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UX DESIGNER & RESEARCHER

Case Study Presentation

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2 CASE STUDY 1: ACCOUNT MANAGEMENT

3 CASE STUDY 1.5: GROUP MANAGEMENT

About Me

The Basics

- 20+ years designing things!
- Web Designer → Creative/Design Director → Product Designer
- Anthropologist with a focus on business, design, and social relations

The Fun Stuff

- Music lover - especially going to concerts!
- Animal welfare advocate - volunteer and activist in Detroit's dog rescue network
- Explorer - when is my next trip?
- Avid baker and amateur chef - I love to make food! (and eat it - especially pizza)



CASE STUDY 1

Account Management

My Role:

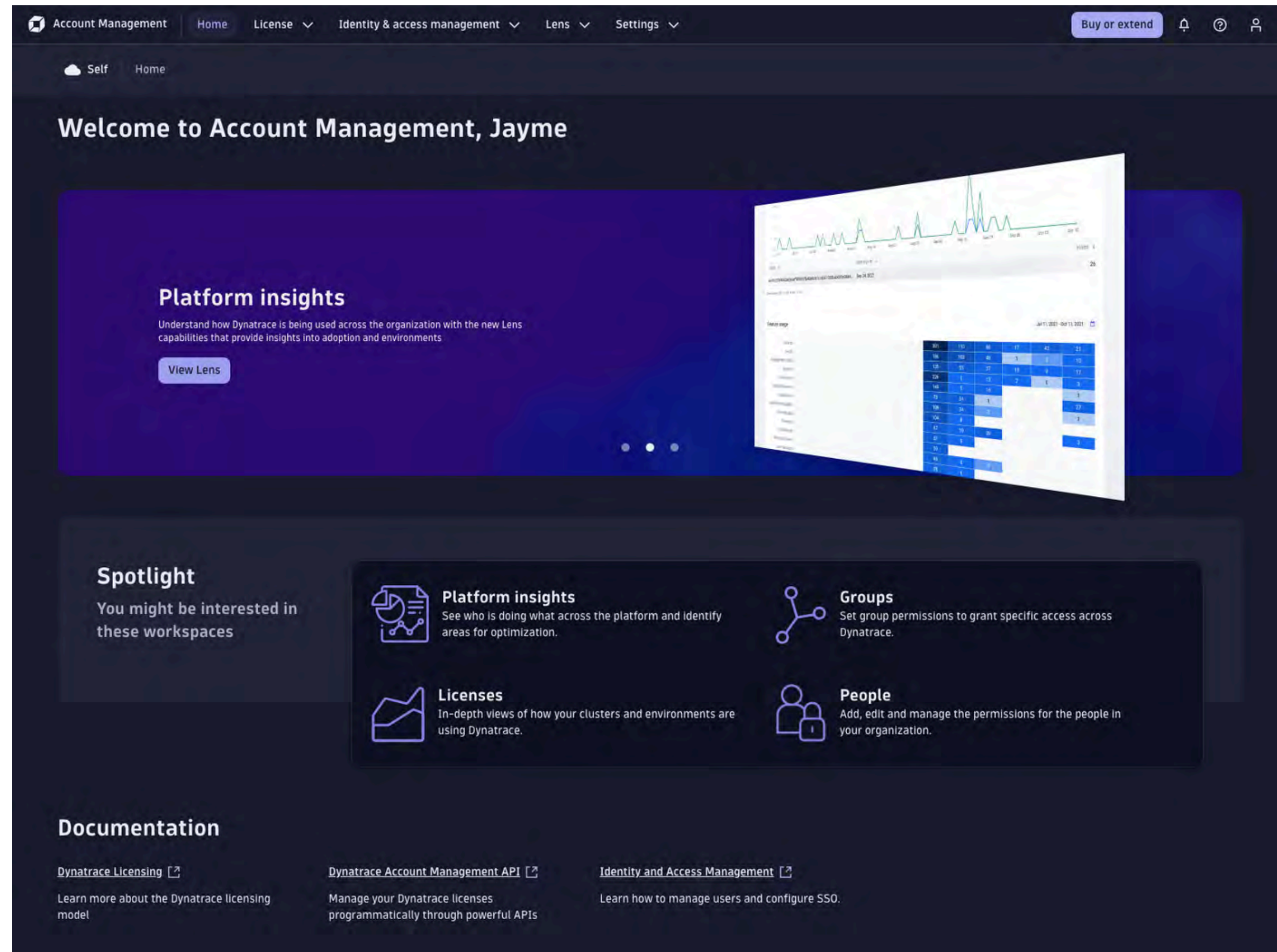
UX Design Lead (also lead for AX Solution)

Responsibilities:

- Qualitative research
- Competitive analysis
- User personas and journeys
- Information architecture
- Wireframes
- High fidelity mockups
- Prototypes

Tools:

- Pencil and paper
- Miro
- Figma
- Jira



THE USERS



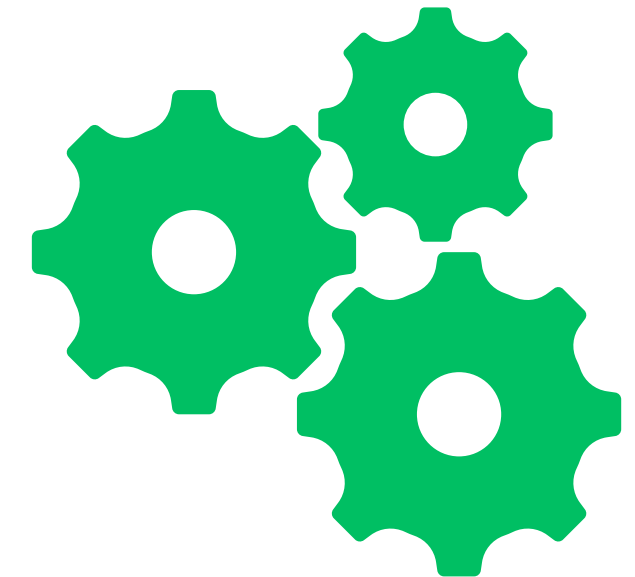
- Finance admins
- Permissions and security admins
- “DT Champion”
- Team admins
- Internal users
 - PMs/Engineers
 - CSMs/PSs
 - Licensing
 - Sales

THE PROBLEM



- Too many different locations for managing and monitoring:
 - licenses and subscriptions
 - users and SSO access
 - platform adoption and environment health.
- Designed by engineers

THE PROJECT



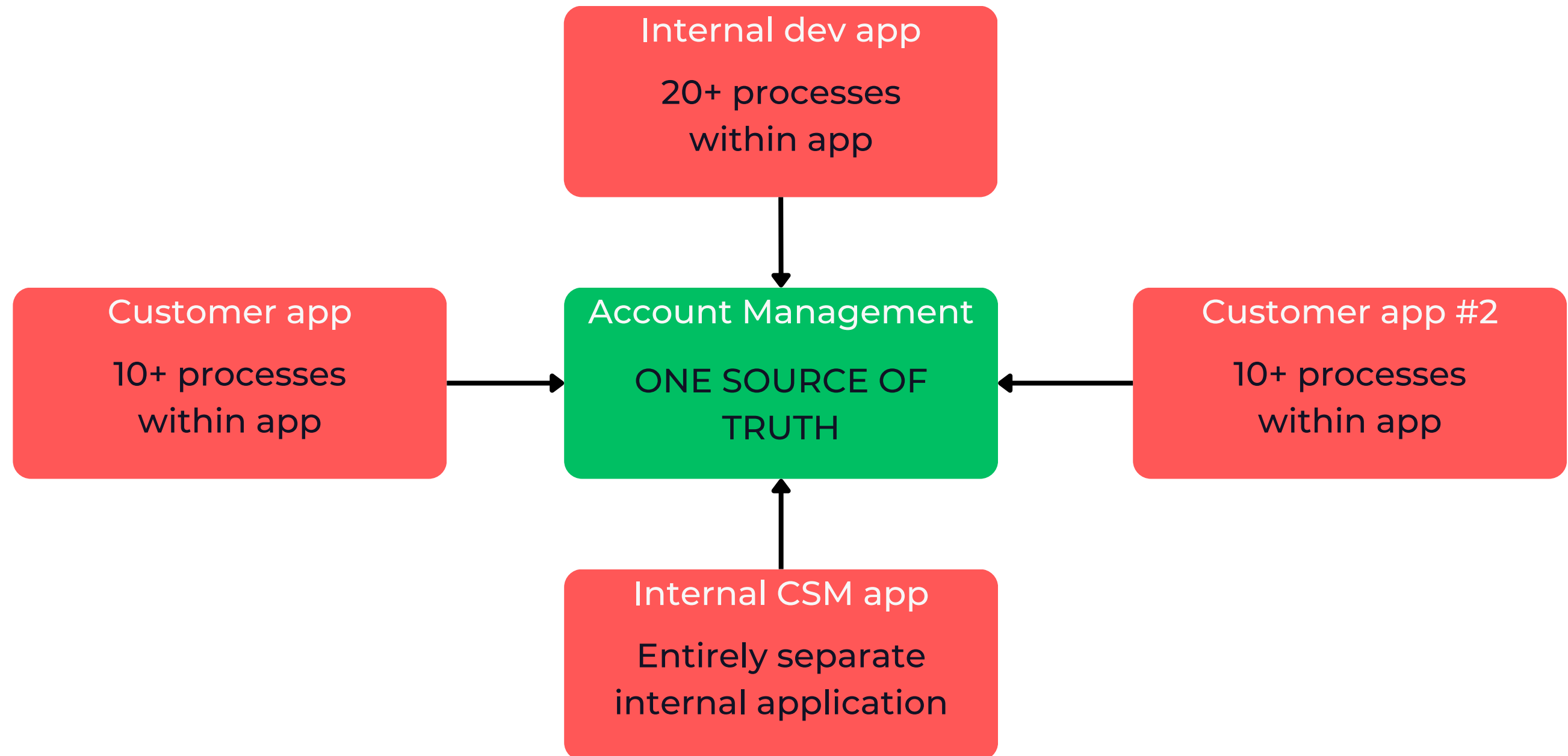
Consolidate these spaces into a singular customer portal

