

Task Manager

Track your activities and
improve your work process.

Case Study - Extended Version



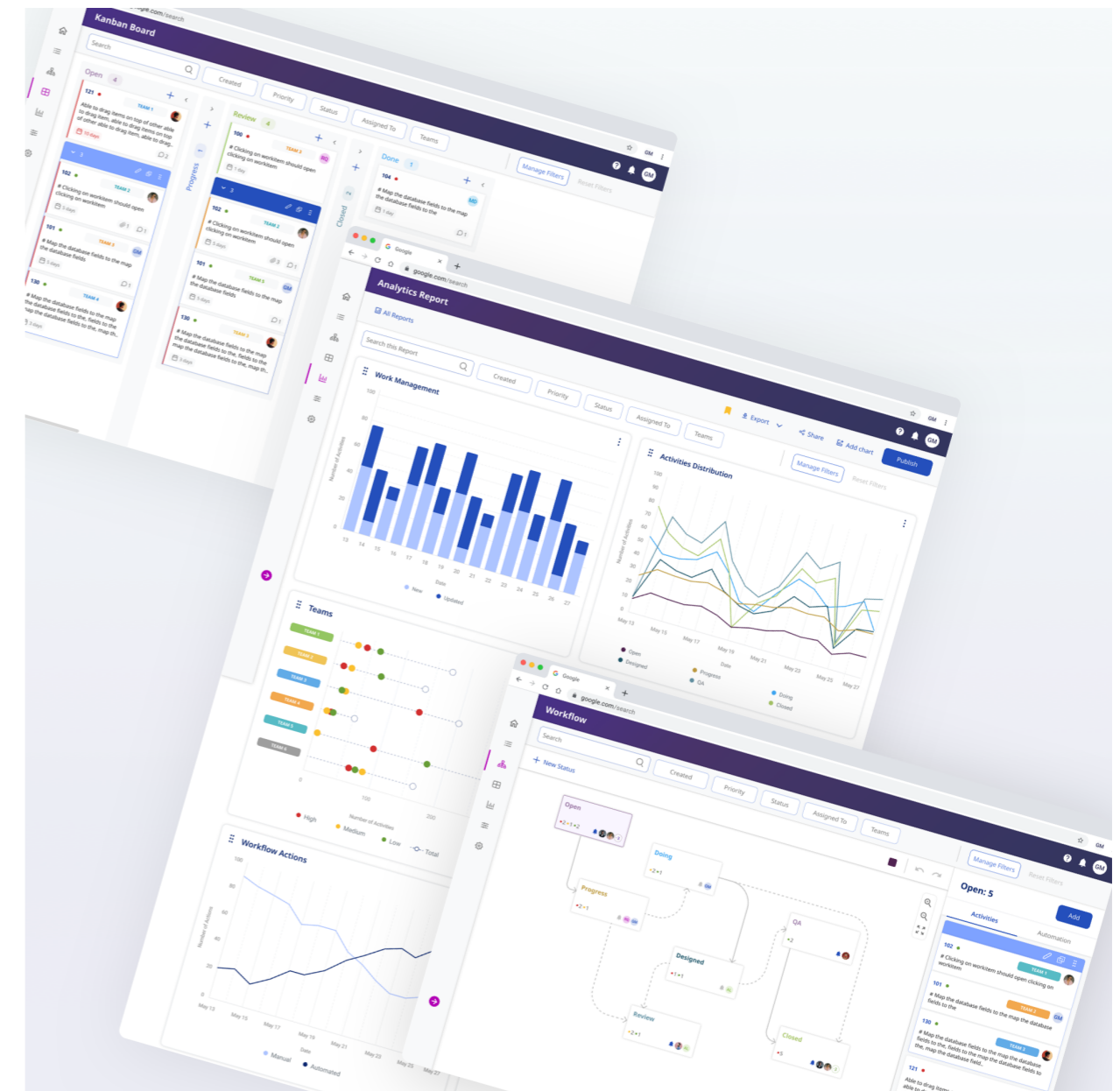
Project Overview

The product

Our Task Manager is a tool created to automate and improve your agile work processes. It will help your company to have better communication within teams because you will be able to create processes for different departments, track your activities, and automate them through rules management and AI. All of this will help you reduce planning time, allowing you to focus your efforts on other areas like innovation.

Project Duration

5 months



Project Overview

The problem

More and more companies are working with agile methodologies due to their need to adapt to the challenges of the world and transform themselves digitally. A digital transformation must be based on a strong automation process.

Before the pandemic, agile methodologies were important, but now they have become essential. Companies seek to be more competitive, improve their productivity as well as plan in an agile way and make decisions more quickly to be able to deal with uncertainty and constant changes.

The goal

Design a solution that allows organizations to:

- Work collaboratively
- Automate complex workflows in a company
- Have a total visualization of the activities and processes that happen within a company
- Track activities
- Make better decisions that improve the work process of a company
- Reduce manual interventions
- Increase productivity
- Better communication between departments

Project Overview

Our Role

Our expert team faced this problem using a Human - Centered Design approach. We started by doing a workshop with stakeholders to understand the business needs. Then we began the discovery phase to understand the target, goal and people needs. Next, we spent time reviewing the current system in order to totally redesign it and build new functionalities. Once we had a clear understanding of the existing system and needs, we began creating user journeys, wireframes, a design system and high-fidelity mockups. All these designs were simultaneously validated to confirm that they met the business and people needs.

Responsibilities

- Research to understand the requirements, business objectives and user needs
- Organize design tasks and priorities taking into account business objectives and user needs
- Wireframes
- High fidelity design
- Prototyping
- Validation with client
- Hand off with developers
- Participation in demos to review progress and resolve doubts

Understanding the User

- User Research
- Personas
- User Journey Maps

User Research

Summary

In the initial workshop we used tools that helped us to map the stakeholders, both direct and indirect, define the new features for the application, and understand more about the product through a brand personality tool.

We also established the Mission Statement, Value Propositions, Business Goals and scope for the project. Finally, we identified our target and main competitors, both direct and indirect. Then we used tools such as Journey Maps to help us to visualize what the user was doing in each of the current screens of the system. In this way we were able to identify the feelings and opportunities to improve in the redesign.

We also mapped the information architecture, which helped us to understand how the navigation was currently organized so we could identify what we needed to improve. Once we had a clear understanding of the existing system and needs, we began creating user journeys, wireframes, a design system and high-fidelity mockups.

Pain Points

Poor communication

Communication between teams within the company often fails, and this affects productivity causing frustration and stress on employees.

Manual processes

The management of activities and tasks in a project is done manually or through spreadsheets, making it a time-consuming and tedious process prone to errors that affect productivity and results.

Lack of process visualization

The lack of visualization of the processes doesn't allow us to make effective decisions that help us improve since we cannot identify problems and areas of opportunity easily.

Decentralized analytics

The use of external analytics systems and third-party applications made the discovery of insights time consuming and sometimes inaccurate due to the lack of coordination between platforms.

Persona



“

Communication is always the key, but it becomes more complex remotely.

”

Natalia

- 👤 32 years
- 📍 Houston, TX
- 👔 Project Manager

Bio

Natalia is a Project Manager who works in a tech company. She is an organized and responsible person, and most of the day is spent in meetings since she needs to be informed of everything that happens within a project. She currently works remotely and seeks to be in constant communication with her team because she is in charge of carrying out and accomplishing the tasks of the entire project on time.

