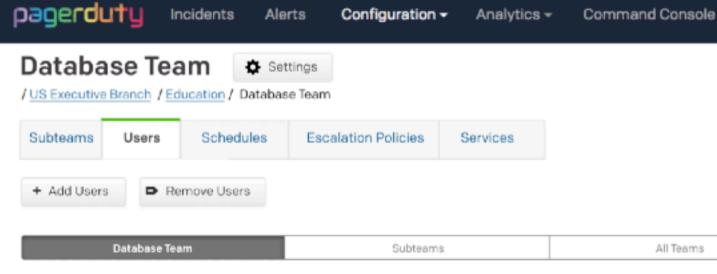
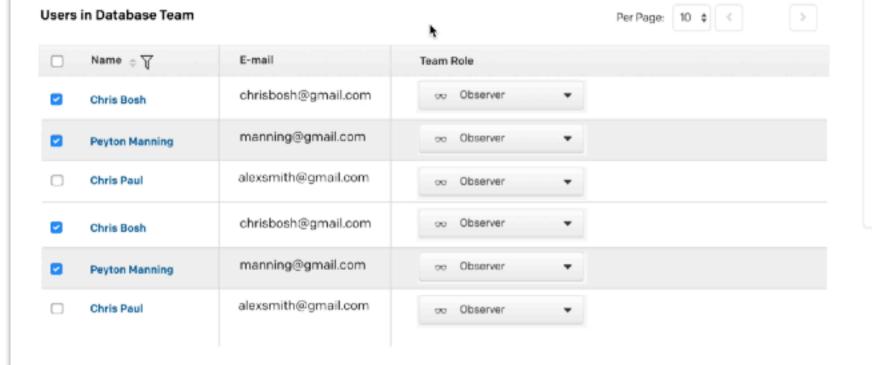
ITERATION V1

Pros:
Segmented controls are a familiar design pattern for organizing different kinds of information.
Cons:
Admins were confused when selecting multiple users, but only being able to add one.
The two data tables in the "subteams and parent team" view cause cognitive overload with admins not being able to focus on two tables at the same time
Visual dissonance with segmented controls taking up the whole screen
Inconsistencies with data table - breaks down in edge case scenarios, lack of search bar in one control, but is present in the other. User selection in one data table, but not the other.





Resources

- How to create teams in PagerDuty
- · Permissions and user roles
- · Standard and Enterprise Permissions and user roles

Incidents

- · Responding to Incidents
- · Triggering an Incident with the Web UI. Email, or API
- Incident Lifecycle

Settings

- · Outbound Integrations and Webhooks
- · Why am I not receiving events to my webhook/why was my webhook disabled?
- · Specify Custom Urgency by Support Hours/Time of Day
- Chat with support







Settings

Alerts

/ US Executive Branch / Education / Database Team



Database Team Subteams All Teams

Users in Database Team



Resources

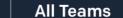
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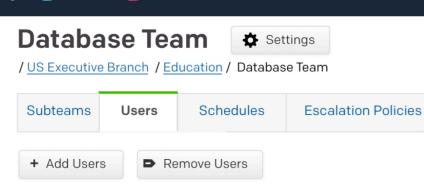
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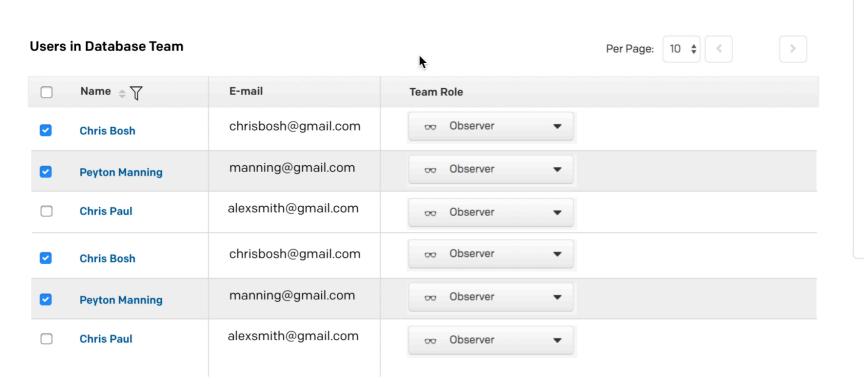


