# **Case Study**

### User Centred Inventory management system

### Västgöta nation, Uppsala

### **Problem:**

The system had an old approach towards the user centric design model and wasn't as per modern needs, which can increase the efficiency to use the system on task completion and avoiding ambiguities.

The user would interact with the system in a user centric way. Many tools/functions were made available directly in the web application.

It was a stand-alone system which caused a lot of problems if any of the papers are misplaced. Multiple data entries inviting opportunities to human errors.

#### **Roles:**

User Experience Researcher, User Interface Designer.

#### Time:

22 weeks

#### **Solution:**

A new UCS was created according to the new standards, also enhancing UX by intuitive flow, ease of information access and appropriate system feedback.

Adaptation of Modern methods over old Pen-Paper method.

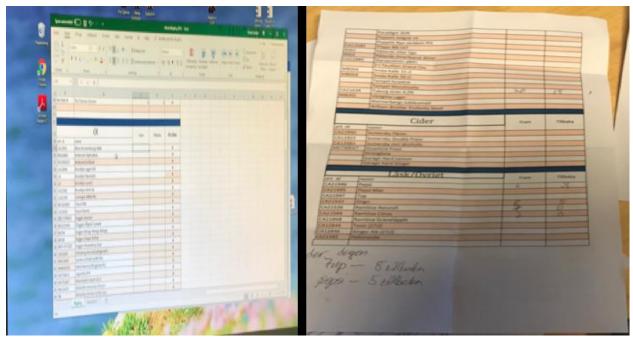
### **Activities:**

Interview, Storyboard, and Lo-Fi Prototyping.

#### **Process:**

The current system.

Pen-Paper system, super user gives access to users in a very layman method. Receives the data and then enters manually again into the system using Google Docs



Artifact model

## **Tools Used:**

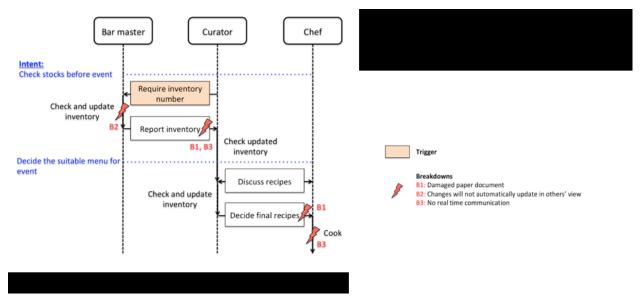
- Interview
- Modelling- Artifact, Statistic, Cultural

## **Requirements gathering and Research**

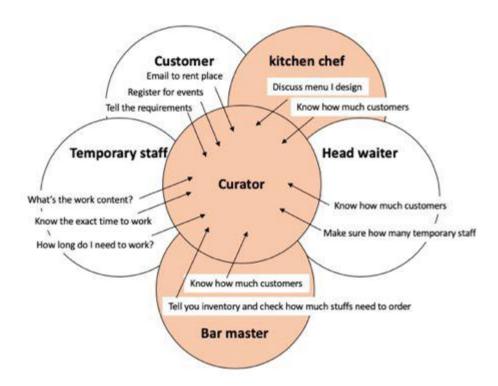
- Stakeholder interviews,
- Requirement's elicitation,
- Research the old system.

### **Define & Execute**

- Information Structure.
- Lo-Fi Prototype.
- Review and comment UCS
- Design actions and corresponding feedback: Select, Edit, Success, and Save.



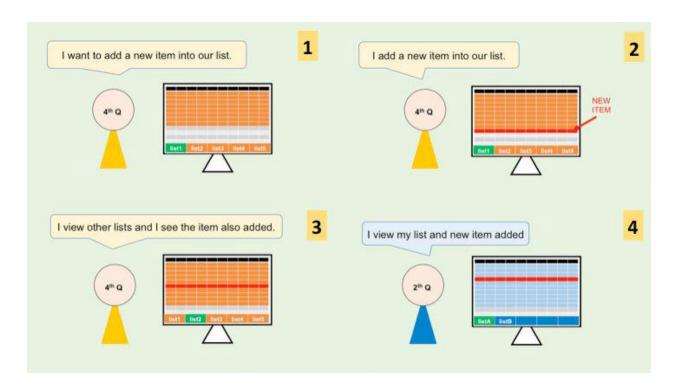
Sequential model

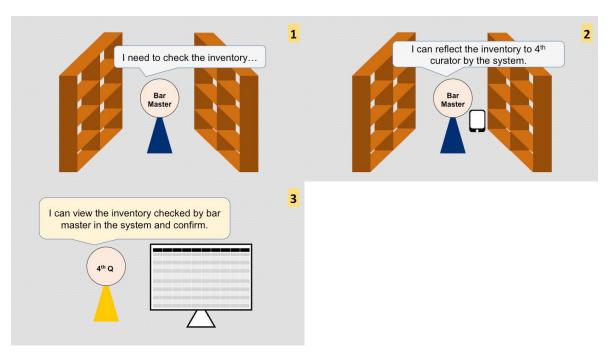


Cultural model

# Storyboard:

Tools Used: Draw.

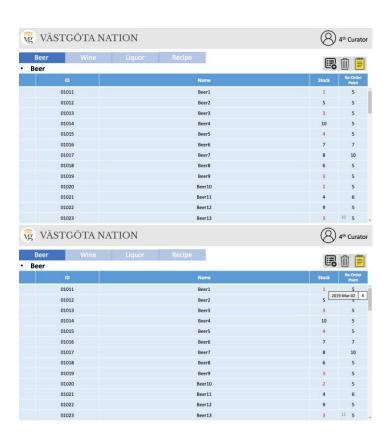




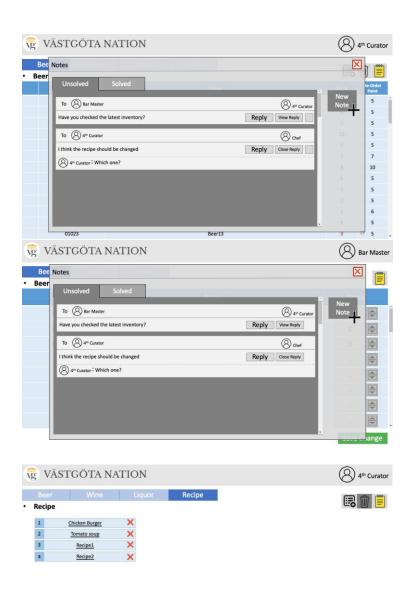
## **Lo-Fi Prototype:**

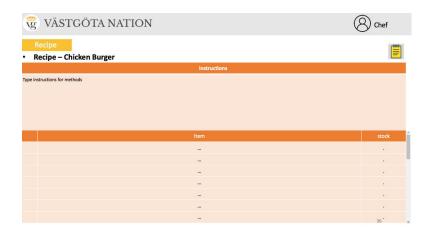
Tools Used: Figma, IBM Rational Rose, Draw.











## **Design highlights**

The UI design was made to be easy on the eye because Users would typically work with the inventory system for majority of their workday. Thus the design should be neutral. UI customization in the future was also made possible. The system supported multiple languages, locales, permissions, and keyboard navigation. The web application was designed for desktop and large screens and had a responsive layout with two breakpoints: 1024 px and 1200 px.

The input amount field was formatted when focus was moved to the next input field. Users want to click or enter digits only. In future, the web application can be made as an mobile application with API integration into Fortnox.