

MINING CLIENT

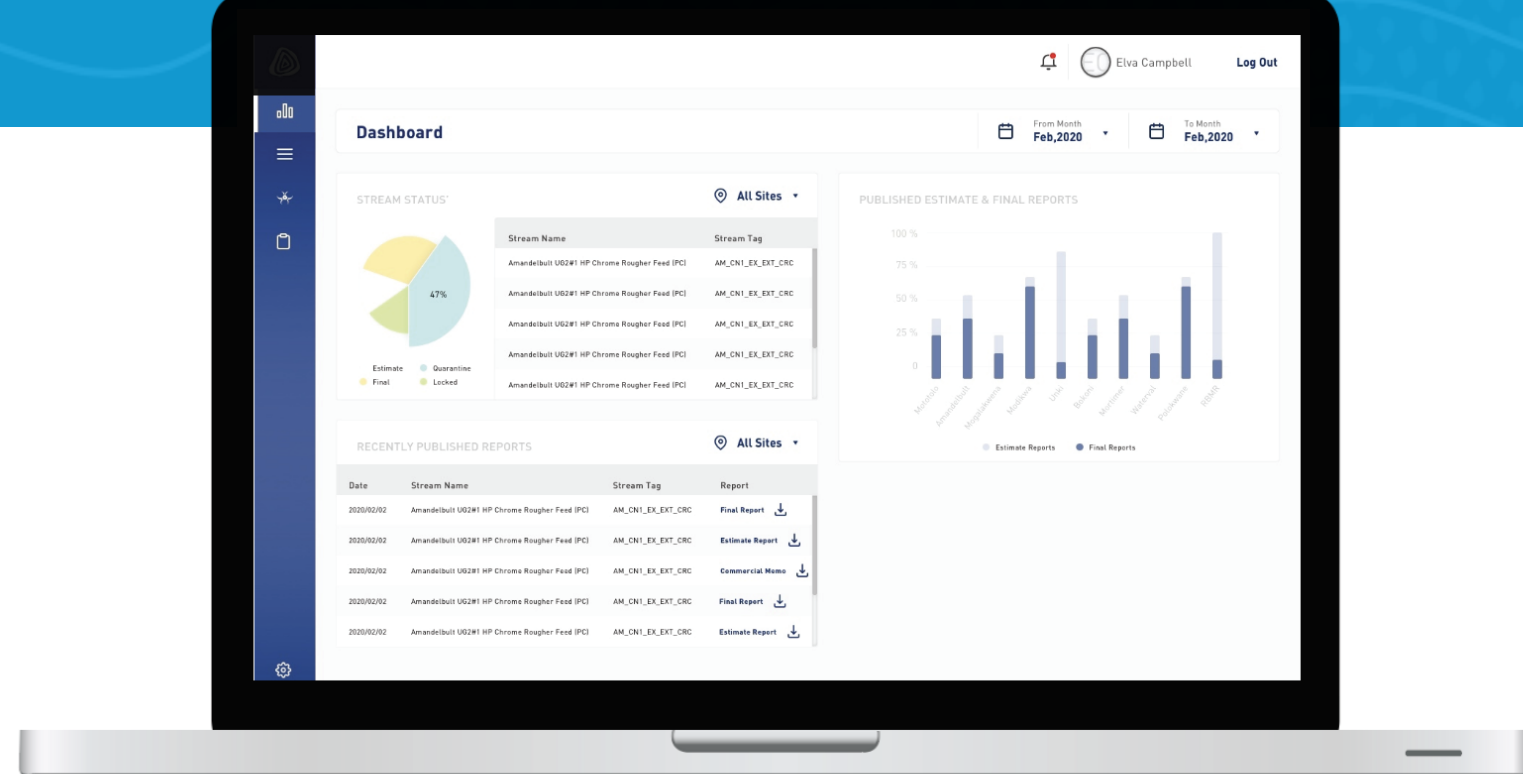
