

# **UX Review | September 2014**

### **Summary**

In this month's UX review, we will discuss the pros and cons of our current workflow from both a director and a planner's perspective. The original plan creation workflow was designed to only accommodate first time plan creations. It's a somewhat guided process with lots of steps. It is not designed for returning users who prefer efficiency. This review includes recommendations that can simplify the workflow and make it so users can easily add, edit or delete campaigns, programs, tactics, etc.

In order to improve the experience, we need to understand our users' mindsets. We will attempt to compare users' mental models with the conceptual models Gameplan provides. The goal is to make sure the two types of models match and users are given the tools and guidance they need to complete tasks in Gameplan efficiently.

### Recommendations

- Merge the Plan Edit workflow with the Inspection workflow
  \* Flyouts (editable) vs. Popups (non-editable)
- 2. Remove the "Apply to Calendar" step when creating/editing a plan
- 3. Make form fields editable everywhere
- 4. Create a way to add campaigns/programs/tactics easily
- 5. Add a simple approval/disapproval process

Demo: http://invis.io/2Z1H5JKKE



# **Mental Model vs Conceptual Model**

### Planner

### Story

As a planner, I want to easily add campaigns/programs/tactics to existing plans so that I can efficiently set up my marketing activities in Gameplan.

#### Mental Model

A planner expects to see buttons/controls immediately near the calendar so they can add/delete/edit tactics etc. The calendar should reflect any changes made instantly.

### Conceptual Model

Gameplan presents a calendar that requires double-clicking in order to bring up the Inspection View which is a view-only object. If a user wants to make edits to the plan or tactic, they will have to go to the Plan tab, select the plan from a list and then use the Campaign tab there to make edits. This workflow was designed only to accommodate a new plan creation and feels very cumbersome.

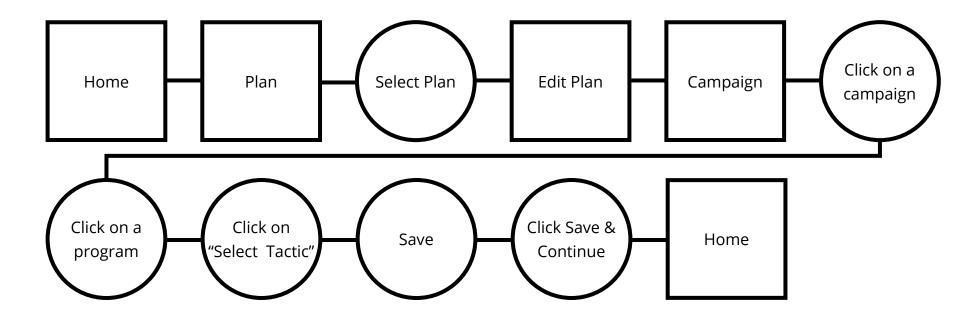
#### Solution

I am proposing the removal of the calendar view from the Plan Edit workflow and make the main calendar on both the Home page and Plan page editable.

- An "+ Add" button will be added to allow users to create a new plan/campaign/program/ tactic easily
- 2. An "Edit" button will be added to the inspection popups to allow users to make onscreen edits
- 3. The new Inspection workflow will be used for both Plan Edit and Plan View modes