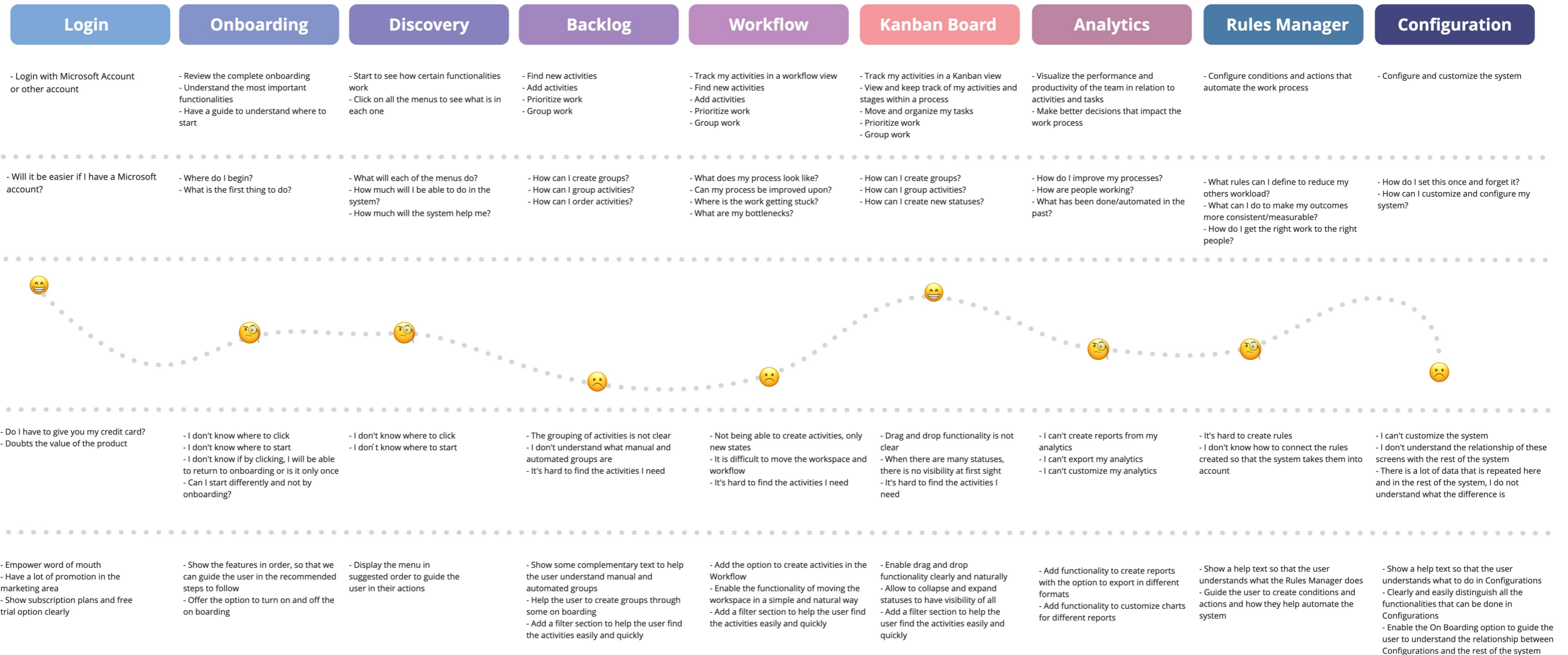
Goals & Motivations

- Have a better communication between teams
- Have full visibility of the activities and processes of a project
- Automate tasks and activities in a company
- Improve work process inside and outside the company
- Organize activities and tasks so they take less time and effort in the future
- Increase productivity

Frustrations

- Organizing activities and tasks manually requires a lot of time and effort
- Communication between teams is difficult, and it becomes more complex remotely
- If we do not have analytics that tell us how we are doing, we cannot make decisions to improve our work process

