Session: 16610

Designing Consumer-Grade Applications in the Enterprise Space

A USER INTERFACE IS LIKE A JOKE. IF YOU HAVE TO EXPLAIN IT, IT'S NOT THAT GOOD.







Introduction

- Paul Aschmann
- @paups
- www.li-labs.com
- Over 40 mobile apps: SAP, non-SAP and consumer based
- Over 50k users
- Reviews include:
- Nownloads and does not even open !!!!
- Useful for looking up notes from your phone rather than a pc.

Introduction





























Overview



Customer

Internal

We're glad you like the app!

Show your support by leaving us a positive review on the App Store.

No thanks

Review on the App Store

Exceptional Experience

Why is it important?

Good development works, great design rewards.

ROI Aspects

Increase:

- ease of use
- Speed of learning
- satisfaction
- trust in the system
- number of visits/referrals
- traffic/ audience size
- number of return visitors when appropriate (retain users)
- number of new visitors (attract users)
- number of visits from search

Reduce:

- costs
- number of user errors
- support costs
- training needed
- documentation costs

Presentation Overview

Where are we today?

What is design or enterprise consumerization? Vs.

Why is it important?

Design considerations/methodologies



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Today

Enterprise Software

Workflow Collaboration Transactional

Feature based
Action based

PRODUCTIVITY



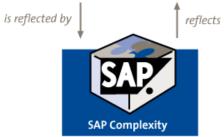
Why makes SAP this so complicated?

Posted by Tobias Hofmann in SAP Enterprise Portal on Mar 9, 2012 5:18:28 AM







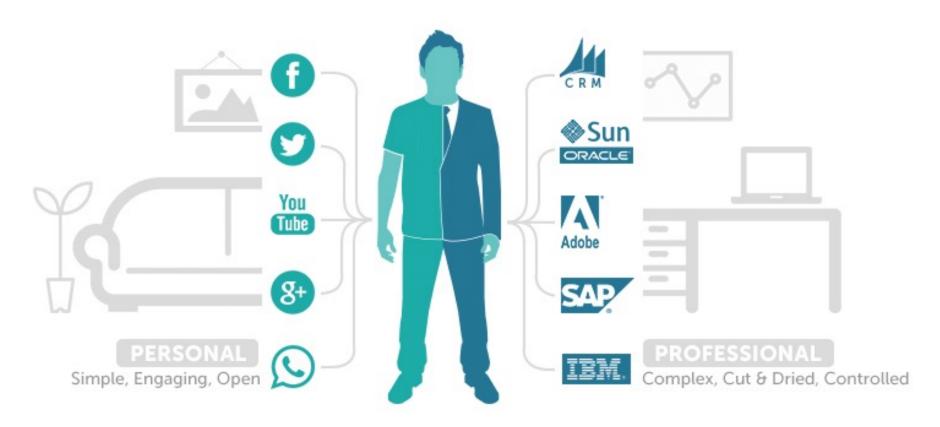




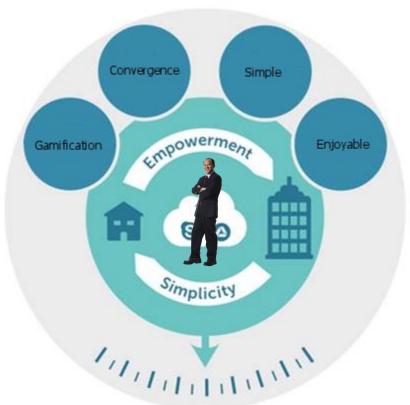




What is consumerization?

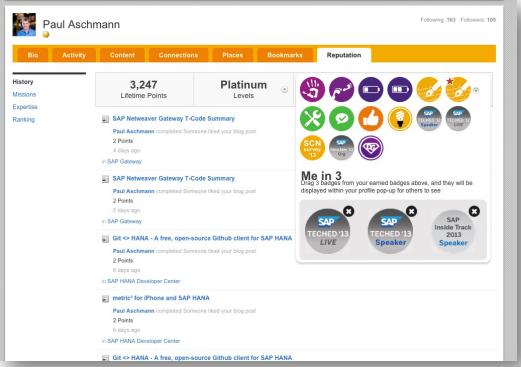


What is <u>design</u> consumerization?

