

# Pearson Collections Redesign

UX Share Out 15 March 2018



## **Share Out Recording**

https://recordings.join.me/QkG1x-8pUU2Q4qxtaeYKNQ



### What is Collections?

- Collections is a browser-based tool that enables instructors to build their own course materials.
- Collections are composed of content from one or more Pearson products including textbooks, business cases, and readings. They can also include uploaded content.
- A Collection can be delivered as a printed book or digitally.
- The Collections tool has been in use for several years.
- Collections underwent a major redesign in 2017.
  - Bring into alignment with current branding
  - Incorporate UX Framework components
  - Address user experience issues uncovered by users



### **The Collections Team**



Bhanuka Withana Development Lead



Craig Marcus



David O'Dey Prototyping



Deepak Bhagchandani Prototyping



Drew Edwards Product Capability



Ganuka Yashantha OA Lead



Geethanga Amarasinghe Development Lead



Hawthorn Mineart



Heather Reser Visual Design



Karen Taxier



Kristianne Lamont Product Capability



Laura Vlassarev User Research



Madusanka Dahanayaka Development Lead



Parthi Jaganathan Development Lead



Peter LeVon Product Capability



Rich Brewer Product Model



Rich Feitelberg User Assistance



Shenal Silva Development Lead



Thanuja Fernando QA Lead



Thilina Siriwardana Development Lead



### The Collections Team

UX: Hawthorn Mineart, Karen Taxier, Craig Marcus

**UXR: Laura Vlassarev** 

UA: Rich Feitelberg

Visual: Heather Reser

Accessibility: Michele Williams, Paul Adam

Prototyping: Deepak Bhagchandani, David O'Dey

Product Capability: Kristianne Lamont, Peter LeVon, Drew Edwards

Product Model: Rich Brewer

Development Leads: Thilina Siriwardana, Geethanga Amarasinghe, Bhanuka Withana, Shenal Silva,

Madusanka Dahanayaka, Parthi Jaganathan

QA Lead: Thanuja Fernando, Ganuka Yashantha

Operations Specialists: Rebecca Coyle



## Why is the Collections redesign Share Out worthy?

- Unique Set of Challenges
- Data-Informed Design Process
- Adapted Processes and Tools
- Cross-Team Collaboration
- Overall Product Awesomeness delivered ON TIME!



## **Unique Challenges: The Design**

- **Designing for different needs**: Users included both daily users (internal Pearson employees like the Collections Ops Team & LSAs) and "once a semester" users like Instructors.
- **Differing workflows:** Building a Collection can be a stepped process, but also could be a "hub and spoke" where users could go back and forth between tasks, which affected how we validate and save information.
- **Print Restrictions:** Physical printing and business rules are complex. We needed to shape the experience so that the users didn't see the complexity. We needed to show alerts at the right time, make sure content that couldn't be added weren't options, and to avoid dead-ends or getting to the end without being able to publish the book.



