

U.S. Department of the Interior's User Experience Journey

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About the Speakers

Martin Quinlan

- Director, Business
 Integration Office,
 US DOI
- Career Fed FBMS since 2006, FBMS Director for the past few years

Stephen Way

- Applications
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 Manager, Business
 Integration Office,
 US DOI
- 21 years SAP experience, 4.5 at Interior

Richard Drake

- Consultant,SpartacusConsulting
- 14 years of SAP ERP consulting, 10 years at Interior





Key Outcomes/Objectives

- Provide background on the U.S. Department of Interior's ERP Financial and Business Management System (FBMS)
- Review User Experience (UX) related efforts and progress
- Discuss lessons learned shifting to the new UX paradigm



Abstract

• The journey of the U.S. Department of the Interior to SAP S/4HANA includes implementing the new SAP Fiori user experience (UX) and SAP Screen Personas software to modernize its portal. This session focuses on the experiences with new UX technologies, the integration of design thinking methodologies, the impact on stakeholders, and operating in a highly decentralized environment.





Agenda

- Overview of U.S. Department of Interior's FBMS system
- UX Background & Initial efforts
- Defining a UX Roadmap
- Honing UX Strategy
- Design Thinking in a decentralized environment
- Lessons Learned





What is DOI







FBMS Goals and Background

- Need visibility to facilitate good decision making & stewardship
- DOI operates across 12 time zones
- Traditional offices and the "Field"
- Understand and leverage massive amounts of data





All Part of the DOI Puzzle



FBMS transitioned DOI from bureau owned, bureau operated with little integration to a single, cooperativelymanaged, tightly integrated system.

FBMS has replaced 86 systems





FBMS Facts

- First transaction in 2006
- Full deployment in November, 2013 marked a significant achievement in the Federal government; no other cabinet level agency has conceived, created and successfully deployed a software solution on the scale and scope of FBMS.
- FBMS manages total average assets of approximately \$95B
- Includes a Fund Balance with Treasury of approximately \$55B
- FBMS Property, Plant and Equipment (PP&E) balance of \$21B
- 11,200 users (4,500 on a daily basis)





FBMS Benefits

- Builds a unified business environment across DOI
- Improves information for business decisions across DOI
- Improves the business processes across DOI
- Reduces data calls from the policy offices to the bureaus
- Improves implementation of advanced technology such as the migration to the cloud

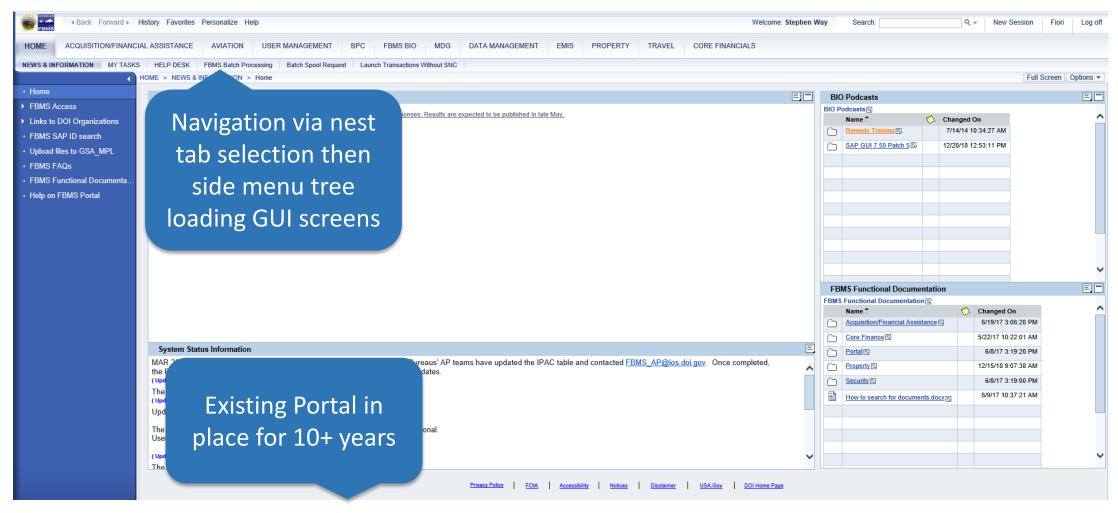




- We have been running on the SAP Portal for the last 10 years. This has been meeting our needs but it is getting dated.
- It also was mostly created by our implementation team with minimal user input.
- It is the entry point for all users into FBMS.











