

# **UX TRANSITION WORKSHOP**

# OEDIS

## **CHALLENGES**

- Requirements mature before introduction of UX services
- Business expectations not clearly established (e.g., "look and feel")
- Development team unavailable for appropriate scoping of UI requirements

## **STRATEGY**

- Review project requirements
- Create high-level UX artifacts wireframes & flow maps
- Conduct user interviews and solicit stakeholder input to understand & validate UX goals
- Produce UX artifacts (e.g., personas, scenarios and mental models) to support UI design efforts
- Develop high-fidelity, interactive wireframes and define benchmarks for evaluation in user sessions
- Test design assumptions and iterate

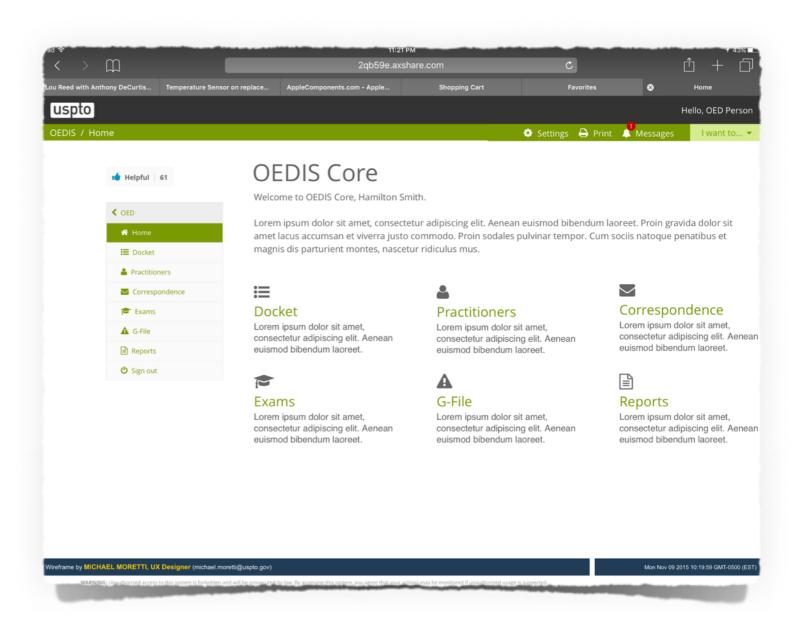
# **DELIVERABLES**

- Wireframes
- Mental Models
- User Interviews
- Personas
- Diagrams

### **WIREFRAMES**

#### PROJECT WIREFRAMES CREATED IN AXURE, EXPORTED TO HTML

- Core and Customer Interface (CI)
- Detailed functionality
- Interactive
- Follow USPTO Design Library
- High-fidelity prototype



# MENTAL MODELS

#### MAPPING BEHAVIORS TO FEATURES WHICH SUPPORT THEM

- Gap analysis
- Scenarios
- Audience segments

"A mental model helps you visualize how your business strategy looks compared to the existing user experience."

- Indi Young

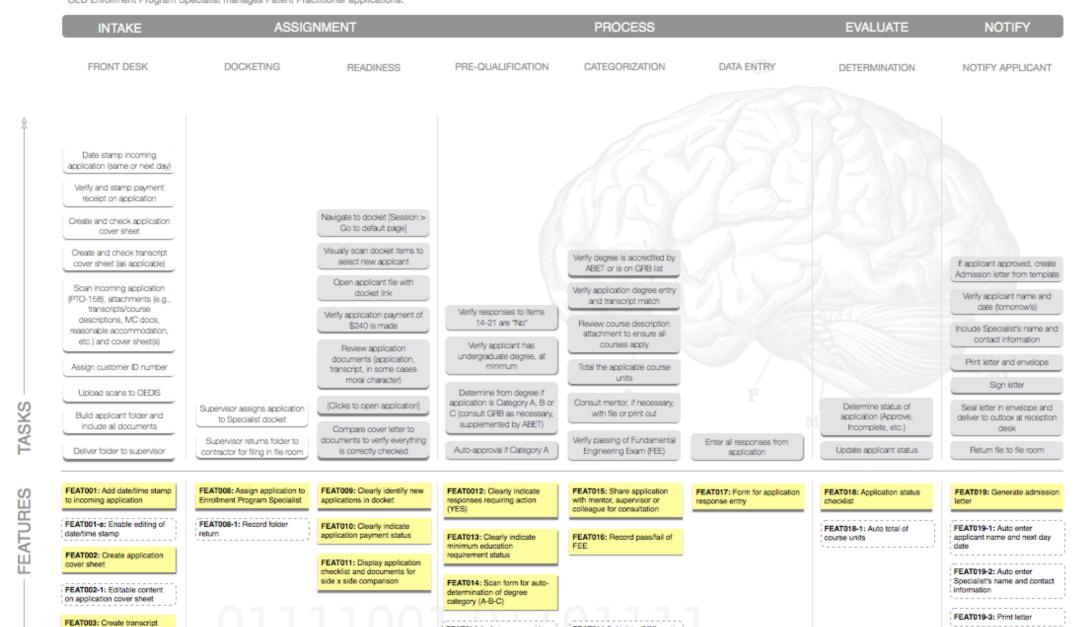


# **MENTAL MODELS**



#### Enrollment Program Specialist - Application Mental Model

OED Enrollment Program Specialist manages Patent Practitioner applications.