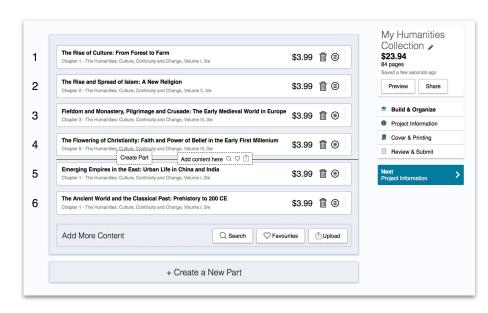
### **Unique Challenges: The Process**

#### Working with two development teams

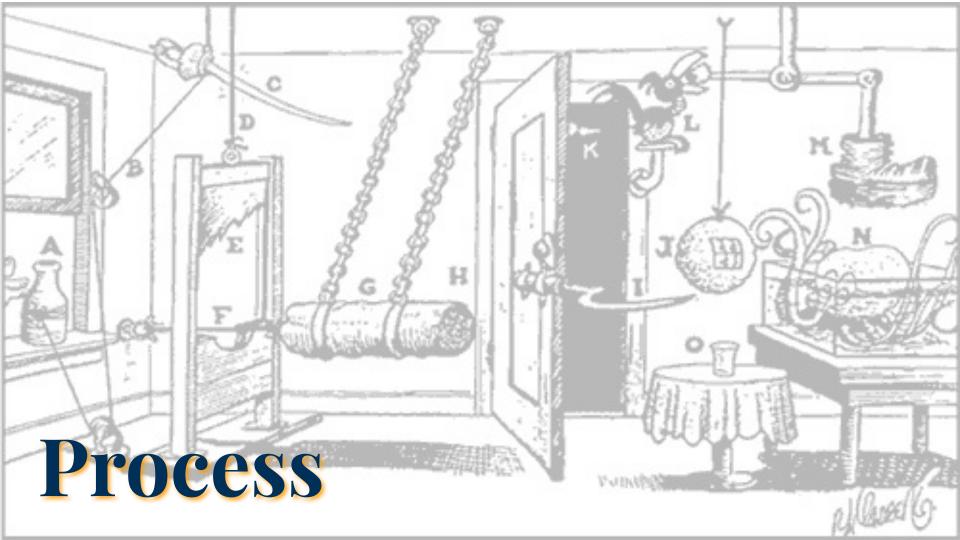
Search and Collections - meant making sure
 UI information was conveyed to both teams
 so they could code the same way.

#### **Limitations of Design Tools**

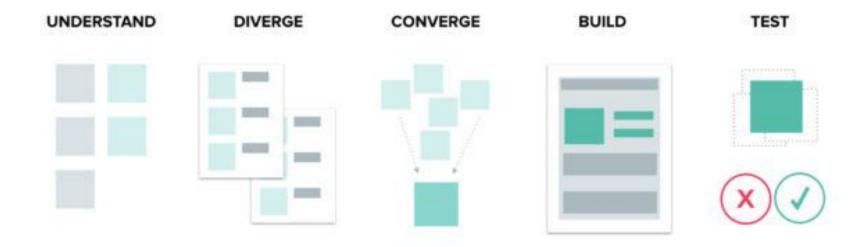
- Sketch + Invision didn't convey drag & drop or animation well.
- We needed a functional prototype of the build page to test it (created by Deepak from Greg Davis' Creative Technologies team.)







## **Design Process: Overview**





# **Spriiiiiint?**





### **Design Process: What worked - Phase 1**

#### UNDERSTAND

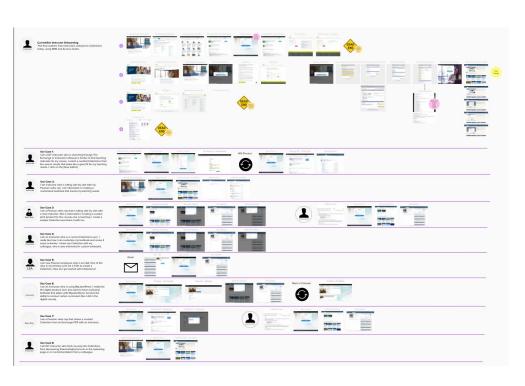


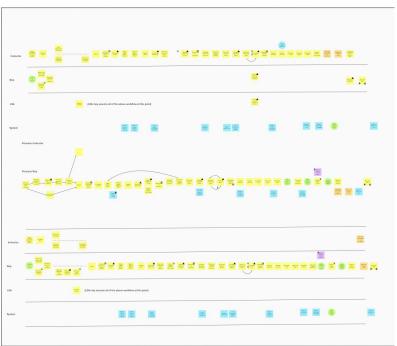
#### **Upfront Knowledge Dump**

- Critical to having a shared understanding of what the problems truly were
- Prevented duplicate research
- Helped the team realize that different users had different goals and expectations of Collections