Services

All Teams



Database Team



Subteams

Resources

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- Standard and Enterprise Permissions and user roles

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ITERATION V1

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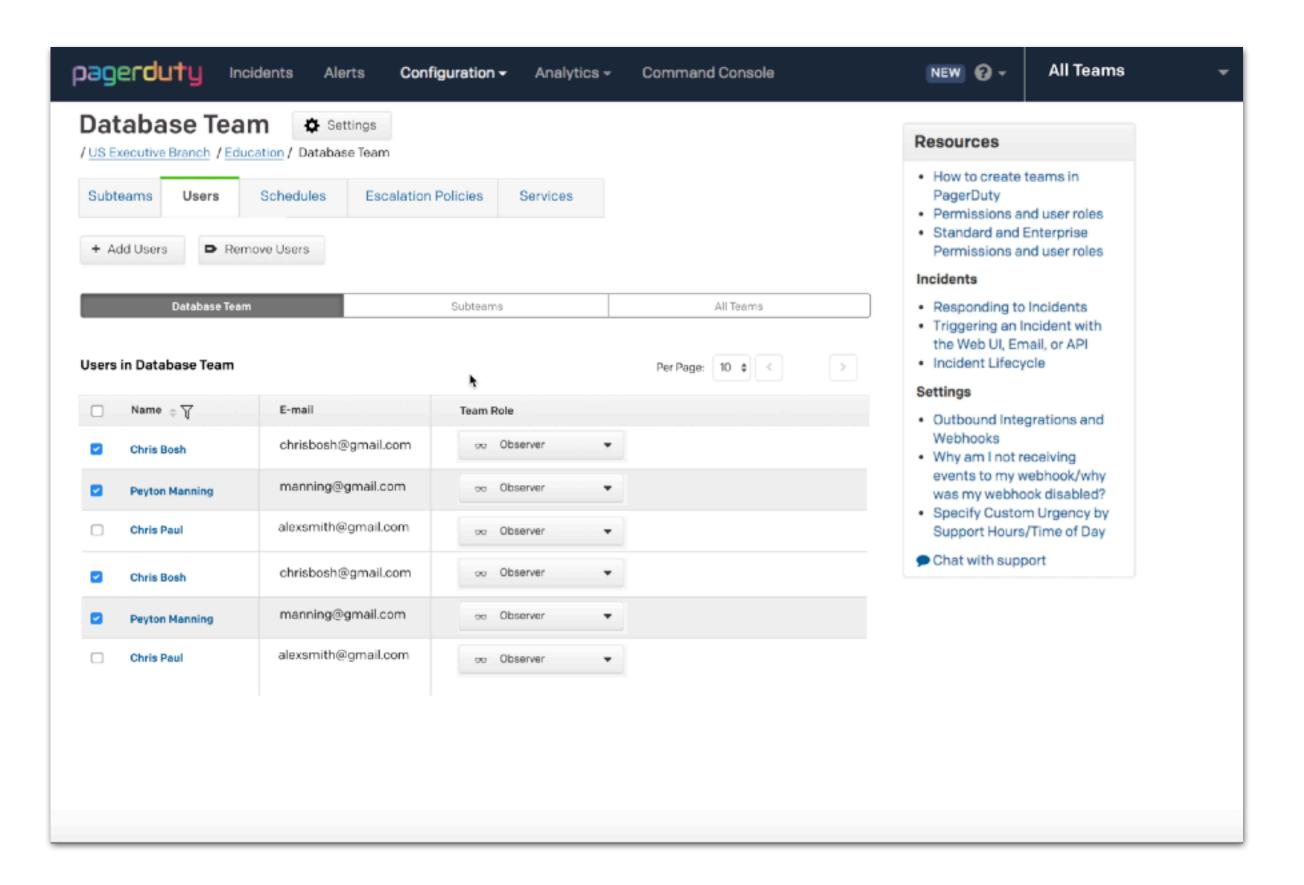
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ITERATION V2

Pros:

Segmented controls iterated upon to be a contextual switcher, rather than a screen covering distraction

Data tables clearly show team hierarchy in all scenarios, including the combined sub teams and parent team view

Search function is consistent across all segmented views

Cons:

Admins were still confused when selecting multiple users, important and fixable issue.

Admins can only change a user's base role from the parent team feature