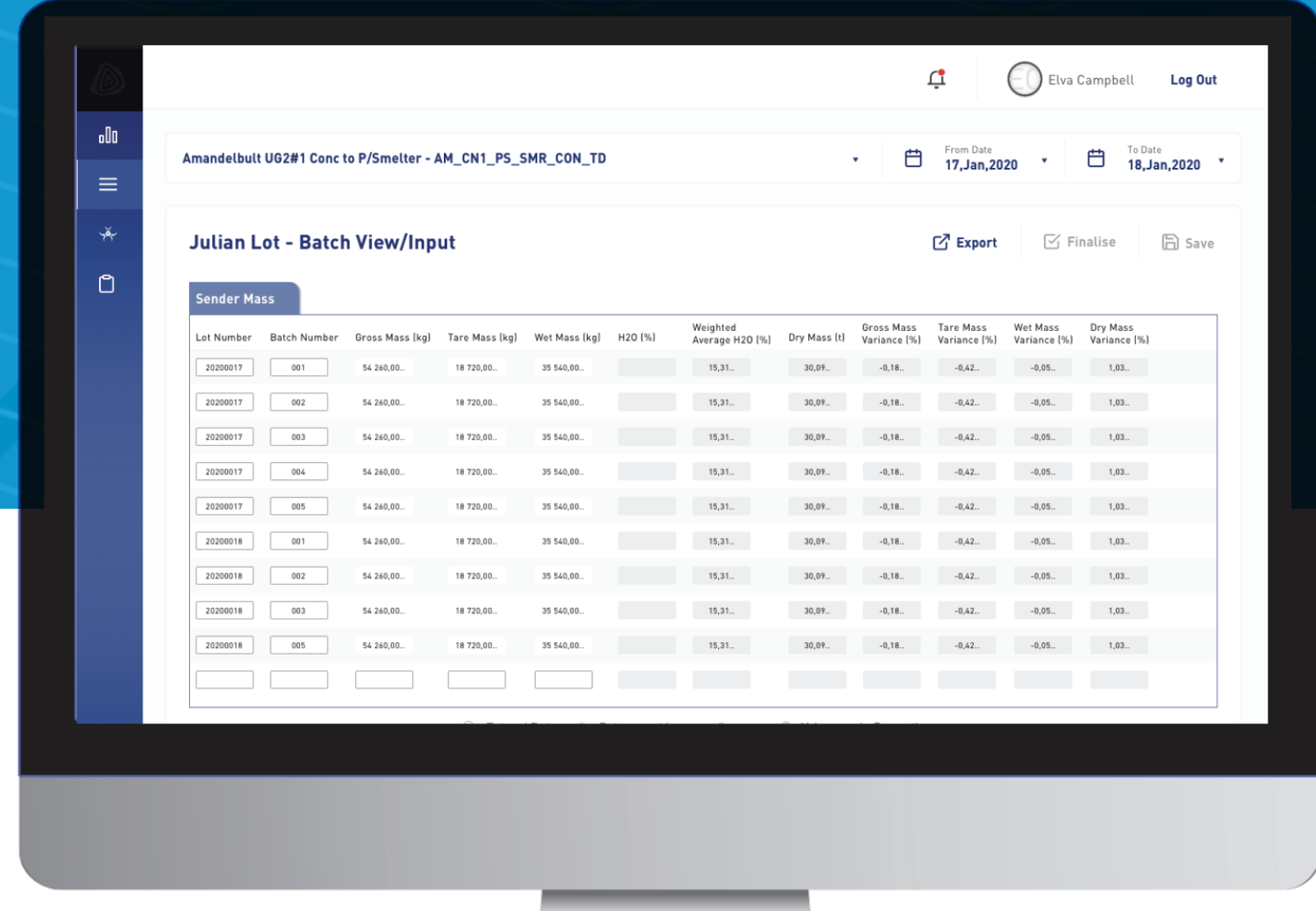
Metal Accounting System