### **Design Process: What worked - Phase 1**

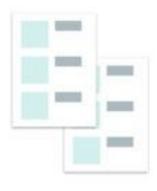






### **Design Process: What worked - Phase 2**

#### DIVERGE

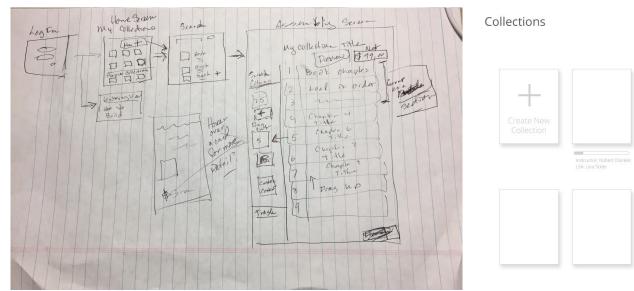


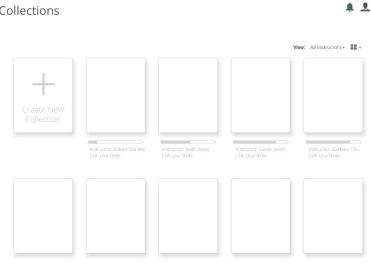
#### **Collaboration is key**

- Everyone has to sketch
- Everyone has to share



## Sketch! (the other kind)

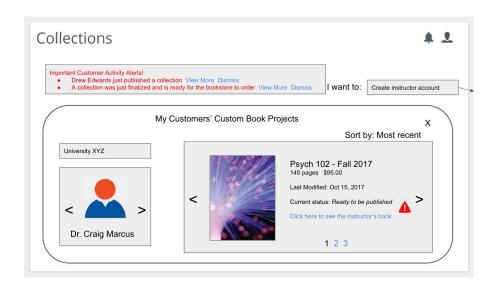






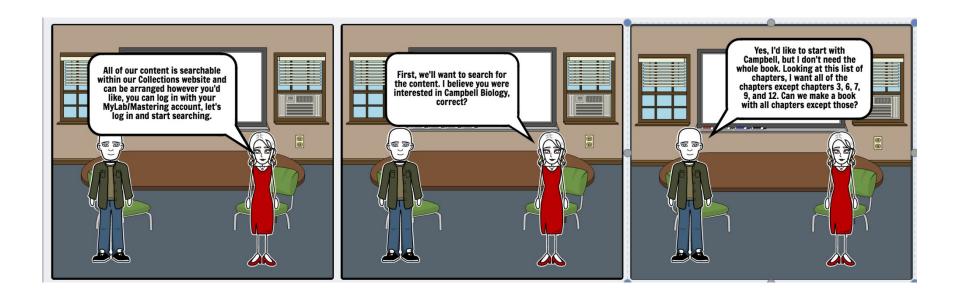
## Sketch! (the other kind)

	A	В	
1	Sales Rep		
2			
3	On site with Instructor for BTS who wants to create a new book for their course		
4			
5	First time instructor:	Instructor has built w/Collection before, and wants to re-order/update old book:	Instructor h
6	Create an account for the Instructor in Collections     Go to collection app, and look up instructor account or register new account	- Look up instructor account (if they forgot credentials) - Log in	- Look up
7	Log in - see a high level tutorial on how to search/assemble/publish,	- Log in - Show them previous books they have built categorized by their course(s) - w/book cover image and book title - Start by making a copy of their previous book - system would show them if new editions are available for their resources - review new editions and accept/use previous for each chapter - see relevant business cases, recommended resources to add - review/add any OM - default to previous cover - allow selecting other covers - preview pdfs - finalize enrollment, start date, evals, desk copies	- search by - see list o chapters) - review/ac - select co - preview   - instructol - notifies sc - finalize e



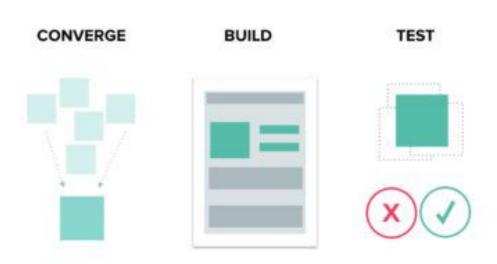


## Sketch! (the other kind)





### **Design Process: What worked - Phase 3-5**



- Leveraging existing feature set in order to provide level of effort estimates
- Keeping things flexible so that schedule could be centered around development availability
- Feature requirements sheets that linked back to JIRA stories
- Iterating on our meetings Research spikes > Design sprints > Dev Reviews



