molly clare wilson user experience design



Contents

Design Process

Case Study

Lifelong Learning for Pharmacists

Project Overviews

Matching MOOC Tutors
Learning Design Thinking Online
Managing Sales Payroll
Tools for Complex Interaction Prototyping

Sketching

Animation

Sketchnotes

Illustration for Teaching

Animals, Travel, This & That

I follow a **human-centered**, **iterative** design process to make sense out of complexity.

DEFINE

Learn about the market and technological landscape

Inventory any existing product(s) or service(s)

Plan field research

Recruit & screen participants

Conduct research: ethnographic interviews, observations, cultural probes...

Synthesize fieldwork findings

Clarify technical and business challenges

Define a design brief

DESIGN

Define an information architecture

Sketch design ideas

Facilitate stakeholder workshops

Refine design ideas

Create interactive prototypes

Get lightweight user feedback

REFINE

Test strategic areas of design

Create detailed design

Communicate specifications for edge cases

Co-design even more closely with other departments: business design, graphic design, engineering, communications, marketing...

Make a plan for continuous testing & learning

Case Study

Here's an in-depth look at one of my projects during my time at Sliced Bread Design in Mountain View, CA.

The project **Lifelong learning for pharmacists** spotlights my skills at turning user needs into product features.

LIFELONG LEARNING FOR PHARMACISTS

Help a medical publisher redesign the way pharmacists find information and maintain their professional licensures.



CLIENT

TRC (Therapeutic Resource Center), Stockton, CA
One of the most trusted names in US/Canadian medical
publishing, TRC was facing major design debt, and
challenges from a range of better-designed competitors.

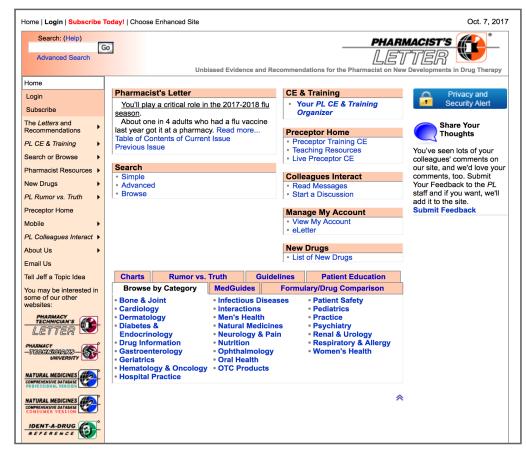


MY ROLE

Sliced Bread Design redesigned the entire digital experience: information architecture and search, continuing education, and visual identity. As well as being the main interaction designer on the project, I conducted user research and user testing.

CASE STUDY // LIFELONG LEARNING FOR PHARMACISTS // INTRODUCTION

The Pharmacist's Letter has been a **trusted, industry-standard information source** for medical professionals since 1985. It is thorough, frequently updated, and, most of all, scrupulous about disclosing all contacts to the pharmaceutical industry.



TRC's home page, before redesign

What does TRC need?

- > Become a one-stop shop for pharmacists and pharmacy assistants to earn their state credentials
- > Stay competitive by bringing a fresh but trustworthy look to a loyal long-term audience
- Enhance findability so that people use all of the many products on offer

What do users need?

- > Up-to-date information about pharmaceuticals at their fingertips unbiased by pharmaceutical companies
- > Support in their professional development
- Help navigating confusing state licensure and CE (continuing education) requirements

CASE STUDY // LIFELONG LEARNING FOR PHARMACISTS // DEFINE

We conducted **12 in-person contextual interviews** with customers – pharmacists, nurses, and pharmacy technicians. We observed their work routines, focusing on how they receive pharmaceutical information.

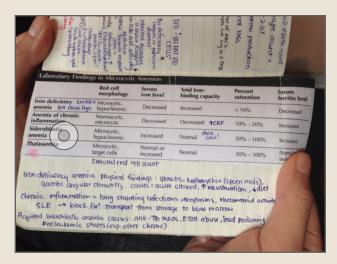


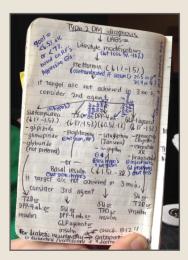
"People have, like, pictures of their their kids on their desk, and I just have medication interaction charts... I can see my kids when I get home!"

Judy

NURSE PRACTITIONER, OAKLAND, CA

- > Patient education is her favorite part of her job
- > Works hard to get to the bottom of a diagnosis and help her patients understand what's going on
- > Likes to listen to pharmacy-related podcasts while doing dishes
- > Prints out Pharmacist's Letter on paper so she can mark it up





