# Towards a User-Centered Design Approach for the OpenEBench Benchmarking Platform

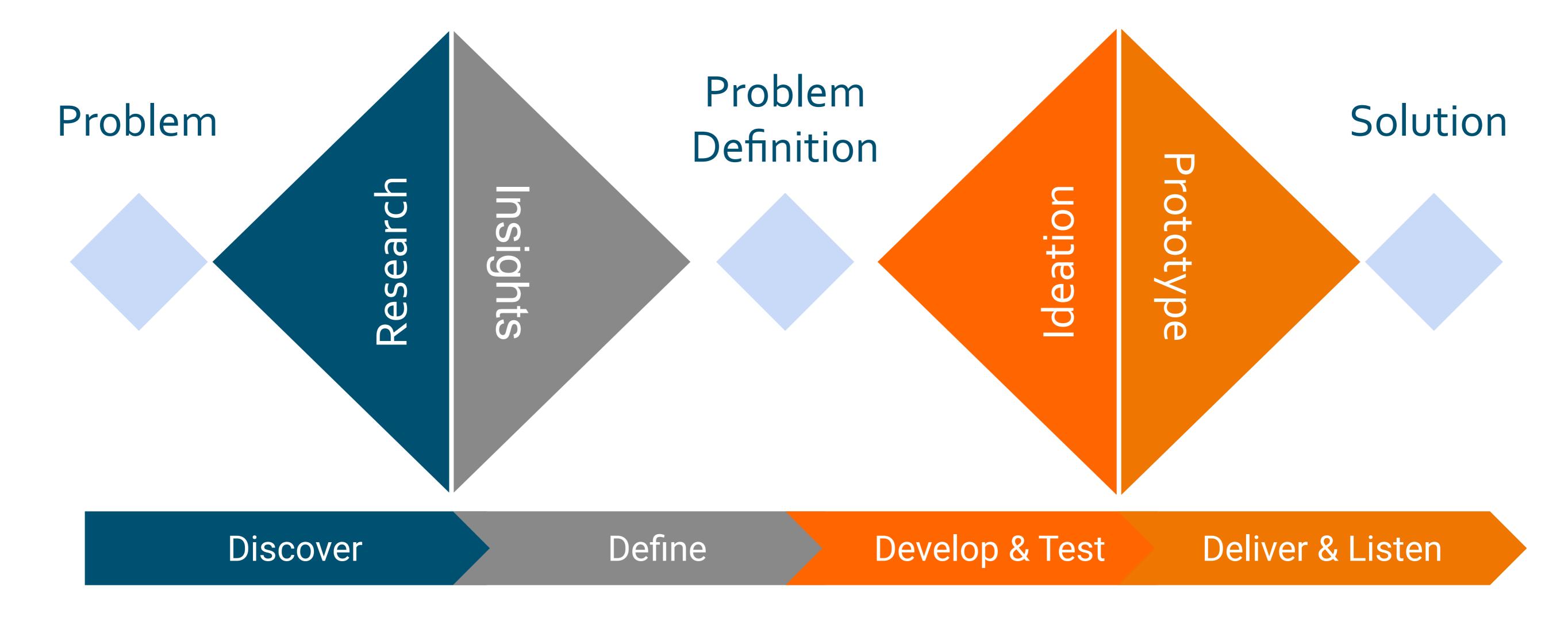
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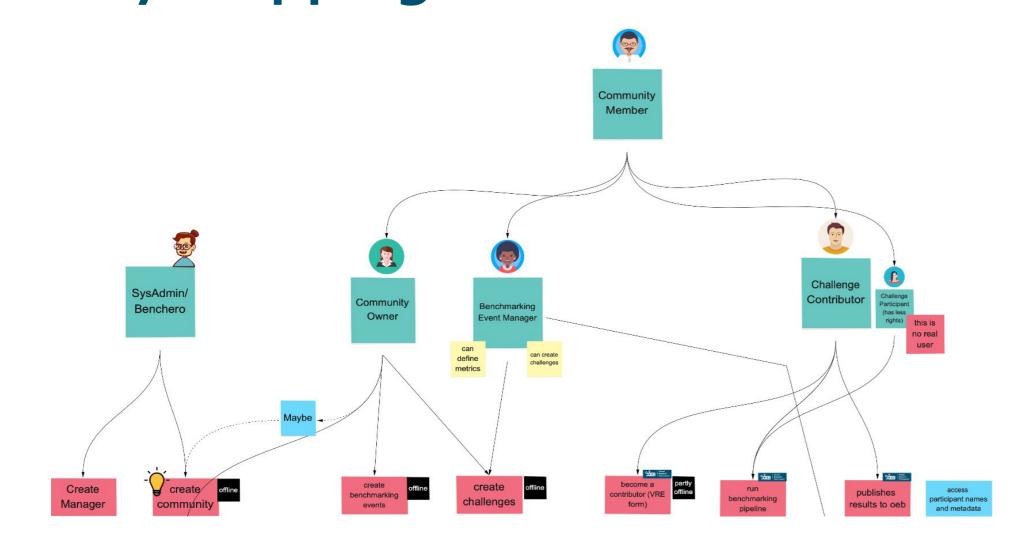