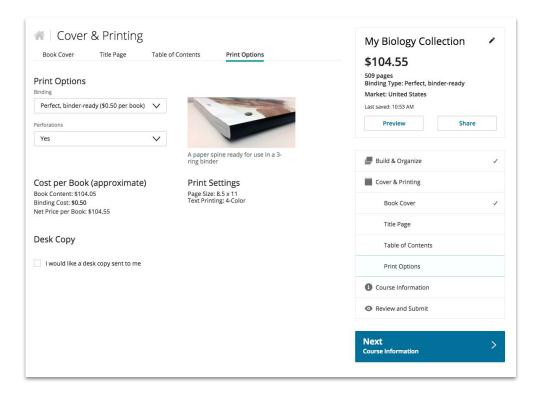
### Research

#### **Research Schedule**

- Foundational Interviews October 2016
- Build Screen (Invision) November 2016
- Dashboard testing (invision) December 2016
- Drag and Drop testing with instructors (Invision + Proto) February 2017
- Drag and Drop testing with Reps/LSA (Invision + Proto) March 2017

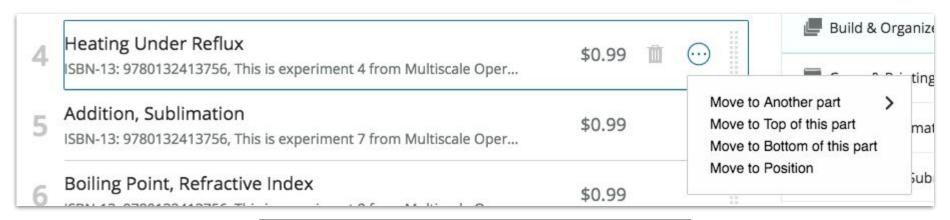


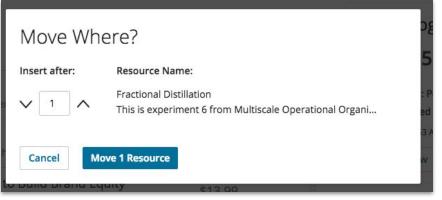
## Research Outcomes: Navigation





### Research Outcomes: Drag and Drop AND Move

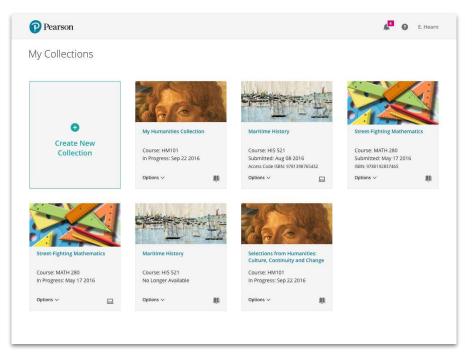




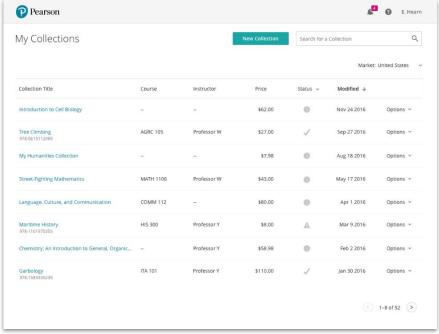


### **Research Outcomes: User Roles**

#### Instructor Dashboard



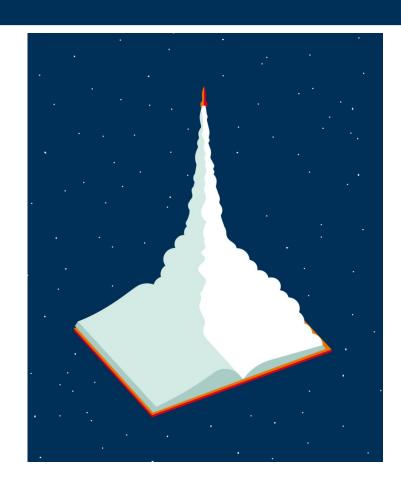
#### **Ops Team Dashboard**





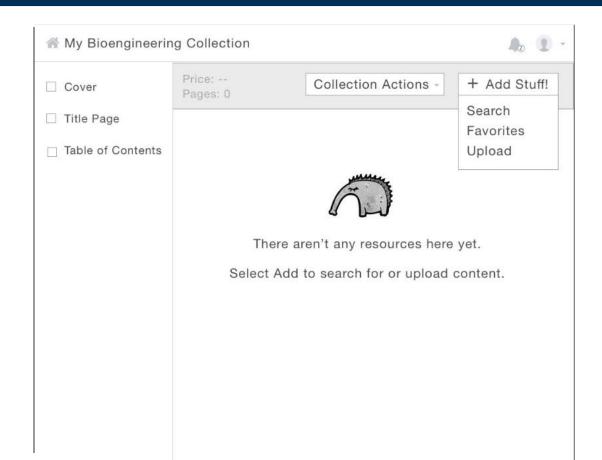
## ...and Beyond

- 2-way communication line to the Collections Ops
   Team
- 3 Alpha releases to Internal Users
  - Tested assumptions vs. reality
    - Forced inclusions & printer limitations
  - UX audits
    - Issues and bug fixes prioritized together for next release
- Internal Beta utilizing production!





