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# System Design

# So Where Are We Now?

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- ◆ We Know How To:
  - Gather Data (Contextual Inquiry)
  - Represent Data From Individuals (Individual Work Models)
  - Represent User Population as a Whole (Consolidated Work Models)
  - Identify Good and Bad Things in Current Practice, and Identify Elements to Keep and Change

***So What Do We Do With This!?***

# We Finally Get to Design!

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- ◆ Vision
- ◆ Work Design: Storyboard Individual Tasks  
(Specific Product: Storyboards)
- ◆ Environment Design: Layout Elements and Functions  
(Specific Product: User Environment Diagram)
- ◆ Component Design:
  - Automation
  - Interfaces
  - Procedures
  - Training
- ◆ Test

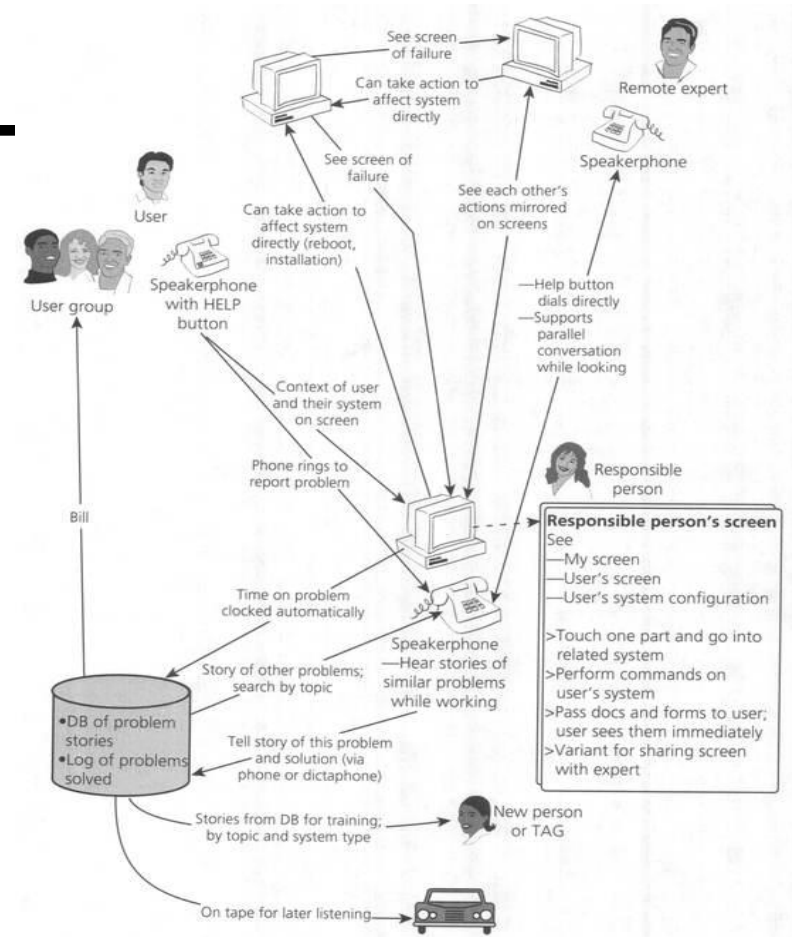
# Vision

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- ◆ Lay out what you want the system to DO
- ◆ Lay out what you want to change
- ◆ Diagram out the parts that are important to the overall system functioning
- ◆ Think about the pro's and con's
  - In terms of system functioning!

# Vision

- ◆ Story about the usage of new work practices
- ◆ Has a thread
- ◆ Informal picture
- ◆ Shows
  - People in the roles they play
  - The system they use
  - The communication flow
  - Delivery mechanism
  - Third-party relationships and services



