

BESPIN - Ecosystem Marketplace - Low Fidelity Storyboard

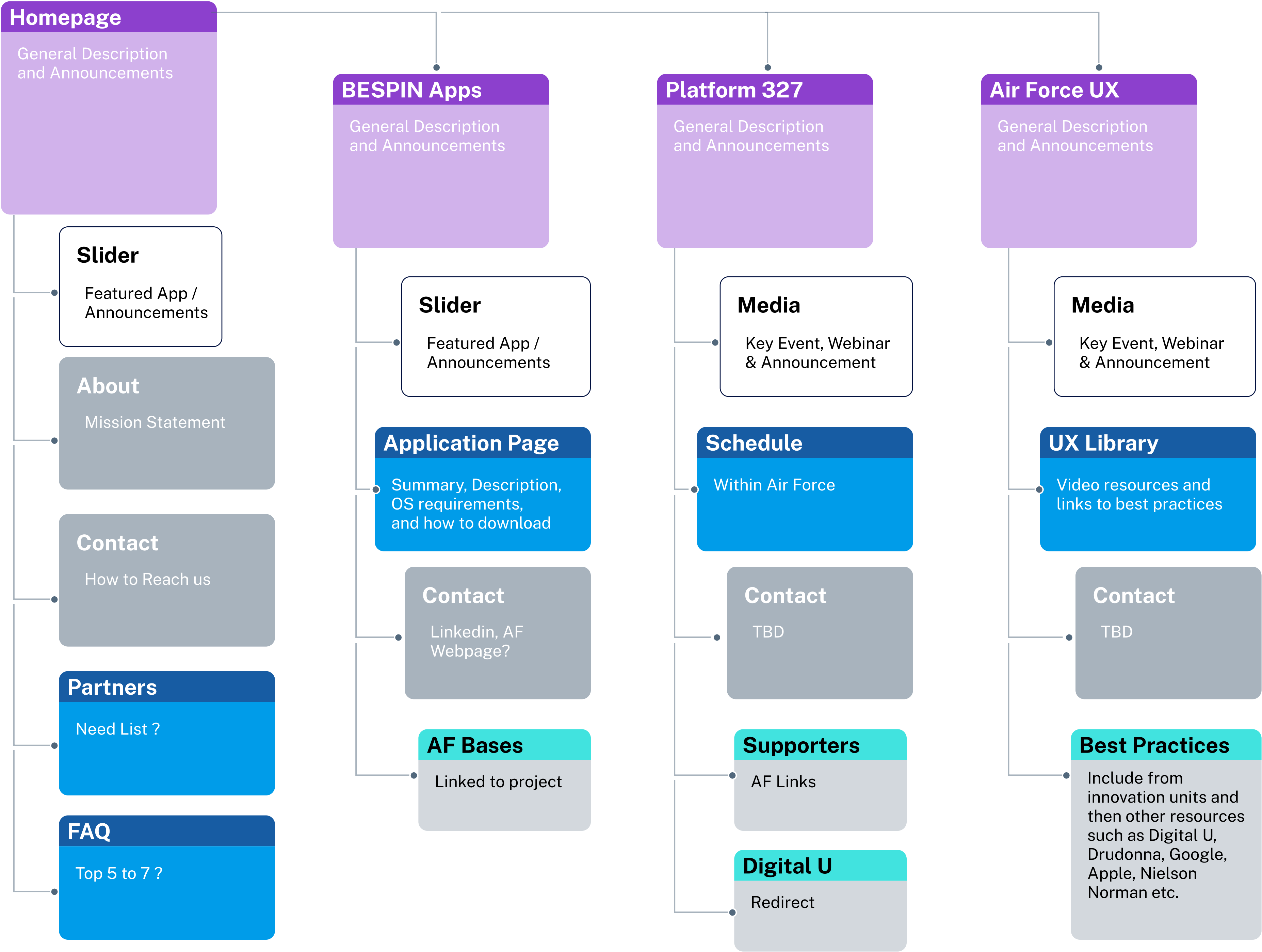
Legend

- Current Web Components p. 1
- *UX Flows and Storyboards*
- UX Novice p. 2-3
- Project Teams p. 4-6
- App User p. 7-8
- Stakeholder p. 9