Judy's notebook, with charts printed from Pharmacist's Letter

CASE STUDY // LIFELONG LEARNING FOR PHARMACISTS // DEFINE

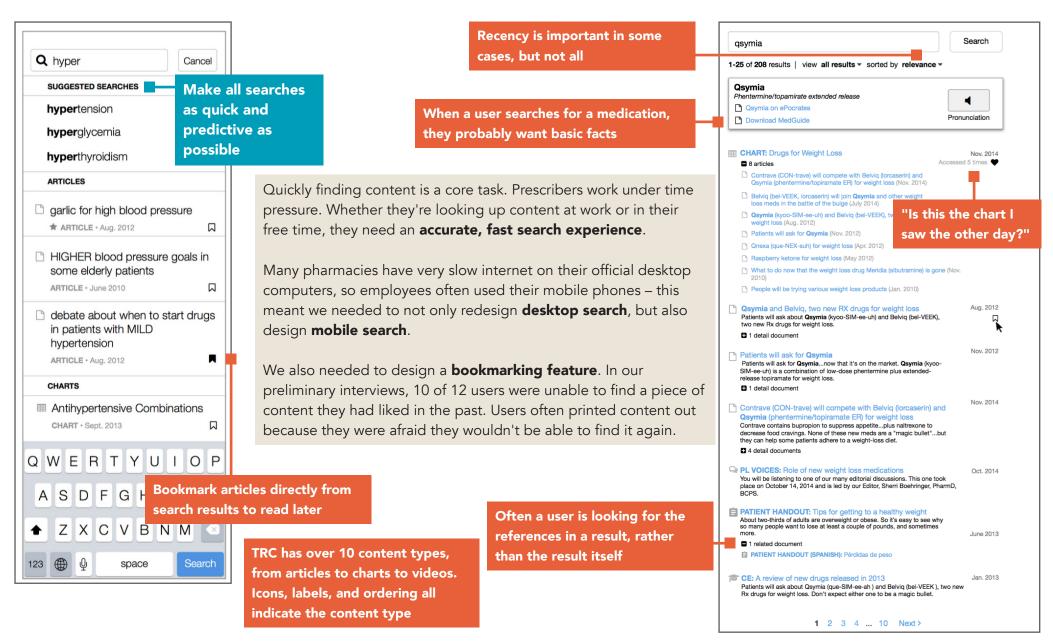
I THOUGHT... I LEARNED... AND WHAT'S MORE... **DESIGN PRINCIPLES** Pharmacists are under Pharmacists are basically Make all searches as quick Pharmacists have checking boxes; if they cared enormous medical and and predictive as possible constant time pressure from a lot about people, they'd be legal responsibility, and employers; they have tight doctors or nurses see themselves as patients' service targets to meet primary line of defense Employers won't even pay Employers, unfortunately, see for fast internet or up-to-date Design with mobile in mind pharmacists as glorified store computers in the pharmacy clerks The licensure process is an Pharmacists gladly use their Every pharmacist has a Support on-demand learning annoying formality free time to learn. They massive "to-read" list (on usually do more courses than paper, digital, or both) are required for licensure Education is the key to Make education offerings The only really annoying part career growth, and they're easy to find, and emphasize about licensure is keeping responsible for it themselves how they meet licensure track of complex requirements requirements Some loyal readers aren't even aware that TRC offers TRC's website looks so The "bad" design actually continuing education! increases trust: if the website unattractive and outdated looked too sexy, it would be that it can't possibly be Focus on UX improvements; suspicious! trustworthy modernized UI design is a Pharmacists adore guidelines, nice-to-have charts, and process maps Pharmacists' main complaint: "I get lost on this website"

Prioritize clear IA & navigation

throughout, at all levels

Pharmacists are highly linear,

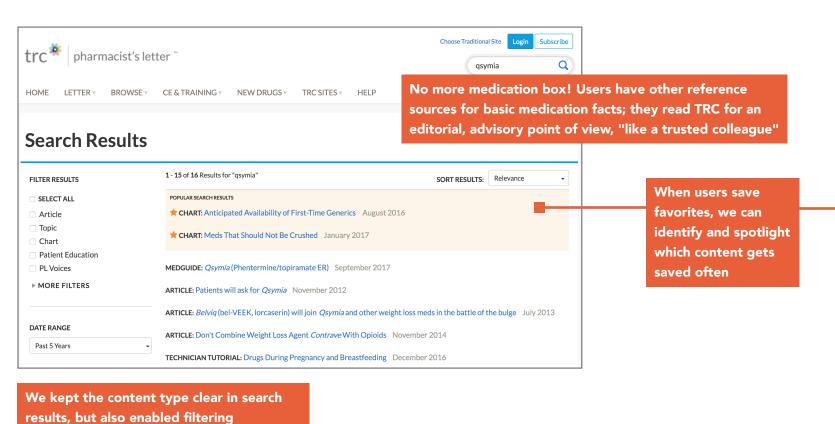
structured thinkers



inf

CASE STUDY // LIFELONG LEARNING FOR PHARMACISTS // SEARCH // REFINE

Our finished design was much simpler than our drafts. Users reported complex behaviors around finding and saving content, but my designs became cluttered as I tried to accommodate them and make all of these behaviors "one-touch." With this more serene, less busy interface, users didn't mind a couple more clicks.