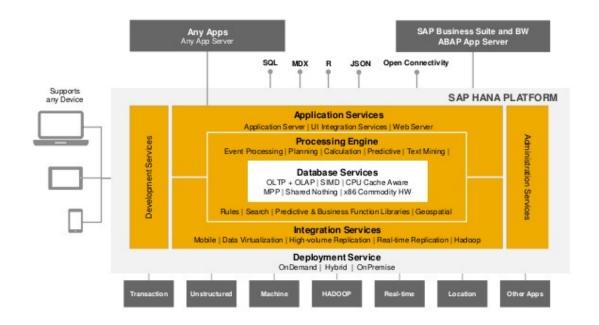


Gamification (2010)





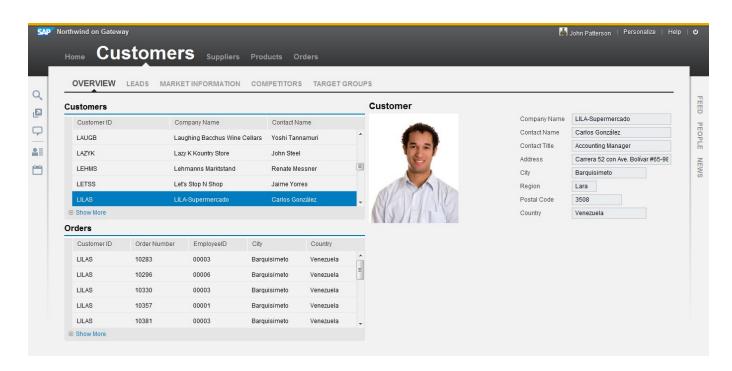
SAP HANA (2011)



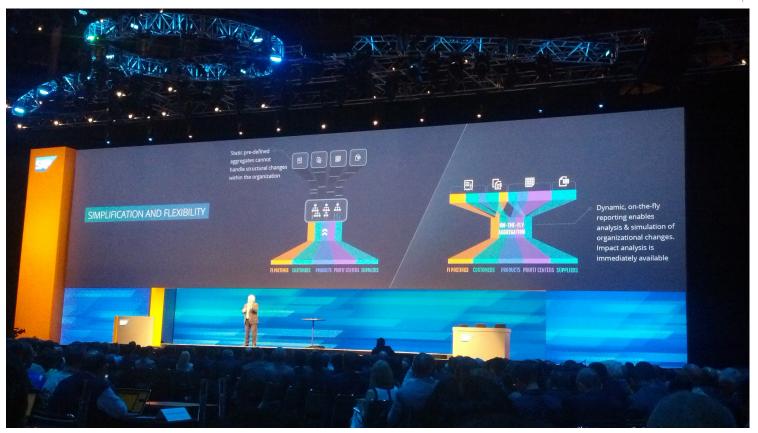
- Reduction of complexity
- HANA DB + App Server (XS Engine)

SAP UI5 (2011)



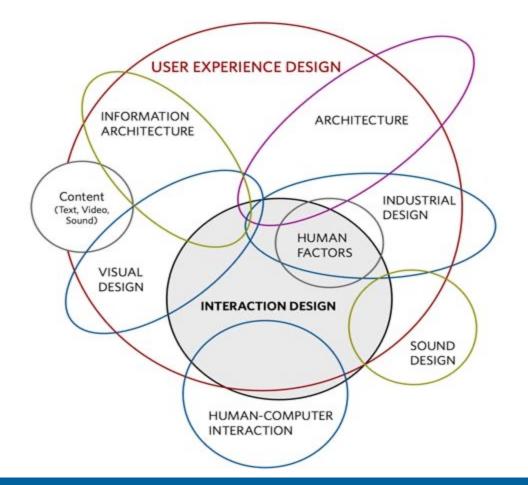


SERP (2014)