### **Evolution: Build Screen**





### **Design Tools**

- Mural for Journey mapping, User flows
- **Sketch** visual designs from Heather that we used to build more complete pages
- **Invision** with color-coded comments (yellow for component identification, blue for interaction & animation notes, pink for comments) and using Invision's Inspect Tab to grab text and measuring.
- **Slack** for communication with Dev team (time shift between teams)
  - Direct communication with devs = YAY!
- **Keynote** for animation examples
- **Jira** came in as developers started building and we commented and annotated user stories with links to Invision and/or mockups to address specific questions



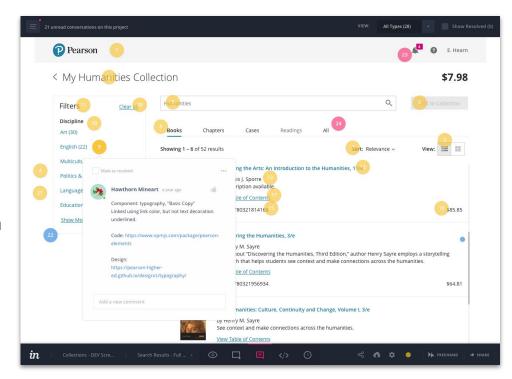
### **Invision (connect the dots)**

#### **Invision Comments as Notation**

- Pink Standard back & forth, questions, etc.
- Blue Indicates a behavior/interaction note
- Yellow Indicates a framework component (with links to design & code)

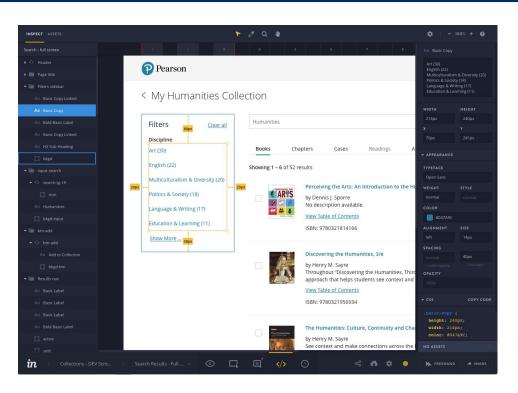
#### Imperfect system

- Commenting up a representative screen in a set is dangerous, things can be overlooked
- Accidental resolution of comments
- Not great for change tracking, adding new notes
- Tedium abounds





## **Invision (inspect tab)**



#### **Invision Inspect**

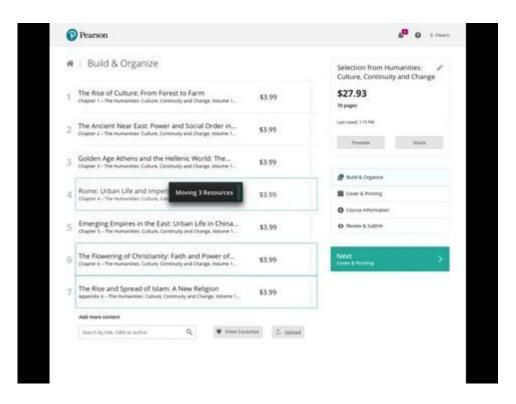
- Sketch layer names need to match up with framework components too
- Text could be copied from this screen
- Redlining built in

#### Imperfect system

- Layer names needed to be consistent across designers
- Updating mockups mean pixel precision
- Tedium abounds



### **Keynote can do that?**







### Collaboration

#### Collaborative Design from the beginning makes for better collaboration throughout!

#### **Meeting Cadence**

Weekly UX & Product

Weekly Dev & UX

**Evolved from Questions to Demos** 

Development team is an active stakeholder in the design

Requirements review (Product, Development, and UX)