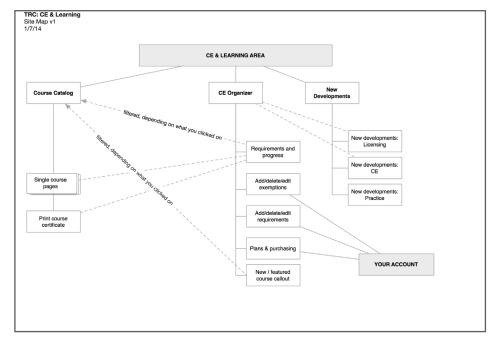
trc* pharmacist's letter * MENU ≡ **Search Results Qsymia** Search Filters **FILTER RESULTS** Past 5 Years **DATE RANGE** Relevance SORT RESULTS: Search CE & Learning POPULAR SEARCH RESULTS **CHART**: Anticipated Availability of First-Time Generics August 2016 **CHART:** Meds That Should Not Be Crushed January 2017 MEDGUIDE: Qsymia (Phentermine/topiramate ER) September 2017 **ARTICLE:** Patients will ask for **Qsymia** November 2012 ARTICLE: Belviq (bel-VEEK, lorcaserin) will join *Qsymia* and other weight loss meds in the battle of the bulge July 2013

CASE STUDY // LIFELONG LEARNING FOR PHARMACISTS // CONTINUING EDUCATION // DEFINE

Pharmacists and pharmacy technicians need to fulfill certain education requirements to maintain their licensure. These requirements vary significantly by state and province. How many hours are required? What form can the classes take? Are there different specialties? What requirements are on one-year, two-year, or three-year cycles? Do particular employers have special requirements? And the list goes on.

Most pharmacists maintain licenses in multiple states for maximum professional flexibility; one pharmacist we interviewed had seven different licenses.

In redesigning the education section of TRC, my first task was to **organize the content** and **map out all the licensure requirements**.



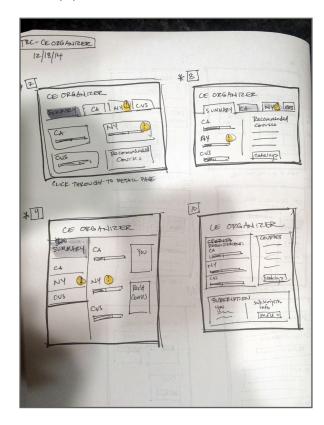
Site map for restructured CE (Continuing Education) & Learning area

CE Requirements - Quick Sheet				
State	Pharmacists CE Req	Technician CE Req	ACPE CE Required? - Techs Only	Can PTU Training Be Used?
Alabama	Total (15hrs) General (12 hrs), Live (3 hrs)	Registration + CE Total (3 hrs) General (2 hrs), Live (1 hr)	ACPE or BOP	yes
Alaska	General (30 hrs)	License + CE General (10 hrs)	Any	yes with PIC approval
Arizona	Total (30 hrs) General (27 hrs), Law (3 hrs), Immunizers need: Imm CE (5 hrs) every 5 yrs	License + Nat'l Certification (PTCB) + CE Total (20 hrs) General (18 hrs), Law (2 hrs)	ACPE or NPTA	yes with PIC approval
Arkansas	Total (30 hrs) General (18 hrs), Live (12 hrs) Immunizers need: Imm CE (2 hrs of 30)	Registration only	N/A	Yes
California	General (30 hrs)	License / Registration only	N/A	Yes for training towards PTCB exam only
Colorado	General (24 hrs)	Technicians not regulated	N/A	Yes
Connecticut	Total (15 hrs) General (9 hrs), Live (5 hrs), Law (1 hr)	Registration + Nat'l Certification (PTCB, NHA)	Any	yes with PIC approval
DC	Total (40 hrs) General (26 Hrs), Live (10 Hrs), HIV/Aids (2 hrs), Med Errors (2 hrs) Immunizers need: Imm CE (2 hrs of 40)	Technicians not currently regulated Legislation pending - B19-0293	N/A	Yes
Delaware	Total (30 hrs) General (28 hrs), Med Errors (2 Hrs) Immunizers need: Imm CE (2 hrs of 30)	2 Levels of Techs - Pharmacy Technician & Certified Pharmacy Technician (PTCB) CE req only to maintain certification	N/A	yes with PIC approval

US state licensure requirements for pharmacists and pharmacy technicians (supplied by TRC)

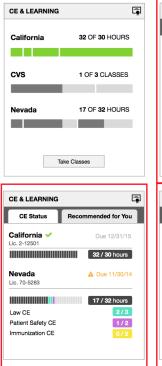
CASE STUDY // LIFELONG LEARNING FOR PHARMACISTS // CONTINUING EDUCATION // DESIGN

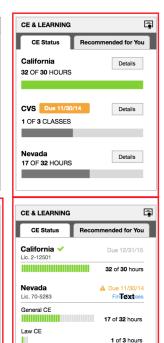
To help pharmacists navigate the maze of licensure requirements, I designed an "at-a-glance" dashboard module.



Users need to know...

- "What states do I still need to take classes for?"
- "For those states, what specific requirements do I still have to fulfill?"
- "Are any of my certifications expired, or about to expire?"





Patient Safety CE



Make education offerings easy to find, and emphasize how they meet licensure requirements

I needed to learn...