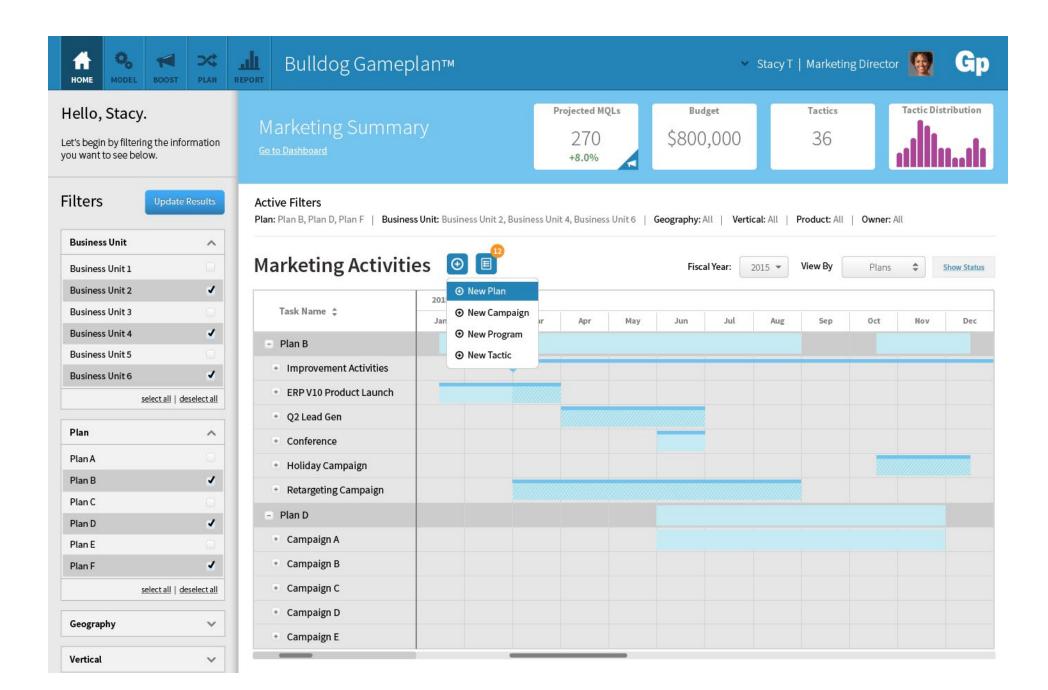
### **Current Workflow**



# Improved Workflow



# bulldog







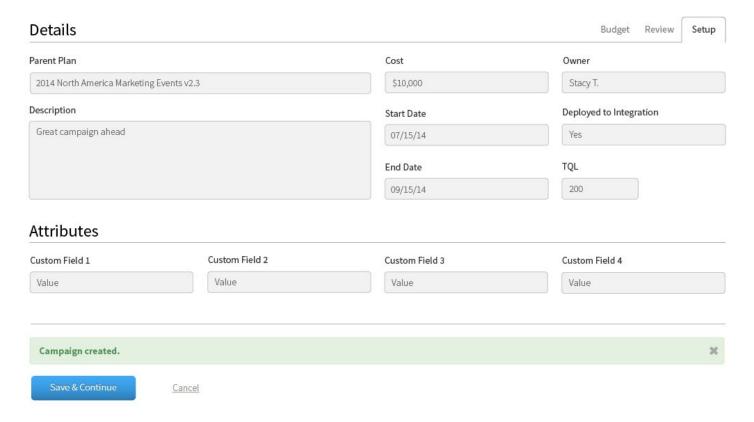




### Summary

I'm running a campaign called Campaign Name A from July 15 to September 15.

The status is: In-Progress.





# **Mental Model vs Conceptual Model**

#### Director

### Story

As a director, when I log in, I want to be able to tell if there are any tactics that are waiting for my approval/disapproval so that I can review all pending tactics in one seating.

#### Mental Model

A director expects to see a clean list of all pending tactics somewhere when they log in and make informed decisions or collaborate with his/her planners in one central location.

### Conceptual Model

Gameplan presents a tab called "Requests" above the calendar which, when clicked on, shows all the Pending Tactics with no sorting ability, etc. The "Review" section in the popups is very limiting today, with small windows and buttons, which could make a frustrating collaboration experience for our users.