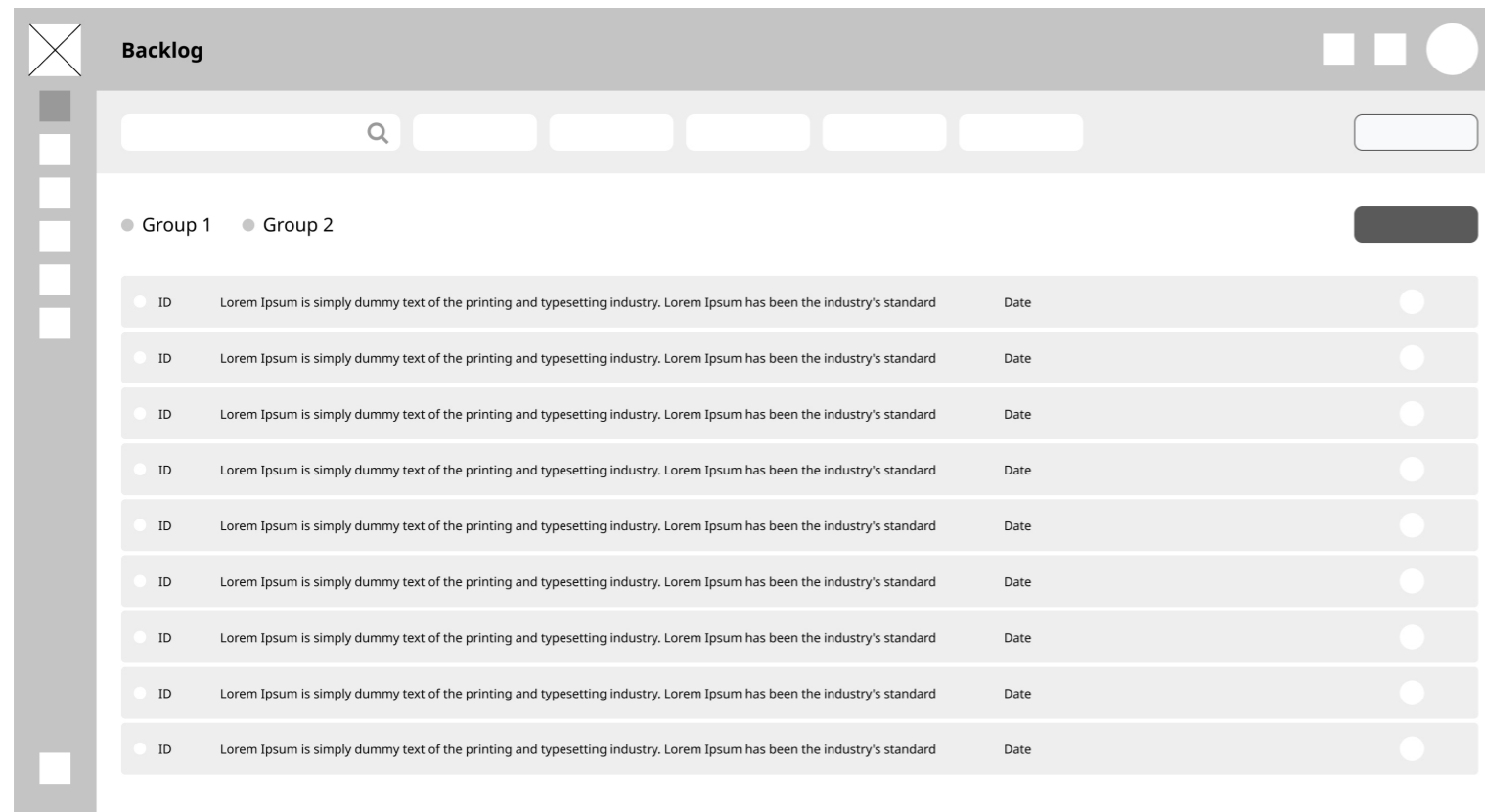
User Journey Map



Starting the Design

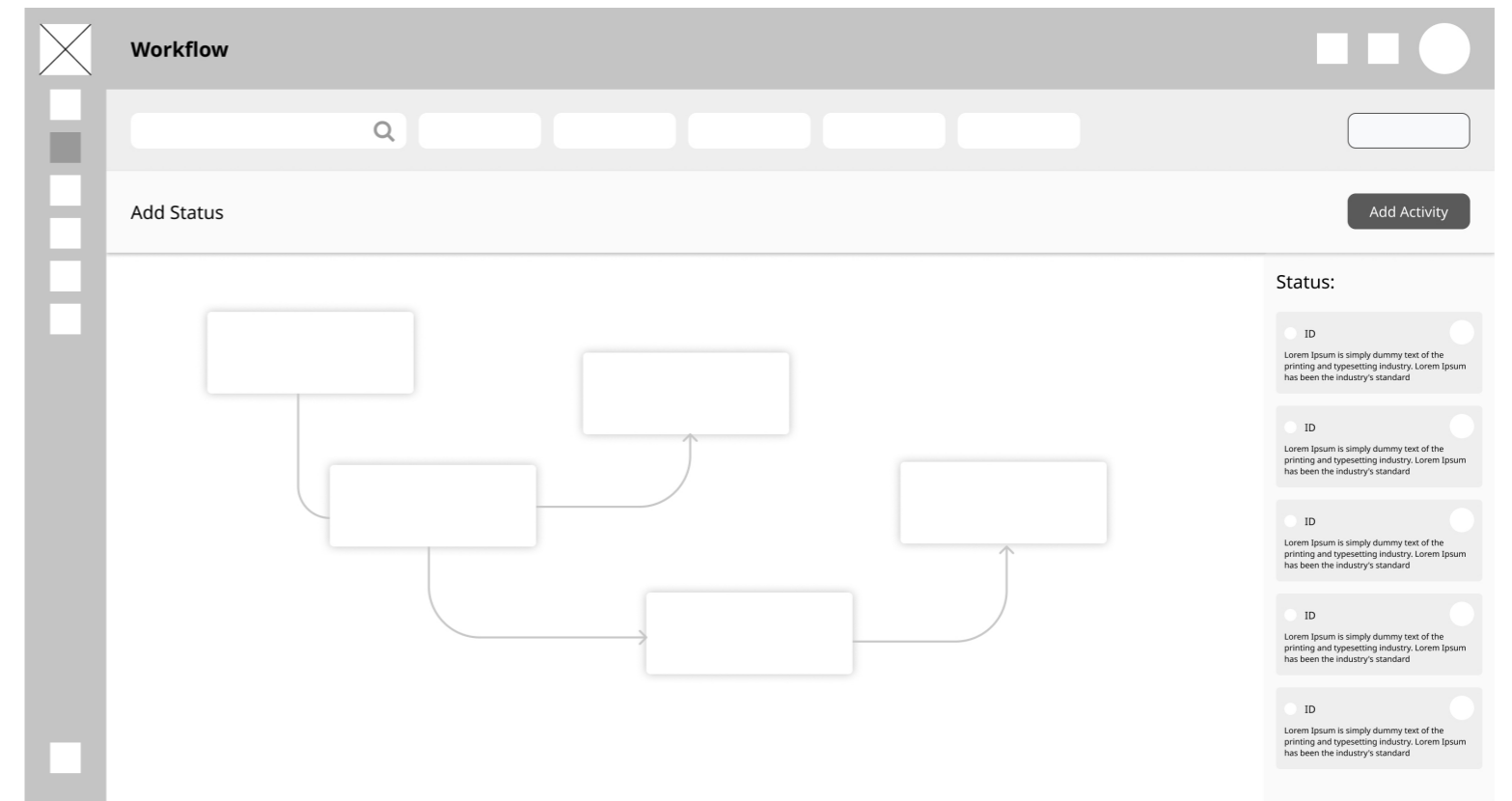
- Digital Wireframes
- Business Rules

Digital Wireframes



Backlog

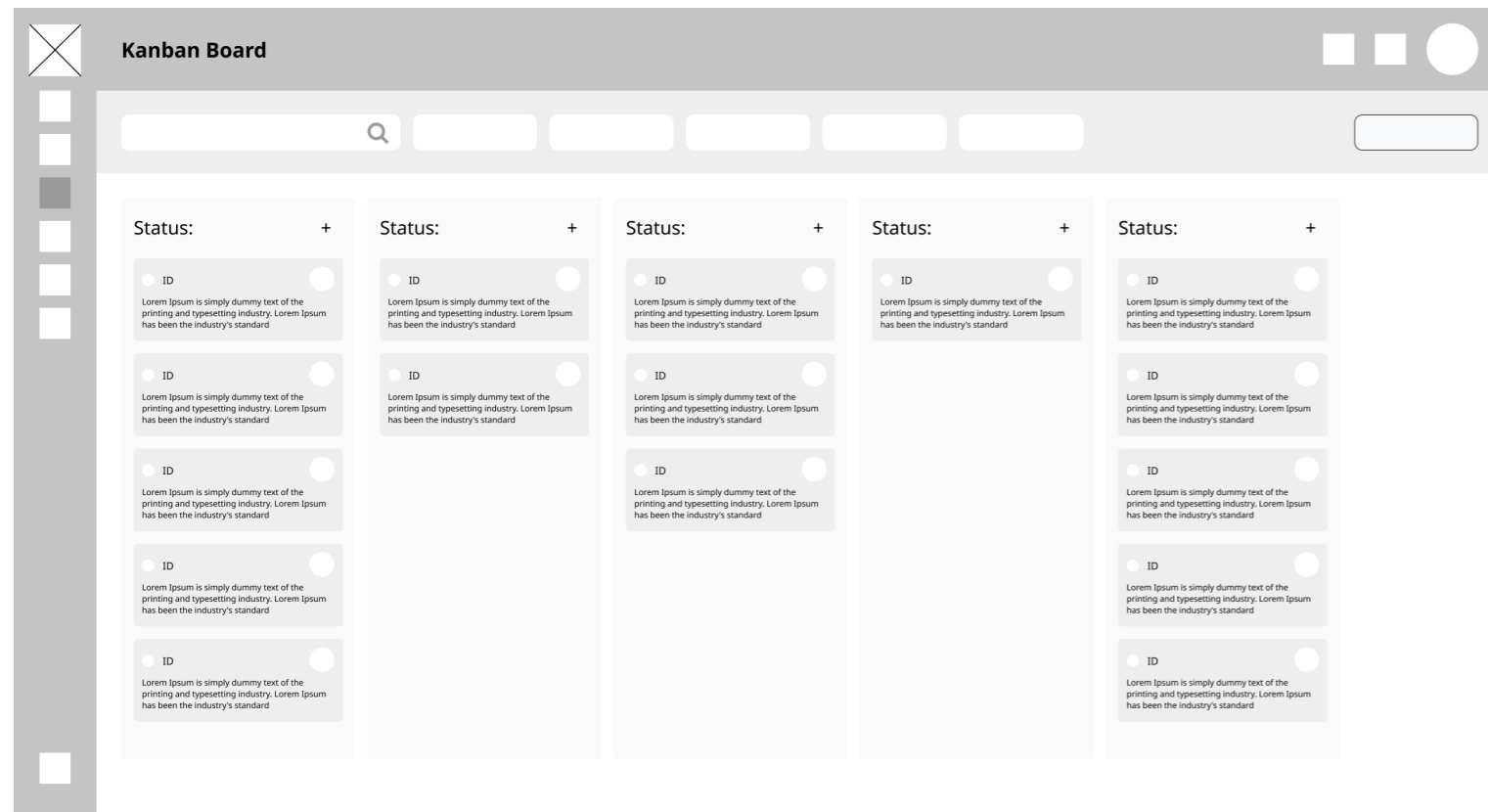
On this screen you will be able to view all the activities in a list.



Workflow

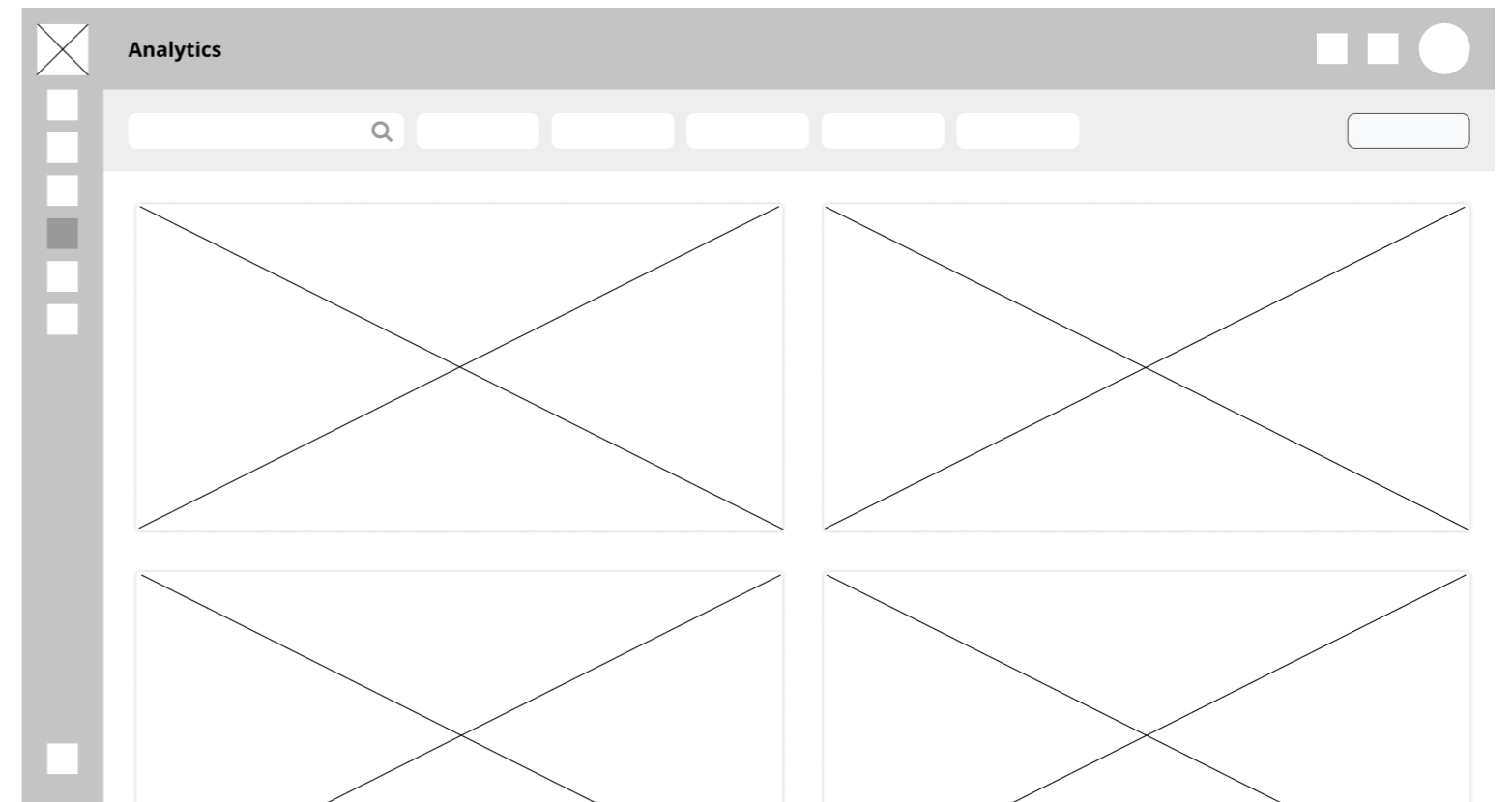
On this screen you will be able to view all the activities in a workflow.