- > Is a "summary" relevant do the states' progress bars need to be all visible at once?
- What's more relevant, number of hours completed or percent completion?
- > How extreme are the edge cases? Is anybody licensed in 50 states? Does any state require 100 hours of courses?

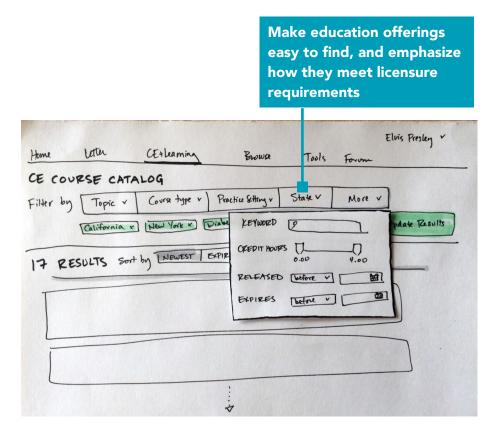


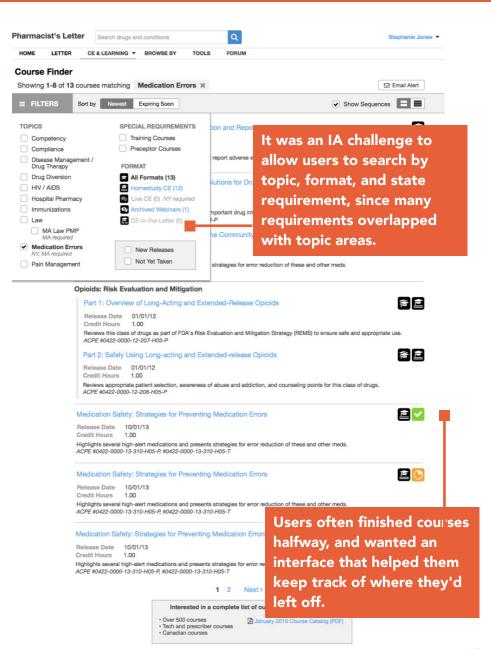
1 of 3 hours

CASE STUDY // LIFELONG LEARNING FOR PHARMACISTS // CONTINUING EDUCATION // DESIGN

Many pharmacists didn't even know how much education content TRC had. We needed to show off the richness and variety of the course catalog – and the best hook we had was showing them content relevant to their licensures. So I designed a **course finder** to help subscribers find courses that applied to their licenses.

The old design emphasized TRC's internal organization of courses, which didn't always make sense to users. I needed to learn what users cared about, and reconcile that with what search and filtering options were available with TRC's existing database structure.





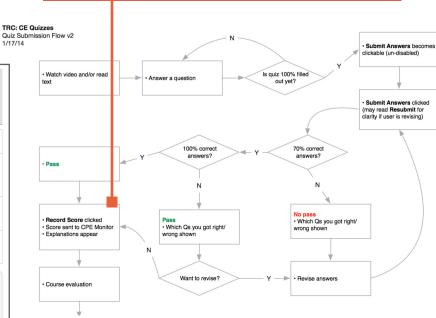
How do pharmacists actually prove that they've learned the content they've watched? The usual model is to take a quiz. Though it wasn't in the original design brief, we realized that the **quiz experience** needed an overhaul.

Together with the experts from TRC, I mapped out how credit-hours are earned, stored, and reported. I translated this flow into a series of interfaces that integrated these quizzes into videos and articles.



Including bookmarks in the video was controversial, because it might be seen as encouraging viewers to skip around and take shortcuts. In the end, the users loved the feature so much that we left it in.

The wording needed several rounds of testing; "submitting" a score and "recording" a score need to be two different actions, and the difference needs to be clear to users.

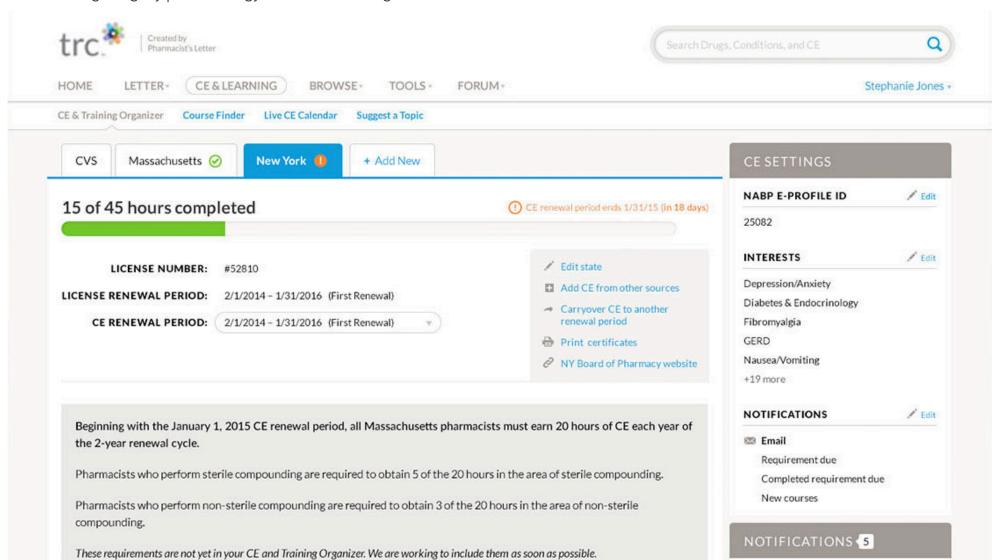


These numbers aren't just bureaucratic junk. Pharmacists want to see it because the digits communicate a lot of information about the course's topic and the requirements it fills.