In 2017 we conducted a study on how to best move forward with modernizing our portal. Two key recommendations came out of the study:

- Begin implementation of the SAP Fiori Launchpad now as the eventual replacement for the current FBMS Portal. We would begin with small, targeted rollouts and then expand over time. This would give our team time to ramp up our skills and also start familiarizing our user community with the new Fiori UI.
- Create a joint group consisting of BIO and Bureau representatives with the goal of engaging our user community in the new UX design up front. This group became known as the User Experience Working Group (UXWG).





- We formed the UXWG in late 2017, began getting that group up to speed on the new UX features coming with Fiori & Personas and began building a potential backlog of UX improvements.
- In 2018, we attended the Sapphire conference and focused on UX and Design Think sessions. Seeing the benefits of how Design Think complemented Agile, the decision was made to try out Design Think in our initial Fiori Launchpad design process with the UXWG.





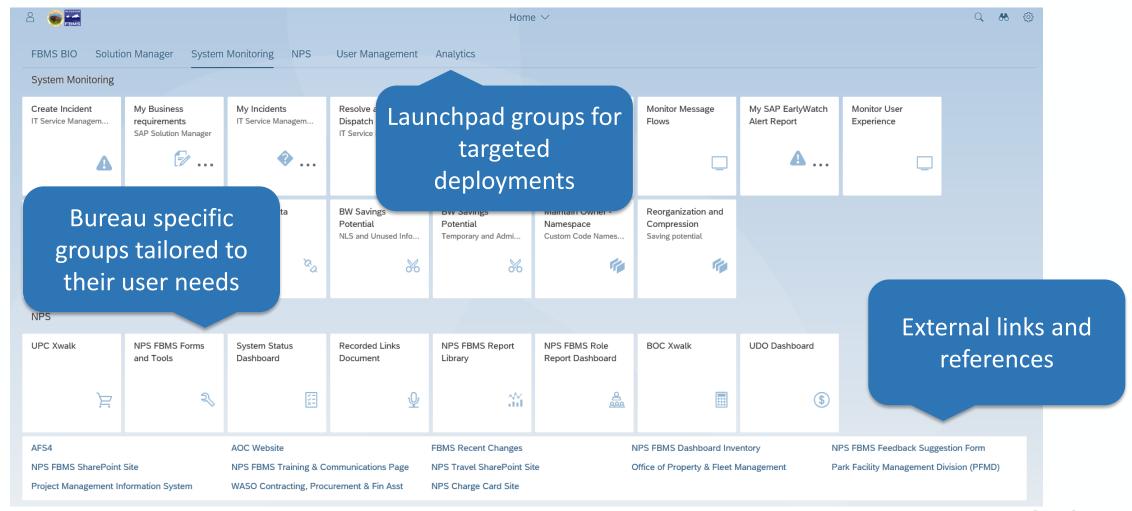
In 2018 we started with a few small Fiori Launchpad related rollouts:

- GRC
- Solution Manager
- A Bureau specific Launchpad for the National Park Service
- SAP Screen Personas effort for Real Property





