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Ballot Builder

Problem:

In order to create elections, engineers have to manually run scripts to upload ballot content to our servers, creating a bottleneck in the election development process.

How can I empower election administrators to build and edit ballots without need for an engineer?

Solution:

An Interactive Ballot Builder that interfaced with our ballot data through a CRUD API. This tool allowed non-technical election administrators to more efficiently manage their elections.
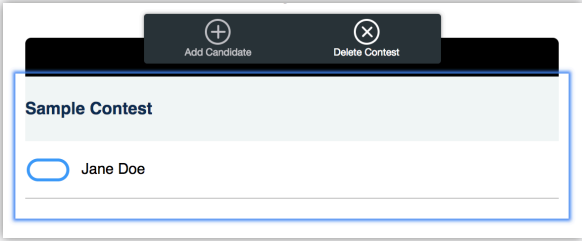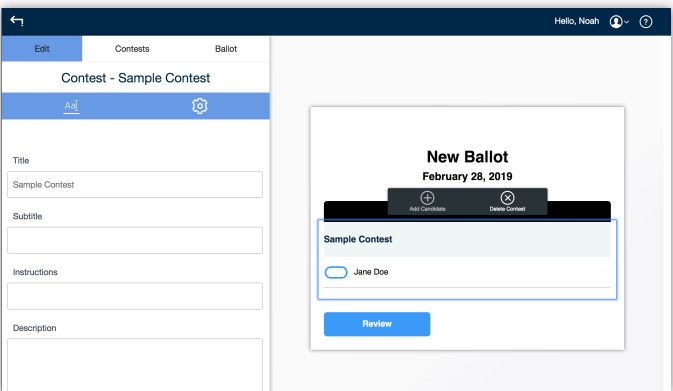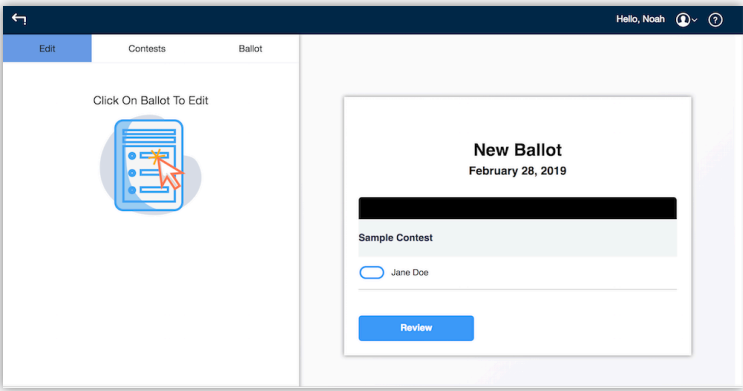