The old Metal Accounting System was purchased off the shelf, had been highly customised and could no longer be supported by the original vendors. The result of the customisation was not only high system complexity but a poor user experience. Thus, UX research was conducted and results were gathered for a web-based system to manage Metal Accounting data and report production data to various stakeholders.



Project Summary

The goal of this project was to build a replacement for the old Metal Accounting system for a mining conglomerate. The intended users for the new system would be internal stakeholders, namely metal accountants.



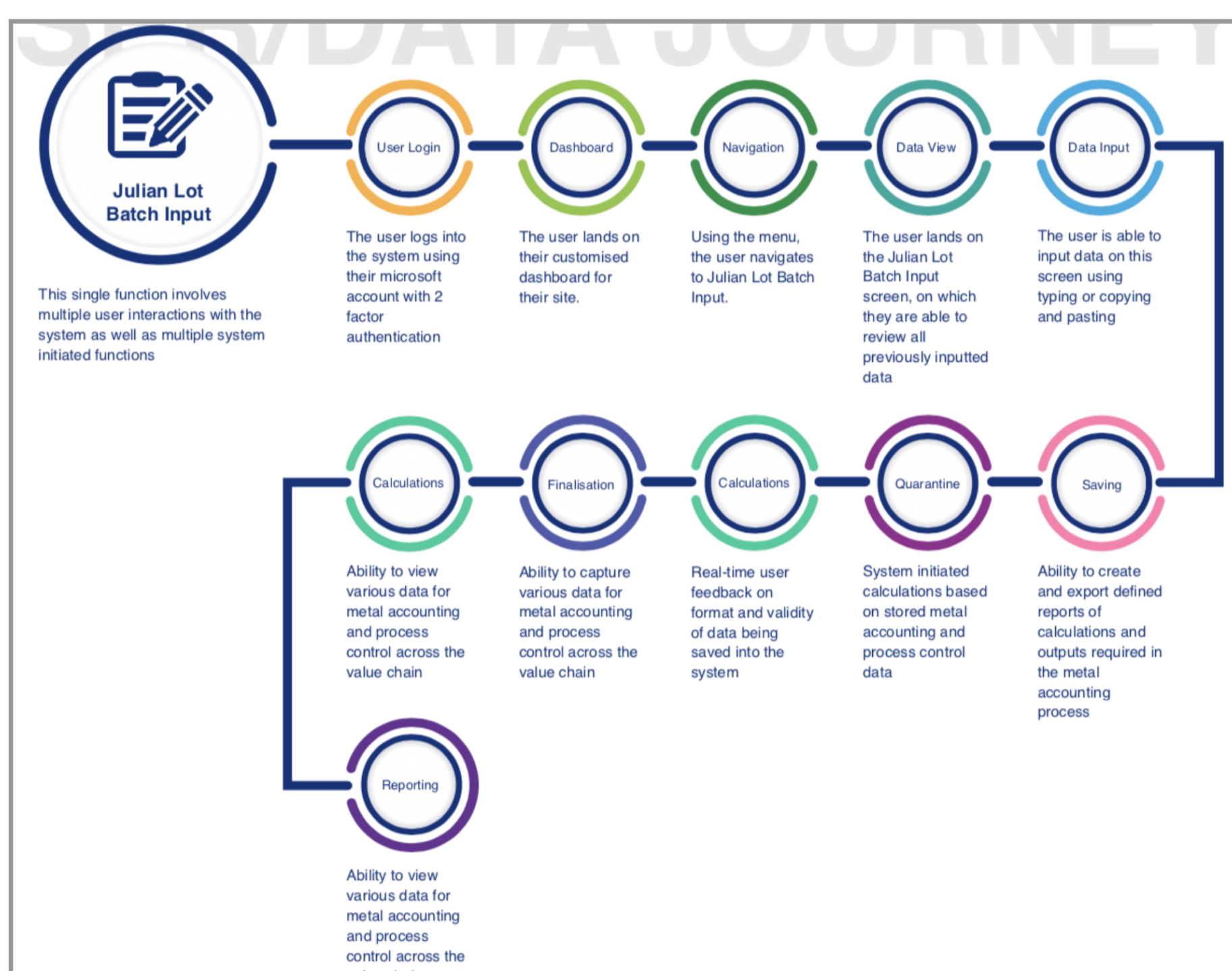
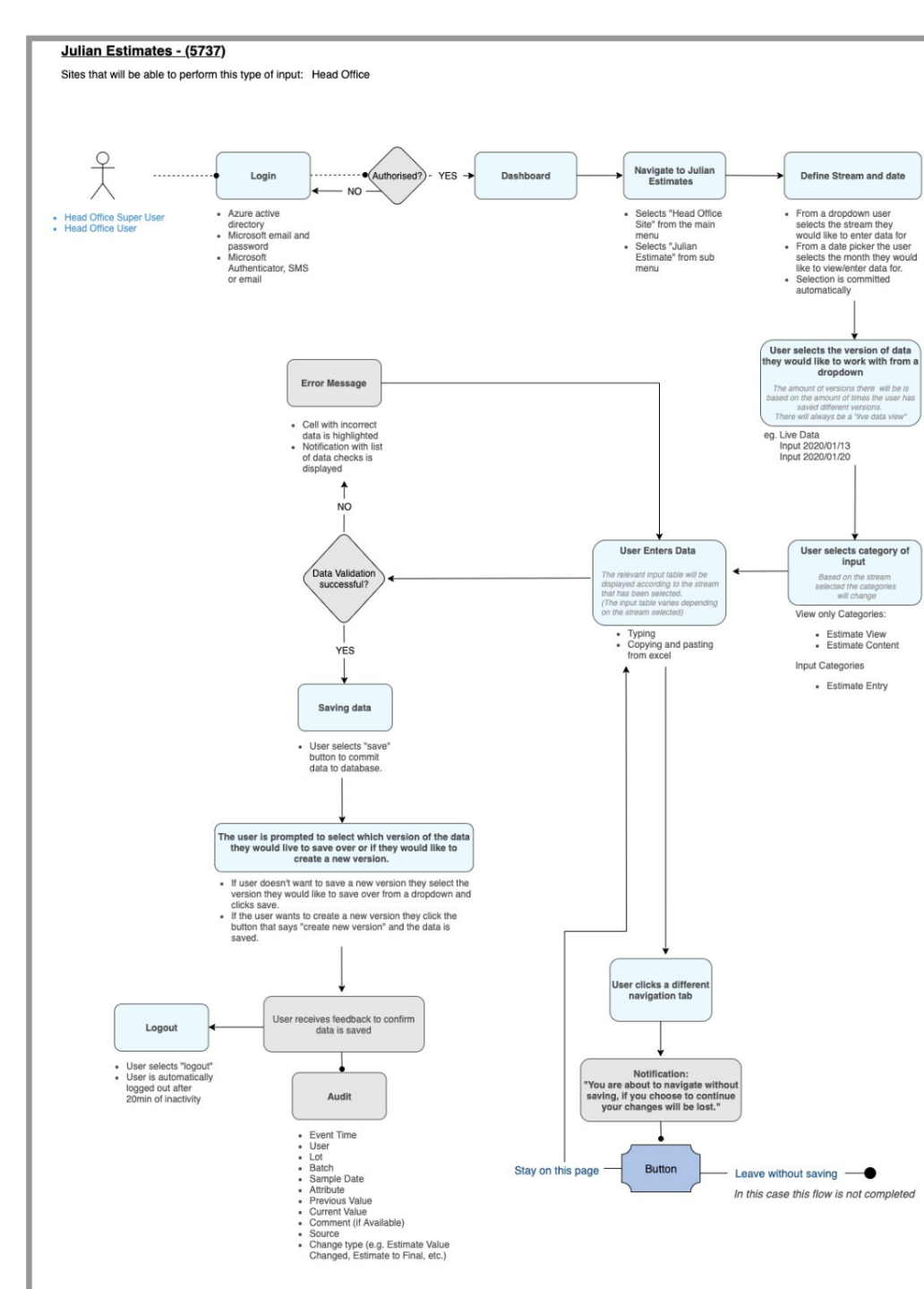
METHODOLOGY