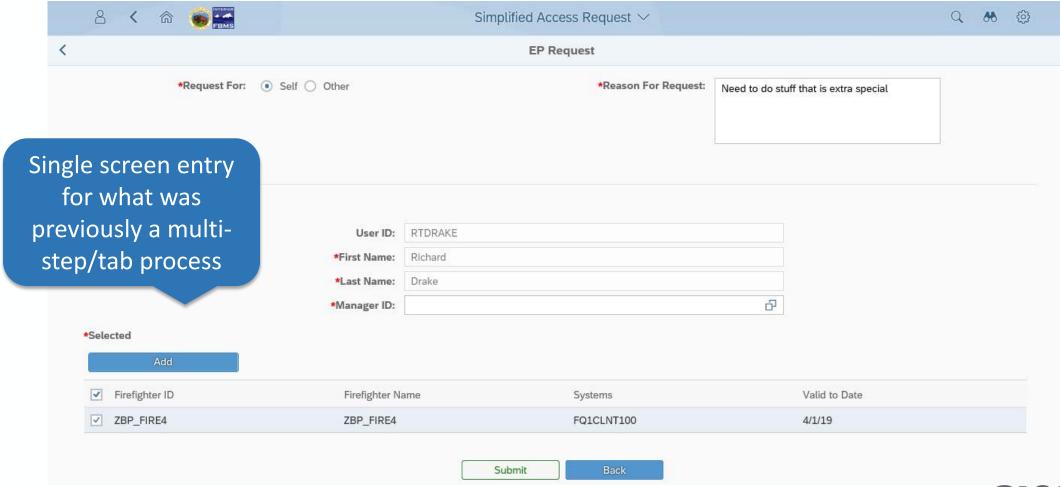
FBMS Current Fiori Launchpad







FBMS Fiori Customized GRC Application





SAP Screen Personas Efforts

Fiori inspired
Floorplans (Wizard
example) of
standard T-Code

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Solution Manager NPS	음 〈 命 ⑥ FIMS	Building / Structure: Quick Release ∨	Q # @
Building / Structure Busines Quick Release Basic Vie	Required Data Dependent Da	Nelluel Felsollas	Data Review
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T-Code: REBDBU	MAXIMO ID ① E: Fill out all required entry fields		Next Quit







Defining a UX Strategic Roadmap

- Initial efforts focused on skills development of technical teams and limited engagements
- Functional team and process development occurred later after technical infrastructure established
- Time taken to consider the best strategy for UX prior to S/4 HANA transition and building out a corresponding UX roadmap





Defining a UX Roadmap (What to do?)

Answer a series of questions to help focus effort for the what

How do we pick which areas to consider in future

What are the primary driver(s) for the evolution of UX before S/4 HANA?

Examples:

- Maximize user efficiency
- Move all users to Launchpad
- Familiarize resources with UX tools

Selection

deployments?

Examples:

- Small roles that can be easily converted wholesale to Launchpad
- Highest used **Transactions**

Evaluation

How do we decide what is relevant for Personas/UI5 custom development?

Should we consider future Fiori apps or changes coming from S/4 Posting Models (e.g. universal ledger, etc)?



Speed

What is the bandwidth that can be achieved in half-year cycles?

- Complex UI5 apps
- Simple UI5 apps
- Personas flavors
- Stock WebGUI/Slipstream





UX Goal Definition

Use goals definition exercise to drive overall roadmap strategy

Tier 1 Goals

Minimize throw away effort prior to S/4 HANA to avoid rework

Familiarizing resources/ end users with UX concepts, tools, and methodologies

Move all FBMS transactions and users to default to Fiori Launchpad (multiple browser support, mobile support, better external integration technologies, etc.)

Tier 2 Goals

Honing UX standards and processes

Maximizing solutions to reduce hours spent on high volume processes

Maximize interface ease of use (integrating outside of FBMS, etc).