# Steps before visioning process

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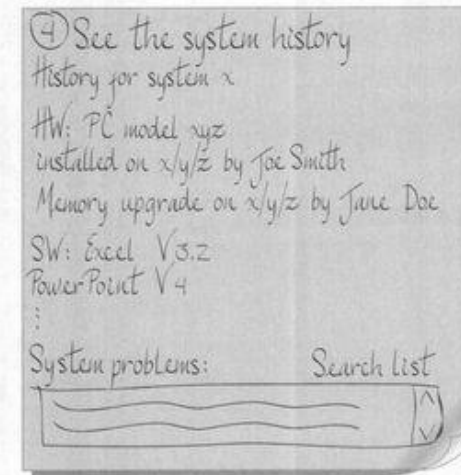
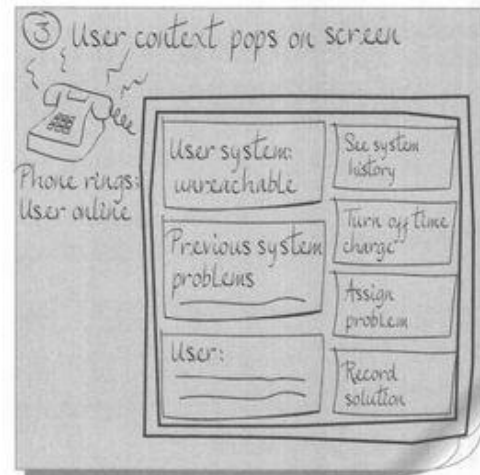
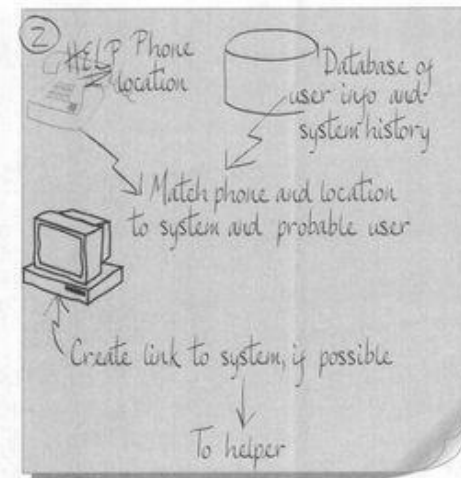
- ◆ First explore the data
  - Read the affinity diagram from end to end
  - Inquiry into the consolidated models
- ◆ Brainstorms two lists
  - Technology
  - Starting points
    - Design ideas
    - Slogan
    - Metaphor

# Storyboards

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- ◆ Vision says what the new work practice will be
- ◆ But how it will happen?
- ◆ Storyboards
  - Provide the next level of detail for the design
  - Show how specific task will be accomplish
  - Based on vision
  - Follow the structure of a consolidated sequence model
  - Pull implications form other models
  - Keeps the work task coherent
    - include manual steps
    - automated steps
    - interactions with the system

# Storyboard “call for help”





# Build a storyboard

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- ◆ Choose a task to redesign from the consolidated sequence model
- ◆ Review other models and affinity
- ◆ Collect the issues relevant to this task
- ◆ Sketch out how you want to redesign the task
  - Sketch out two or three options
  - Do positives and negatives
  - Consolidate one approach

# Storyboard Form

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- ◆ Same Form as Consolidated Sequence Models
  - How to Pick Specific Sequence Model to Mimic?
  - IT DEPENDS!
- ◆ Should Show Whatever Is Important to Task
  - If Individual's Actions Are Important, Show Them!
  - If Information Flow is Important, Show It!
  - If Machine Actions Are Important, Show Them!
- ◆ Is a Chance for You to Brainstorm!

# Thoughts on Storyboarding...

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- ◆ Can Reference Your Descriptive Work Models
- ◆ Difference Between Intent and Action
  - Help People Achieve Their (Good) Intent
  - Don't Have to Use Same Actions to Get There!
- ◆ Consider All Work Models
  - Look for Structures to Capitalize On
  - Look for Constraints that Limit How Can Work