CASE STUDY // LIFELONG LEARNING FOR PHARMACISTS // CONTINUING EDUCATION // REFINE

The new content and education portal launched in early 2017, and received high praise from users. It is now live at <u>pharmacist.therapeuticresearch.com</u>.

<u>BusinessWire</u> quotes a satisfied subscriber: "I really like the new website! It's easy to navigate through the content on the new site and it's even easier to read... I love getting my pharmacology CME credits through Prescriber's Letter too."

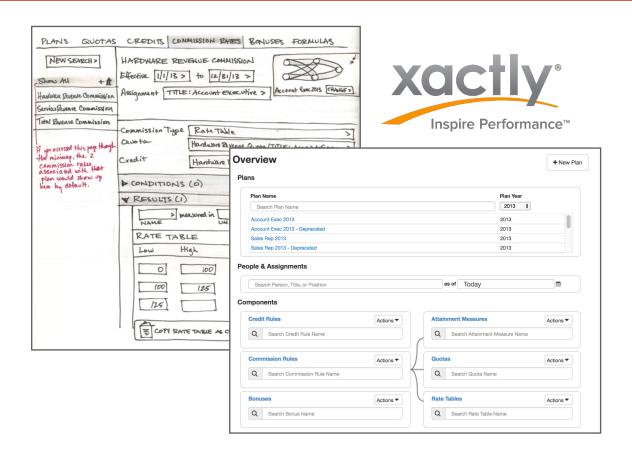


Project Overviews

Here are quick snapshots of a variety of my other interaction design projects. They show the variety of industries, timescales, and team constellations I've worked on.

MANAGING SALES PAYROLL

Redesign an admin interface for a famously complicated payroll task.



TIME 8 months (2014-15)

CLIENT Xactly (San Jose, CA)

AGENCY Sliced Bread (Mountain View, CA)

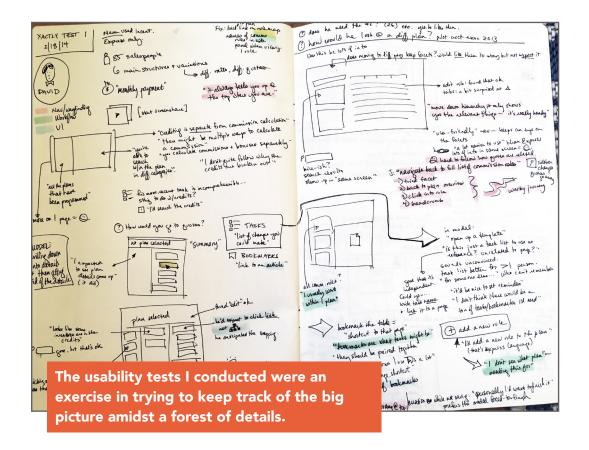
TASKS Interaction design Usability testing

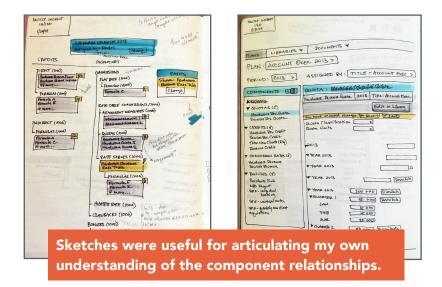
How to design and administer compensation structures for salespeople is a highly sophisticated problem. Whether they're selling cars, software, or real estate, salespeople earn commissions based on many factors.

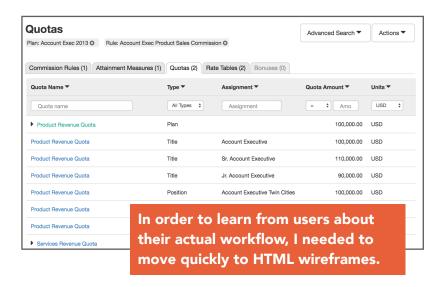
Xactly, Inc. is a market-leading SaaS company that helps other companies manage incentivization and payroll for salespeople. Their flagship product, which helped admins model and assign different compensation structures, was overdue for a redesign. I dove into the world of sales compensation and helped bring many spreadsheets under one

The biggest challenge was the **information architecture of sales compensation plans**. Each sales plan had anywhere from 5 to 100 custom components that related to one another in ways that were difficult to standardize.

I needed to design an **administrative interface** that accurately depicted the relationships between sales plan components, but also spoke the same "language" as the people using the software.

