UX ARCHITECTURE FOR DATA COLLABORATION

Stiby Systems Case Presentation

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Outline and focus¹

- ▶ UX research process
- "Results" and assumptions
- Information design for shared views
- Interaction design for collaborative features

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** tooling in an existing online Excel-like table system.

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

¹ Larsen-Ledet, Ida, and Henrik Korsgaard. Territorial functioning in collaborative writing. CSCW 2019 Larsen-Ledet, Ida, Henrik Korsgaard, and Susanne Bødker. Collaborative writing across multiple artifact ecologies.CHI 2020

UX Research

Discovery: Why, how, and when do users collaborate?

Define: What are the main user scenarios, information concepts and

features?

Prototype: User flows, wireframes, key interfaces and features

Evaluate: User testing and evaluation

Integrate: Plan integration and delivery

UX Research

Discover

- ► Internal research and analytics
- Contextual interviews with users (task sessions)
- State-of-art on collaborative applications (CRDT)
- ▶ Workshops!

Define

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

Discover Prototype Evaluate Integrate

UX Research

Prototype

- User- and collaborative flow
- Information architecture and layout
- Data and view operations
- Real-time collaboration

Evaluate

- Internal review and testing
- ► (informal) user feedback
- ▶ Think aloud evaluation
- Review UX quality criteria and KPIs

Discover Prototype Evaluate Integrate

Collaborative data scenarios

1. Collaborative projects

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

2. Real-time collaboration

- Peers collaborate on smaller (urgent) tasks
- Real-time collaboration with shared focus
- Few data views

3. Training

- Expert user provide training or help to one or more trainees, e.g. onboarding
- Focused on learning the application and/or data
- Tailored data views and exercises

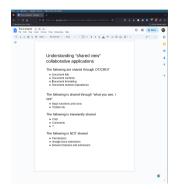
UX qualities

- 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 analyses before publishing or merging to master
- Collaborative features should not overshadow existing task features



Sharing in collaborative applications

- Work object is shared by replication (content and formatting)
- ► Communication is transient (chat)
- Tools are individual, but similar across users (UI)
- Environment is not shared (browser/extensions)

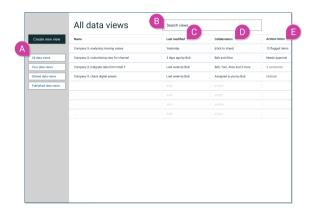


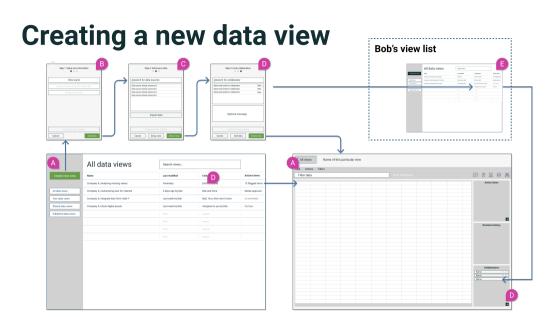
Interaction Design features

- ► 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
 - \rightarrow The users of the system may be located on multiple locations

Making 'views' first class objects

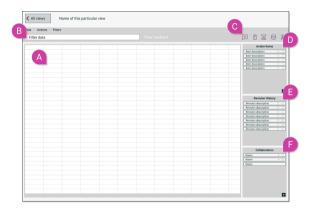
- Data views as the main work object – it's what is shared when collaborating
- Views can be published in formats fitting the consumer needs
- A data view encapsulate a data source, users, and the revision history





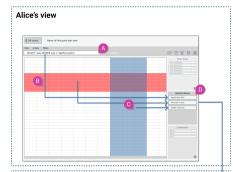
Collaborative tooling with tabular data

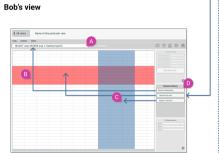
- ► Tabular view is the primary collaborative object
- ...filters cannot be shared until operationalized
 - Action items to support different roles
 - History to support track changes and accountability
 - Collaborator pane for navigation, awareness and mute



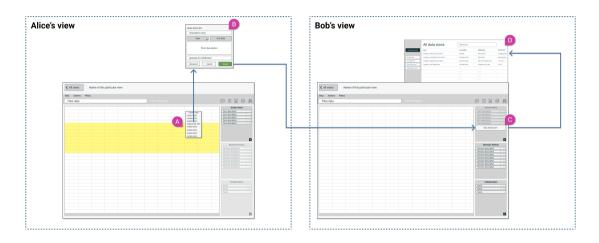
Collaborating in a shared view

- Data operations as the replicated objects
- Supports ensures locatability and accountability
- Rolling back changes
- ► A set of operations can be exported to other views





Collaborating on common tasks: Assign action item



Key IA/IxD challenges

- 'Views' might be a difficult concept to grasph
- ▶ Revision history is powerful tool, but a difficult concept to get right
- ▶ Remote collaboration require additional communication channels
- Developing and prototyping collaborative features pose different requirements than single user applications:
 - Require more contextual user research and co-design activities
 - Hard to study from application analytics
 - Require some technical infrastructure to prototype collaboration

