

ENCJ DIGITAL JUSTICE FORUM SEMINAR

FROM REQUIREMENTS TO NEEDS FULFILMENT

A CASE STUDY PROJECT



A CASE STUDY PROJECT















THE REQUIREMENTS

- Well defined scope: Case File study
- Well defined set of key features
- Strong emphasis on User Experience
- Wishlist list of 50+ features collected from the community of judges





THE CHALLENGE

- Feature requests presented as a Solution
- Poor knowledge of underlying needs, motivations, expectations
- Context of a new and complex domain
- Short time span to acquire context and produce designs



THE CHALLENGE

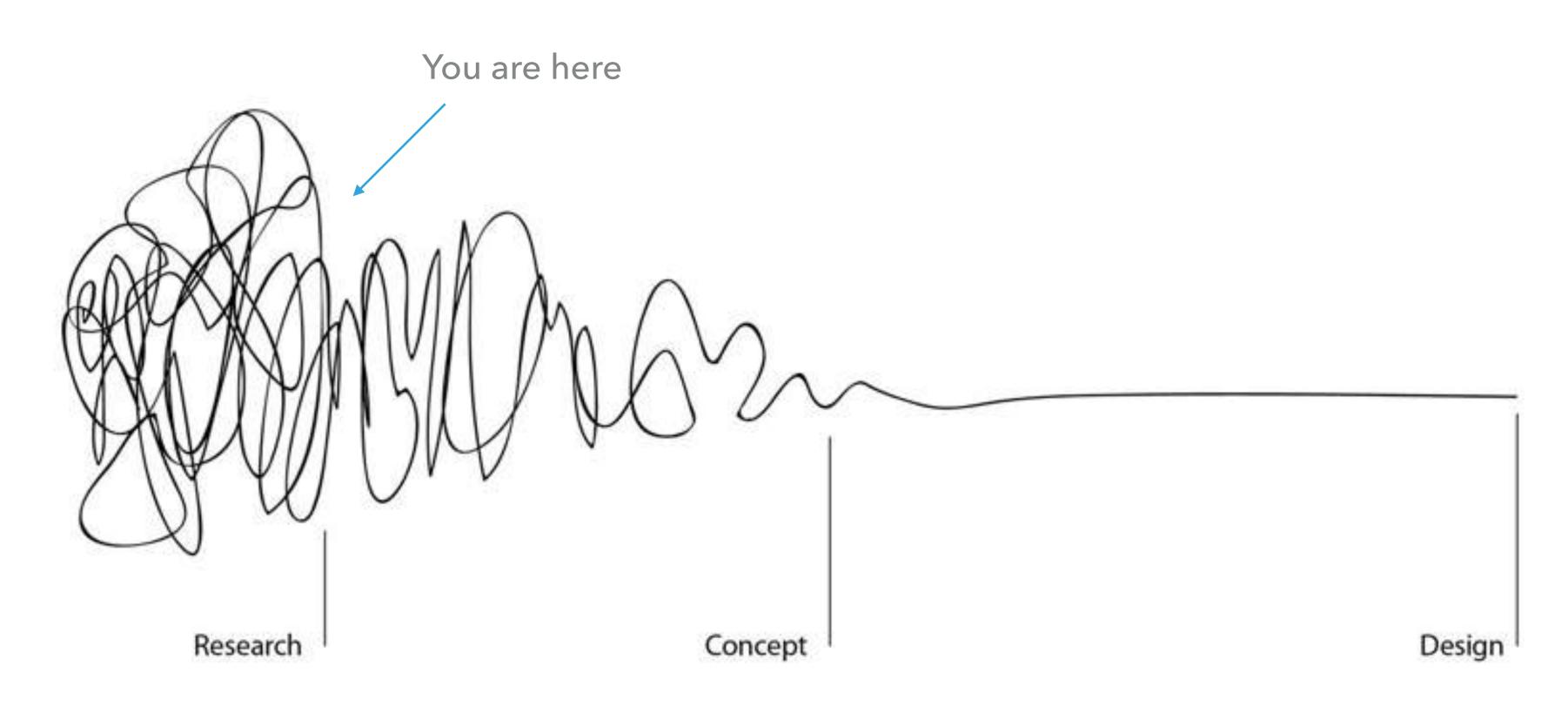
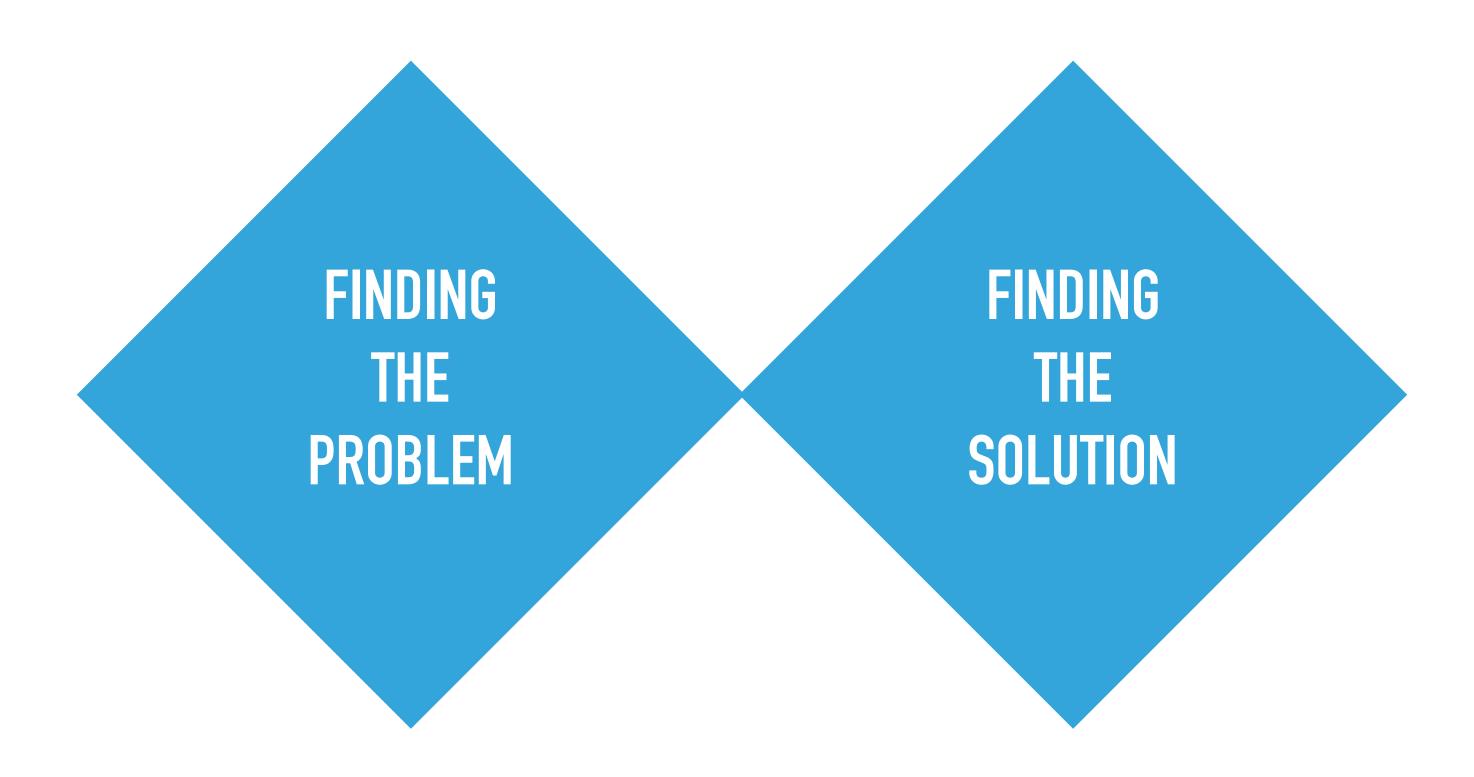