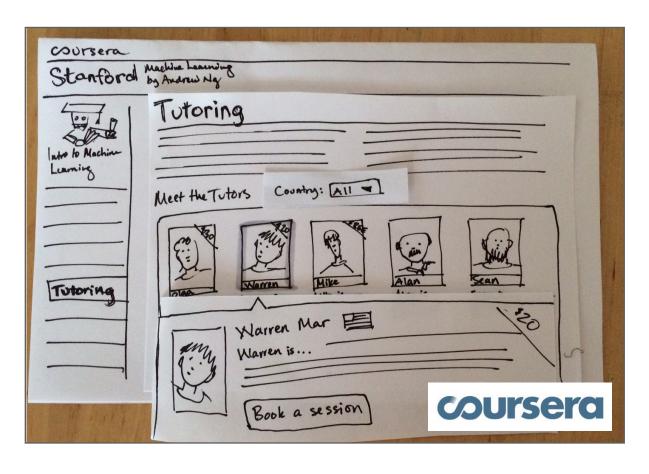






MATCHING MOOC TUTORS

Work fast and light to help a MOOC provider figure out how to offer online tutoring.



TIME 1 week (2014)

CLIENT Coursera (Mountain View, CA)

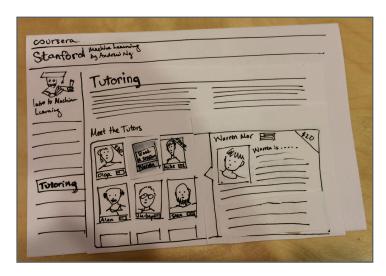
AGENCY Sliced Bread (Mountain View, CA)

TASKS Interaction design Usability testing

In 2014, MOOC pioneer Coursera was exploring launching tutoring for their machine learning MOOC (massive open online course). They needed a quick interface to test whether tutoring would be an appealing offering.

Our core questions were around **tutor selection criteria and pricing**. What would make a MOOC student choose a particular tutor – or any tutor at all?

PROJECT OVERVIEWS // MATCHING MOOC TUTORS // DESIGN & REFINE



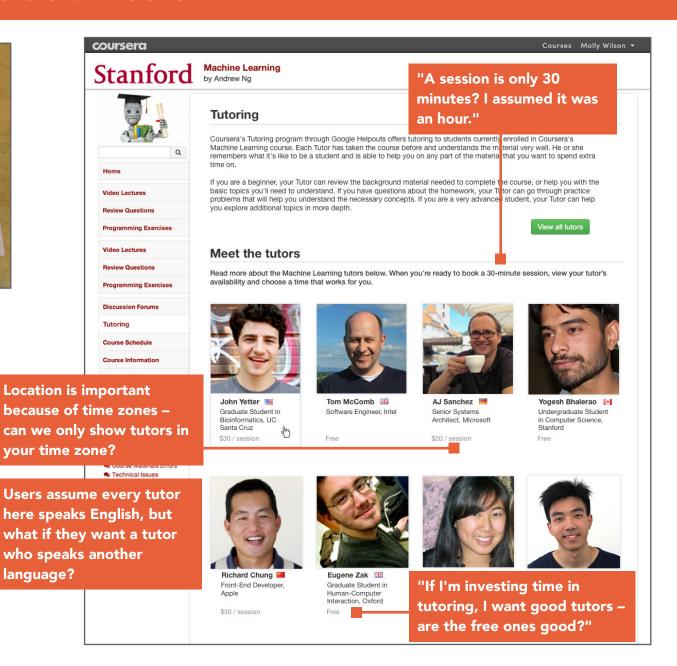
Paper prototypes helped me learn about the design constraints of Coursera's CMS.

Coursera's plan was simply to let tutors set their own prices. However, my tests showed that this approach wasn't likely to work.

If it wasn't clear why some tutors cost more money than others, users wouldn't trust the tutoring service in general.

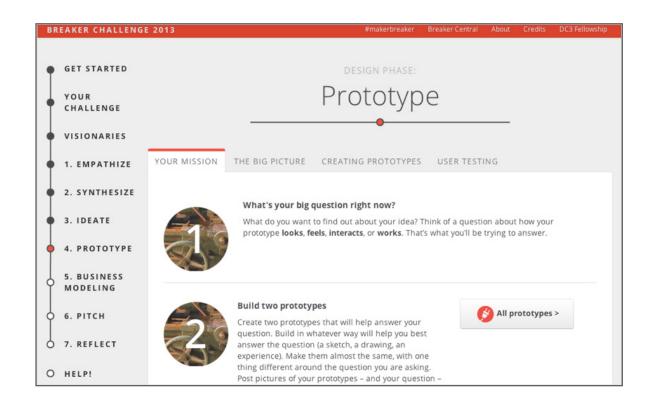
The most important takeaway from this sprint was that Coursera had to be **transparent and consistent with their pricing model**.

More information on the tutoring pilot: https://www.class-central.com/report/coursera-peer-to-peer-tutoring-google-helpouts/



TEACHING DESIGN THINKING ONLINE

Create an online "ride-along" experience to parallel a New-York-based course in design thinking and entrepreneurship.



