



### Problem

The customisation within our formats is underutilised, lagging behind the market, and our design team is overworked. How do upgrade our offering to meet these problems?

## Audience



External Designer / Client

- Understand the creative direction the most.
- · Will have the most feedback
- Not technically skilled but with the most opinion on execution



Internal Producer

- Has the most direct contact with client for feedback internally
- ·Lowest cost to their time
- Incentive to learn tool to minimise back and forths



#### External Developer

- · The most skilled of external users
- Most likely to have minimum time to invest
- Expensive to be using their time on our platform



Internal Power-user

- •In-house team paid to make the best in-class
- Small team big workload
- Two step removed from clients

## Audience



External Designer / Client

Creativity \*\* \* \* \*

Platform Familiarity

Time to invest

Technical skills

Cost to use



Internal Producer

Creativity

Platform Familiarity

Time to invest

Technical skills

Cost to use



External Developer

Creativity

Platform Familiarity

Time to invest

Technical skills

Cost to use



Internal
Power-user

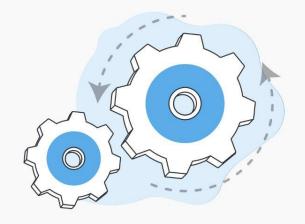
### **Technical**

#### What we have

A codepen style working area with documentation on how to interact with our particularly special iframe based framework as well as information on scope.

#### How it's used

The scope and particular iframe issue take time spent reading documentation which is rarely afforded in the rushed environment and it's not intuitive to other environments.



### untechnical

#### What we have

PSD with toggles. Allowing the unskilled external to fill them out and with one easy drag drop get a working dynamic ad with options selected in the PSD process.

#### How it's used

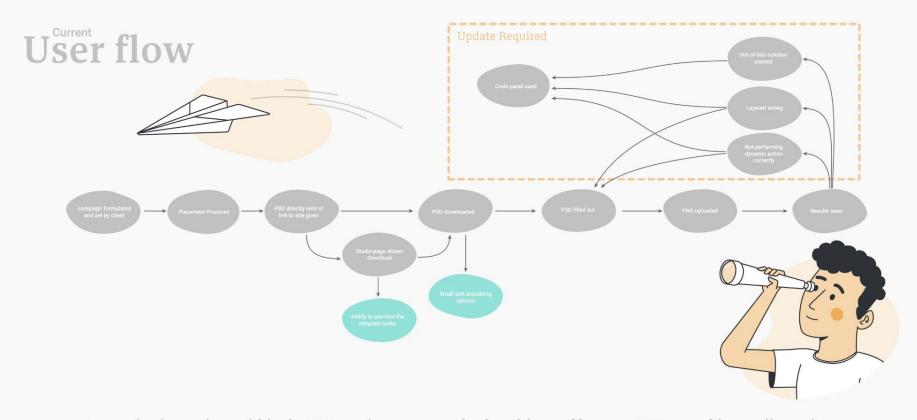
PSD customisation options rarely if ever used. Some clients rather the full-service design house experience sales will sell on.





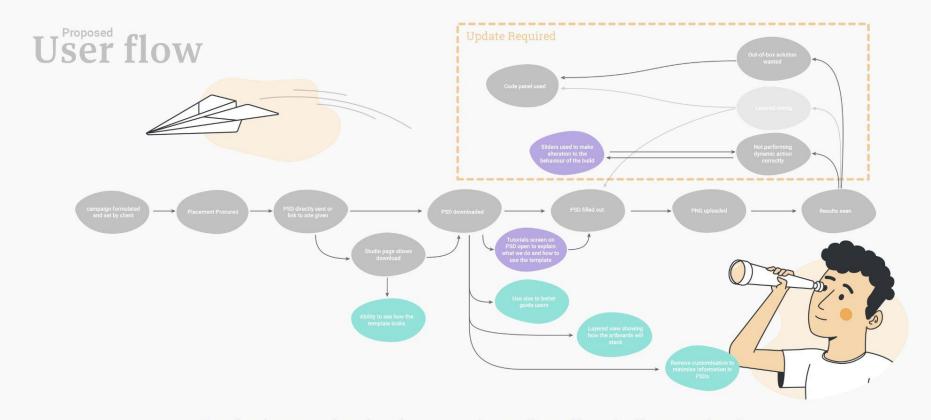
## Planning

- DAT.ui like features allows customisation to anyone
- Restructure PSD with better communication in mind
- Make the studio codepen more intuitive
- Allow producers to take some of weight off the shoulders
- Allow for efficiency tools for revision hell



Customisation options within the PSD require users to go back and forward between PSD to see binary effects given. We have minimal passive education within PSD, preview is left, working is right breaking reading conventions.

Code panel extremely technical and requires time to understand scope and interaction points.



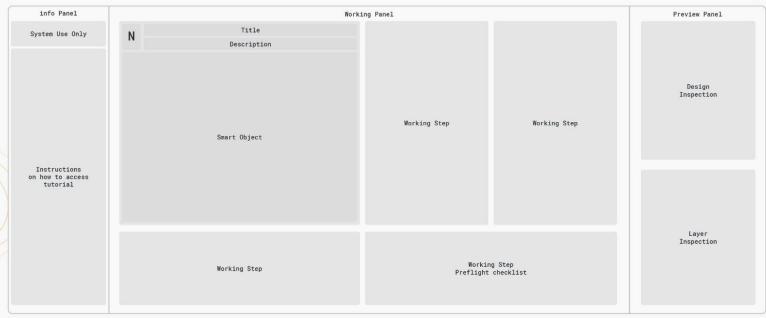
New flow better teaches about how we work regardless of how the file was recieved.