RECOGNIZING AND ACKNOWLEDGING THE PROBLEM

Collaborators:

- Product managers
- Licensing managers
- CSMs
- Product Specialists
- Engineers
- UX Writers
- UX Designers

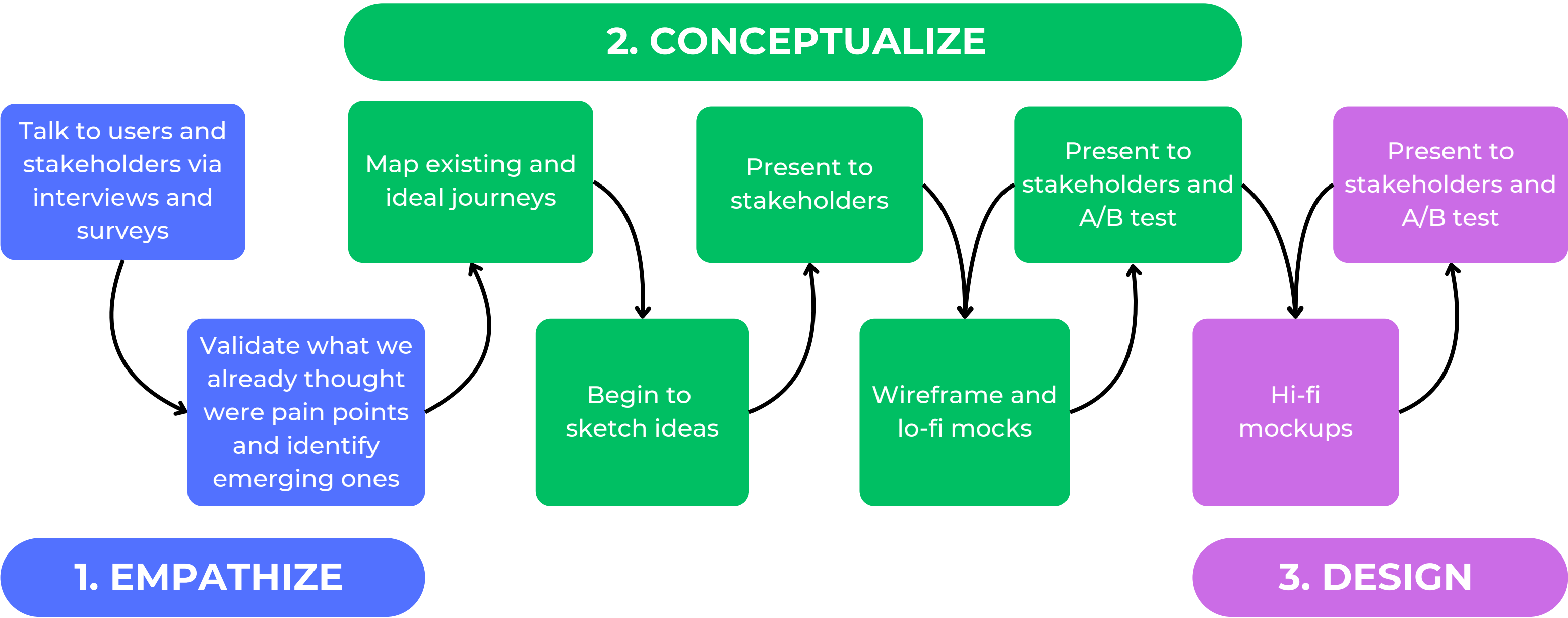
Application Consolidation





THE APPROACH

A rough timeline was created in the roadmap and I began looking at how I would design an MVP.



1. EMPATHIZE

Define expectations and realities around creating a holistic AM portal.

- Understand user wants and needs
- Define frustrations and pain points
- Compare with industry

1. EMPATHIZE

USER INTERVIEWS

- 15 internal IDs
- 5 external IDs
- 1 focus group

Question examples:

Top five places you visit (within multi-apps)?

Why those places?

What is your goal when visiting?

What actions do you do repeatedly?

Why did you reach out to CS?

Biggest complaint?

Preferred path?

Ideal gain from new service?

I love
"Internal
CSM app"

I want to save
time with
automation

Better
navigation; I
can't find
anything!

Premium prod specialist - DI mgr
"prudential" (SAAS) Live Chat

- Monitors Chats - implemented Chat capture
- going into multiple envs per week

~~Applications~~ * Customers are usually admin team, and then other developers + app team.

MC, BAS, C360

More involved w/ licensing information
- splitting host groups

Review
PS →

- 50k + gets a health check
- C360 super helpful
- Renewals is major goal

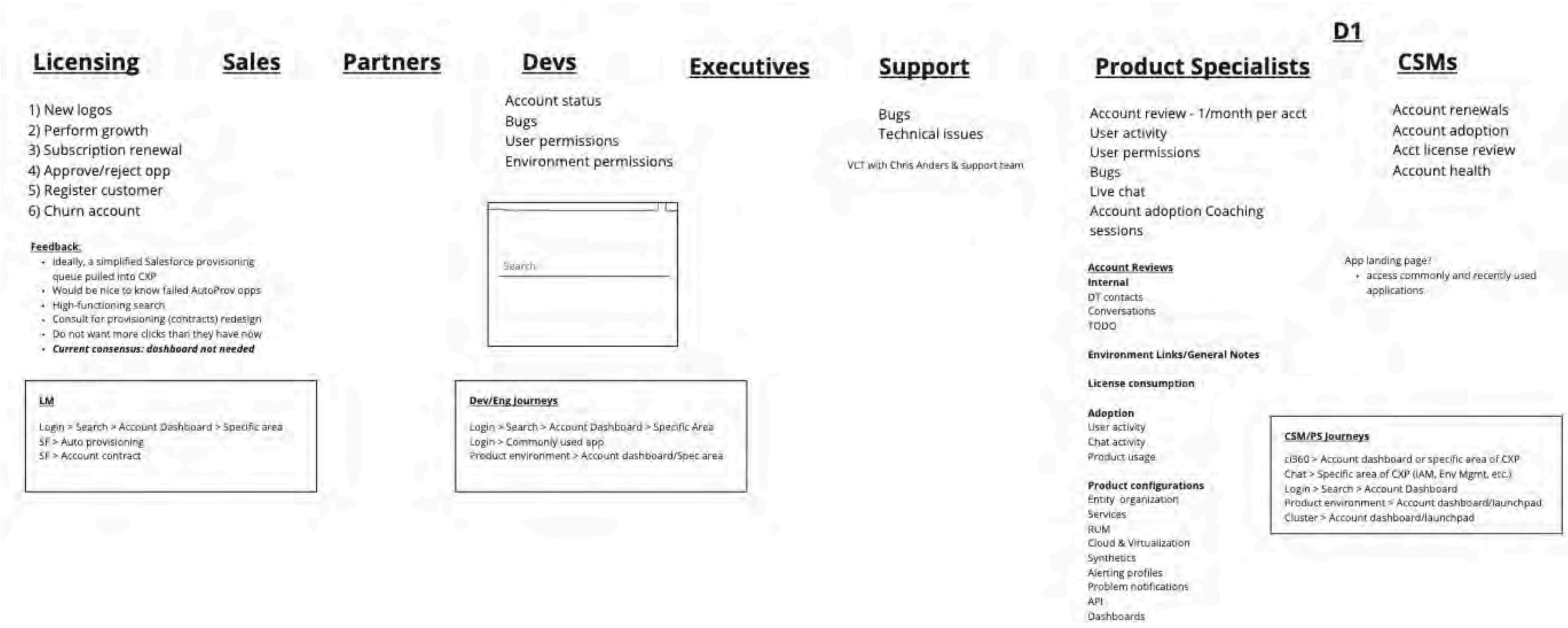
Premium prod specialist - typical through
calls + email

