UX ARCHITECTURE FOR DATA COLLABORATION

Stibo Systems Case Presentation

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Outline

- ► UX research process
- Results and observations
- ► Information design
- ▶ Interaction design

As a newly hired UX architect, your initial task is to create an outline for the UX work in a project aimed at improving the UX of the **collaboration** tooling¹ in an existing online Excel-like table system.

...assume that you have the necessary budget for it.

¹ Ida Larsen-Ledet, and Henrik Korsgaard. Territorial functioning in **collaborative writing**. CSCW 2019 Ida Larsen-Ledet, Henrik Korsgaard, and Susanne Bødker. **Collaborative writing** across multiple artifact ecologies.

UX Research - key questions

Why, how, and when do users collaborate?

- What are the primary tasks and objectives?
- What are the different roles and responsibilities in collaboration?
- ► How do remote work impact the user experience?
- ► What other tools do they use to support the tasks - communication, analysis etc.?





UX Research

Discover

- 1. Observe collaborative session
- 2. Contextual interviews
- 3. Internal/external research
- 4. Analytics and in-app surveys
- 5. Workshops

Define

- Collaborative task objectives
- Scenarios, personas and user journeys
- Information concepts and architecture
- UX quality criteria and KPIs

Discover Define Prototype > Evaluate Integrate

UX Research – iterate where needed

Prototype

- Collaborative user flow
- Information architecture and UI design
- Key UI components and technical features

Evaluate

- Internal review and testing
- User feedback (informal/think aloud)
- Review UX quality criteria and KPIs

Discover Prototype Evaluate Integrate

Results: Collaborative scenarios

1. Collaborative projects

- Peers collaborate on a larger project
- Different responsibilities and expertise
- Mixed focus collaboration with a high degree of coordination
- Multiple data views

2. Real-time collaboration

- Peers collaborate on smaller (urgent) tasks
- ► Real-time collaboration
- Shared task focus
- Few data views

3. Training

- Expert user provide training and onboarding of novices
- Focused on learning the application and/or data
- Tailored data views and exercises

Results: Key UX qualities

- Sharing with collaborators should be easy and include task assignment and notes
- Important to know who did what in a shared view (awareness, track changes, accountability etc.)
- Support sandbox experimentation and analysis before publishing
- Collaborative features should not overshadow existing task features

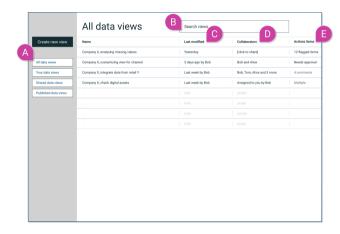


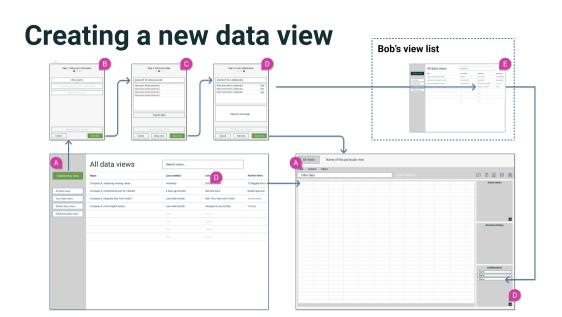
Interaction Design features

- ► The user can save changes as individual views (sheets) of data
- ► The user can share their saved views with other users
 - → The user can add or remove columns from the view
 - → Users can filter and order the table content
- ► Multiple users must be able to work on the same views simultaneously
 - → The users of the system may be located on multiple locations

Information Design: Data views as first class objects

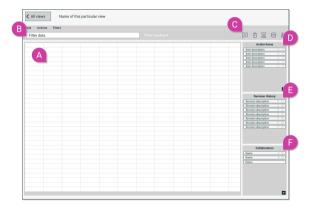
- ► The main information artifact when collaborating – it's what we share and work on
- A data view encapsulate a data source, users, and the revision history
- Views can be published in formats fitting the consumer needs



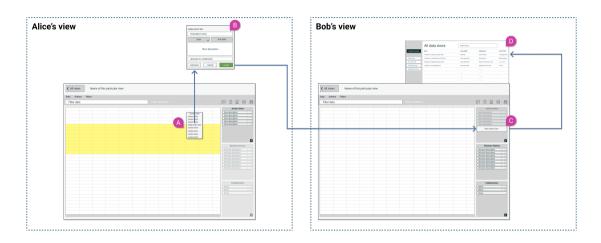


Collaborative tooling with tabular data

- Action items: to support different roles and tasks
- History to support track changes and accountability
- ► Collaborator pane for awareness and navigation



Assign action item to collaborators



Revision history as key collaboration support

- Data operations as the replicated objects (CRDT)
- Support task resumption, accountability and finding stuff
- Support experimentation you can always roll back changes
- ► A set of operations can be applied to other data views (macros)