Moving the customisation to upload is better real-time feedback and allow more nuanced interaction and speeding up iterations.

Create a comprehensive tutorial that sits as a minor barrier to use to ensure awareness of how the platform works for new users.

Cleaning up JavaScript panel allow for easier adoption





Three-panel view (left to right) Info on using PSD, Working panel for design modifications, Preview with layered design.

Working panel subfeatures: In order of size visible when zoomed out, N step, Title of Smart Object, Description of interaction and functionality.

Preflight checklist: Common mistakes, upload instructions, and in-studio customisation.

Preview panel: In-situ mock shows combined design and layered view for element stacking.

#### Wireframe Sliders



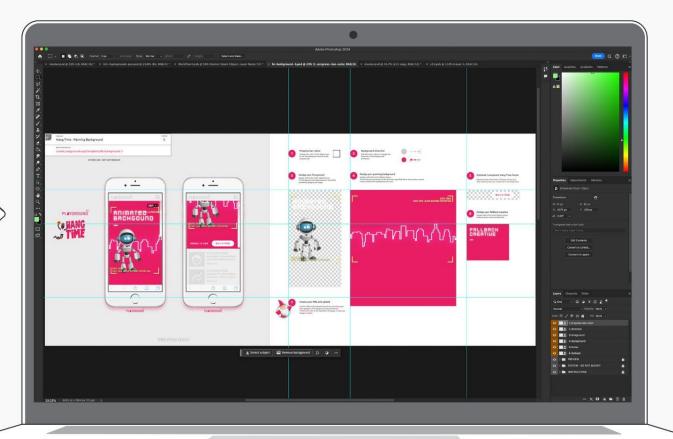
Slider sections collapsable, advance mode makes more complex section hidden allow for staggered learning.

Sliders are constructed through the JavaScript object, altering the slider updates the JS object allowing for flexibility within tool

Hide all format creating / template default set-up below a hot-key to reveal option within the JS panel

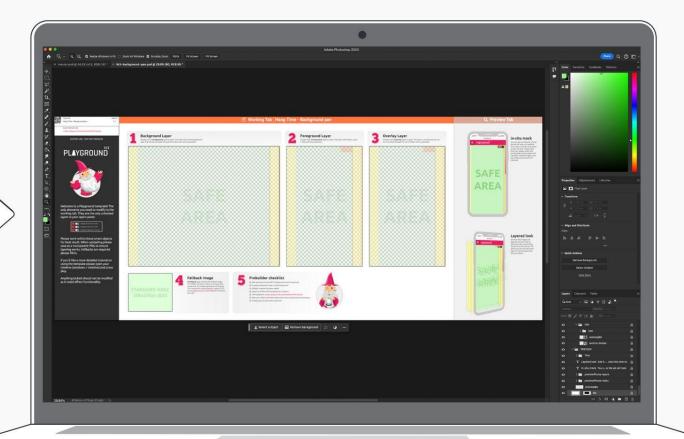






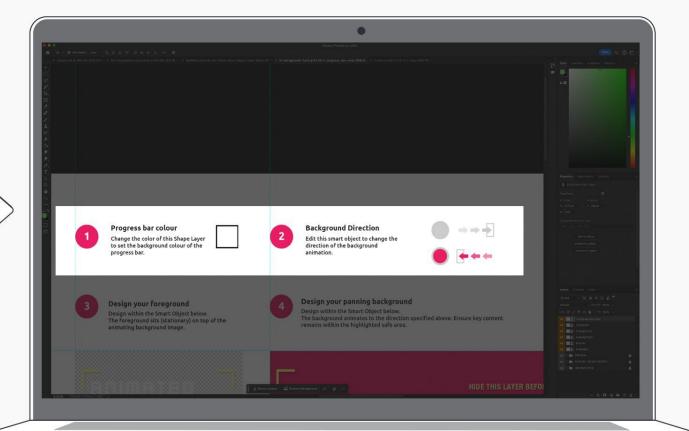
# Reveal PSD





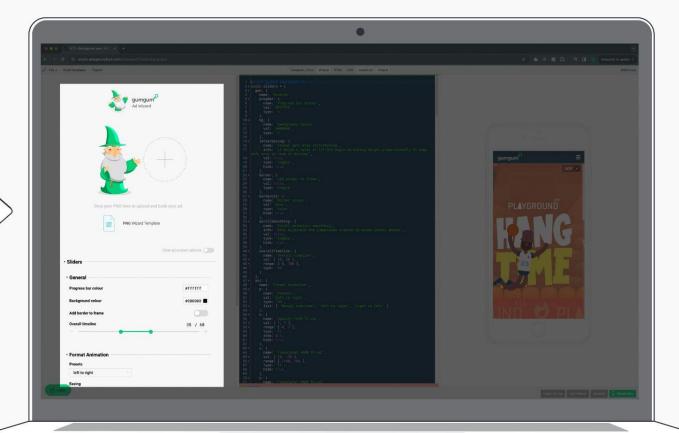
## Reveal Sliders

Before



# Reveal Sliders





#### Reveal JS tab