Digital Wireframes



Kanban Board

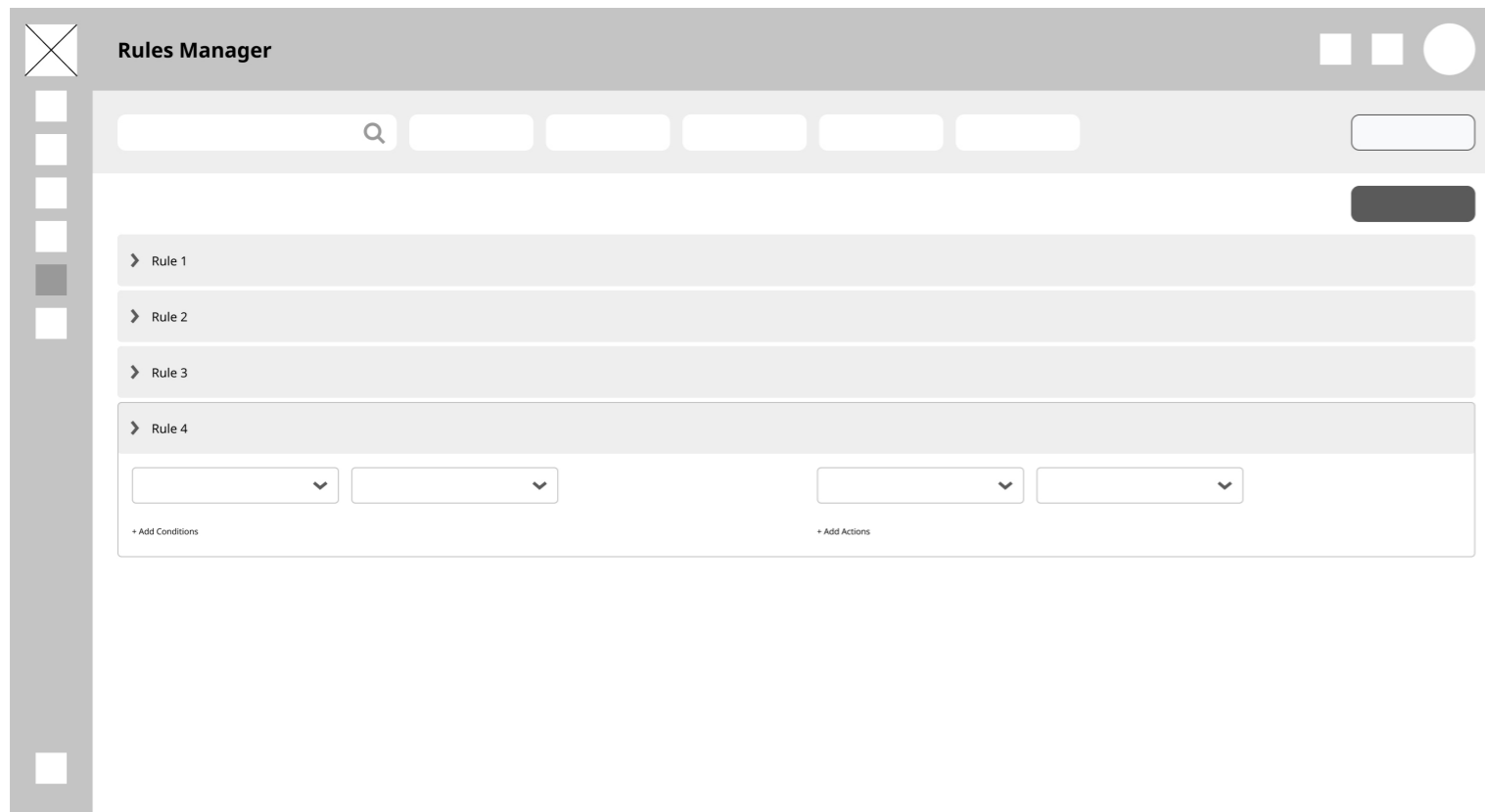
On this screen you will be able to view all the activities in a Kanban view.



Analytics

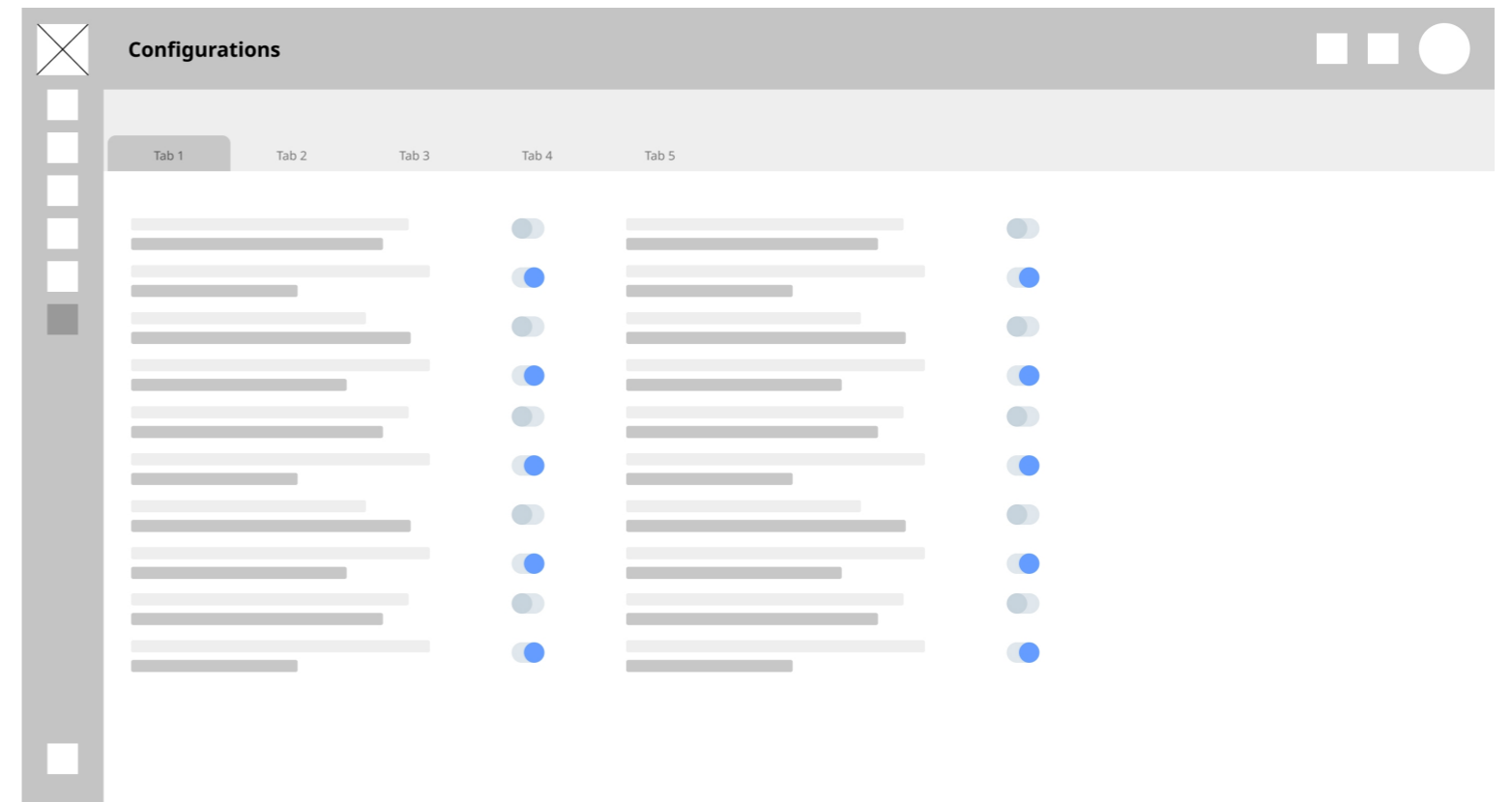
On this screen you will be able to view everything you need for data analysis.

Digital Wireframes



Rules Manager

On this screen you will be able to create and manage rules to automate activities.



Configurations

In this screen you can configure everything related to the system.