## ELIXIR All Hands 2022, 7-10 June, Amsterdam, Netherlands

Complex research software projects are frequently developed with a strong focus on technical requirements, mainly when the target group consists of developers and researchers. Focusing on technical requirements often leads to organically grown user interfaces and systems, which are difficult to use and navigate. User Experience (UX) issues can lead to a smaller user scope, potentially disappointed users, and lower content-quality perception, including the perception of hard-earned research results. We tackle this problem by applying user-centered design methods to OpenEBench to explore user needs, requirements, and context-of-use (divergent thinking). Afterward, we focus on implementation efforts (convergent thinking).



#### **User Story Mapping**

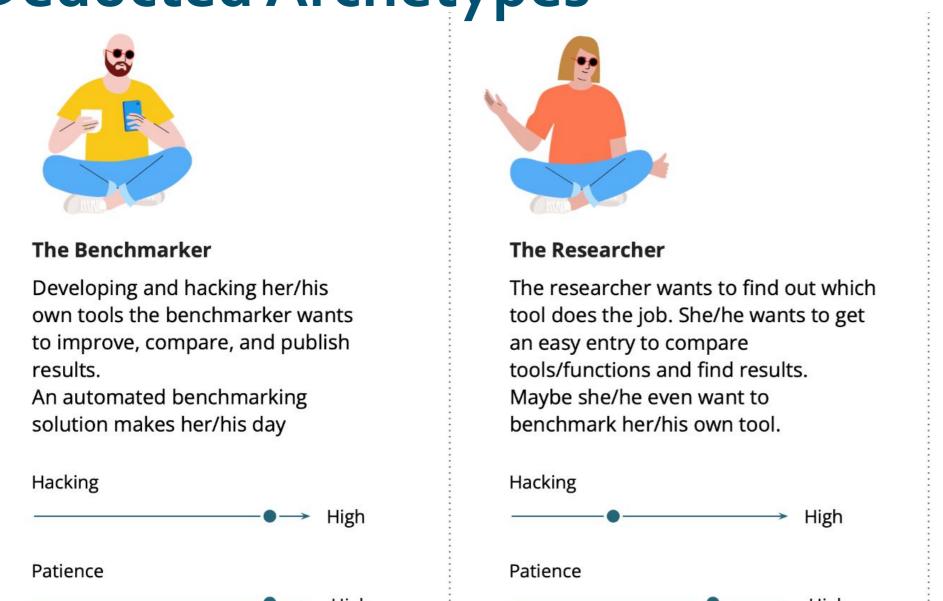


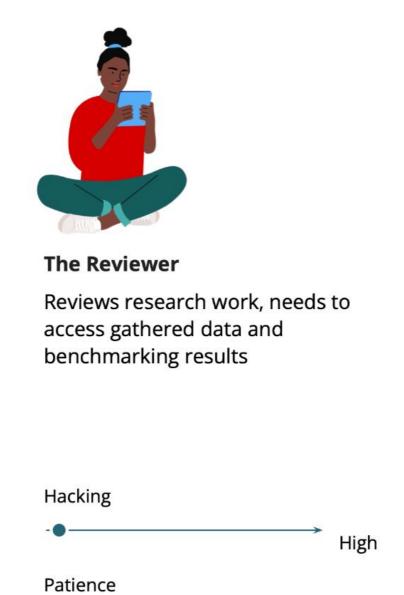
Matching of user types with tasks, goals and touch points