BAS useful for emergency contacts
me cannot pull emergency contacts

Typical access is through Intercom
→ Interim page to post in

1. EMPATHIZE

LEARNING ABOUT USERS



1. EMPATHIZE

COMPETITIVE ANALYSIS

How were other companies approaching a holistic account management system?



1. EMPATHIZE

DEFINING OBJECTIVES

After initial research was completed, clear objectives for designing the new interface and experience were revealed: **Take the complex and make it very simple.**

Centralized portal for completing tasks and managing information.

Source of truth with a reliable data pipeline.

Automation of processes and more customer self-service.

2. CONCEPTUALIZE

Use research insights to solve pain points and implement a build strategy.

- Define personas
- Build user journeys and architecture
- Classify wants and needs to prioritize build

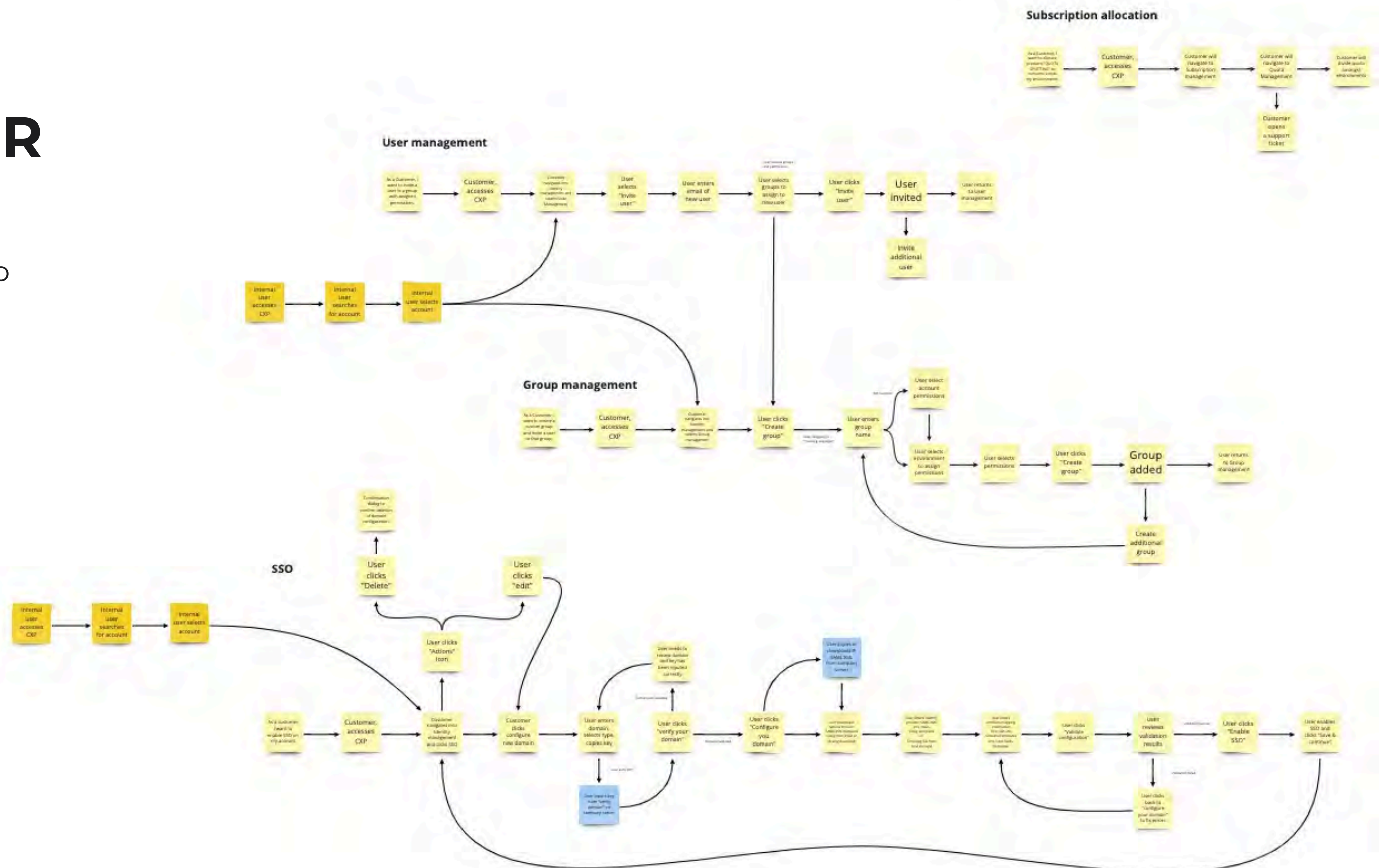
2. CONCEPTUALIZE

IDENTIFYING
USE CASES

These are only 3 of the dozens of use cases I worked through to help define the over all the personas I was working with.



Use cases were translated into ideal user flows.