Business Rules

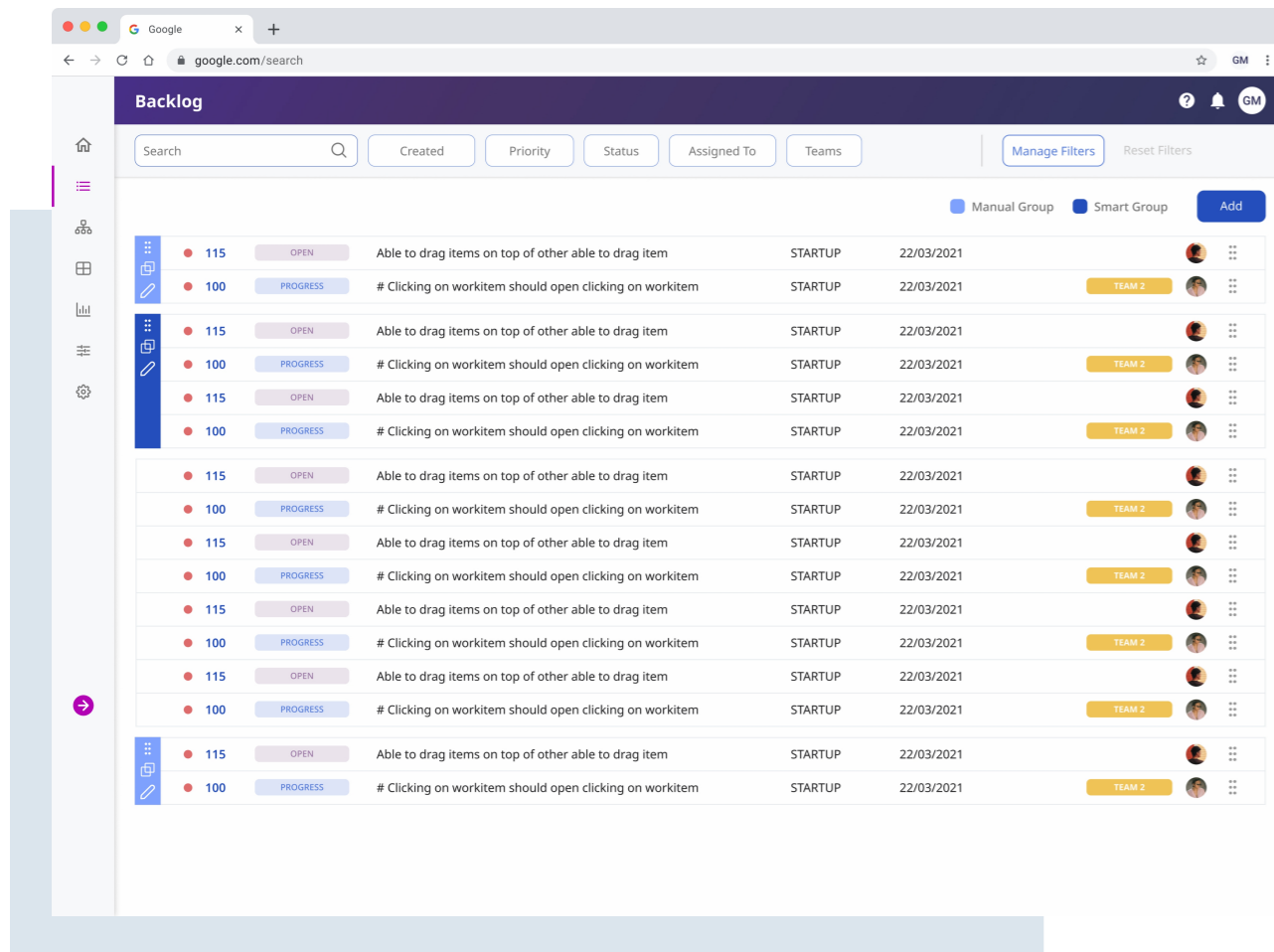
Key Requirements

- Web Version
- A single solution for users and administrators
- Pre-established library
- Support agile business processes
- Data driven for rapid configuration
- Data analytics and customizable reporting
- Fully configurable workflows
- Integrated machine learning for work assignment and prioritization
- Rules based automations

Refining the Design

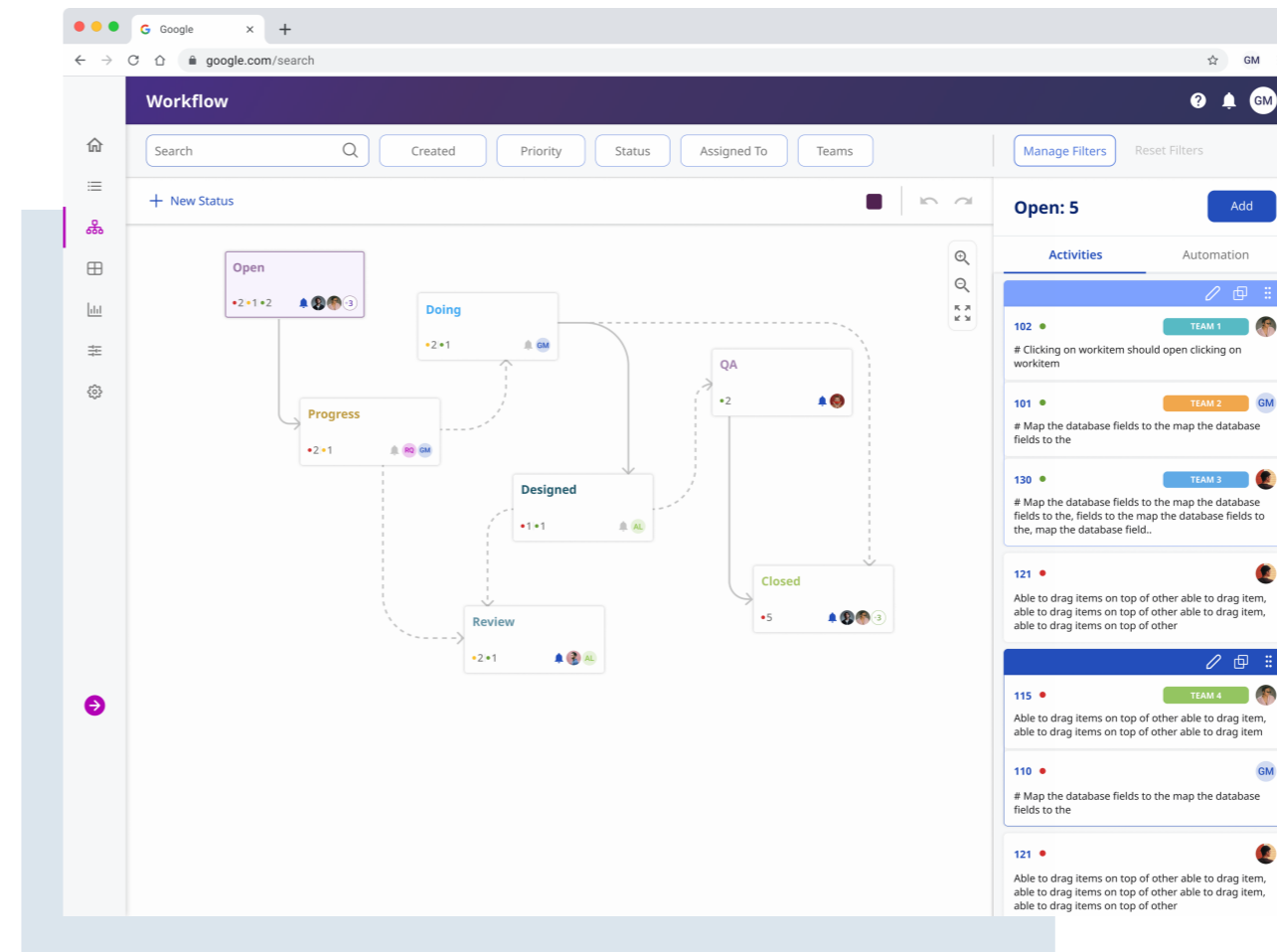
- Mockups
- High - Fidelity Prototype
- Accessibility

Mockups



Backlog

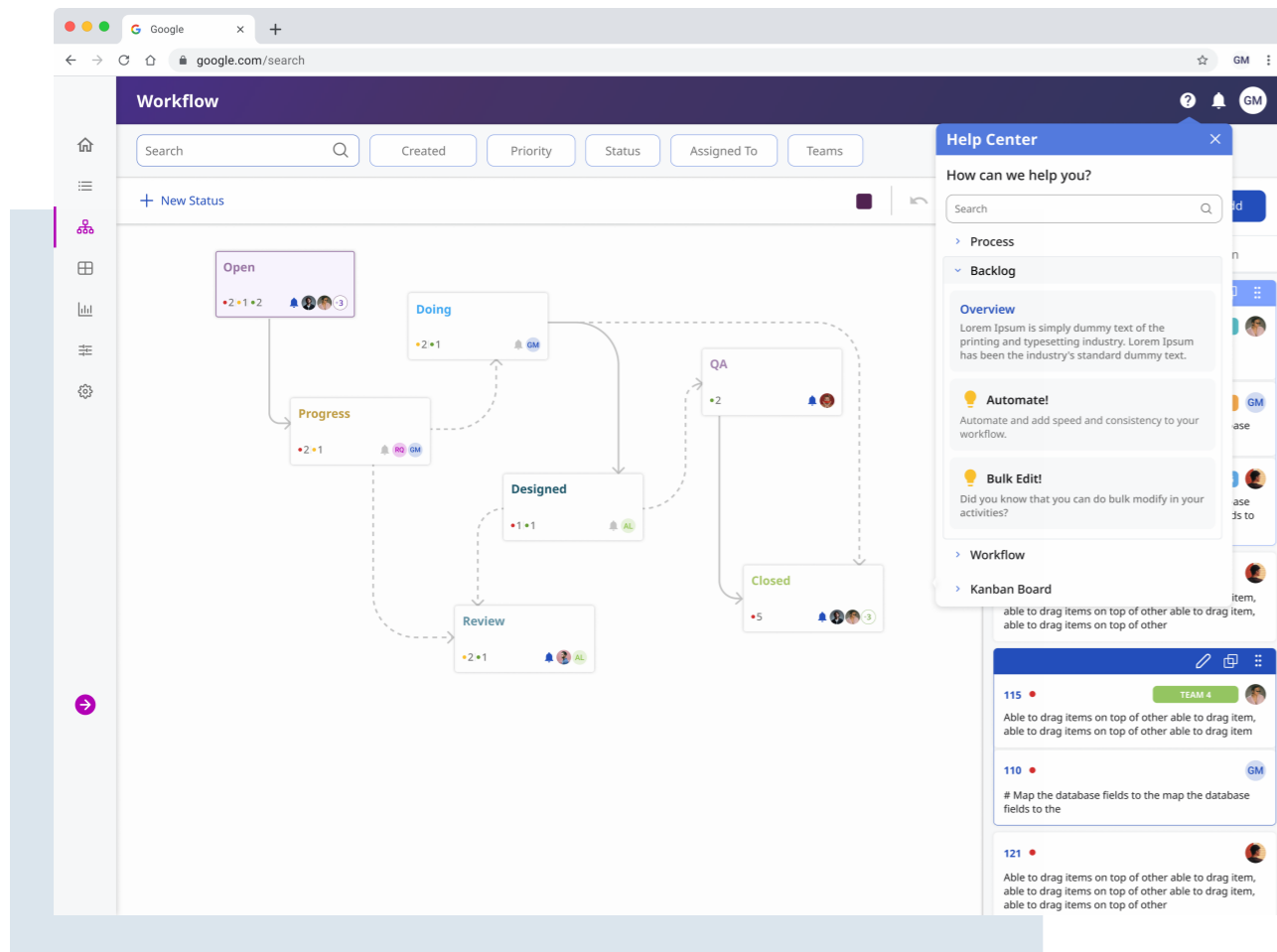
On this screen you will be able to view all the activities, their information and their processes in a list. You can edit, move, group, filter, delete and/or add new activities.