User Stories

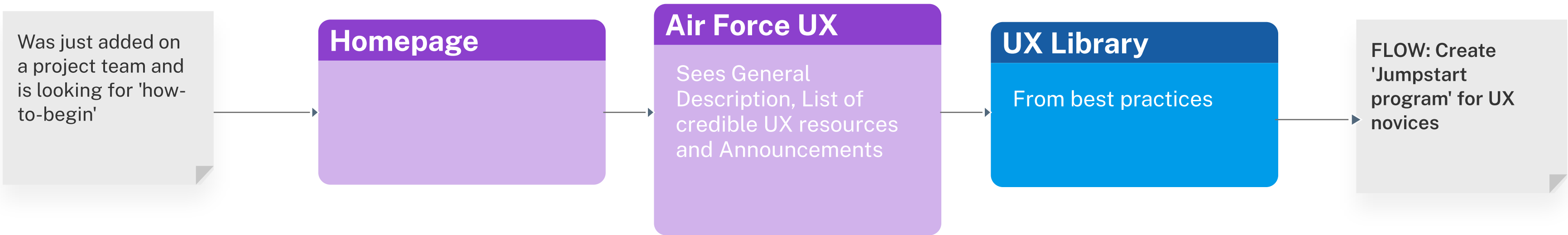
- The UX flow will have 'storyboards' that dive into more detail of how the prescribed web components will work together for the MVP requirements.
- Each storyboard will cover each of the described Marketplace audience members.
- The describes features of here will be used to develop next product of CLIN 011 Low Fidelity Prototype.

Current Web Components



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UX Novice



Storyboard 1: Tracking their progress within Platform 327 / UX Mobile First Checklist



Story 1: Team Arrow invites new members to lead UX effort on project.



Story 2: They create list of links and resources on Air Force UX section to send to colleagues email.



Story 3: New recruit receives automated email from Platform 327 that his team created curated list of resources and also recommendations for UX tools.



Story 4: Login is created along with small profile with checklist of courses and links.



Story 5: As new recruit, goes through curated list, they add other course links to their profile.



Story 6: After completion of first course. Platform 327 send email to project team of recruit's current progress and new tools learned and acquired.

Purpose

- Storyboard outlines how a project team creates a UX starter kit for their new UX designer/ novice

Features to be designed in CLIN 011-012:

- Profile Creation Team
- Profile Creation Single User
- List Creation connected to registered Teams and Single User.

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UX Novice



Storyboard 2: Scheduling review session with Platform 327



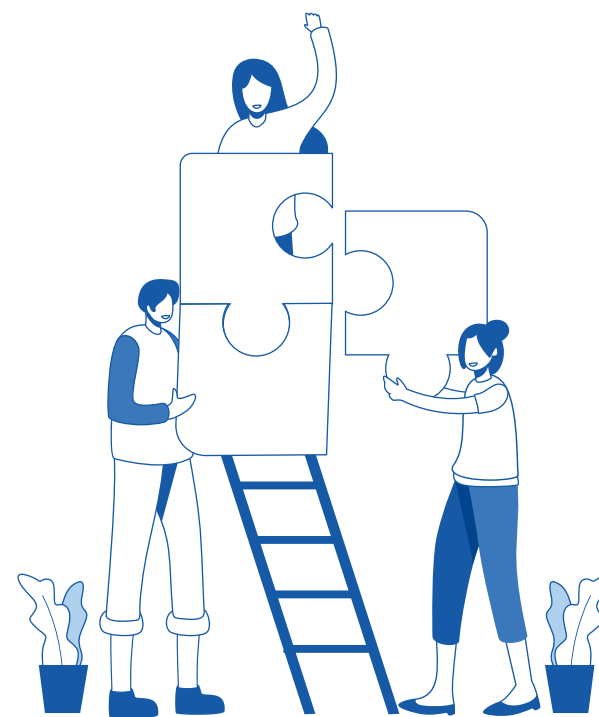
Story 1: New recruit is interested in developing user interview templates for project.



Story 2: Air Force UX page has header link to schedule 1 on 1 UX sessions with Platform 327 team.



Story 3: Recruit fills out appointment form with information and needs.



Story 1: Form asks to confirm information inputed and then to select time slot and calendar



Story 5: Recruit confirms appointment and get notification email.



Story 6: Notification email confirms calendar date and a 15 minute notification of appointment.



Story 6: Appointment reminder sent out for recruit and Platform 327 mentor team.

Purpose

- Storyboard outlines how new UX designer can acquire UX tools and schedule review session.

Features to be designed in CLIN 011-012:

- Scheduler Tool / Connection with User Profiles
- Basic UX Toolkit to collect initial user feedback

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Project Teams (Designer, Researcher, Devs and Manager)



Storyboard 1: Creating Jumpstart for new UX Designer



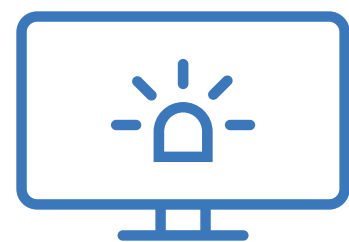
Story 1: Team Arrow invites new members to lead UX effort on project.