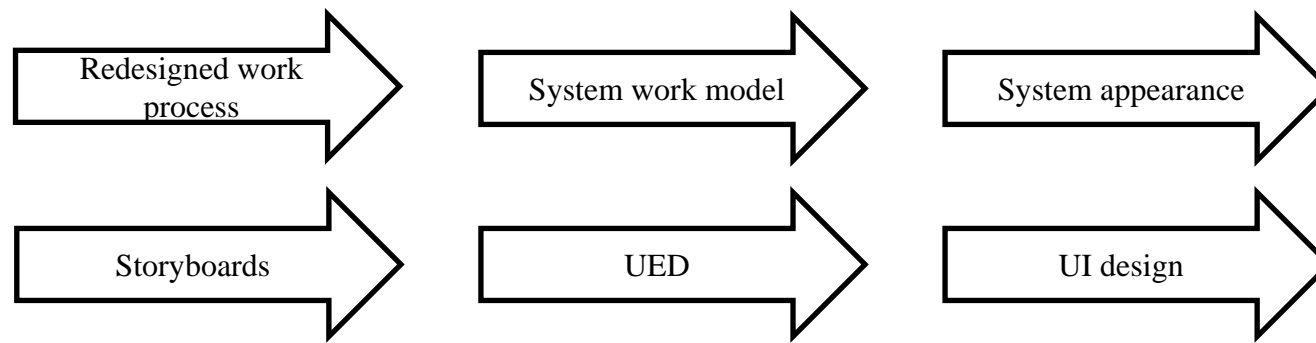
# User Environment Design

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- ◆ So Now You Have Storyboards
  - For Lots of Individual Tasks!
- ◆ Need to Put Them Together Into One Big View of the:
  - System, if You Are Only Designing a System
  - Environment, if Changing Whole Environment
- ◆ This Process is ‘User Environment Design’
  - Should Also Involve Brainstorming!

# User Environment Design

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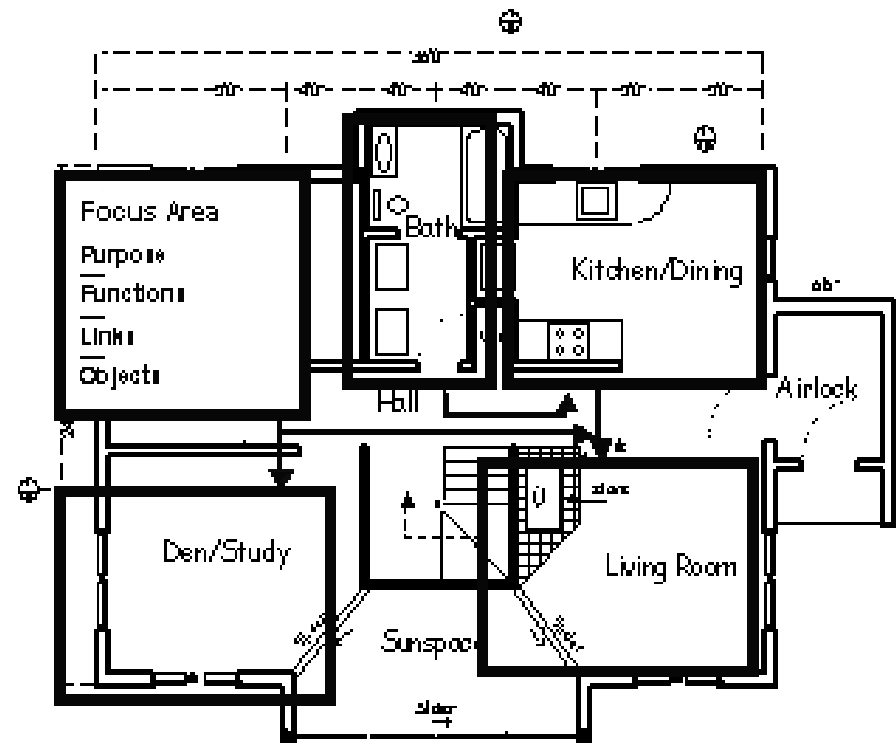


- ◆ New modeling technique to represent the system work model
- ◆ Same as floor plan
- ◆ Provide a physical representation to the structure of work

# Breaking up System Design

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- ◆ Every system has *places where user can work*
- ◆ Each place has a set of *functions available*
- ◆ Each place has *links to other, related places*
- ◆ UED is like a floor plan for *what work will be performed where and on what*



# Sample User Environment Diagram

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