TIME 3 months (2013)

PARTNERS Stanford d.school (Palo Alto, CA)

Project Breaker (New York, NY)

TASKS Course design

Graphic design

Website development

Project Breaker, an entrepreneurship program for at-risk students in New York City founded by TED fellow Juliette LaMontagne, received funding to create a parallel online experience in cooperation with the Stanford d.school.

Design thinking and entrepreneurship are complex topics – how could we make this material clear and accessible?

How could we design and structure an online course that felt as exciting, clear, and immersive as the in-person experience?

PROJECT OVERVIEWS // TEACHING DESIGN THINKING ONLINE // DESIGN & REFINE

I was responsible for design, content, and implementation for the website that hosted Project Breaker's core curriculum and guided students through the class.

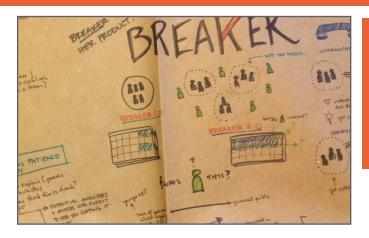
Interactions between participants were supposed to happen on a discussion platform we designed; however, we quickly figured out that people were using social media, rather than our bespoke message board.

One of our key learnings was that an online course needs to leverage **as many familiar interactions and habits as possible**. Asking people to undertake unfamiliar tasks alone requires a leap of faith, and they need **guidance and support** along the way.

The website is live at http://futureofstuffchallenge.org. I also blogged about the experience of running the course.



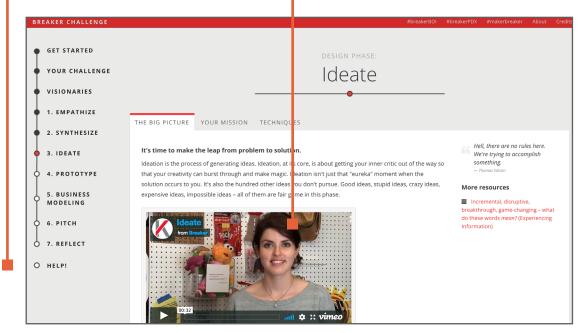
I designed and tested various ways to display and organize teaching content.



Before designing the website, I interviewed past and prospective Project Breaker students to learn about their motivations for participating.

We added this "help" section during the course because nobody was turning to our discussion forum for support.

We shot short videos with student "hosts" to help the online course feel more personal and engaging.



TOOLS FOR COMPLEX INTERACTION PROTOTYPING

Design and implement a library of HTML/CSS/ JS components and templates for a design agency that specializes in complex UIs.

SAMPLE

How large a swimming pool do you need for a capybara?

How large a swimming pool do you need for a capybara?

How large a swimming pool do you need for a capybara?

How large a swimming pool do you need for a capybara?

How large a swimming pool do you need for a capybara?

How large a swimming pool do you need for a capybara?

TIME 7 months (2014-15)

AGENCY Sliced Bread Design (Mountain View, CA)

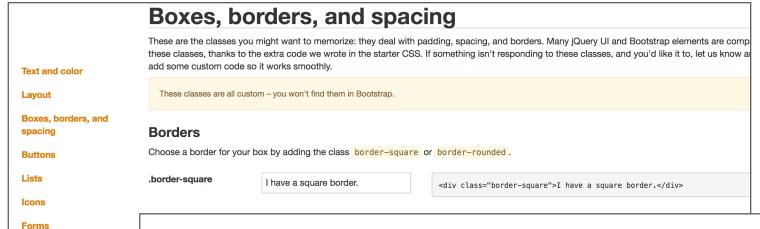
TASKS Library design

Library creation & programming Iteration & maintenance

At Sliced Bread, where I was a staff designer, we prototyped directly in HTML. This may sound like overkill, but it wasn't: our designs had so many screens, states, and specific needs that we regularly crashed every "dragand-drop" prototyping tool we tried.

We already had a component library, but it looked dated, wasn't interactive, and often crashed. So, as the most experienced with HTML/CSS/JS, I redesigned our library of components: from text to tabs, buttons to accordions, icons to column layouts. I kept the default ingredients modern, consistent, and visually neutral, so as not to unintentionally imply UI design decisions.

The finished library contained **hundreds of components, all documented with copy-and-paste snippets**. It was a big project for one designer, but seeing our "rough" prototypes take on a more unified, professional appearance was rewarding – and, since it was an internal project, I could have some fun with it!



I combined Bootstrap, jQuery UI, and some custom JS to create snippets for every component we used in our HTML prototypes.

Because of the range of HTML/ CSS/JS expertise at the agency, I needed to define and explain each component thoroughly.

#\$*& It, Use Tables?

Whether you use CS of tags that aren't se

Use tables

Dashboard components

Miscellaneous

SBD elements

Tables

- For tabular di
- If you prefer

Don't use tables

- For the higher
- For vertical list
- · For tablet, m
- If you are inse
- If you prefer
- If you're having for rehaving problem
- Could go either wa

CSS Positioning 1: Go with the Flow

EVERYTHING IS BOXES

CSS is a series of boxes. Everything inside every tag is a box.