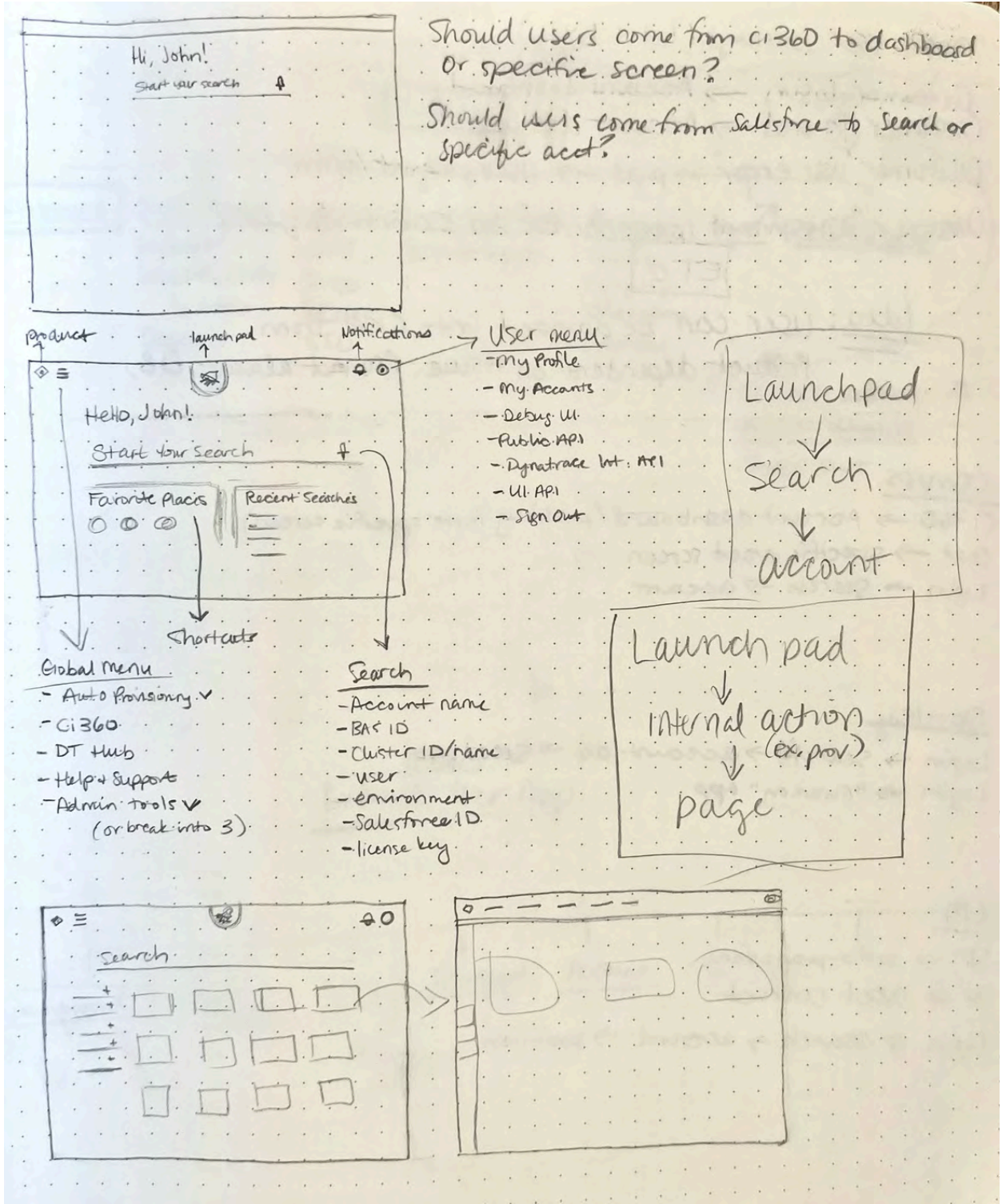
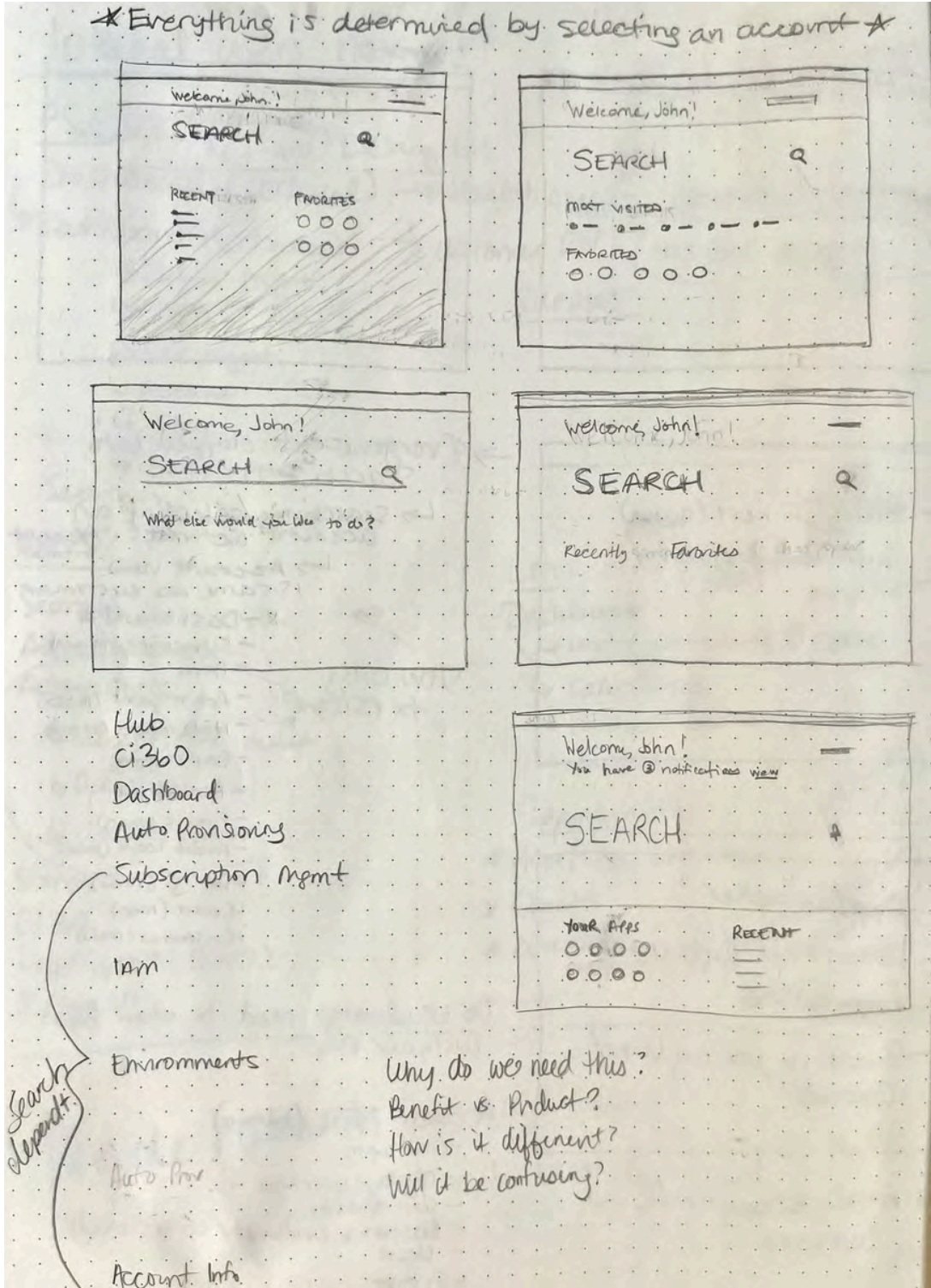
2. CONCEPTUALIZE

SKETCHING IDEAS:
“LAUNCHPAD”

- Ideal for internal users (engineers, sales, licensing, CSMs, etc.)
- ✗ • Cumbersome experience for external users (customers)

All was not lost

The launchpad idea was adopted by the platform team and can be seen in Dynatrace 3rd Gen, renamed as “Launcher.”



2. CONCEPTUALIZE

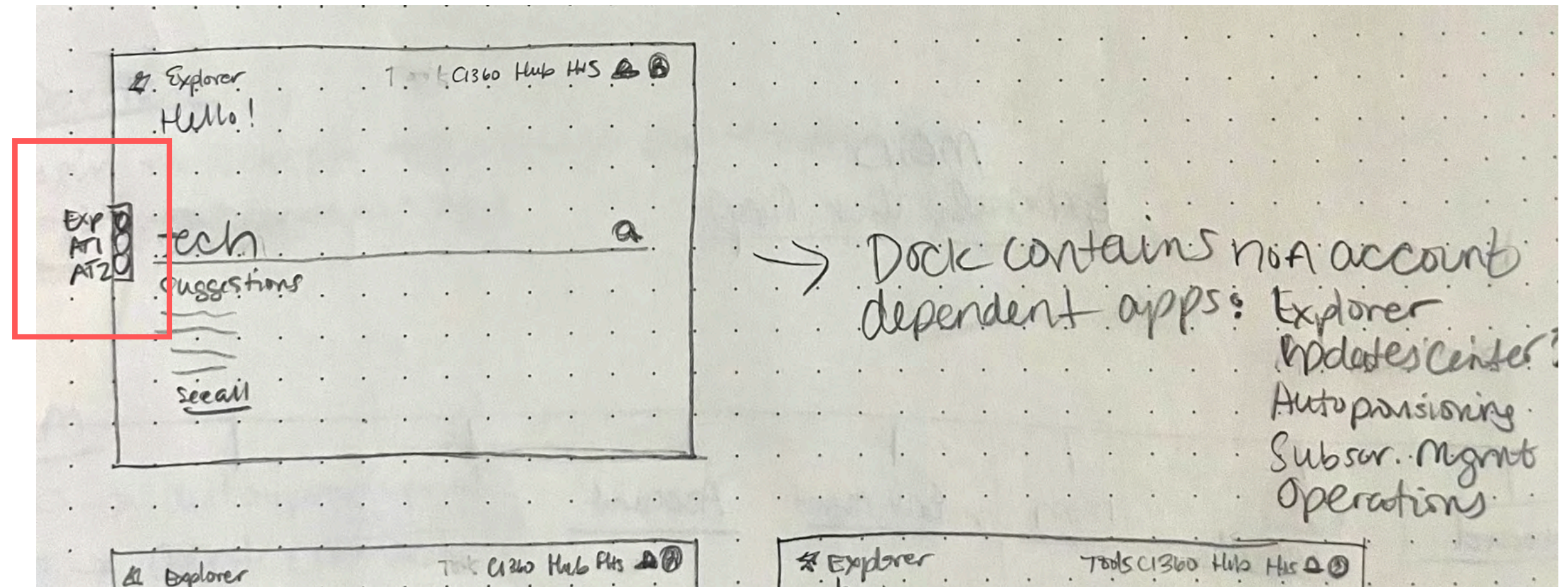
SKETCHING IDEAS: APPS



- Because AM sat outside the platform, I approached it as its own entity, with its own apps
- Forego traditional top navigation for a “dock” feature. Each section within AM would be its own app



