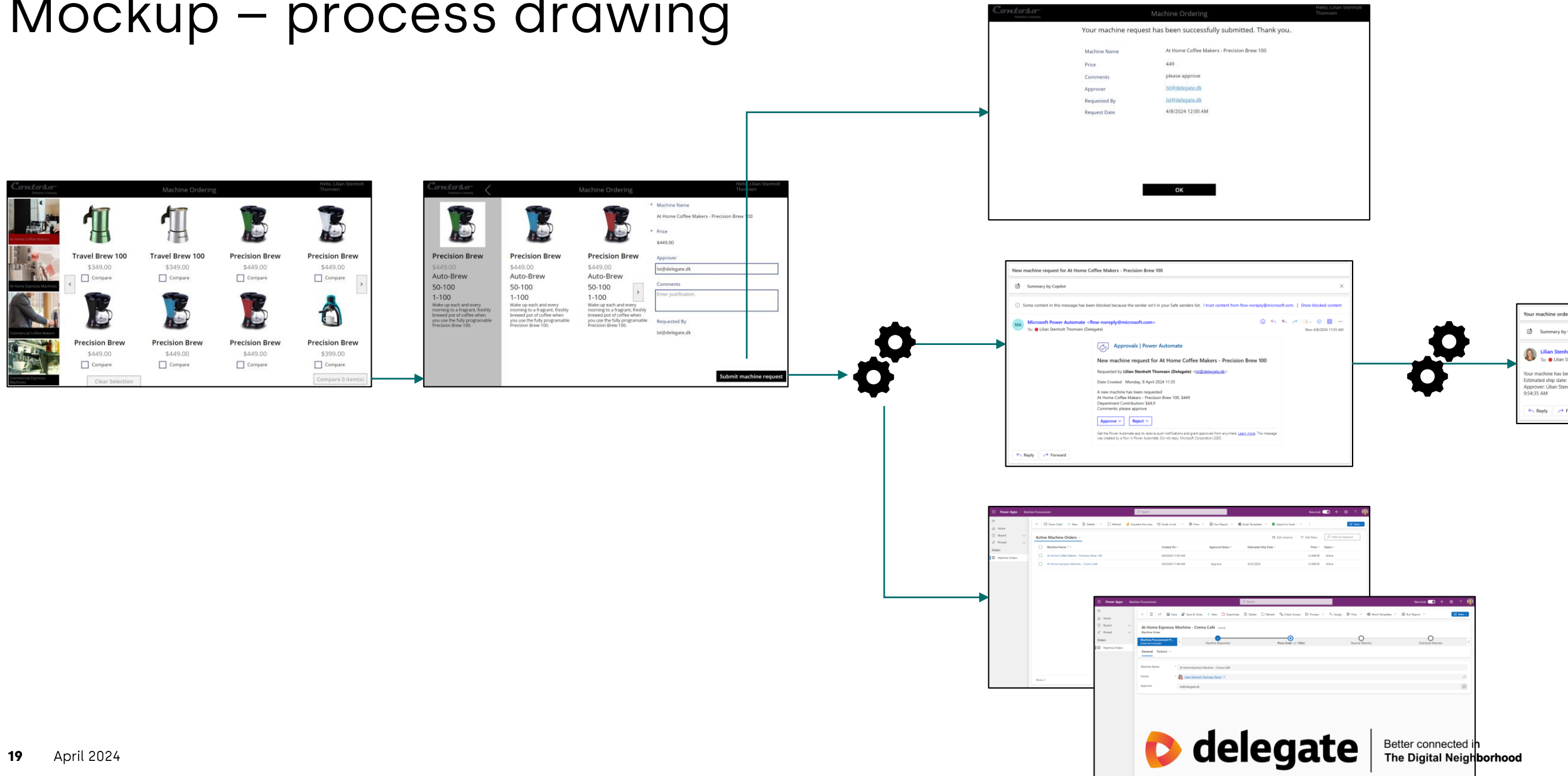
A prototype allows users to try out the functionality before building



