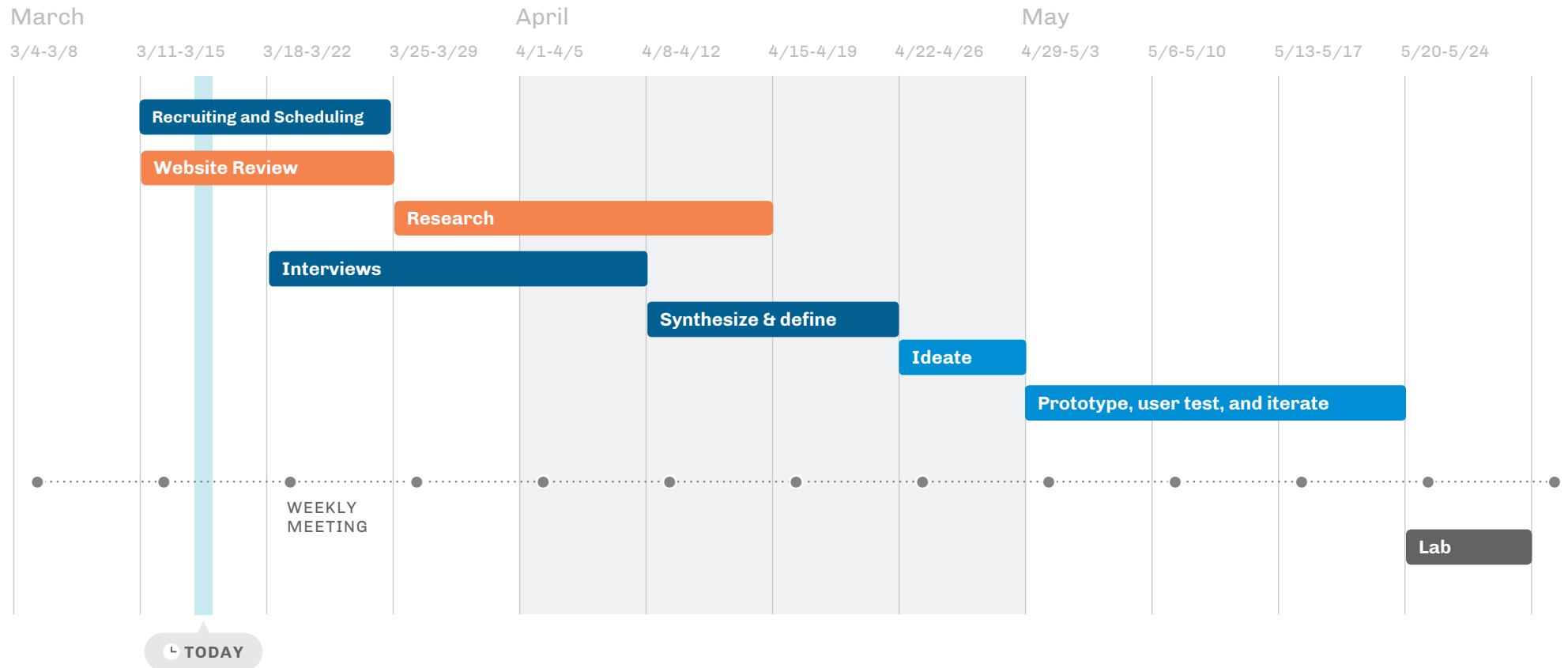


Project Plan (3 months)

- RESEARCH & ANALYSIS
- NEEDS FINDING
- DESIGN
- ABSENCES



Improving the usability and design of the USA Performance focusing on employee/manager experiences.

Activities & Deliverables

Interviews: Stakeholder interview, User interview and user testing

Research: Current user flows, use cases or task analysis, gather user feedback (Existing survey results and direct feedback from users), personas or journey map

Synthesize and define: Define problem and goals and provide insights

Ideate: Co-design session

Prototype and user testing: Invision mockups of suggested best practices, user test report, content strategies, IA guidelines