The scope of the project, as with most projects grew as more and more research was done during the interview and analysis phase. As a team we were unable to access the old system, so had to do very intense research in order to ensure that a high quality system would be delivered that not only answered the requirements that the current system was able to but also delivered far beyond the old system and catered for constraints that were not initially identified.

We began by interviewing old system users, watching them use the system and understanding what their pain points were. Using the business rules identified in the BRS and the new requirements found in the interview process we were able to create very well rounded and detailed user stories, which led to the creation of low fidelity wireframes and ultimately a final UI prototype.

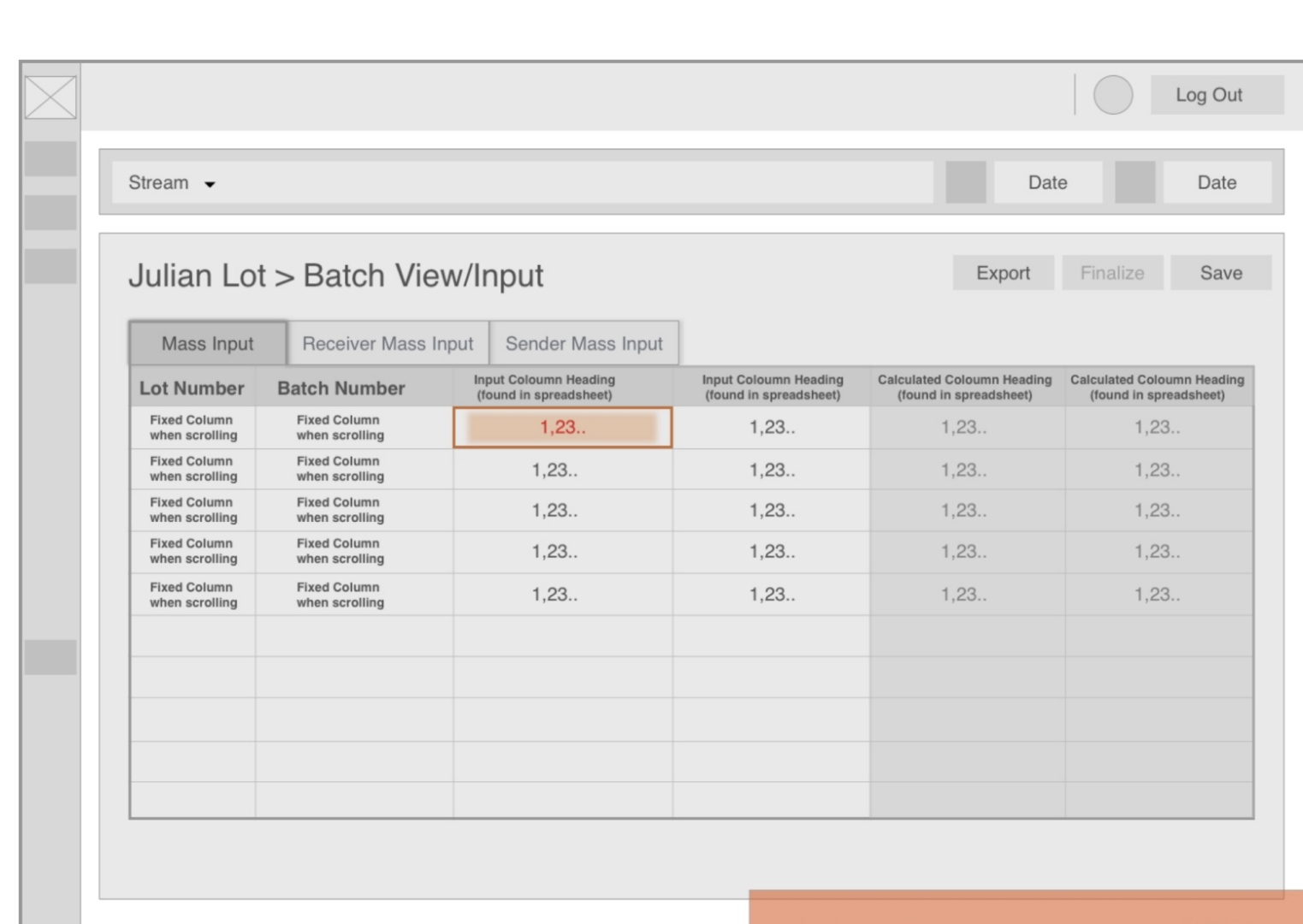
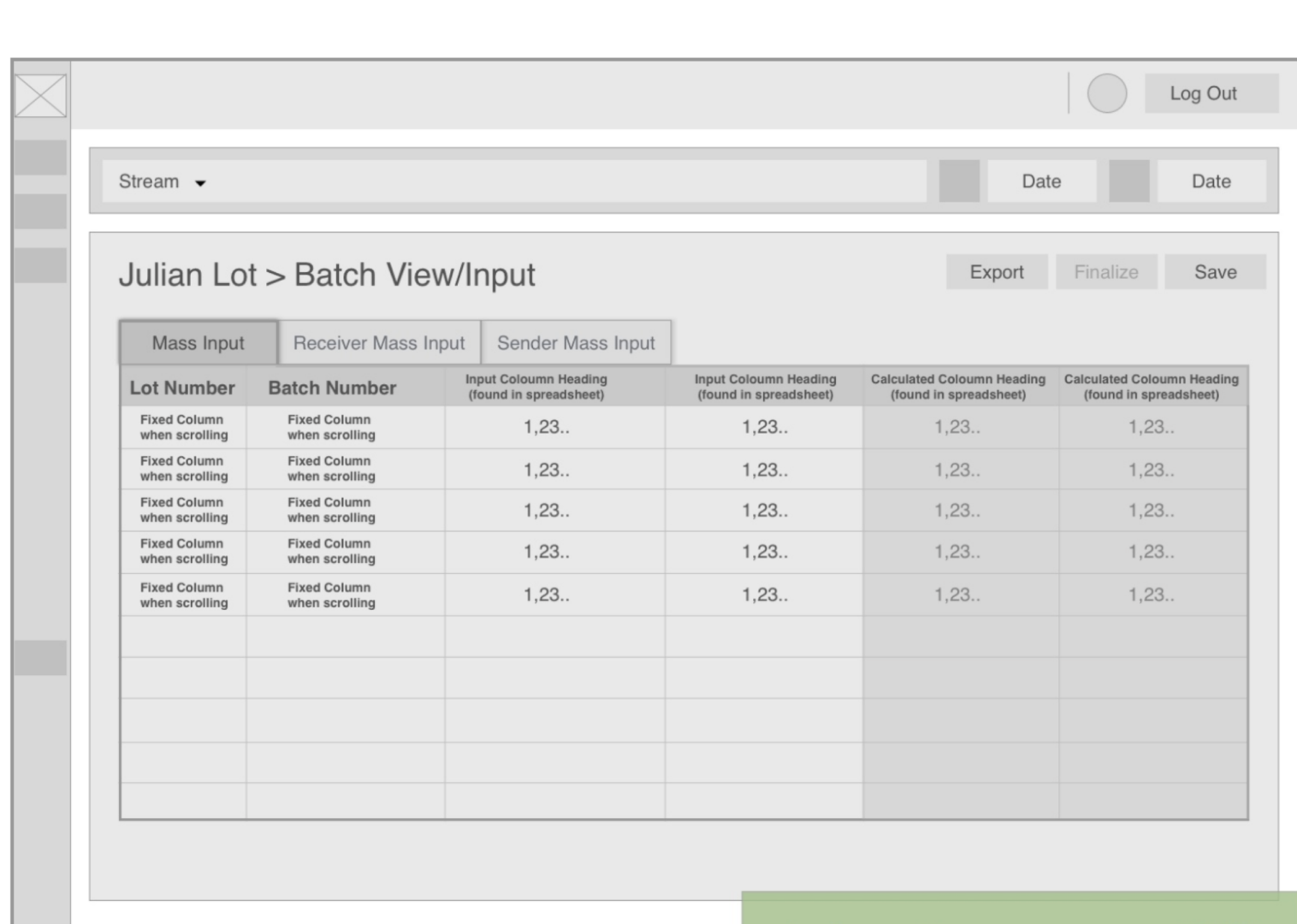
USER STORIES AND USER/DATA JOURNEY

The user stories were broken down into process flows to understand how the user would move through the system in order to achieve what the user story was stating needed to be achieved.



Low-Fidelity Wireframes

The resulting User Stories and Process Flows allowed us to develop low fidelity wireframes of the new systems screens. The wireframes were tested on the project owner (who in this case acted as a critical user in the old system). Wireframes were also tested on the Software development team lead and the Systems Architect in order to make sure that the back-end and front end were being built to work together seamlessly.



Responsibilities

The team consisted of a project manager, business analyst, systems architect and various users from the conglomerate as well as a systems architect, delivery manager, UX designer, UI designer, business analyst and development team lead from DVT.

A great repour was able to be built among the team and stakeholders with interviews and meetings being conducted both on-site and remotely.

The DVT Design Team were responsible for the following:

- Research
- Interviews
- Wireframes
- Persona creation for user access role definitions
- Site Map
- Prototyping
- User Story Refinement
- Requirements for scenarios
- Test Cases

HIGH-FIDELITY UI SCREENS

