



# **Sinimuna UX Design**

UX Design Process Document for McKesson

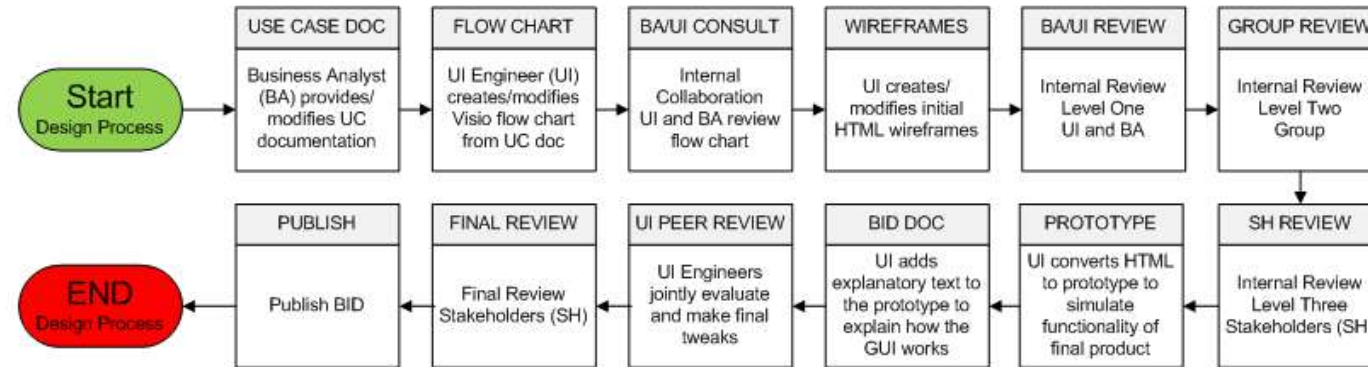
January, 2007

# UI Design – The Process

Nick Zedlar – January 10, 2007: Describes development interaction with all relevant players in the user interface design process.

Input is accepted and changes are made at any point in this process -- even after publishing in exceptional cases.

Rejected items -- be they flow charts, wireframes, prototypes or other documentation -- return to one or more earlier steps for refinement. Significant changes may call for repetition of all intervening steps, including collaboration sessions and incremental reviews.



## Other Key Aspects of This Process:

- 1. No Working In a Vacuum:** Strong collaboration between all roles; Business Analysts and UI Engineers, for example, work side-by-side on use cases up through Group Review, and are available throughout the entire process, as required.
- 2. The "Thousand-Word" Picture:** As a complement to the written analysis in each use case document, BAs provide a sketch of each screen; this doesn't need to be fancy or, in fact, even in electronic form: a pencil-and-paper sketch is quite acceptable.
- 3. A Clear Delineation Between Process Deliverable Types:** Each discrete step in the UI Engineer's contribution serves a particular, specialized purpose; these can be interpreted as Analysis Phase (flow chart), Discovery Phase (wireframes), Production Phase (prototype) and Documentation Phase (BID); this concentrates effort on the step at hand, which streamlines production and accelerates delivery.
- 4. Is Easily Tracked in a Spreadsheet** (it could look something like this):

Use Case No.	Overall UI Status	Use Case Title	UI Designer	Business Analyst	Received by UI	Flow Chart	Wireframe	GRP Review	SH Review	BID	Final Review	Publish
123456880		Manage Roles	Dave Patton	Madhu Kalla	28-Dec-06	30-Dec-06	4-Jan-07	6-Jan-06	9-Jan-06	14-Jan-06	16-Jan-06	18-Jan-06
123456789		Manage Users	Nick Zedlar	Madhu Kalla	12-Jan-07	18-Jan-07	20-Jan-06	21-Jan-06	pending	pending	pending	pending
123457233		Configure Domains	Dave Patton	Madhu Kalla	22-Jan-07	25-Jan-07	started	pending	pending	pending	pending	pending

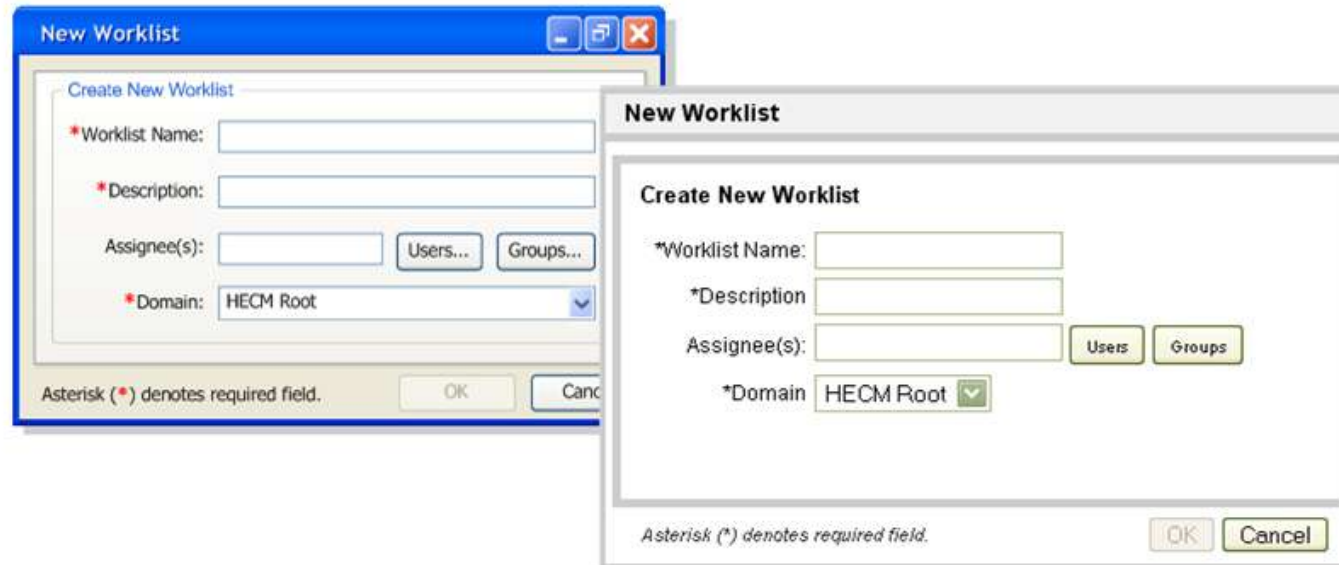
Of course, other items can appear in this spreadsheet, such as estimated vs. actual completion dates, hours worked per UC or phase of a UC, etc.

## UI Design – The Wireframe

Nick Zedlar – January 12, 2007: Shows examples of greatly simplified wireframe templates to streamline and accelerate the process.

The wireframe is a “quick and dirty” layout reference for text, graphics and form elements.

As long as the team is clear on typical behavior and presentation layer convention (as defined in the Style and Standards Guide), the wireframe itself does not need to be fancy. In fact, anything more at this phase tends merely to distract.



### The KISS Principle (Keep It Simple, Stupid) of Wireframing

1. **Fast and Functional:** Use hypertext markup and JavaScript to show click-throughs (simulate real behavior) and to edit content on-the-fly. Even fairly complex functionality can be demonstrated this way.
2. **Resist the Eye Candy Urge:** Keep focused on the task at hand; there's plenty of time for beautifying the interface later.