Subsuming the maximum number of existing backlog that can be addressed via UX solutions



Opportunity Selection Approach

Step 1	Identify low transaction count roles to pilot full Fiori Launchpad transition with combination of custom Fiori, Personas and standard WebGUI transactions; pick one to start/learn
Step 2	BP teams evaluate roles to identify similar opportunities and use experience from Step 1 to execute across BIO for low volume roles
Step 3	Analyze usage statistics to identify transactions with high volume (and no S/4 impact) transactions for large value improvements to FBMS
Step 4	Leveraging lessons learned from first two steps and items selected from Step 3, develop UX solutions for select opportunities and bring over unimproved transactions to support
Step 5	Continue development of UX prioritized solutions while bringing remaining unimproved transactions to Launchpad via WebGUI and fully filling out the catalog



Evaluation Criteria to Move Forward

- More opportunities will exist than can be done prior to S/4
- Simplify evaluation process with checklist/filters (two stage)

Negative Filter Positive Filter

If passed

cond Checklist

Is this impacted by a S4 process change

Does an S4 only app exist that we will use

Does an S4 only app have >50% of need

Is the process highly complex (initial only)

If any above are yes, remove candidate

Does an existing tcode need simplification

Would guided entry help ease data entry

Could analytics drive clearer user action

Does a tcode have many user roles using distinct sets of information

Is the process custom to DOI (priority)

If any above are yes, evaluate candidate

CISLK

First Checklist

Assessing Throughput Speed

Review team impacts to understand volume of work

	Stock Fiori App	Simple Fiori App/Extension	Complex Fiori App	Stock WebGUI/ Slipstream	Custom Personas
BP Impact	Medium	Medium	High	Low	High
AD Impact	Low	Medium	High	Low	Low/Medium
Security Impact	Neutral	Neutral	Variable	Neutral	Neutral
Portal Impact	Neutral	Neutral	Neutral	Neutral	Neutral
TI/Basis Impact	Neutral	Neutral	Variable	Neutral	Neutral
Training Impact	Neutral	Neutral	Variable	Neutral	Neutral







Honing UX Strategy (How and Who)

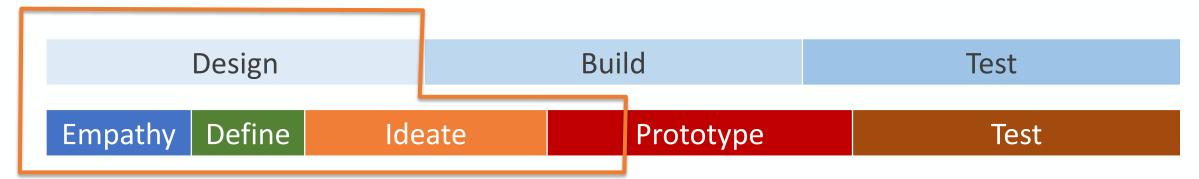
 Focus given to process differences and resource matching for success







Design Thinking Application v. Existing



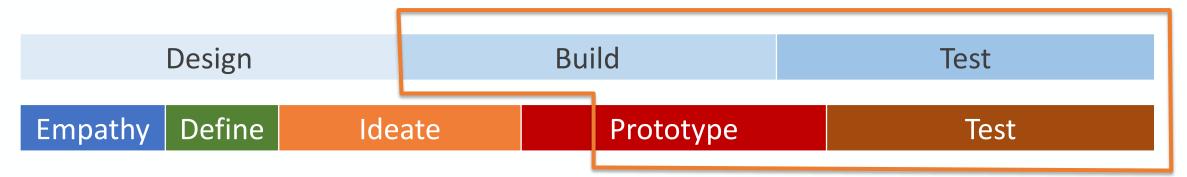
- Traditional design phase is subsumed by 3+ phases of Design Thinking
 - Empathy: more outreach to end users to understand real needs vs. surface requests only
 - Define: similar to existing process



- Ideate: Major change both with who is involved and how feedback is solicited, structured, and generated
- Prototype: Early low fidelity wire framing to boost feedback and eliminate misunderstandings before any code is written



Design Thinking Application v. Existing



- Build phase merged with Prototyping
- Difficult to continuously prototype and review solutions per standard methodology
 - Cutoff made for changes after final wire frames until testing
- Testing phase structure similar to existing process
 - When possible adding in more "beta" like testing (late stage prototyping)