# Example Wireframing

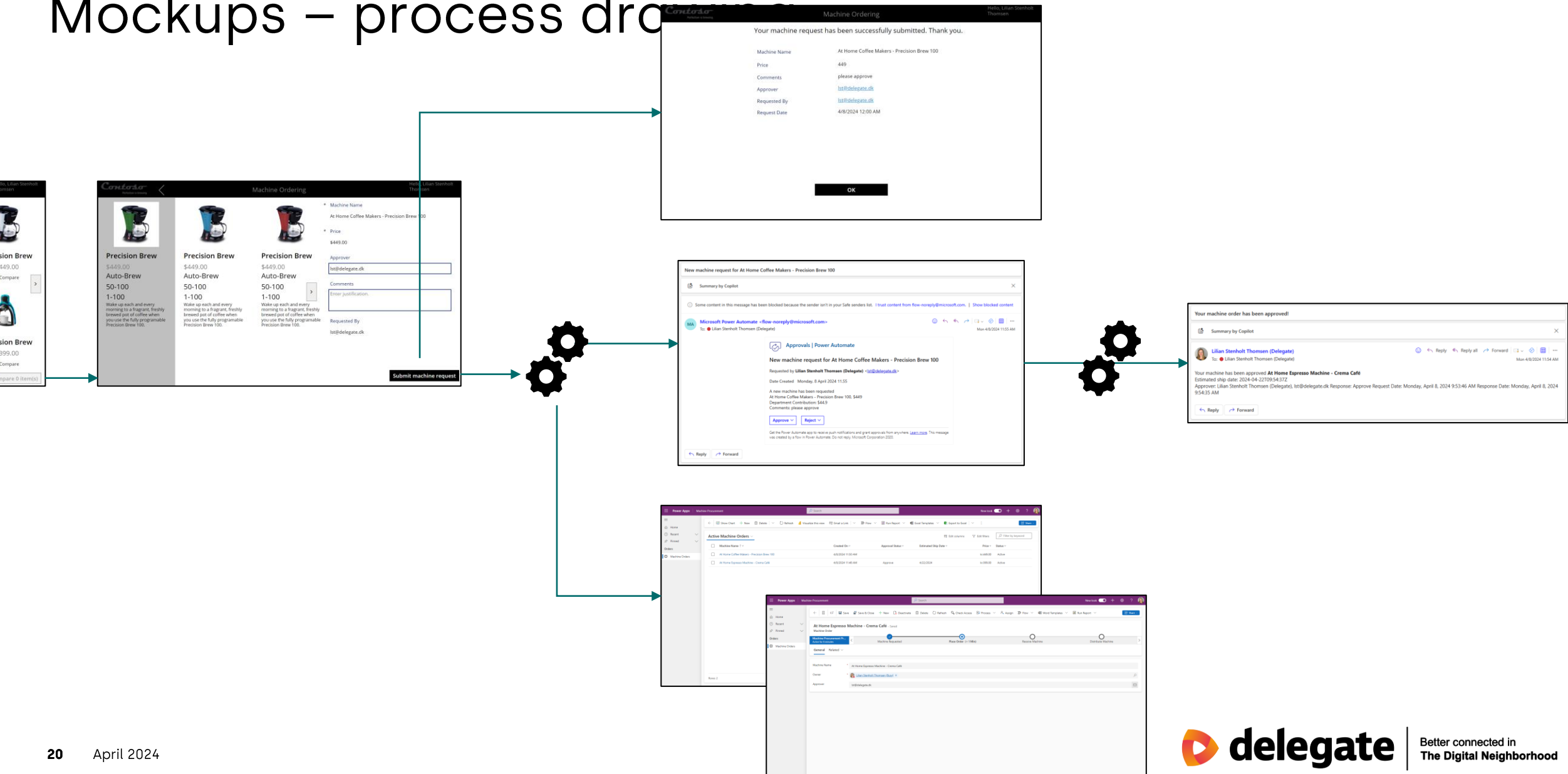


# Example Mockup – process drawing



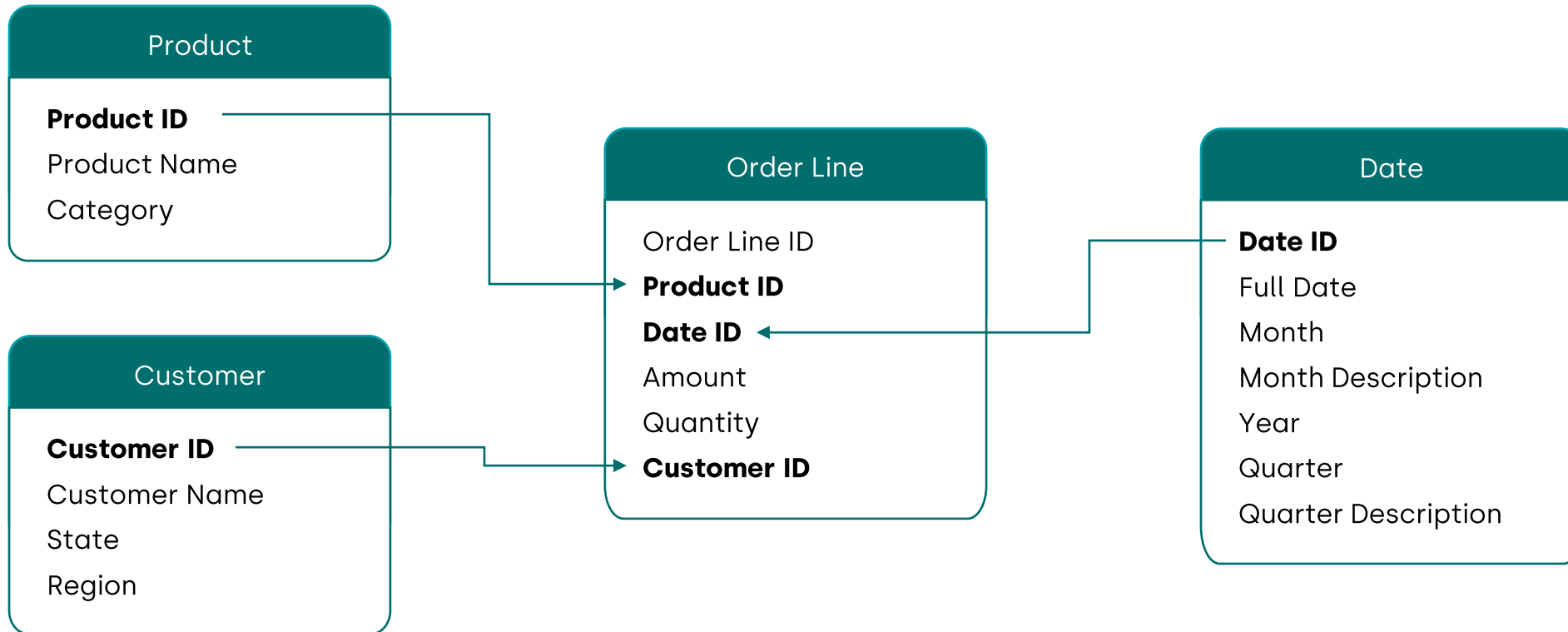
## Example

# Mockups – process drop



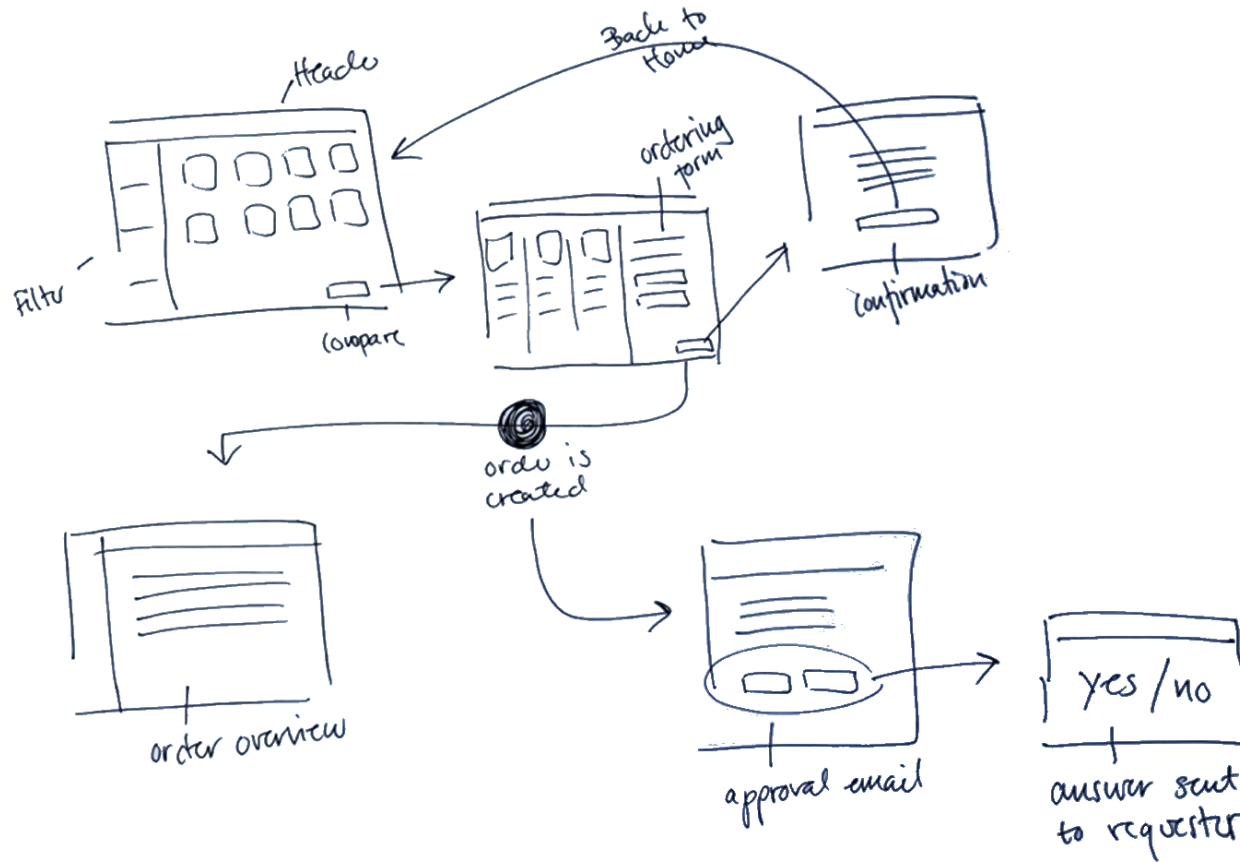
# Designing our data model

The process of creating a simplified visual diagram using text and symbols to represent the data and how it flows