- Eventually discarded due to “tech and time limitations”



All was not lost

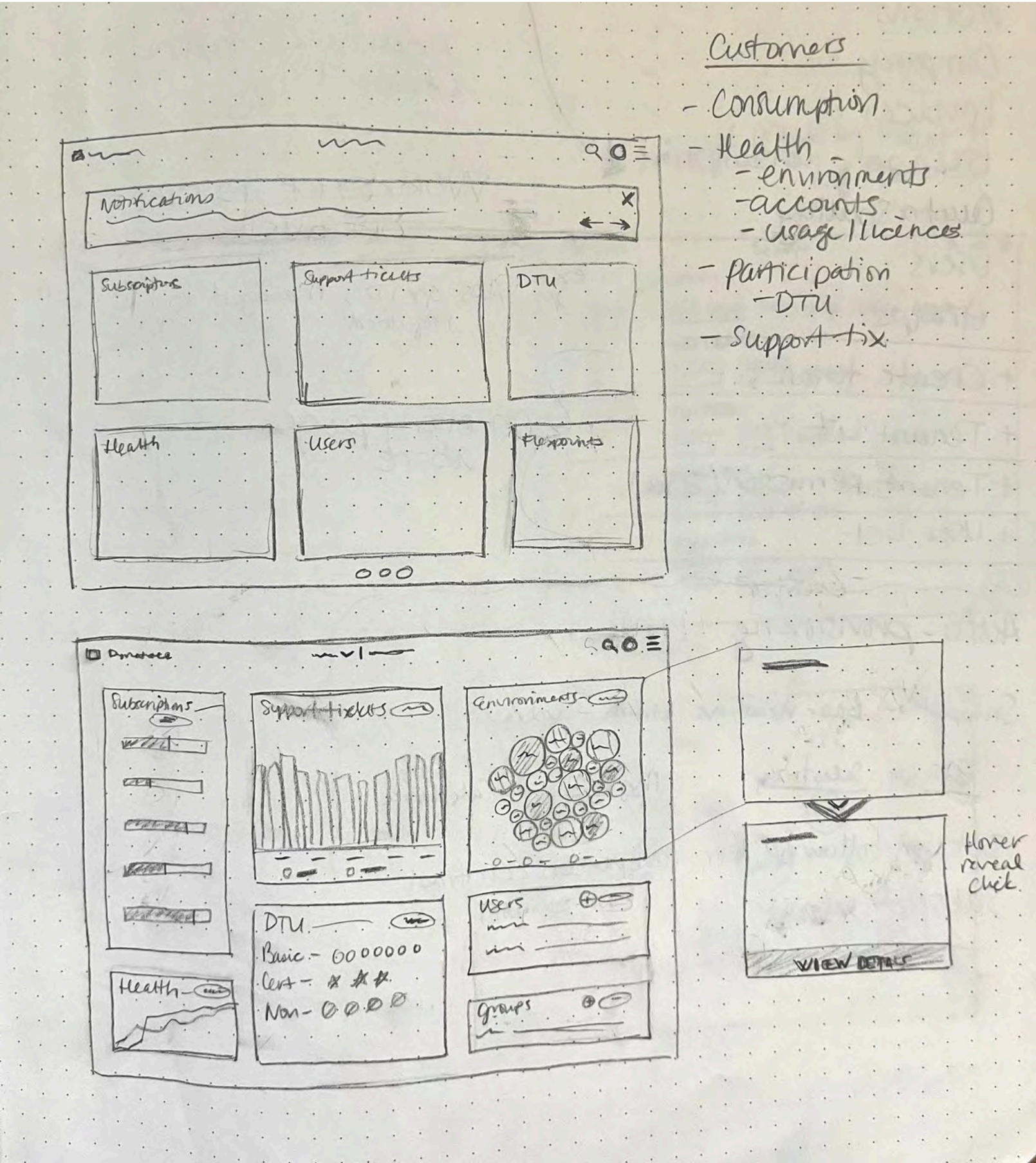


The dock idea was also adopted by the platform team and is now visible within Dynatrace 3rd gen

2. CONCEPTUALIZE

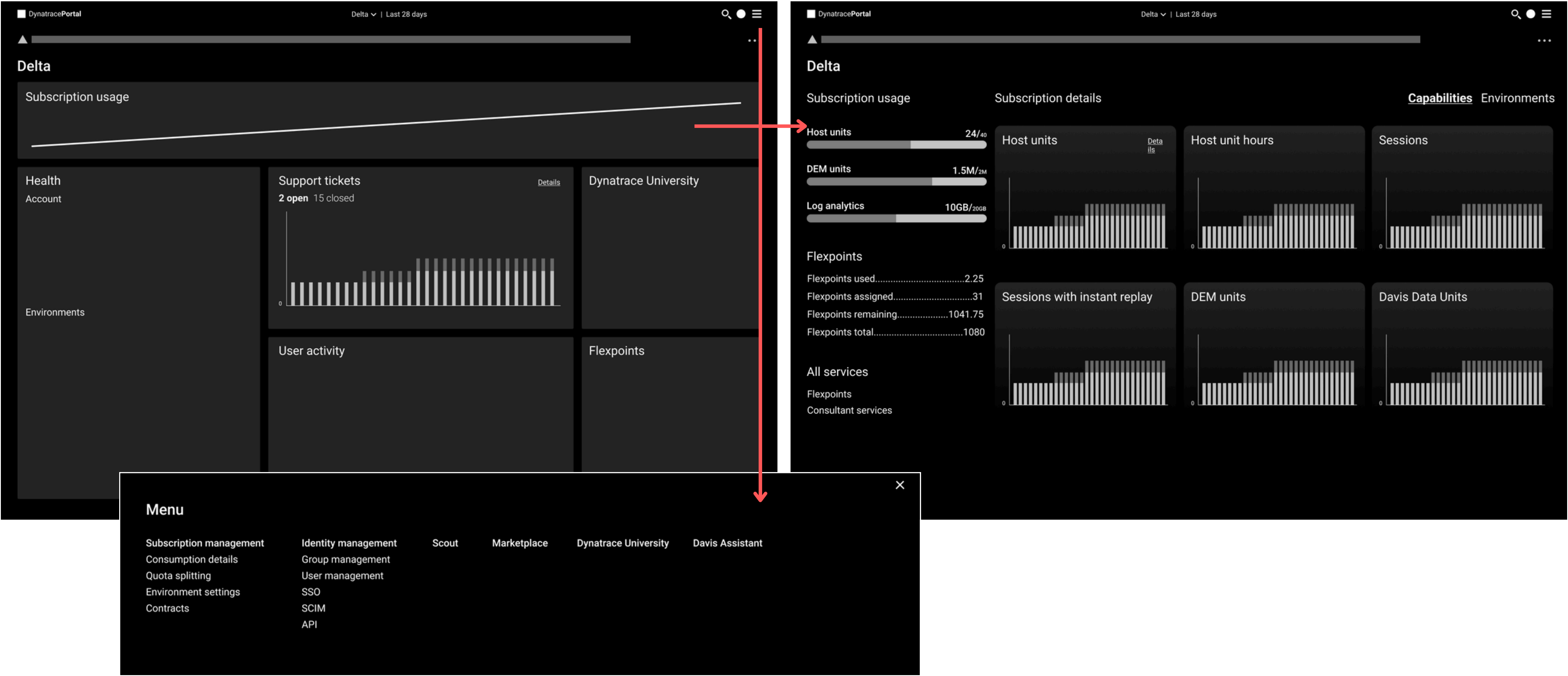
SKETCHING IDEAS:
DASHBOARDS

- Bring adoption and monitoring experiences into the new app
- One stop shop for all users
- This idea was parlayed into the “Lens” feature