Workflow

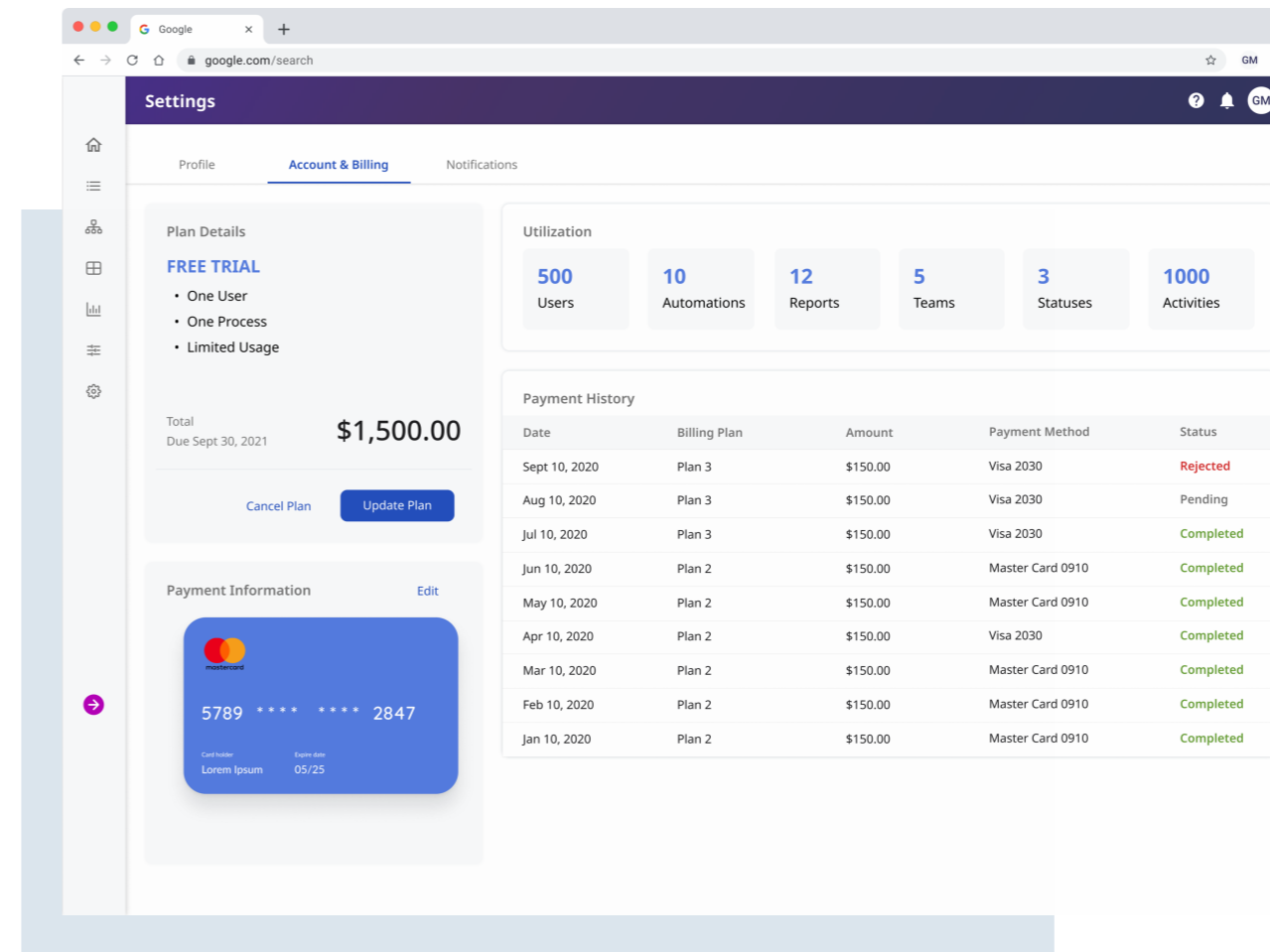
On this screen you will be able to view all the activities, their information and their processes in a workflow. You will be able to edit, move, group, filter, delete and / or add new activities, as well as create new statuses, customize them and even edit and move your workflow.

Mockups



Help Center

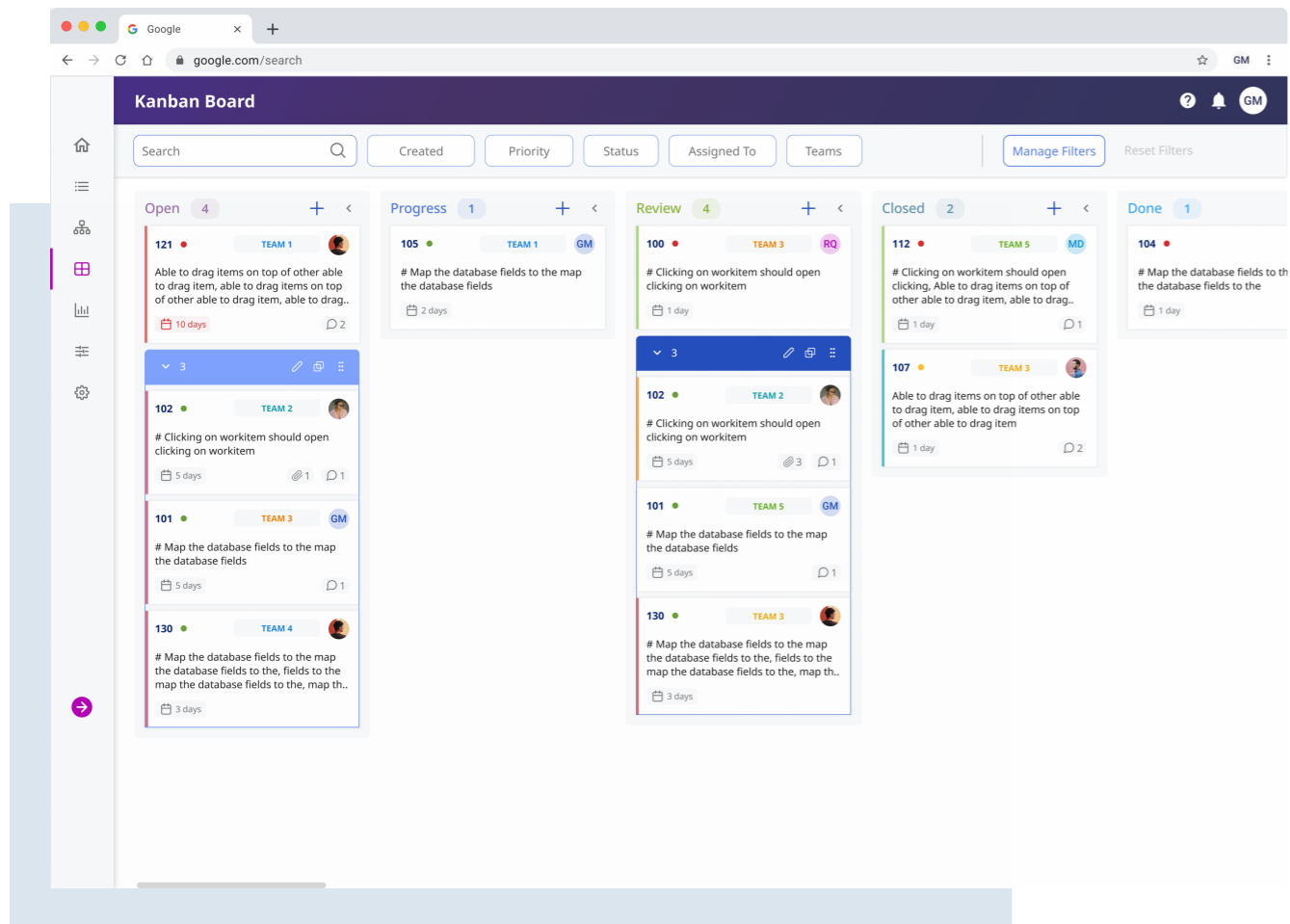
The user may access a Help Center at any time, as well as receive tips and recommendations to improve their experience for each screen.