Illustration: the 'Design Squiggle' by Damian Newman

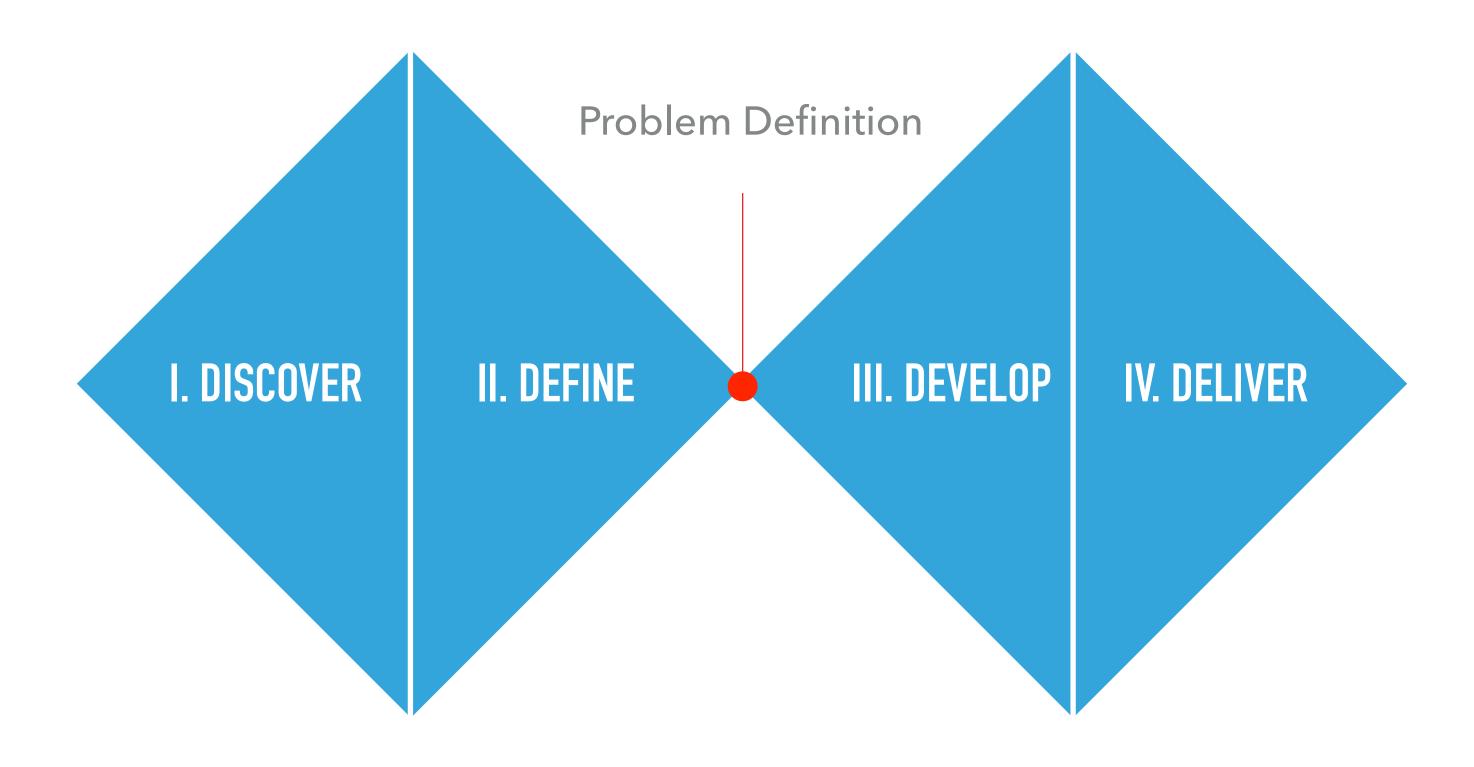


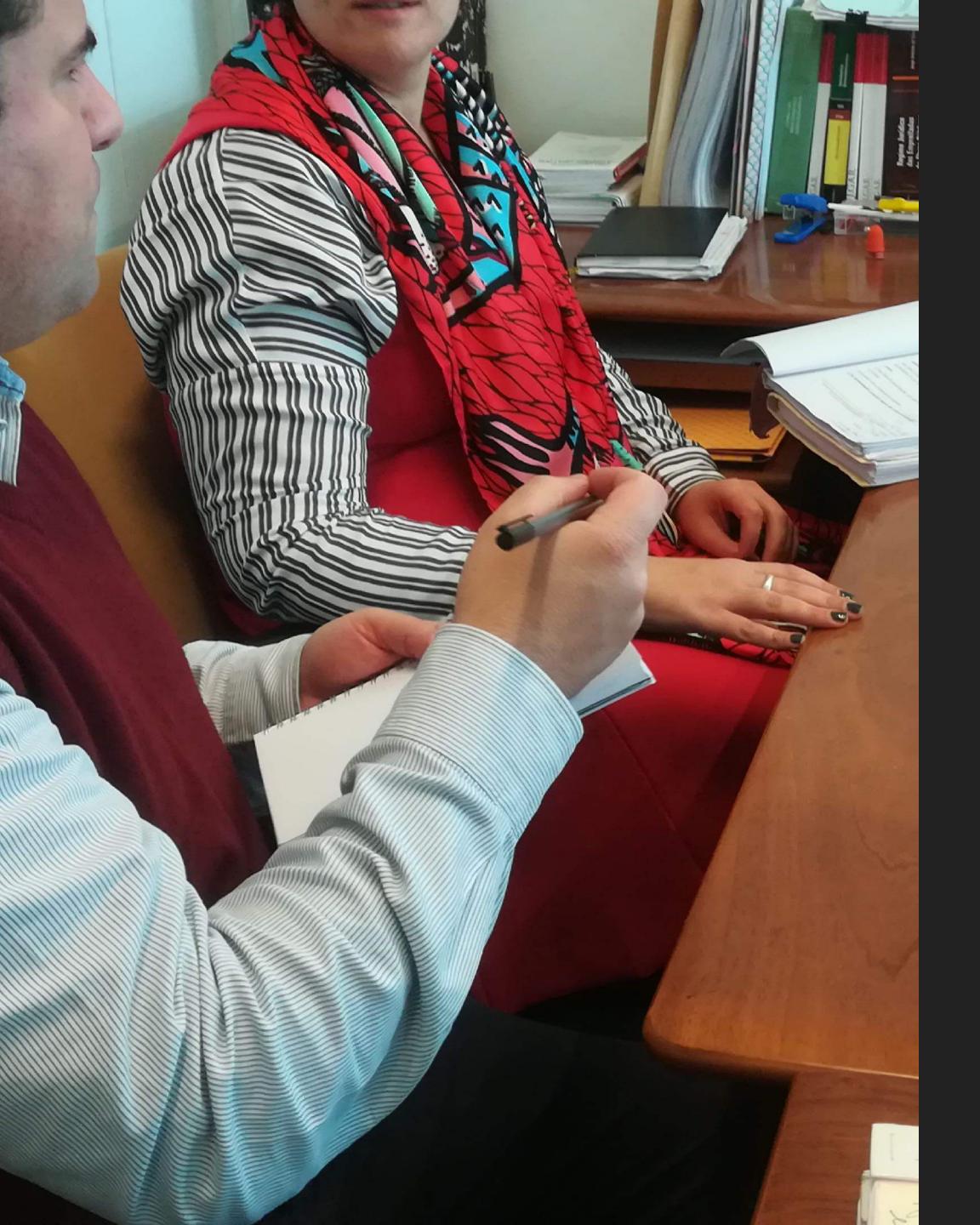
THE PROCESS





THE PROCESS





PHASEI

DISCOVER



TO OBSERVE AND INTERVIEW THE USERS IN THEIR REAL CONTEXT, TO LEARN HOW PEOPLE WORK AND HOW OUR SYSTEMS SUPPORT THEIR WORK.