Building the Right Teams

Teams to support Design Thinking have a slightly different set of needs than traditional waterfall style development processes

- End User participants should be at least partially driven by actual user statistics (average + extreme users) instead of only people who most often volunteer
- Internal resources should be creative, inspired and enthusiastic for user experience (these may be different than usual suspects)
 - Ideally some background in prototyping, design, or similar
- Identify or train key individuals who can run Design Thinking sessions with strong people skills, ability to easily defer judgement and coax feedback out of end users
- Designated UX Designer(s) who can keep look and feel consistent across all projects







Decentralized Design Thinking Challenges

- Participation for in-person workshops has significant logistical challenges with many users groups (no budget or availability to travel)
- Ideal use of in-person white boarding and breakout groups not feasible in these environments
- Intentional focus given to how best to do online collaborative Design Thinking sessions by finding right mix of tools and process

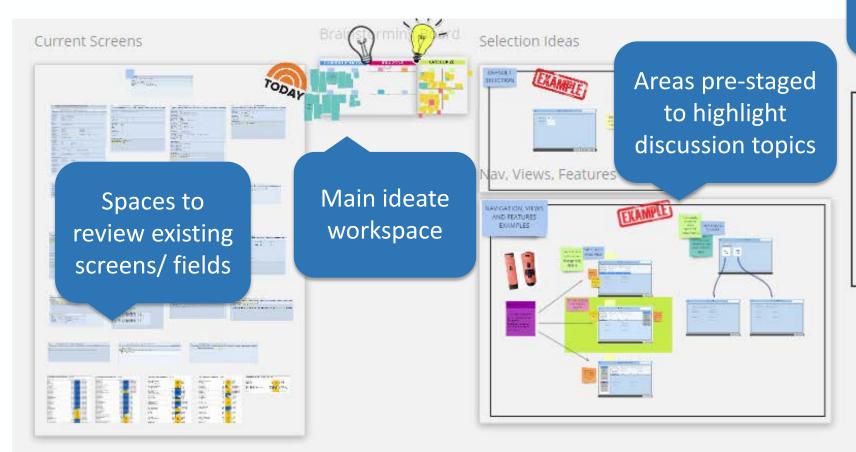


- Tool(s) should not require log-ins or passwords (minimize friction)
- Tool(s) should cover ability to solicit feedback not requiring speaking on phone to allow for maximum participation (difficult to get many to speak on conference calls)
- Tool(s) should support simple and quick wire framing to show what is being discussed
- Process must regularly provide feedback loops in real-time to simulate break out sessions and keep participants engaged
- Process must minimize call-in comments that go too in depth and enforce headlining
- Process requires at least two individuals working in collaboration online to be able to keep updates in tool(s) in real time while still administering session

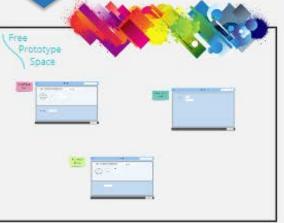




Online Design Thinking (Setup)



Early prototyping spaces



Tools selected:

Conferencing: Webex

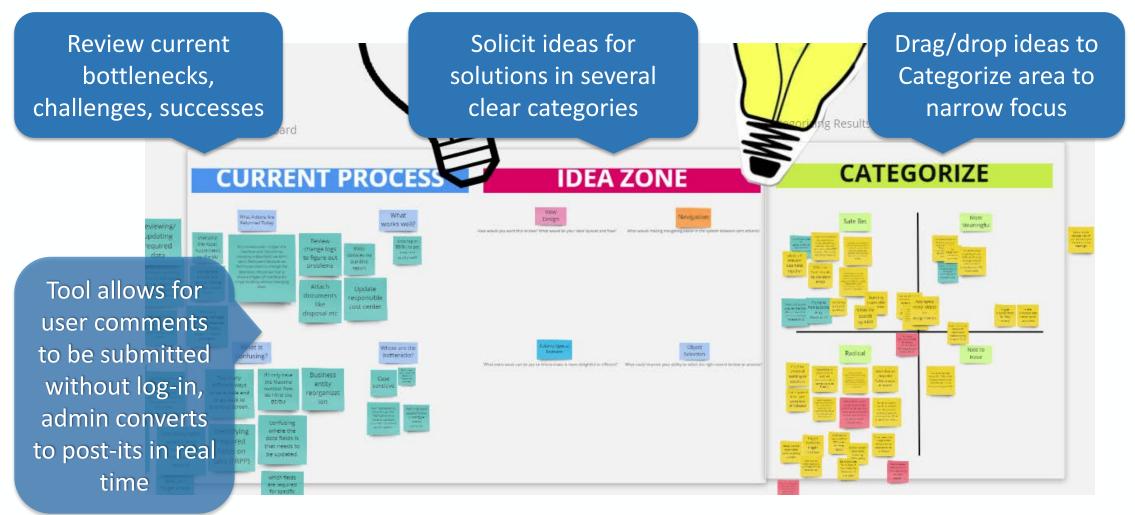
Virtual Whiteboard: Miro

(formerly Realtimeboard)





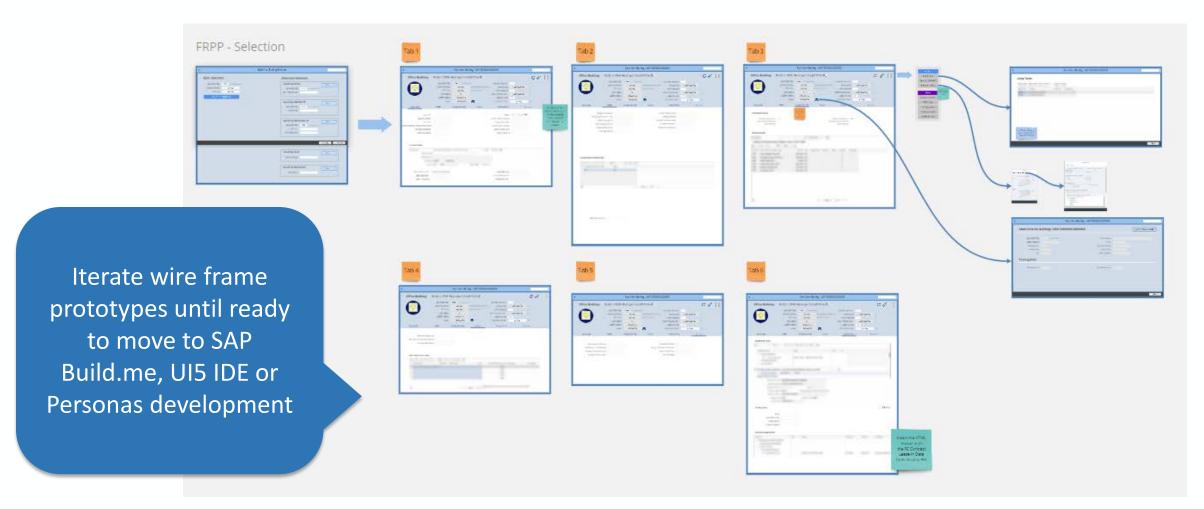
Online Design Thinking (Ideation)







Online Design Thinking (Prototyping)







Lessons Learned

- Focusing on the ideal solution instead of how things are done today is necessary to break away from old technologies and processes
- Getting to wire frames and prototypes as quickly as possible generates buy-in and helps people understand the value of their inputs
- Experience with outcomes begets better participation and understanding, which makes for better future outcomes (People don't "get it" immediately – both internally and end users)
- Internal culture takes time to change; valuing end user opinions over our own is a skill that must be developed and not a personality trait
- Stakeholder shift from primarily management, to primarily end user driving development should be carefully planned and communicated





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Q&A

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