Story 2: On Platform 327 Studio page they see recommend courses list for Novice UX Designers



Story 3: They create list of links and resources on Air Force UX section to send to colleagues email.



Story 5: As new recruit, goes through curated list, they add other course links to their profile.



Story 6: After completion of first course. Platform 327 send email to project team of recruit's current progress and new tools learned and acquired.

Purpose

- Storyboard outline hows project team can send preset UX Mobile Design checklists to new recruits.
- Features to be designed in CLIN 011-012:
- Preset UX Paths with optional connections to Digital
 - User Profile alerts

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Project Teams (Designer, Researcher, Devs and Manager)



Storyboard 2: Creating Team review session at Platform 327



Story 1: Team Arrow wants to have UX review of their MVP.



Story 2: Air Force UX page has header link to schedule 1 on 1 UX sessions with Platform 327 team.



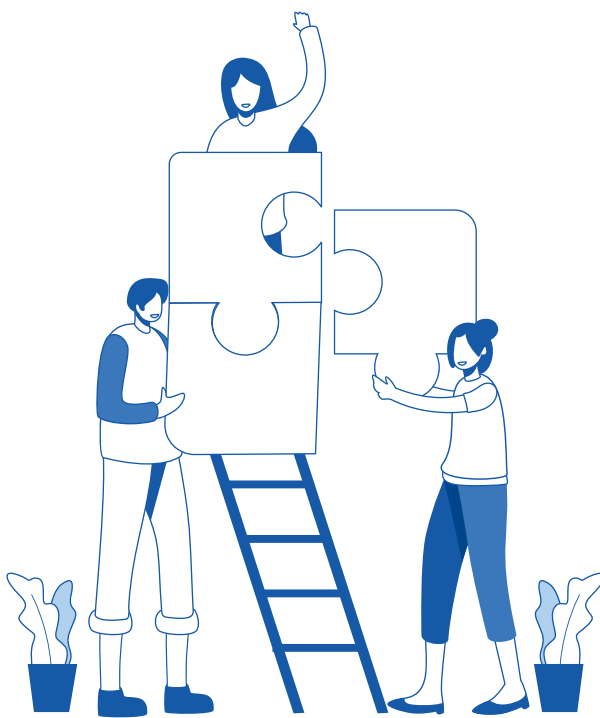
Story 4: Form asks to confirm information inputted and then to select time slot and calendar for 1st Session



Story 5: Recruit confirms appointment and get notification email.



Story 6: Platform 327 team contacts Team Arrow prior to first meeting with follow up questions from needs assessment form.



Story 7: Appointment reminder sent out for recruit and Platform 327 mentor team for first meeting.

Story 8: In first initial meeting, they set scope for UX services and schedule for following meetings with goal criteria.

Purpose

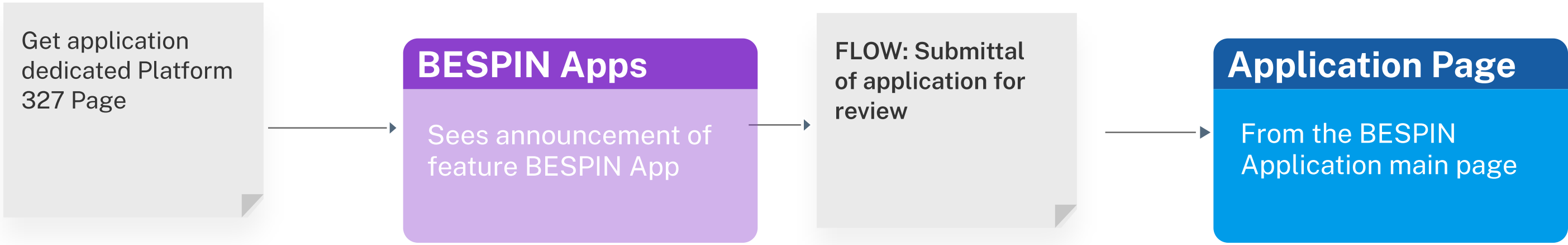
- Storyboard outlines options how a project team can guide new UX recruit to start facilitating UX/ Design review sessions.

Features to be designed in CLIN 011-012:

- Studio Calendar with appointment tool
- Email notification and User Profile alerts

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Project Teams (Designer, Researcher, Devs and Manager)



Storyboard 3: Application Submittal



Story 1: Find form entry page on BESPIN APPS.



Story 2: Submit form with links, project info, media and other requirements.



Story 3: Review information before submittal. Confirm submittal.



Story 1: Email sent out to main POC regarding review. 1-2 business days.