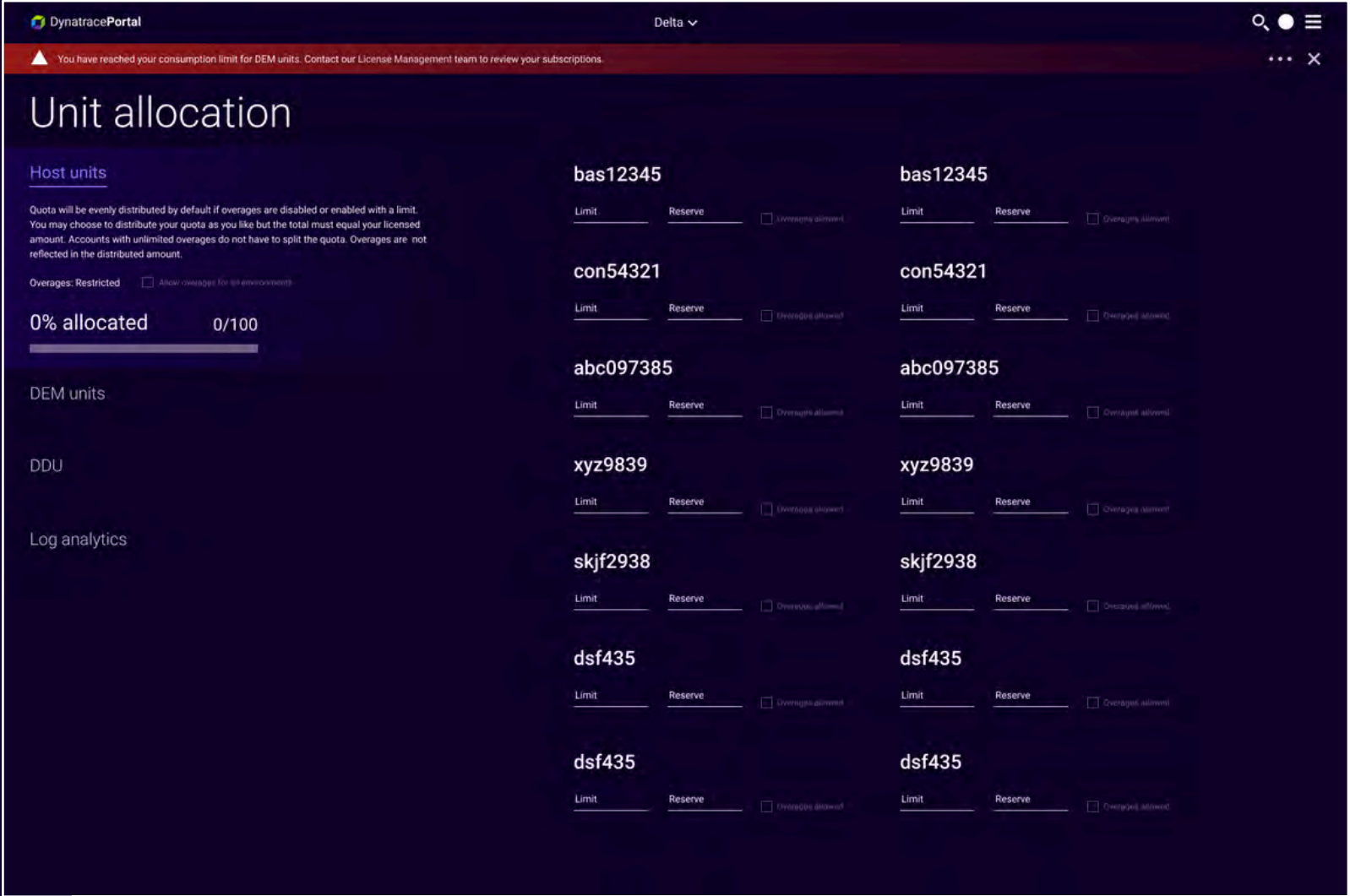
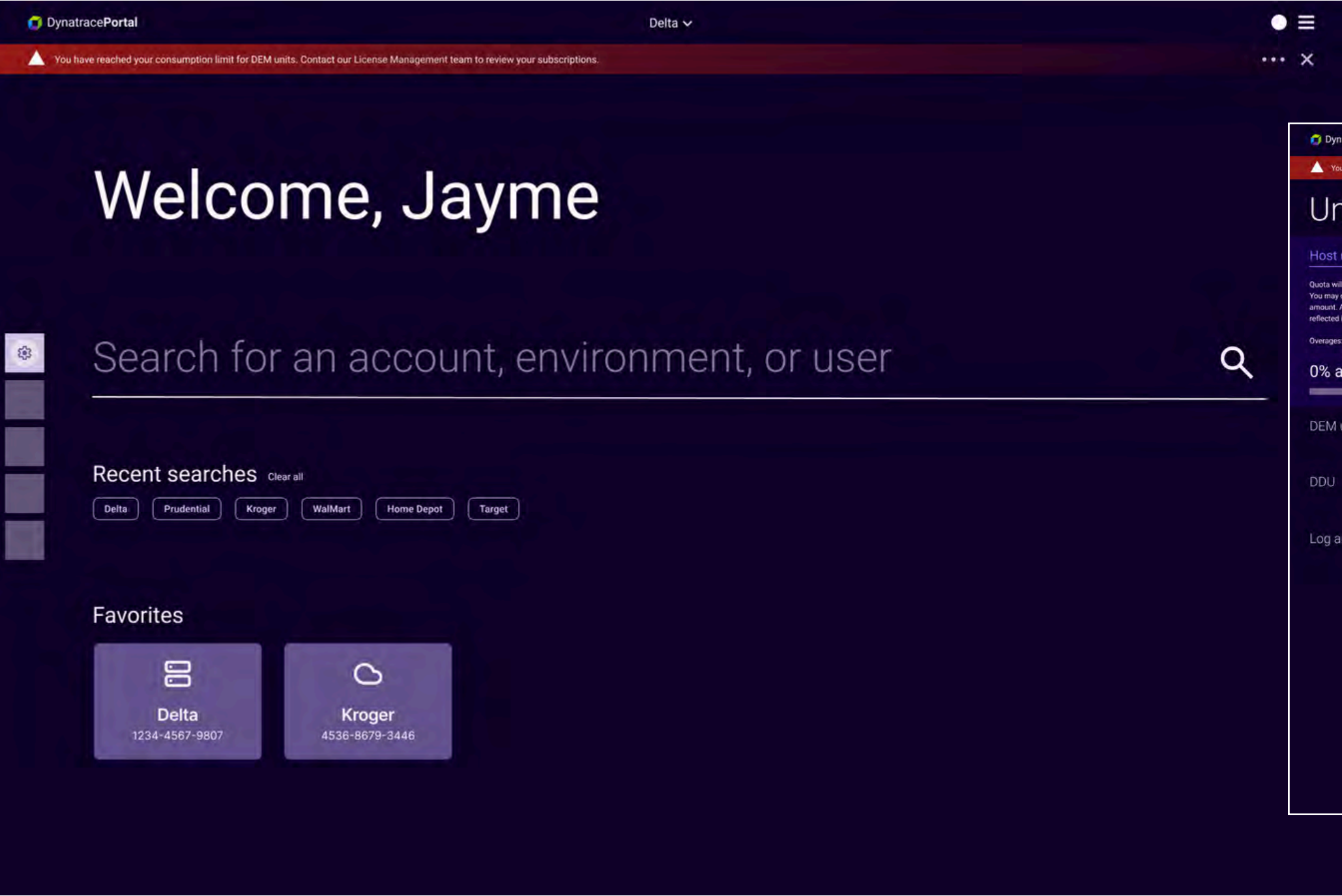
2. CONCEPTUALIZE

LO-FIDELITY/EARLY DESIGNS



2. CONCEPTUALIZE

LO-FIDELITY/EARLY DESIGNS



2. CONCEPTUALIZE

KEY TAKEAWAYS

Working through sketches and wireframes helped **define priority features** and what it would take to build a product that could cater to internal and external customer needs.

Defined what could and couldn't be done in the timeframe.

Design system was built in tandem with AM portal.

Priority of design and launch for each section.