Research Focus



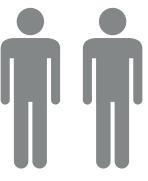
USER RESEARCH

16 JUDGES

MITTINITION

MITTINI

2 RESEARCHERS







GATHER INSIGHTS

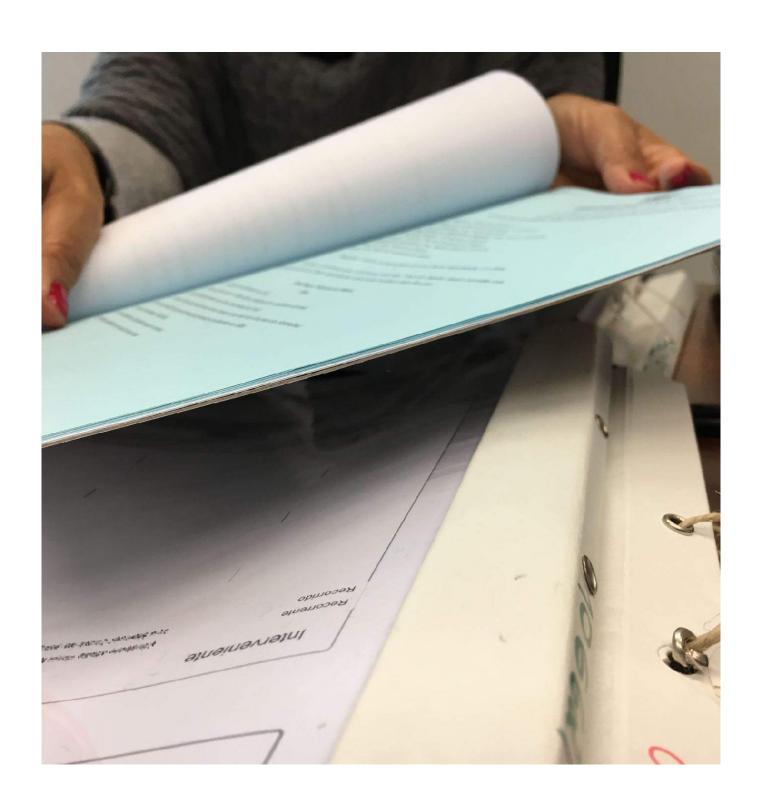
- Tasks and processes
- Behaviours
- Tools and artefacts
- Communication
- Culture, values and regulations
- Goals and Challenges





THE UNKNOWN UNKNOWNS

- Case in point: browsing the case file
- Requirement: continuous browsing of case digital files
- Wishlist: mimic the paper browsing experience on the digital medium
- Observation: browsing is not continuous, bookmarks used to mark and jump between the relevant documents at the time
- Insight: need to support fast identification, bookmarking and switching between documents





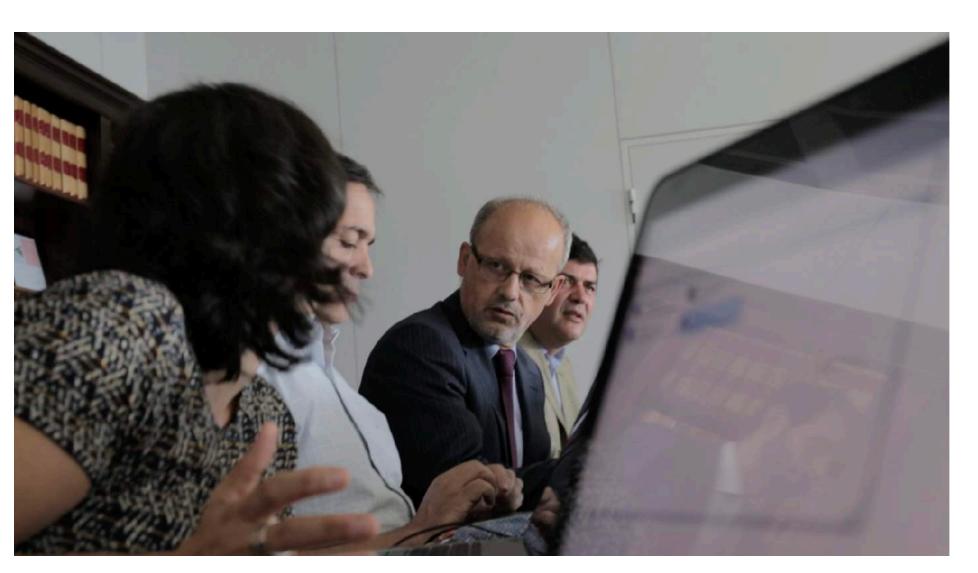
PHASE II



WORKGROUP SESSIONS

- Members of the Councils
- Representatives of the Ministry of Justice
- High Court judges
- Lower Court judges
- IGFEJ: information systems of the Justice
- UX experts