If you had an infinitely wide computer screen, all these boxes would line up, left to right, like a freight train.



Because your screen isn't infinitely wide, the boxes will wrap. This is called the normal flow: left to right, top to bottom.

Sketchbook

Consistent visual practice keeps my design skills sharp.

I've taken coursework in sketching, printmaking, animation, watercolor, and digital illustration, among other subjects.



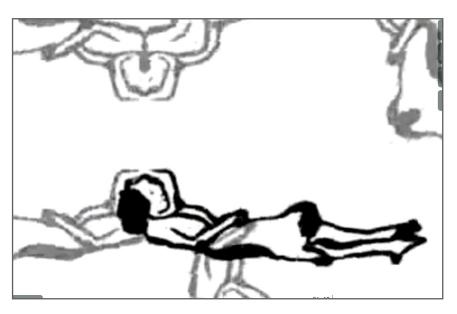
SKETCHBOOK // ANIMATION



"Wish You Were" (2005)

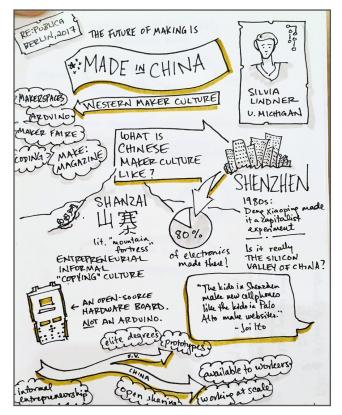
Coursework at Harvard University (Prof. Lorelei Pepi) Jury prize for best student animation, New England Film Festival 2005

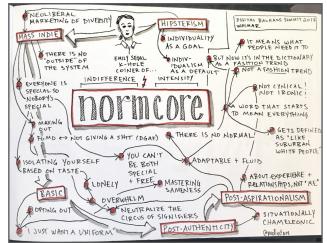
Other personal animation and video work is <u>on my Vimeo site</u>.

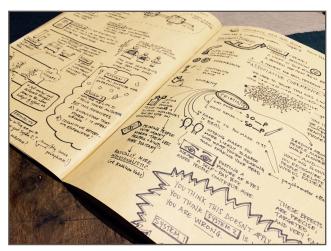


"Make a Star" (2006)
Coursework at Harvard University (Prof. Ruth Lingford)

SKETCHBOOK // ILLUSTRATION // SKETCHNOTES









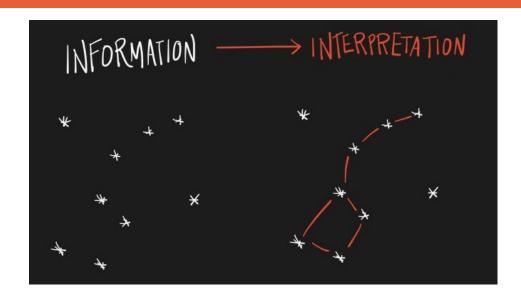
Clockwise from top left:

Silvia Lindner (re:publica 2017, Berlin)

Emily Segal (Digital Bauhaus Summit 2017, Weimar)

Tobias Frere-Jones (Beyond Tellerrand 2015, Berlin)

Book notes for "Thinking Fast and Slow" by Daniel Kahnemann



DONG is the new DISCUSSIVA



THE HERO'S JOURNEY

(DIE HELDENREISE)



Clockwise from top left:

Graphic for expert talk in "Inspirations for Design" MOOC, 2017 Graphic for "The Hero's Journey" for HPI D-School, 2017 Notes on facilitation, HPI D-School, 2015 T-shirt design, HPI D-School, 2017



SKETCHBOOK // ILLUSTRATION // TRAVEL









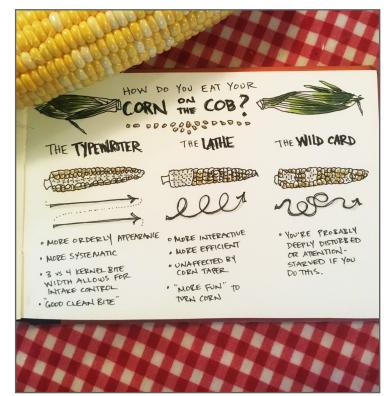
Clockwise from top left: Marrakech Barcelona Stockholm Jutland





Clockwise from top left: California & Minnesota sticker designs Screwdriver Corn-eating analysis Custom vinyl laptop decal







MANIFESTO

Design is an exploratory craft. It's easy to turn to the finished work of others for inspiration. But exploring and understanding materials, whether that means pixels, paper, or bits, metal or clay, water, soil, or glitter, is an essential part of generating design ideas.

Design is creative leadership. Designers are often natural, fluent, and pragmatic communicators in a variety of media. With these skills comes a responsibility to use them wisely: a designer needs to have something to say.

Design is a service profession. We're here to see things about the world that nobody else sees, to hear what nobody else hears, and to bring these insights into the light. Designers must bring a humble, hardworking spirit to any problem with which we're entrusted.

"Beyond the age of information is the age of choices."

- Charles Eames