3. DESIGN

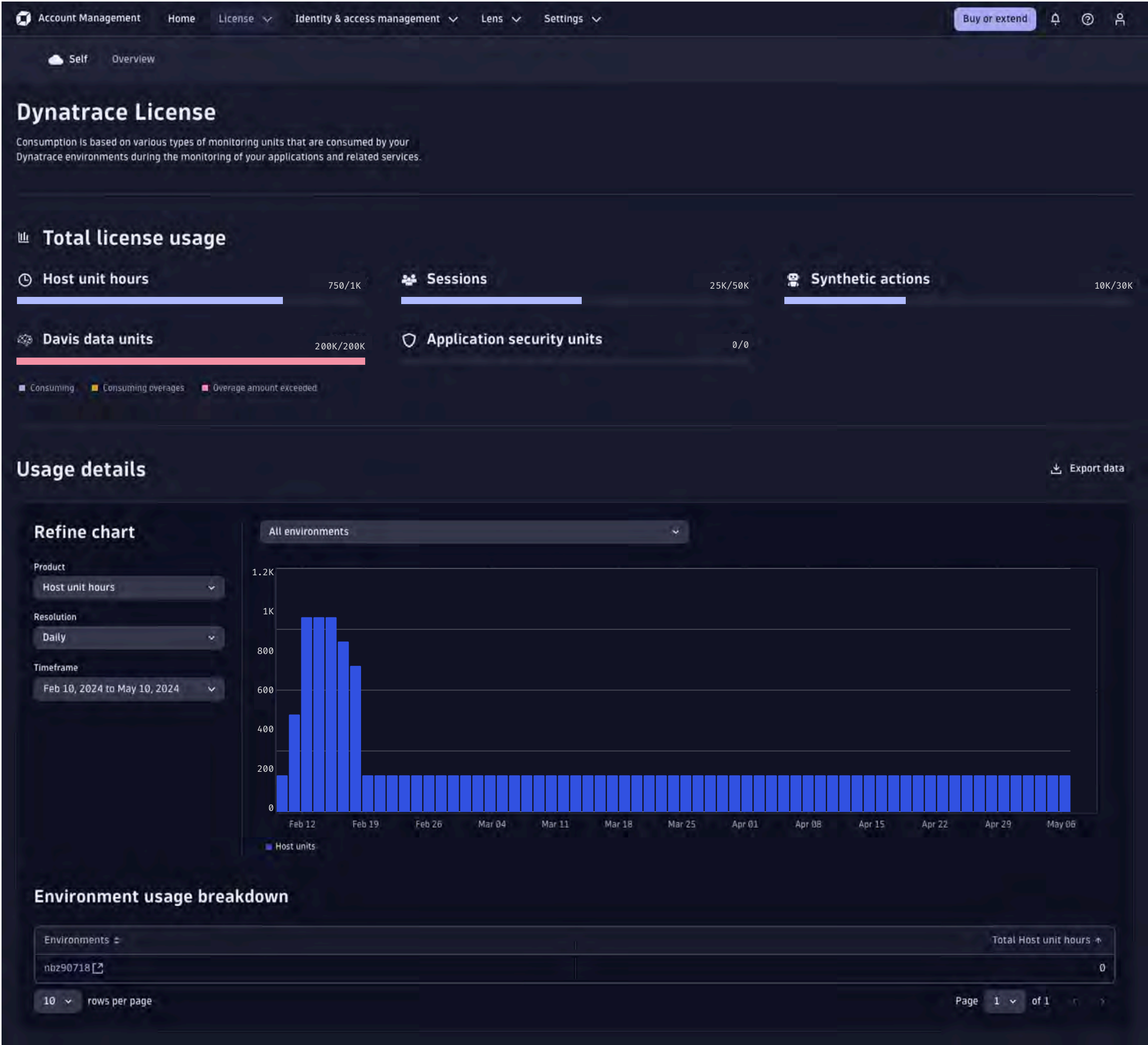
Use results from empathy and concept stages and apply them to strategic implementation.

- Design system creation and AM portal creation was symbiotic
- Desktop was prioritized
- License visualization first, IAM second

3. DESIGN

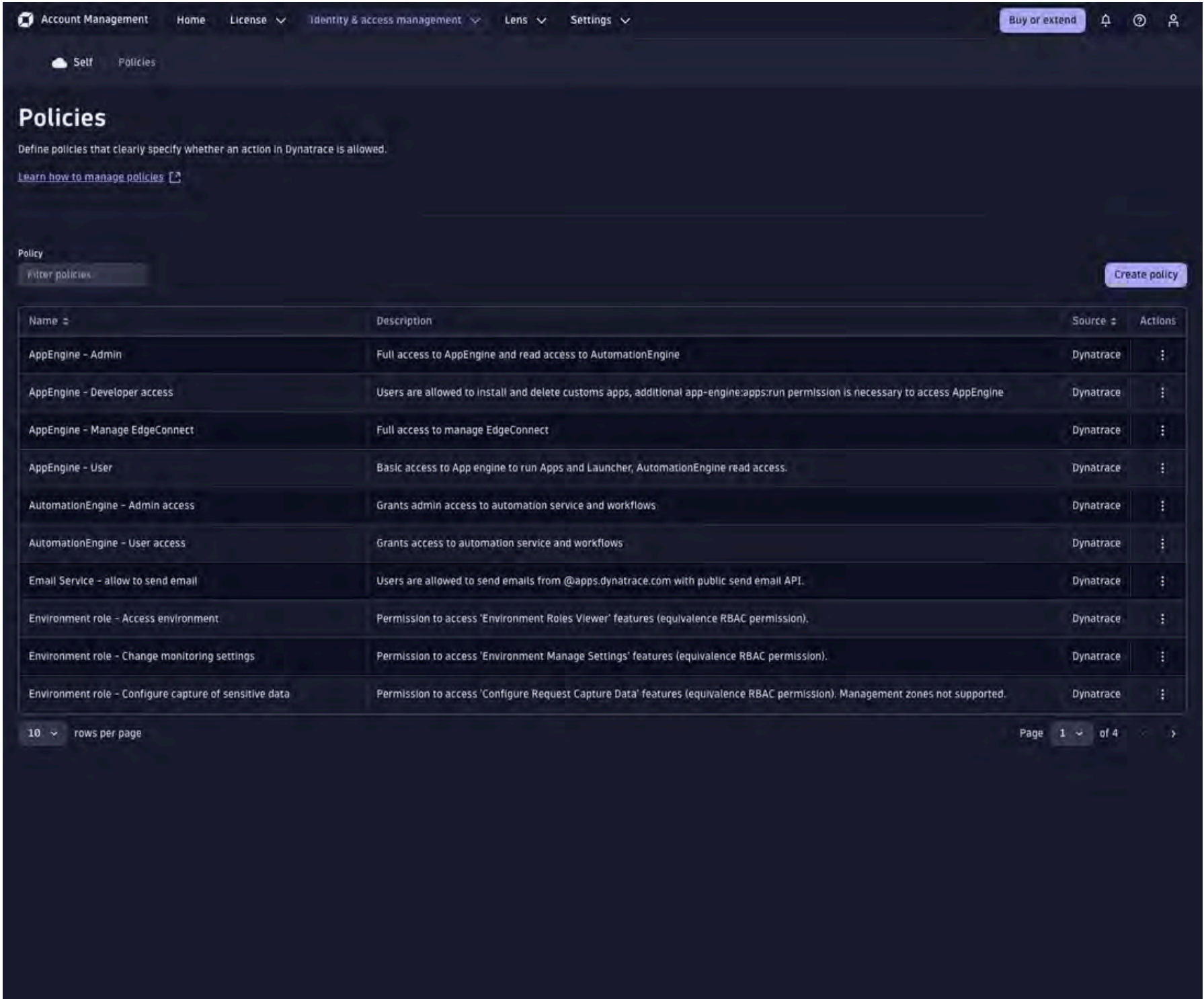
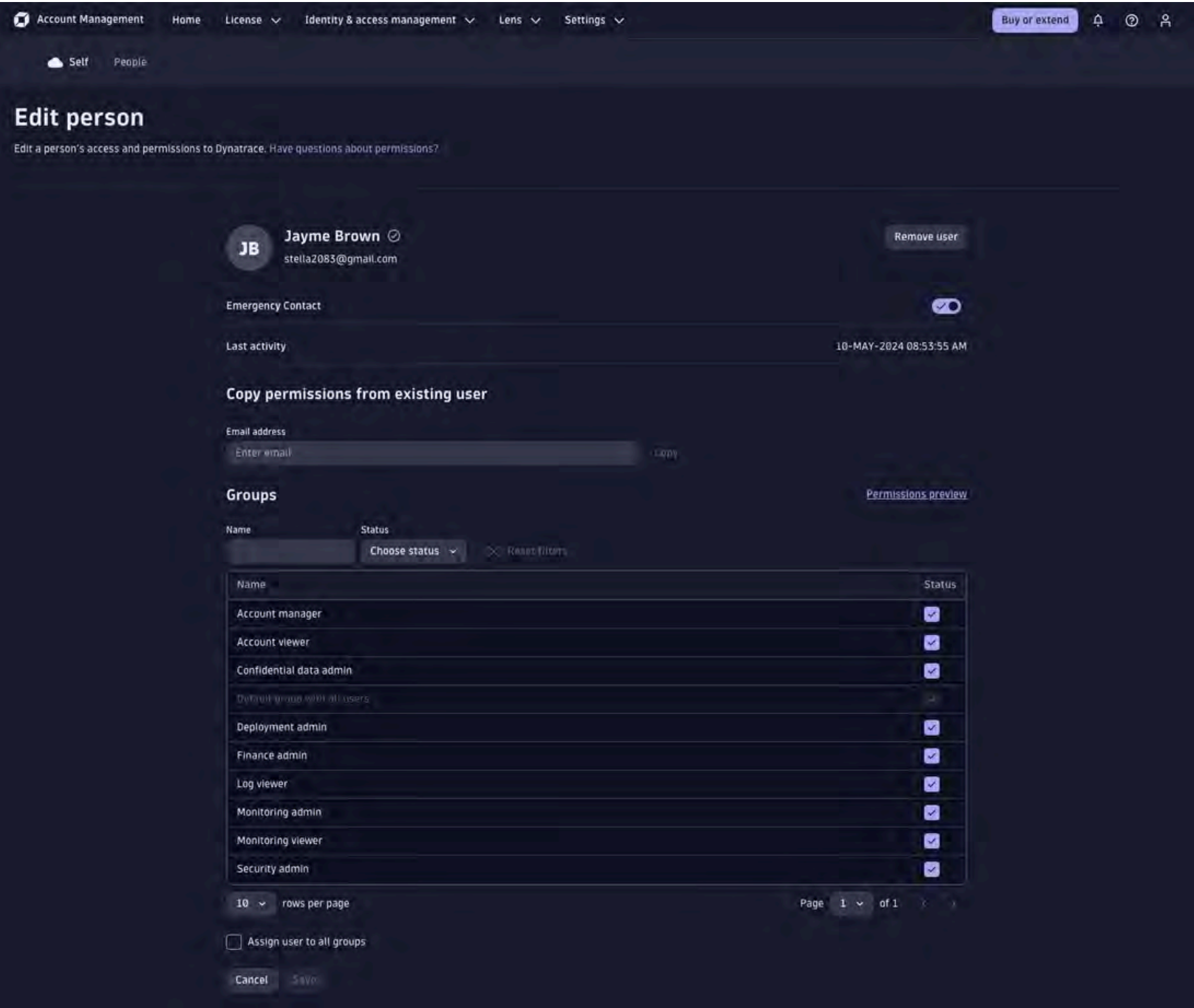
MVP LAUNCH