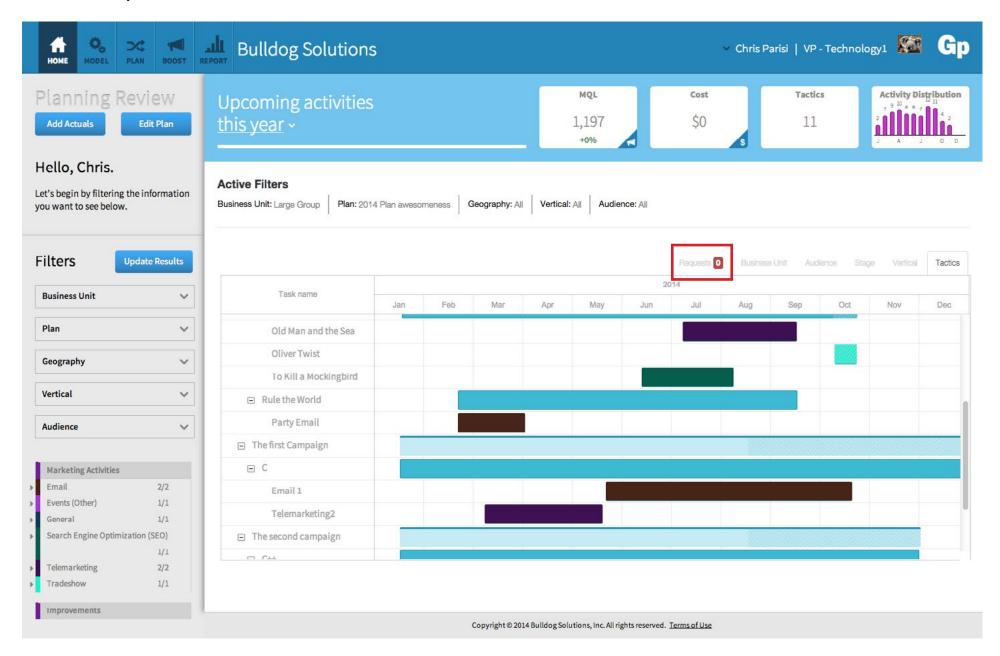
#### Solution

I am proposing that we create an obvious actionable button above the calendar with a call-out number that shows the number of pending tactics.

- 1. When clicked on, a popup list of pending tactics will show up for quick reference
- 2. If a director is interested in seeing a full list of tactics, he can do so by clicking on View All Tactics. A full list of tactics, controlled by the filters, will show up in a sortable format with helpful information such as MQL, Parent Plan, Status, etc.
- 3. The Tactic List view is a scalable feature for other backlog items such as Wish-list Creation and Tactic Prioritization