# **USER INTERVIEWS**

#### **GETTING TO KNOW OUR USERS AND THEIR NEEDS**

- Enrollment Program Specialists
- Program Analysts
- Discipline Attorneys



## WHAT THEY'RE SAYING...

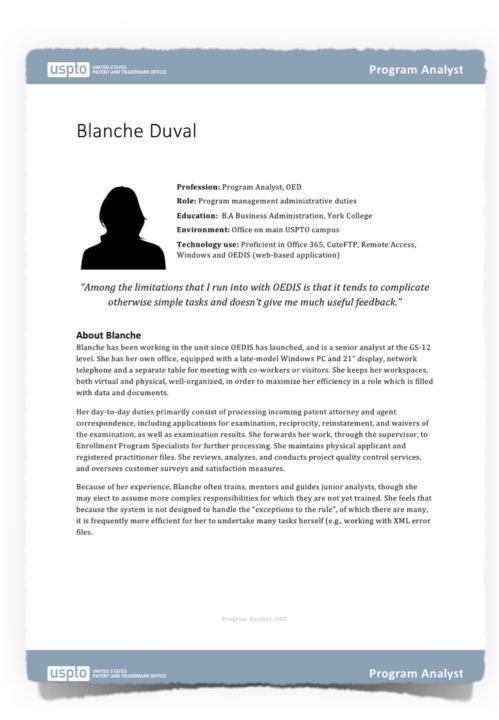
- "OEDIS works well enough for me to get my job done, but it often means wasted time - I really feel that it's limited in its capacity to grow with the demands of the Office and my own professional abilities."
- "Among the limitations that I run into with OEDIS is that it tends to complicate otherwise simple tasks and doesn't give me much useful feedback."
- "My primary interaction with OEDIS is as a resource for account info and correspondence for determining his or her status throughout my investigations."

#### OEDIS UX TRANSITION WORKSHOP

## **PERSONAS**

WHO OUR USERS ARE: WHAT THEY DO, WANT... AND DON'T WANT

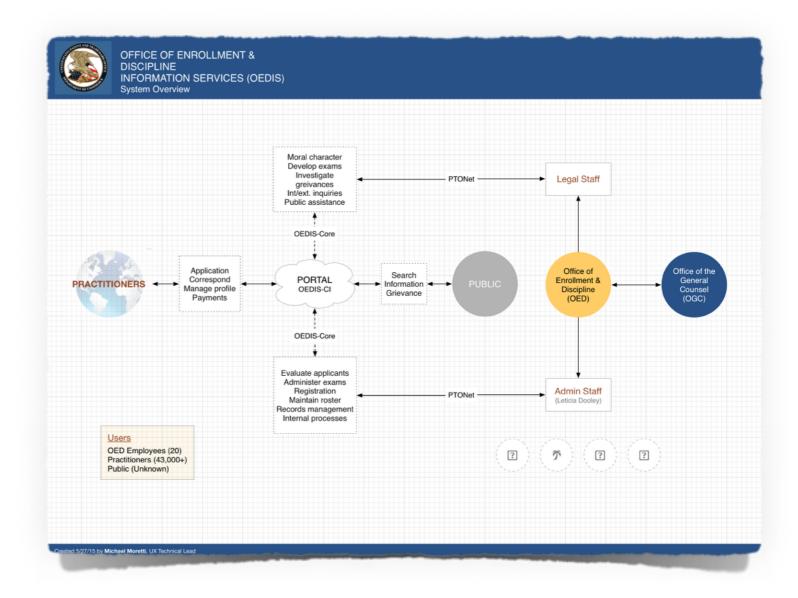
- Enrollment Program Specialists
- Program Analysts
- Discipline Attorneys



# **DIAGRAMS**

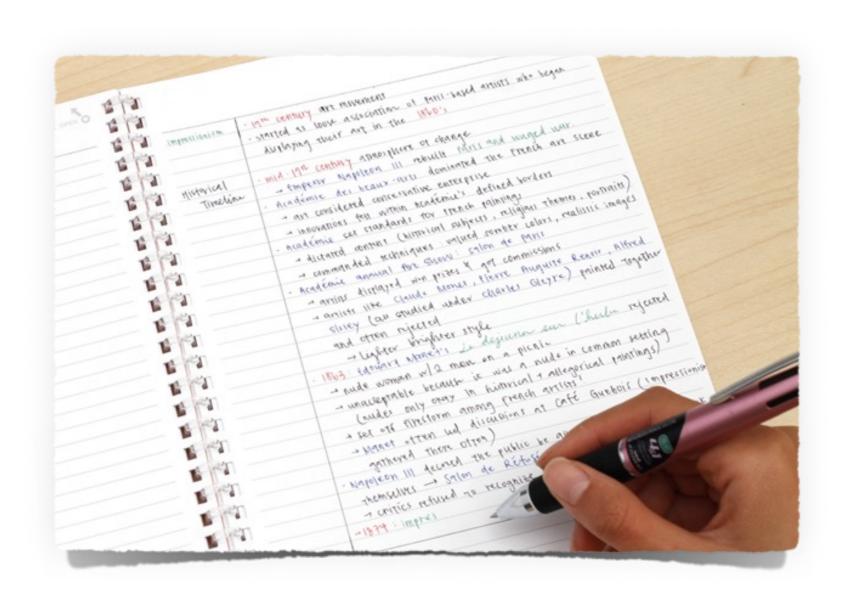
#### HIGH LEVEL ORIENTATIONS ON THE PROJECT AND ITS ENVIRONMENT

- OED Information Architecture (MindMap)
- OEDIS Universe (Organization)



## **MEETING NOTES**

NOTES RELEVANT TO UX MATTERS



# RECOMMENDATIONS

- Extended Sprint 0 to facilitate UX "head start"
- Focus on outcomes over features when composing user stories
- Encourage more frequent in-person meetings & scrums
- Build and maintain a clear product roadmap
- Project is a great candidate for focus groups