A simple interface for editing ballots. Progressively discloses relevant editing options as user clicks on specific content they want to edit and create.
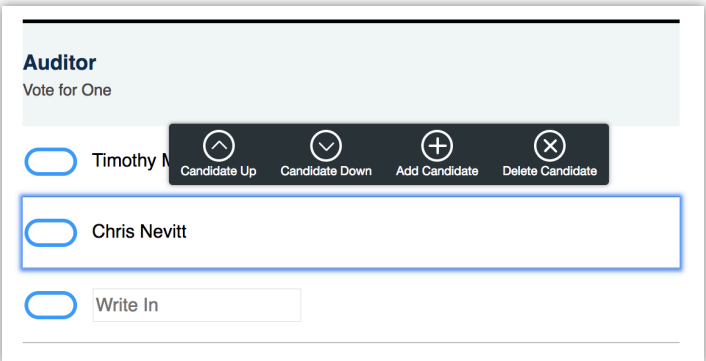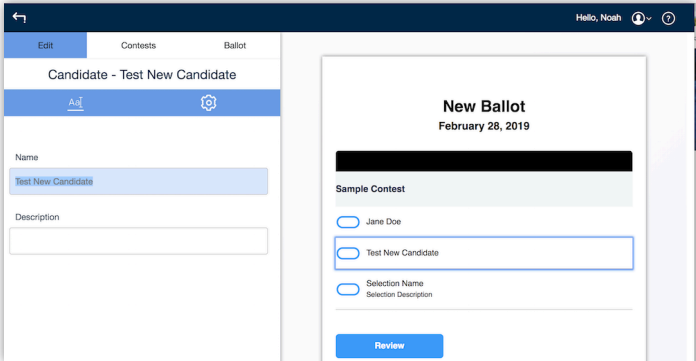
Users could edit contest settings to enable write-ins and edit number of votes allowed per contest.
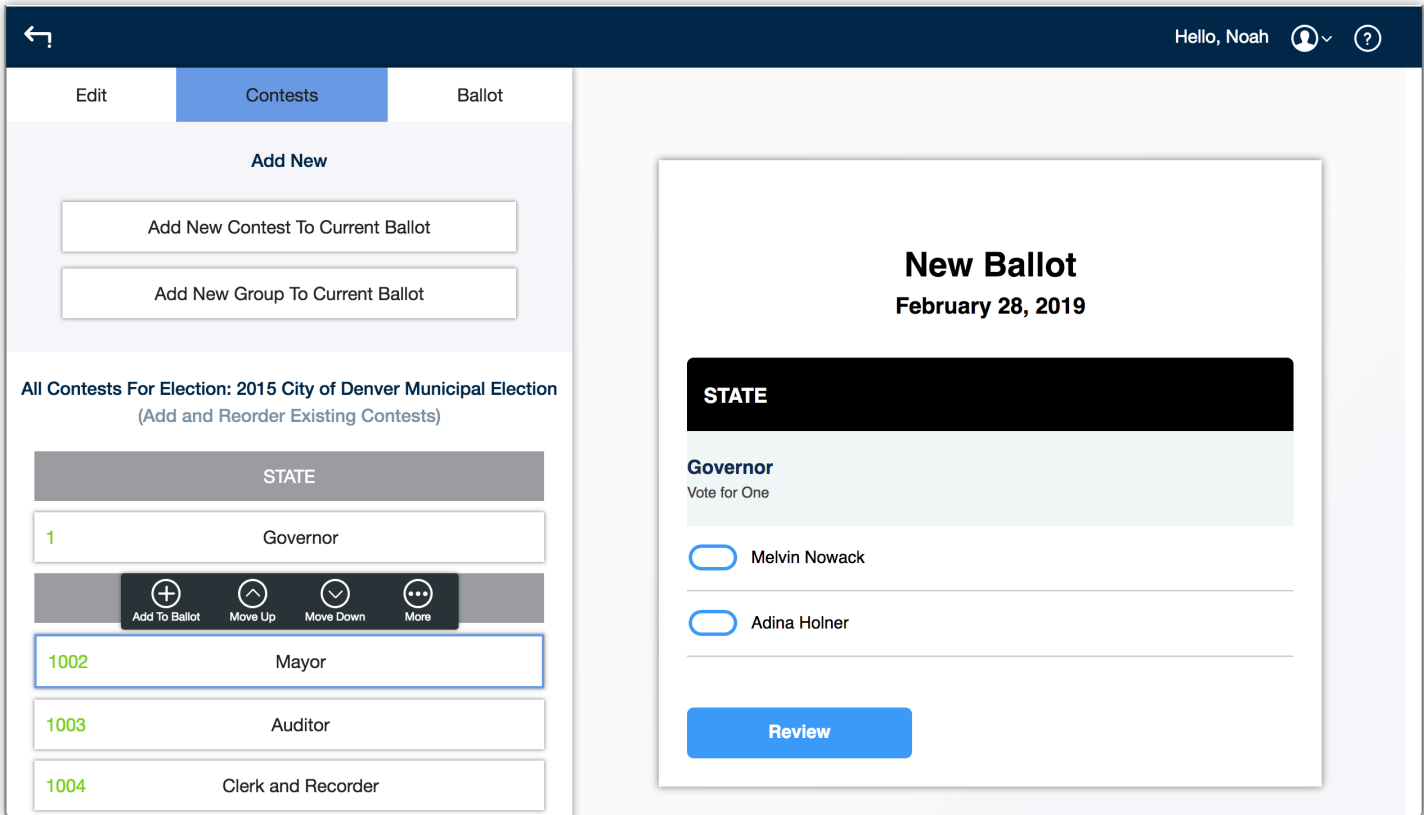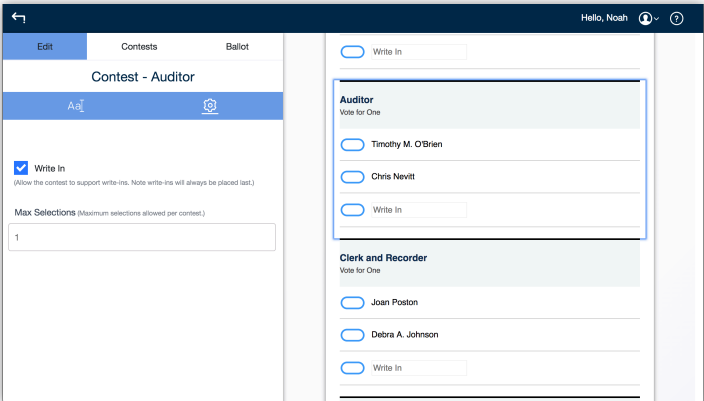
Users could leverage existing ballot content by adding previously created contests to their ballot as well as order contests globally across ballots.