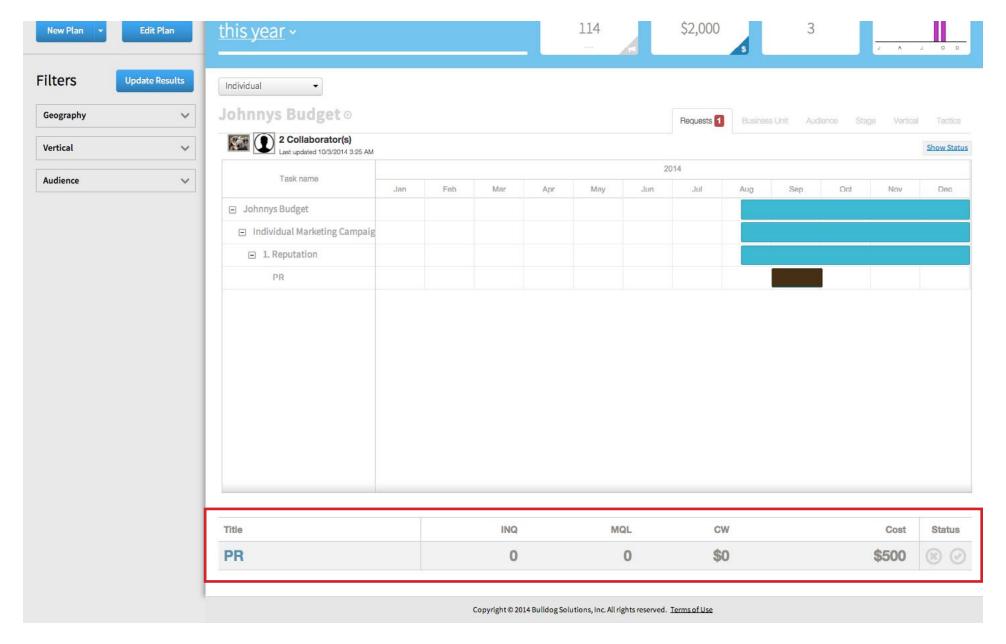


### **Current Request Link**



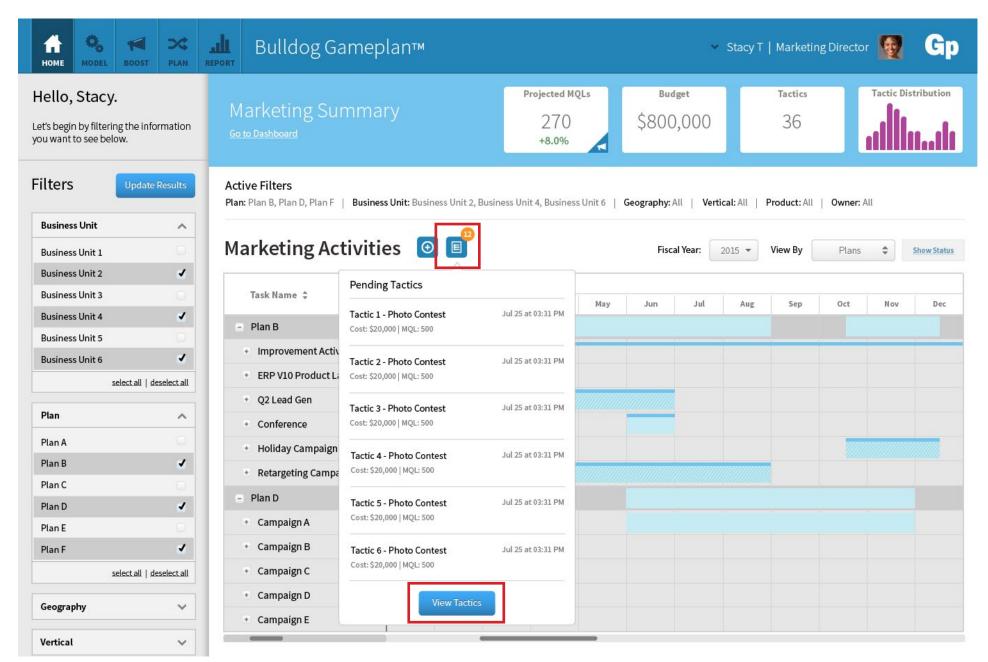


# **Current Request List**



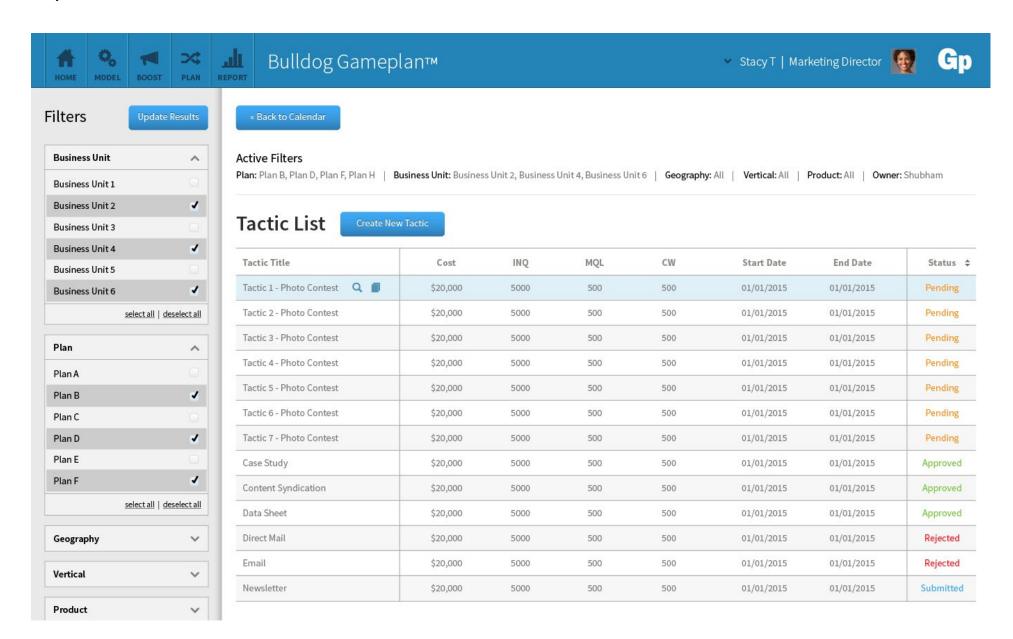


### **Improved Request Link**





### Improved Centralized Tactic View w/ Filters





### **Improved Review Section**



### Summary

I'm running a **Photo Contest** tactic called **Tactic 1 - Photo Contest** from **January 15** to **June 15** for the **Utilities** vertical.

The status is: **Pending**.