#### **Qualitative Interviews**

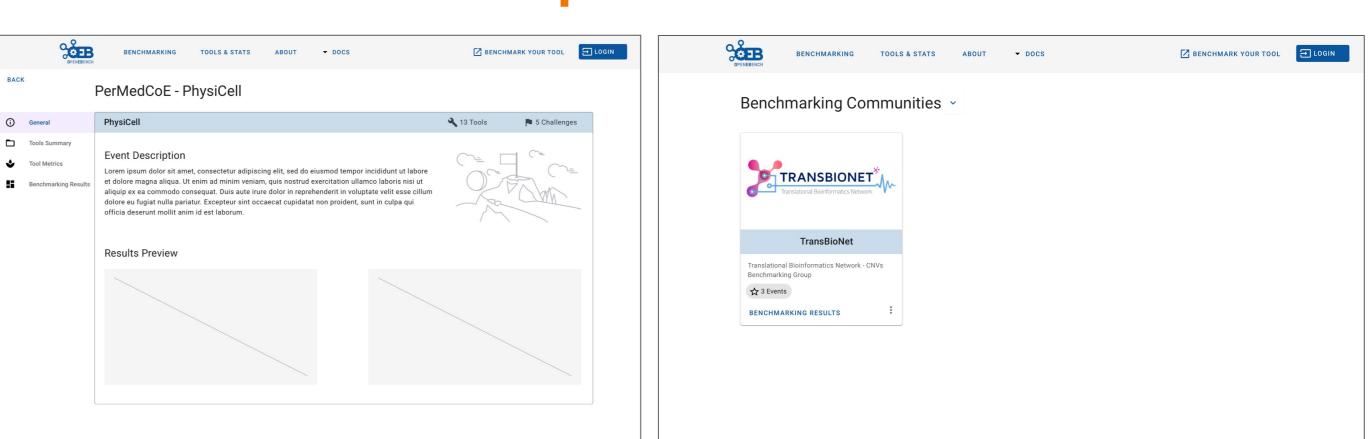
Semi-structured interviews: 6 current users, 3 future users, and 2 stakeholders about expectations and challenges in benchmarking

#### **Deducted Archetypes**





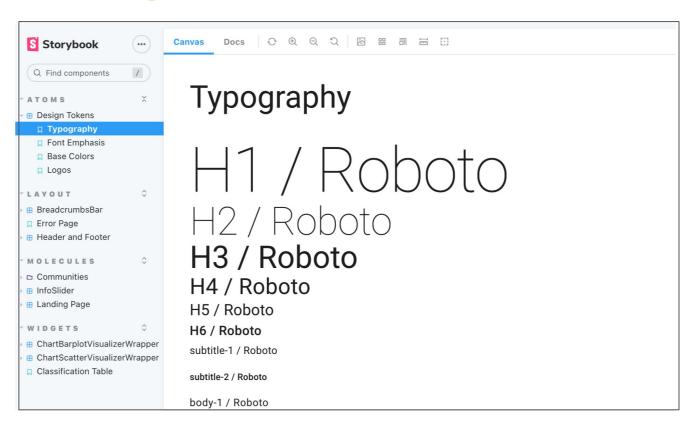
#### Lo-Fi & Hi-Fi Mockups

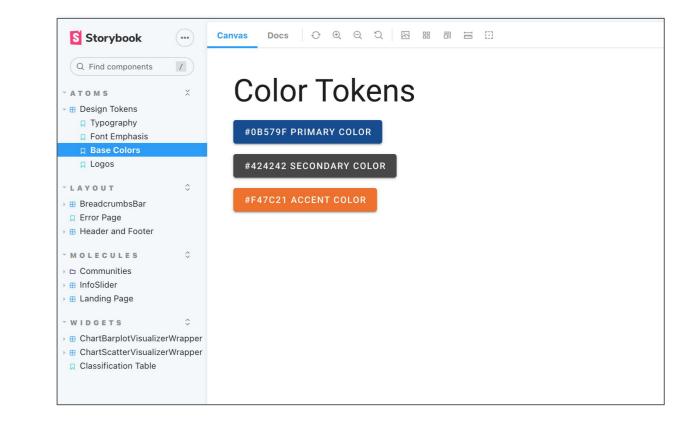


Low-fidelity Mockups: We used lo-fi wireframes as a cheap tool to validate assumptions and identify existing problems.

**High-Fidelity Mockups**: With Hi-fi prototypes we aimed at being pixel-perfect, close to the final product and show all the visual and typographic design details.

#### **Design System**





#### **Testing and Feedback**

- Application of an iterative approach to continuously improve solutions
- Continuous Deployment allows rapid iterations

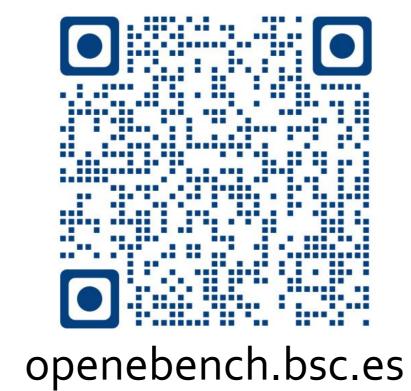
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**OPENEBENCH** 



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