VS

UI vs UX



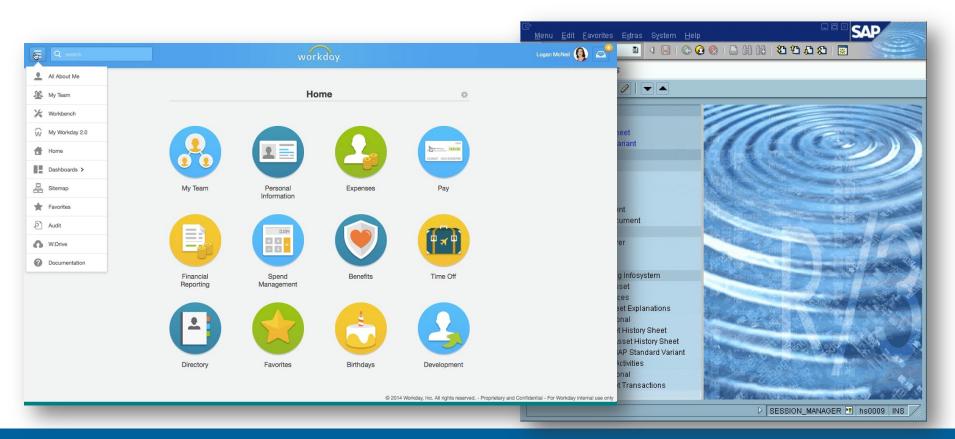
UX Designer US

US UI Designer



Enterprise VS Consumer

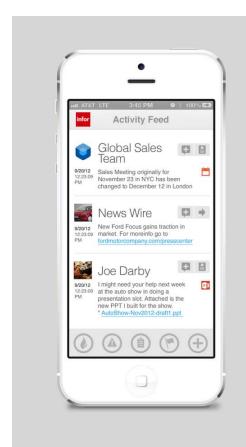
Examples



Examples



Examples





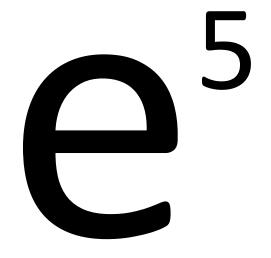


Design Considerations/Methodologies

A New Challenge Requires a New Approach

5E's of Good *User* Experience:

- Effective
- Efficient
- Engaging
- Error tolerant
- Easy to learn



5E's of Good *User* Experience:

- Effective
- Efficient
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- Error tolerant
- Easy to learn

UCD User Centered Design

5E's of Good User Experience in the *enterprise*:

- Process Effective
- Efficient
- Engaging
- Error tolerant
- Easy to learn

BCD
Business Centered Design

6 Key Principles to ensure design is user centric

- Understanding of Users, Tasks and Environments
- User Involvement
- Design = user-centered (Design Thinking)
- Iterative
- Design addresses UX
- Team approach

SAP FIORI = Epitome of design consumerization





Avg. loaded head count per employee : \$ 120,000 per year Hours work per year : 40 h/week x 48 weeks = 1,020

Hourly wage : \$120,000 / 1,920 = \$62.50

Time spent on UX evaluation, analysis, etc. :240 hours

Total UX staff costs: \$15,000

Support call: \$200 per call

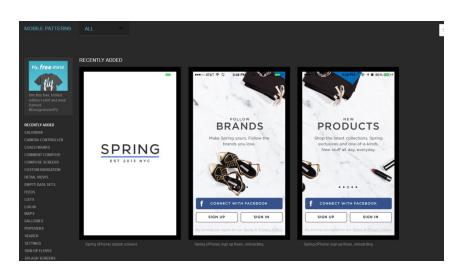
Support calls due to UX problems : $500 \times $200 = $100,000$

Task A improved by 3 minutes, performed 5 times a day 200 users perform task A: 200 x 3 x 5 = 50h per day Annual savings: 50h x \$62.50 x 230 = \$718,750

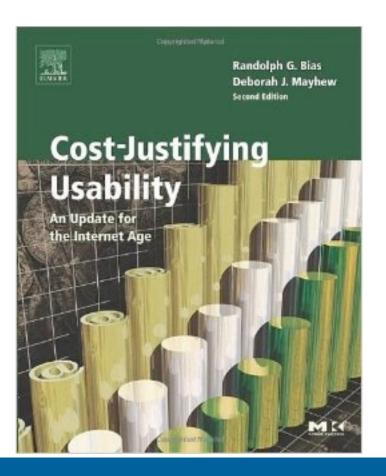
Robin van het Hof @Qualiture

Helpful References

- Mobile app interaction patterns
- http://www.mobile-patterns.com/



Helpful References



Helpful References

- Design tips, ideas and inspiration
- http://mashable.com
- http://www.dribbble.com
- http://www.behance.net
- http://www.graphicstock.com

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