

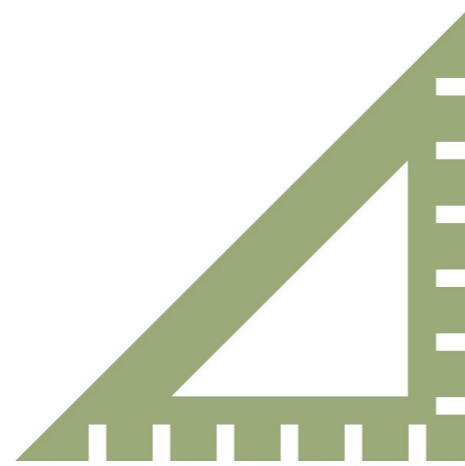
INSIS UX/UI

Kickoff

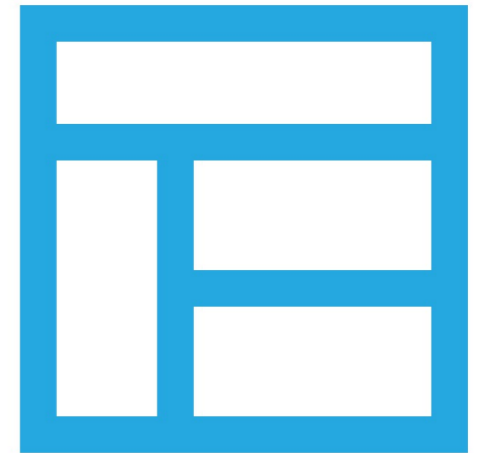


User Research

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Design
Guidelines



Wireframe
Prototype



Interface Research

Design Guidelines

- Re-usable Interaction Design Practices
 - Best practices to be absorbed into the larger UI development framework Examples include: input methods such as gestures and touch, browsing and navigation paradigms, and recommendations for screen sizes and device types.
- Look and Feel
 - Outline the look and feel (e.g. color and branding), and provides design standards for the various components that will be used in the interface
- Timeline: Nov 1st

Wireframe Prototype

- Re-usable Two separate workflows will be developed as wireframes (e.g. entering a claim). These will serve as blueprints for the remaining workflows. UI Effectiveness will be ensured through heuristic reviews.
- Timeline: Dec 15th

Nielsen Heuristics

- Visibility of system status
- Match between system and the real world
- User control and freedom
- Consistency and standards
- Error prevention
- Recognition rather than recall
- Flexibility and efficiency of use
- Aesthetic and minimalist design
- Help users recognize, diagnose, and recover from errors
- Help and documentation

Goals

- Meet Marketing Needs
- Serve as Basis for INSIS Backend
- Reposition Fadata as Market Leader