#### **Outside of meetings**

Slack

Pictures may equal 1000 words, but videos are priceless!\*

\*especially with the time difference



Fully staffed Experience team, with almost everyone involved from the beginning

Research

**Interaction Designers** 

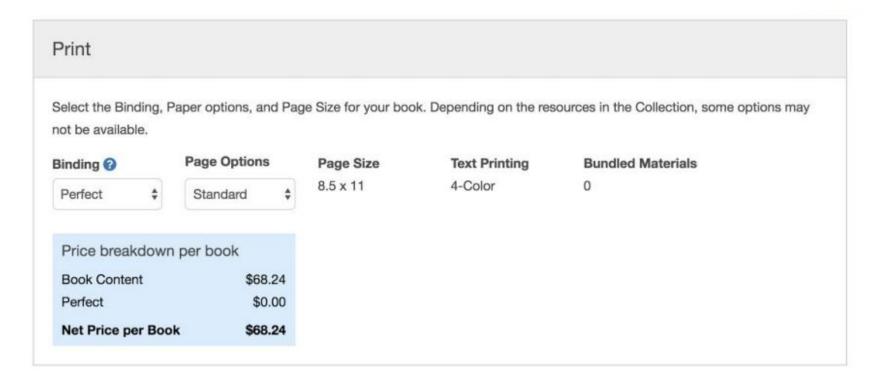
User Assistance

Visual Design

Accessibility

Creative Technologists







#### **Print Options**

Binding

✓ Perfect

Perfect, binder-ready (\$0.50 per book)

Plastic coil (\$1.50 per book)

Plastic coil, binder-ready (\$2.00 per book)

Looseleaf, binder-ready



Paper spine with flexible adhesive

#### Cost per Book (approximate)

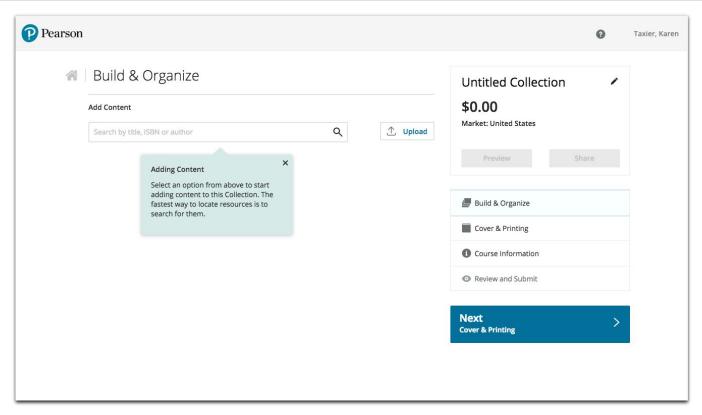
Book Content: \$82.40 Binding Cost: **\$0.00** 

Net Price per Book: \$82.40

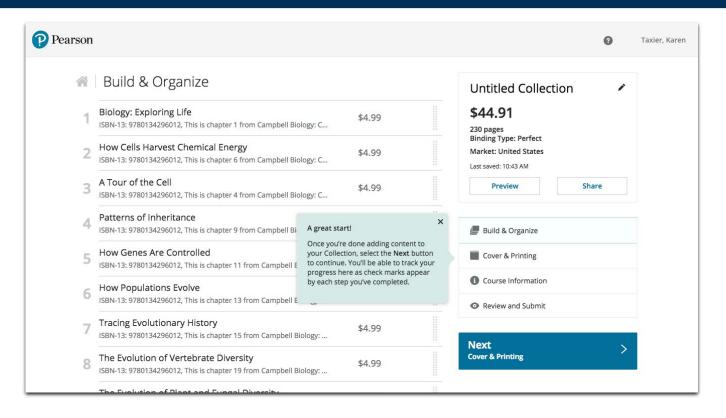
#### **Print Settings**

Page Size: 8.5 x 11 Text Printing: 4-Color





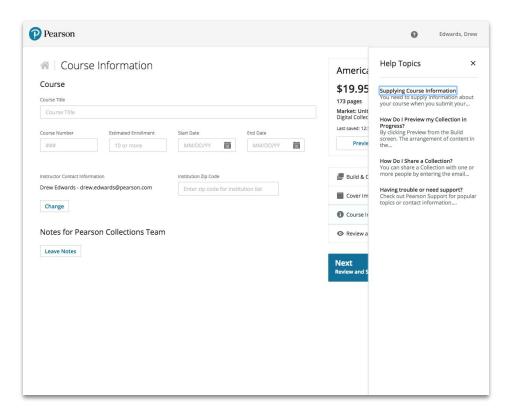






#### The Help Drawer in Collections

- Implemented UX Framework's Help Drawer Component
- Help is contextual per page
- We have to balance what's on the page with limited number of items that can be shown in the drawer.