Settings

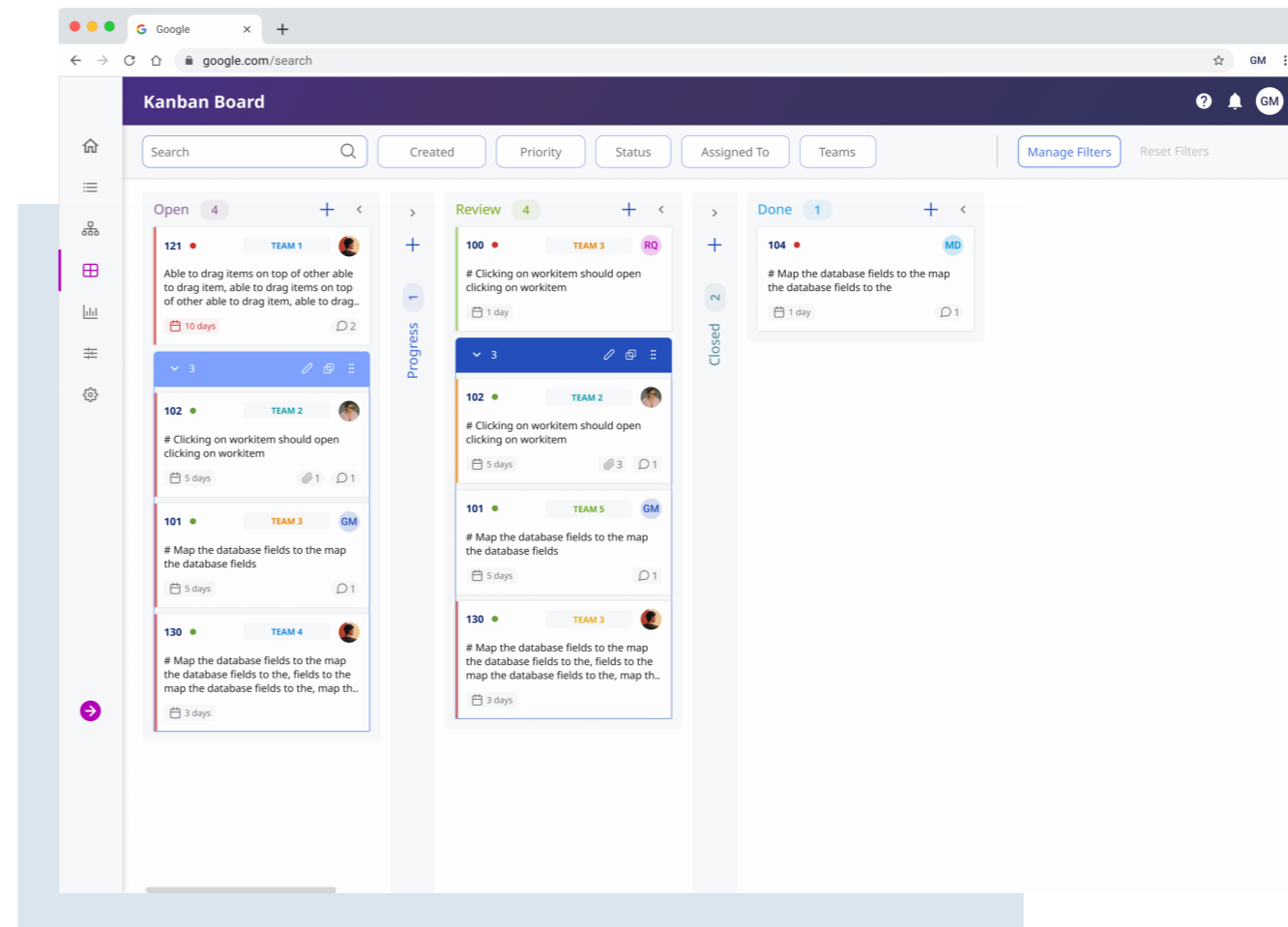
On this screen you can manage everything related to your profile, account, billing and notifications.

Mockups



Kanban Board

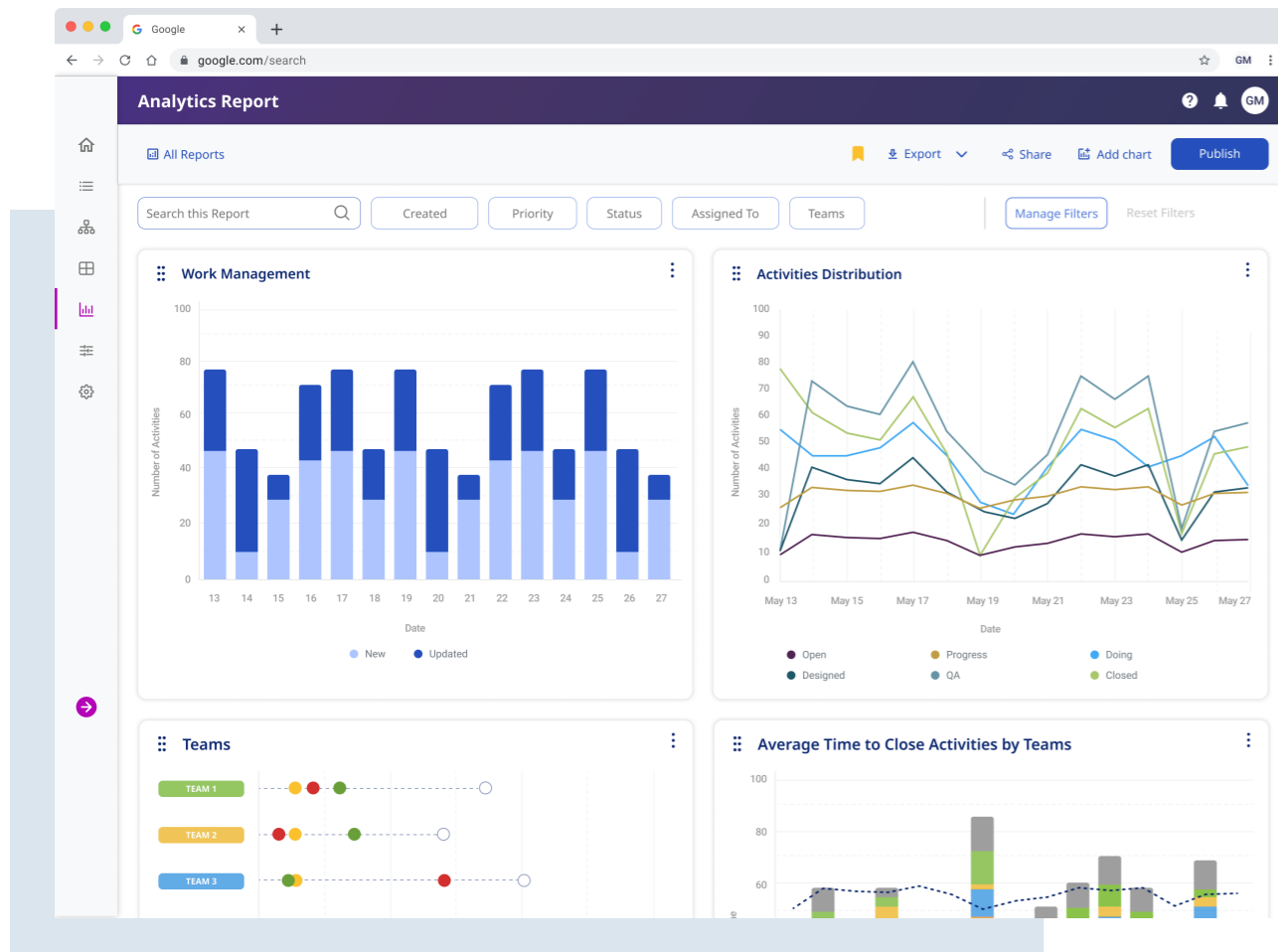
On this screen you will be able to view all the activities, their information and their processes in a Kanban Board. You can edit, move, group, filter, delete and/or add new activities.