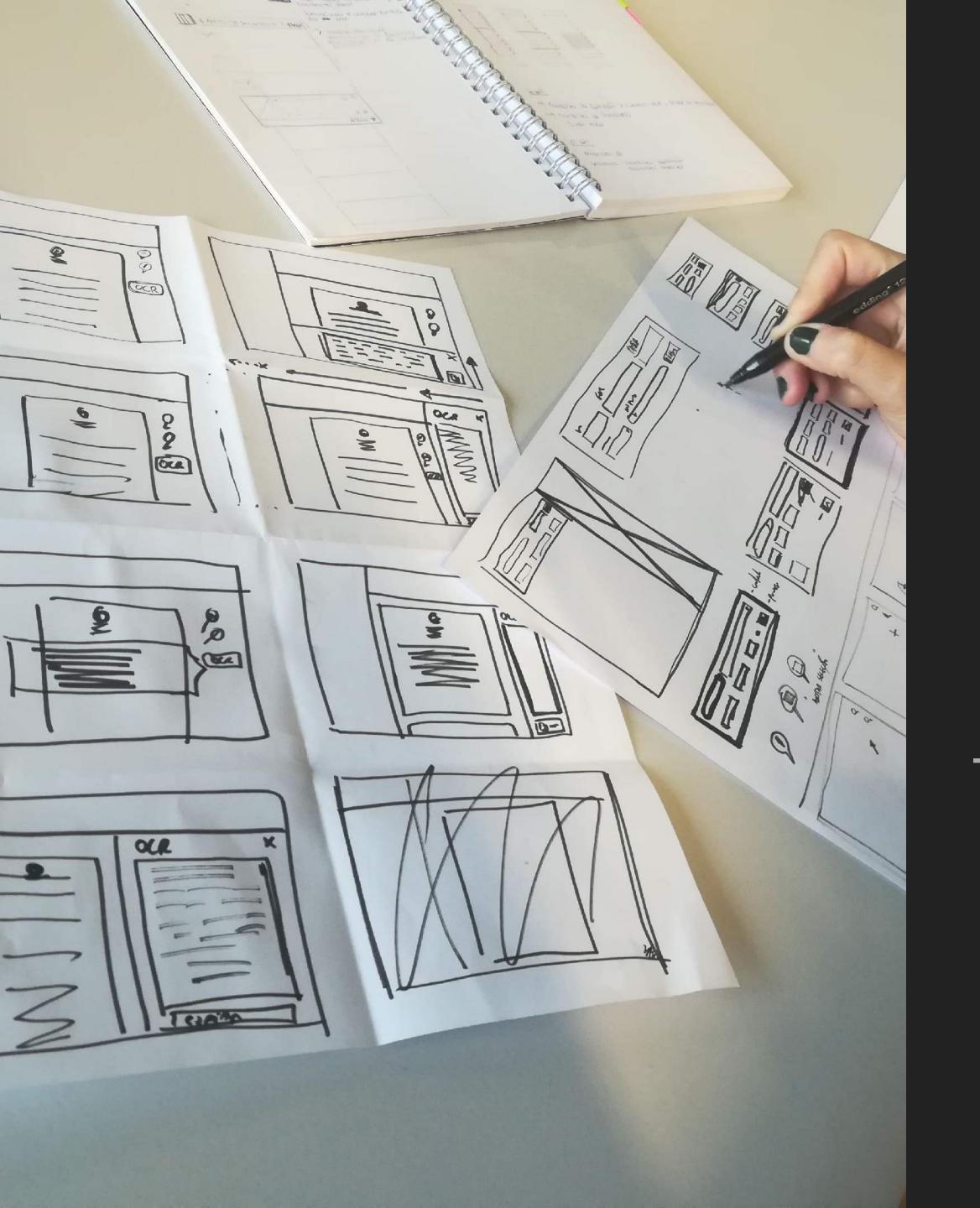






WORKGROUP SESSIONS

- Interpret the research
- Practice perspective
- Cultural and political perspective
- Technical perspective
- User perspective
- Decide and prioritise
- Shared understanding and vision