- Implementation of current pay-per-capability model
- License overview that would give reliable, timely data about license usage



CASE STUDY 1: ACCOUNT MANAGEMENT

3. DESIGN MVP LAUNCH



3. DESIGN

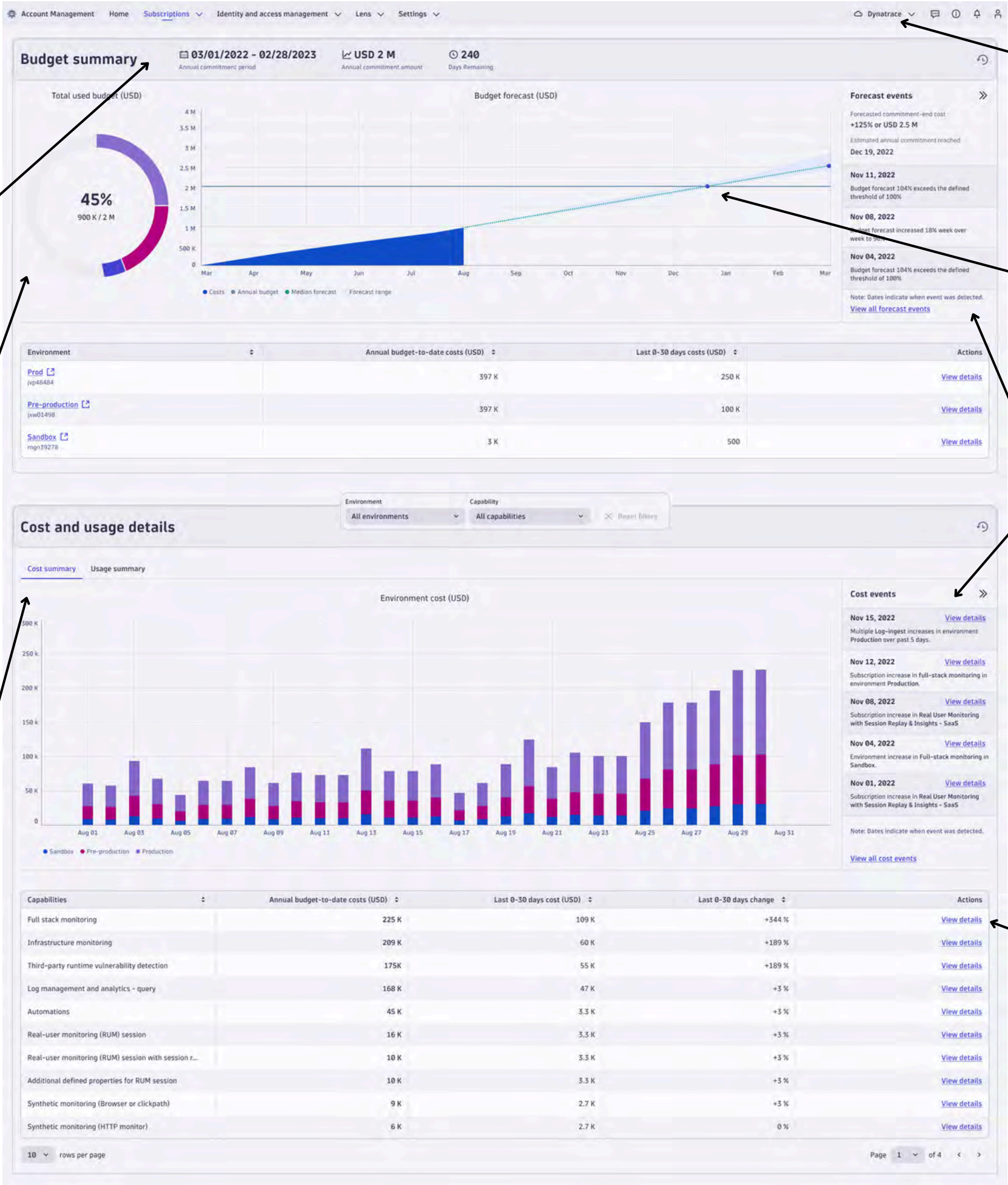
ITERATIONS

- Implementation of subscription model

Clear subscription terms

Clear budget consumption

Addition of cost in context of data usage



Easy account selector

DV of forecast model

“Event” reporting

Capability and environment details

3. DESIGN

DESIGN HIGHLIGHTS

Paying close attention to user reactions during the testing process allowed me to gauge the true impact of a concept. **I was looking for joy, ease, and efficiency during my tests.**

Use empathy and evidence to help stakeholders buy in to ideas.

Don't be afraid to try something new.

Design is never perfect or done.

RESULTS & IMPACT

- Overall favorable reception; positive interactions in the Community, with customers eager to provide feedback and recommend additional features.
- New features helped increased customer renewal rates.
- Provided a new tool to help sales acquire new logos.



LESSONS LEARNED

- Do the research up front and BE HONEST about what features are realistic for the timeframe.
- Leave enough time for iteration and A/B testing.
- LESS IS MORE! Be clear and concise in what you are asking of the user.



THANK YOU