Kanban Board

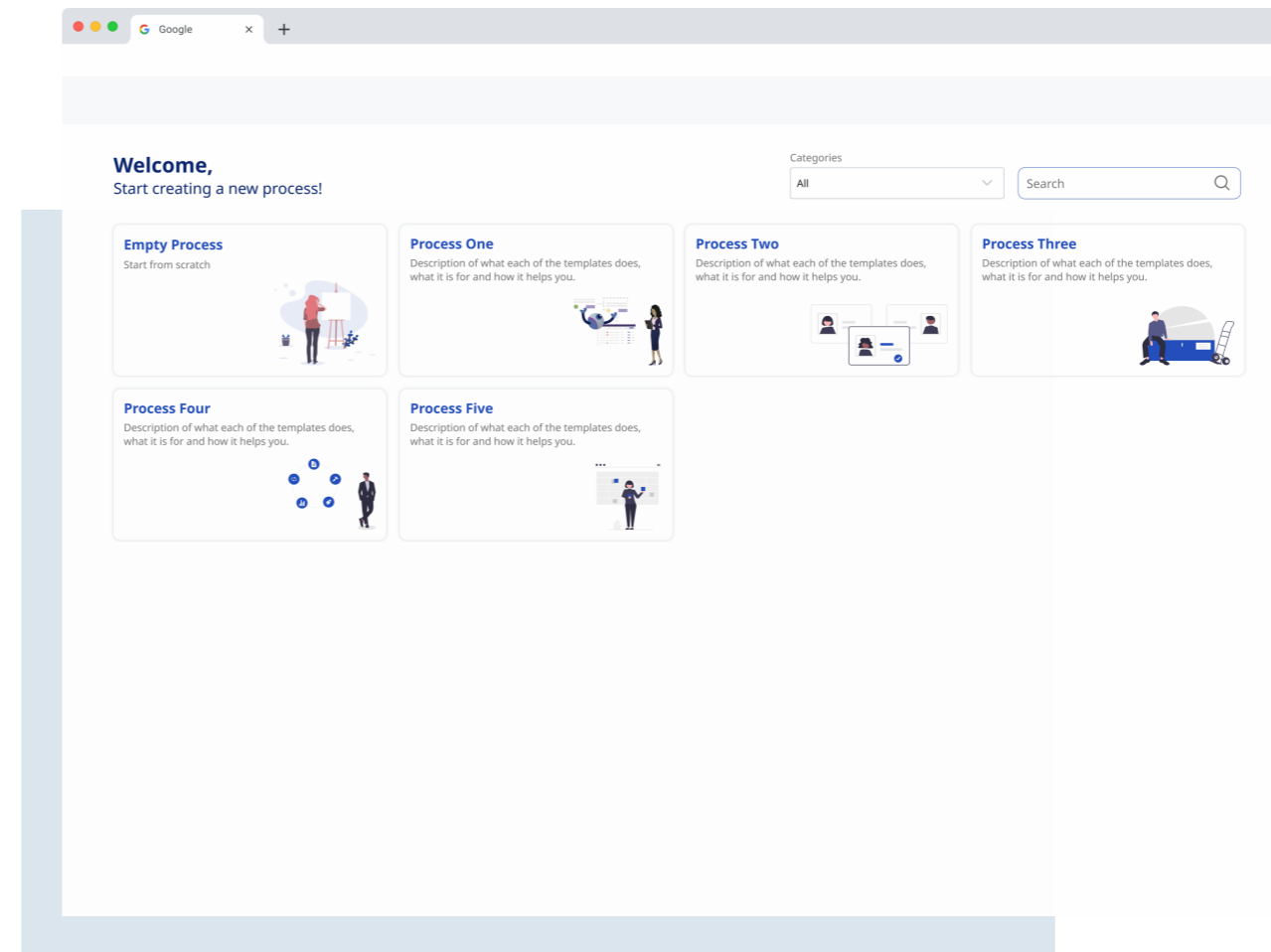
You can also collapse statuses for a better visualization of your process.

Mockups



Analytics

On this screen you will be able to view everything you need for data analysis and building reports. You will be able to create, customize, export, share, and publish them, as well as filter what you want to see.



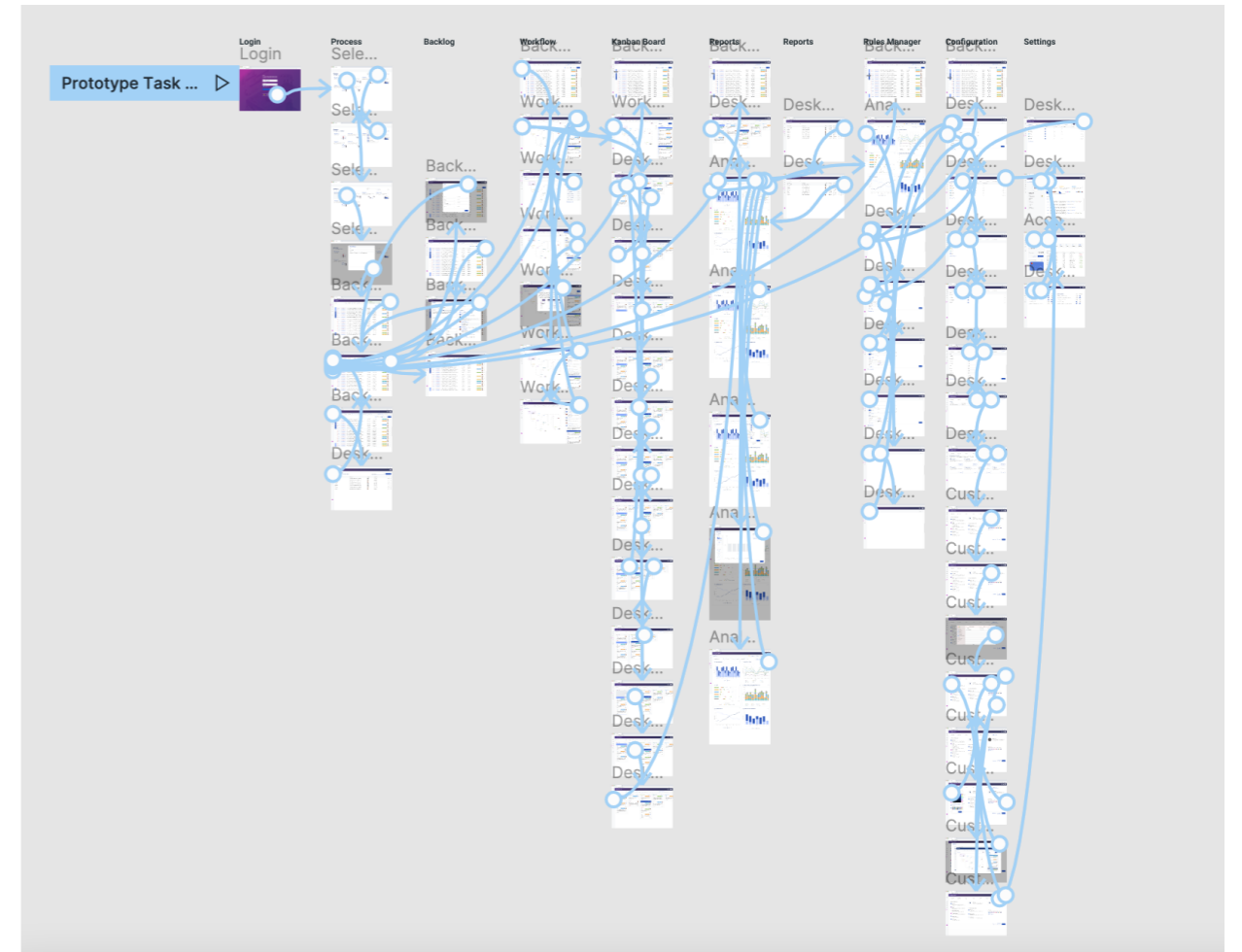
Process

On this screen you can view the processes created so far, as well as create new processes for the different teams and departments in your company.

High - Fidelity Prototype

Prototype Link

<https://www.figma.com/proto/CYWk5ReKL0gzt139fD4P1e/Task-Manager-Prototype?page-id=0%3A1&node-id=2%3A73&starting-point-node-id=2%3A73&scaling=min-zoom>



Design System

DS Link

<https://www.figma.com/file/ekzZAii64h60MoRiVsMCcV/Task-Manager-DS?node-id=1%3A75>



Accessibility

Accessibility considerations in current features

- Apart from colors, many icons and labels are used to guide the user in each action
- The system is designed to be customizable according to the colors selected by the user
- The font used is legible and of different sizes, but it is not smaller than recommended
- Components are large enough to be clickable
- Screens are designed with component consistency to help the user establish patterns of interaction and functionality

Going Forward

- Takeaways



Takeaways

Learnings

- Spend more time on the research
- The business requirements and needs of the people should be the start of any project!
- Making a Design System from the beginning and iterating facilitates the work and consistency of the project
- Be in constant communication with the devs
- Work as a team
- A prototype is worth a thousand words!
- Validating not only with the client but with users is a must!
- Consider responsive design from the very beginning to avoid unnecessary effort down the line.
- Test the design of a screen in full to validate sizes and spacing before releasing it to development

**Thanks for
tuning in! 🙌**