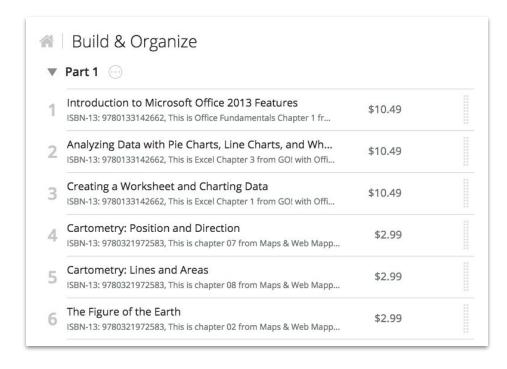




## **Bumps in the Road**

#### Resource positions within Build screen

- Overdependence on auto-spec tools
- Overconfidence in team collaboration

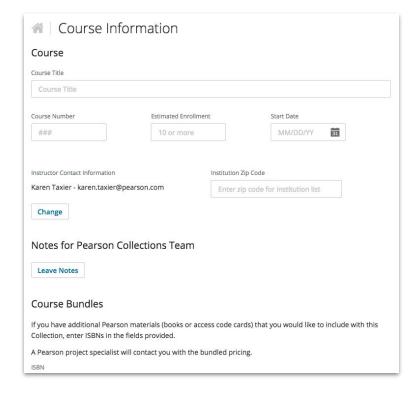




### **Bumps in the Road**

#### **Course Information Form**

- Remember that UX is not just UI.
- Field vs. page validation, saving information, and load times are all part of the experience.
- If you can test the actual experience, great!
- If not...





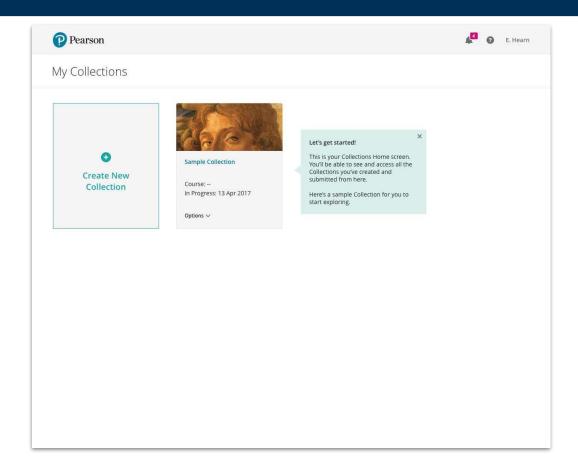
## **Bumps in the Road**

- We were not able to ingest the Framework components in the way that we would have liked, because the framework was in early stages and evolving rapidly.
- We needed more functional prototypes from Creative Technologists than we realized. Deepak built us a functional Build & Organize Page, but it would have been good to have responsive prototypes much earlier from the CT team
- Early prototypes were met with frustration by executives
- Shifting priorities and scope of work meant that we didn't get all the features we wanted (saving favorite chapters, notifications, etc.)
  - Turns out it's not just print only!





## **Sample Collection**





### **What's Next for Collections?**

- Forecasting \$2 million in growth
- Potential to leveraging Build UI capabilities for other product models in the future
- Digital Collections published as eTexts





### **Takeaways**

#### **Tools**

- Get creative with what you have
- Know where the limits are
- Don't be over-reliant on automation.

#### **Process**

- Knowledge dump is a great way to start!
- Prototype, Test, Iterate, Re-iterate
- UX is more than UI

#### **People**

- Collaborative design up front establishes a shared experience ownership and helps design discussions later
- Direct communication whenever possible, however possible (but videos if you can't!)
- Being a real, reasonable human being goes a long way