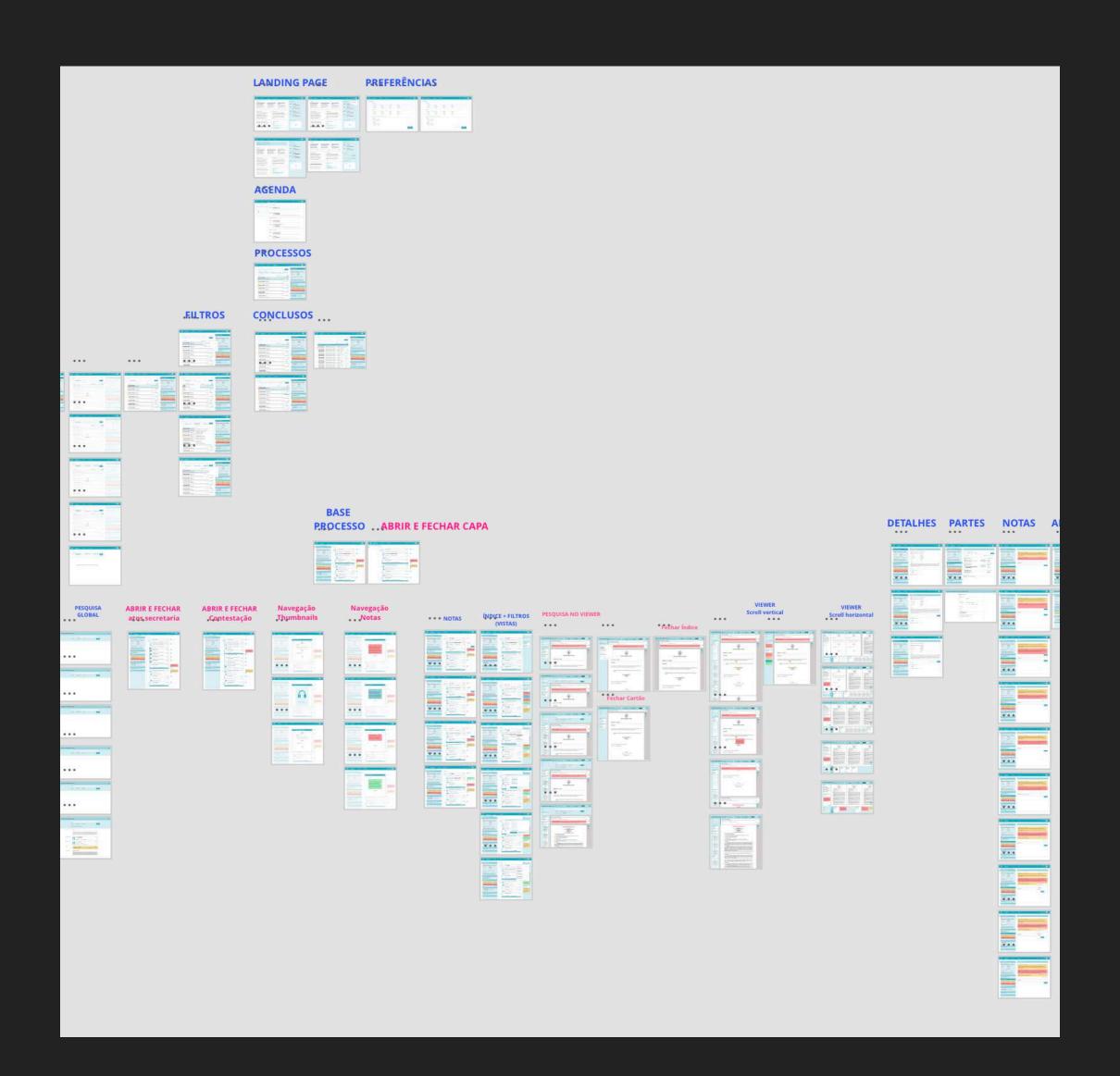
PHASE III

DESIGN EXPLORATIONS



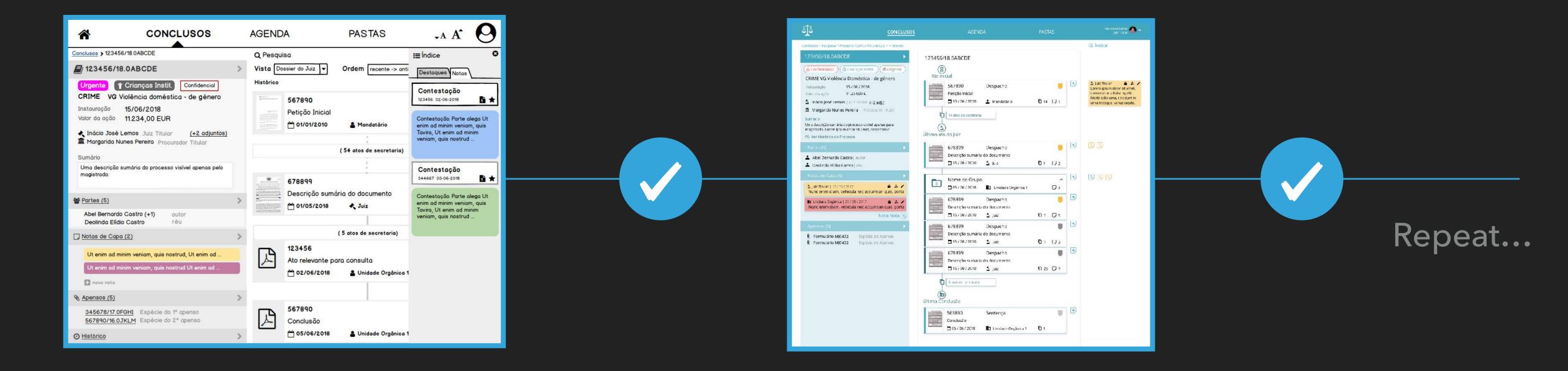
EXPLORATORY AND ITERATIVE

- Wireframing and UI prototyping
- > 20+ versions before initial release
- 2 months of intensive design and validation
- Workflows, UI patterns, Data & Contents
- Anticipate Challenges and Opportunities





ITERATIVE



V1

Validate with Workgroup
Test with Users

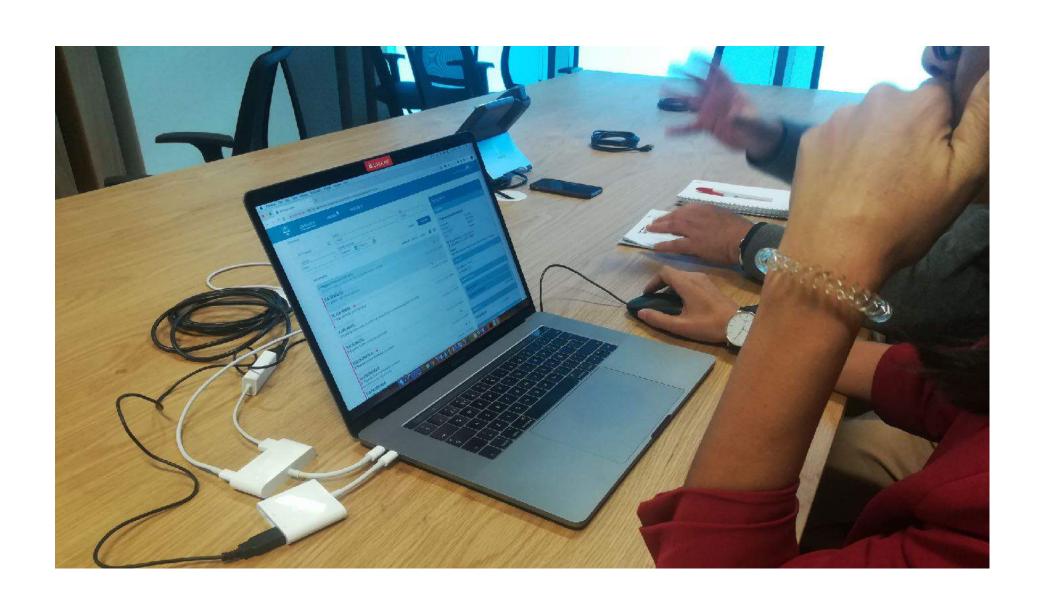
V2

Validate with Workgroup
Test with Users



USABILITY TESTING

- Workgroup members
- Judges that participated in Research
- Training sessions
- Pilot courts



ANEW INTERFACE (VIDEO)



SUCCESS FACTORS AKA A RECIPE FOR GREAT USER EXPERIENCE

- Establish a clear scope and success criteria
- Assemble a workgroup of representative and diverse stakeholders
- Hire a UX expert: look for the scientist types first
- Provide access to real users
- Collaborate on insights and a shared vision
- Iterate, validate and test designs relentlessly
- Assemble a team of talented developers that deliver the vision



THE CRITICAL SUCCESS FACTOR

Partnerships



THANK YOU



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