## Example

# Designing our data model

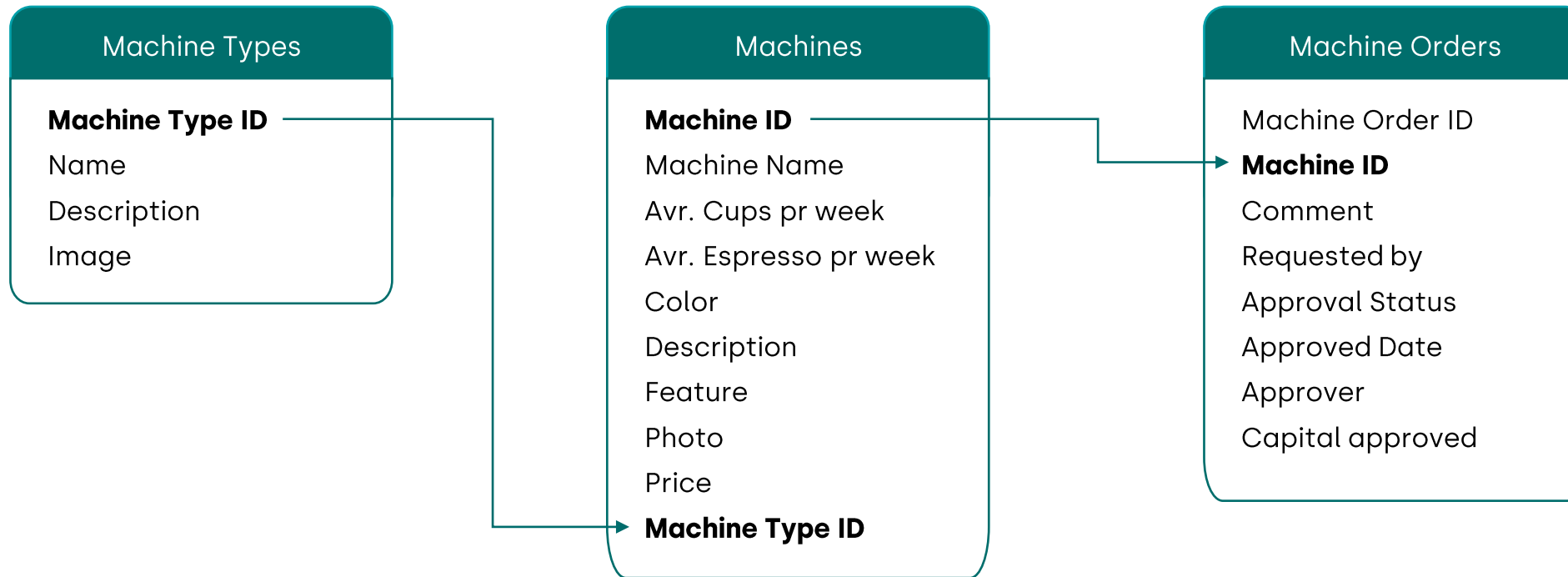


What tables do we need?

- Machines
- Machine Types
- Machine Orders

Example

# Designing our data model



# Please keep in mind (to ensure better user adoption)

**Solve a real problem:** Stay close to the end-user throughout the project (Flow of work Vs. Workflow)

**Good design & UI/UX:** Pleasant colors (truck-drivers do not want a white background at 3am), Level of simplicity (few clicks, simple process, algorithm decide Vs. customizable, complex workflow) and Tailored to the end-user (Do the user wear gloves? Are they on a phone?)

**Timesaver or higher quality of work:** Plays into a good design and solving a real problem.

**Reliable and safe:** Well-defined data model and a solid security model