Story 5: Notification of page published on Platform 327

Purpose

- Storyboard outline how project team submit 1.0 of their applications to Platform 327 Marketplace.
- Features to be designed in CLIN 011-012:
- Form for application feature page
 - Email notifications for Platform 327 review team
 - Team Profile alerts (sent also to connected users)

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App User



Storyboard 1: Searching for an Application



Story 1: AF Randall employees base hear about new Feedback Application for facilities improvement through email.



Story 2: Email sends employees to Application page on Platform 327



Story 3: Application page directs users to download link on iOS store and email to submit feedback of application



Story 4: Users download application and then get notification to give initial feedback to Platform 327

Purpose

- Storyboard outlines how potential users for featured applications in Platform 327 can search and find.

Features to be designed in CLIN 011-012:

- Featured application page with Search tool
- Download Link and Feedback form for Application.

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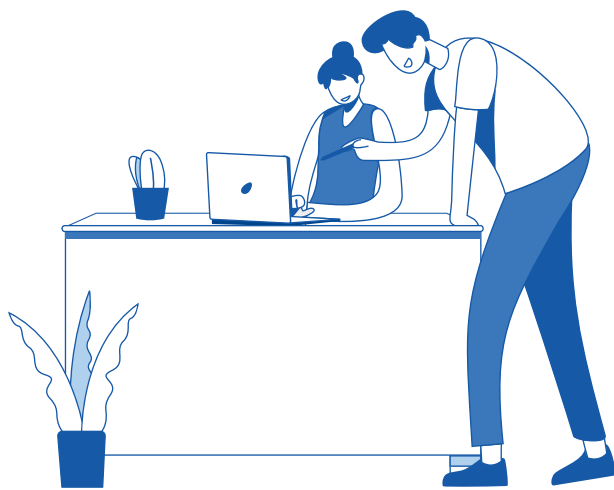
App User



Storyboard 2: Learning about Platform 327



Story 1: Users of Feedback application, get notification email about Platform 327.



Story 2: Users navigate to Platform 327 homepage.



Story 3: Homepage advertise work events and UX Design talks with RSVP.



Story 4: Users submit email for newsletter list and also receive notification of BESPIN and Platform 327 events.

Purpose

- Storyboard outline how featured content on homepage collects data from visitors and encourages sign-ups for events.

Features to be designed in CLIN 011-012:

- Event Announcements
- Email Sign-Ups
- Invite Links

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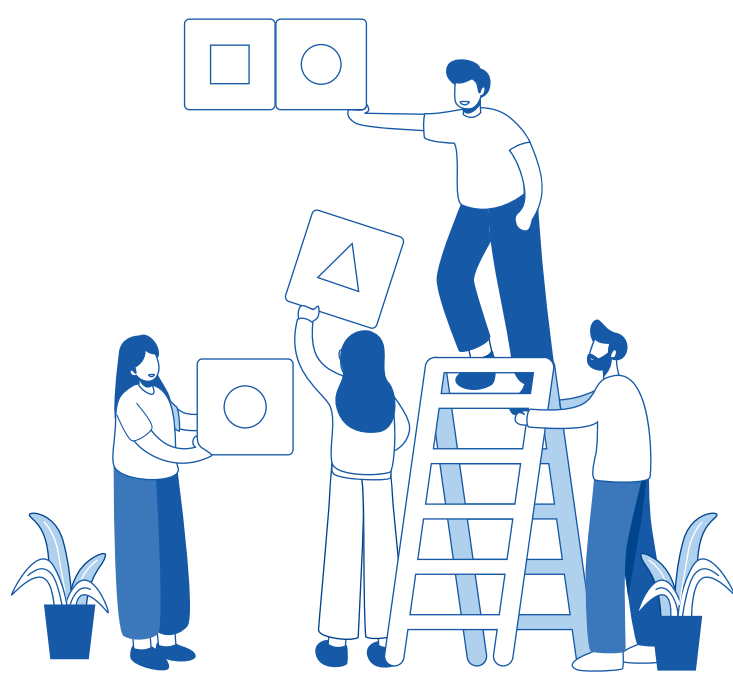
UX Stakeholders



Storyboard 1: Learning about Platform 327 and Mobile First Practices



Story 1: IT Administrators at AF Randall have been taking UX review meetings and want more capabilities for their design teams.



Story 2: IT Admin get LinkedIn event for Platform 327 online Q +A event.



Story 3: RSVP form filled out with email notification to also see BESPIN Apps pages.



Story 4: IT Admin audience get notifications to signup to Platform 327 newsletter.

Purpose

- Storyboard outlines how UX Stakeholders can find FAQs and key information to forward to colleagues on why UX practices are important.

Features to be designed in CLIN 011-012:

- FAQ's and Example Articles
- UX Toolkits