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Consulting projects at Everest Engineering | Nov2022-June2023

Origo Education

Teacher-led elementary Math Curriculum, Supplemental Resources, and Professional Learning

PROBLEM STATEMENT

ORIGO Education is an established Elementary Maths program delivering teacher-led learning experiences through digital and print in the USA, Canada, South East Asia and recently in Australia. The product includes three key business experience - i) a teacher-led and learning experience, ii) program subscriptions and administrations iii) Maths content creation and authoring capability.

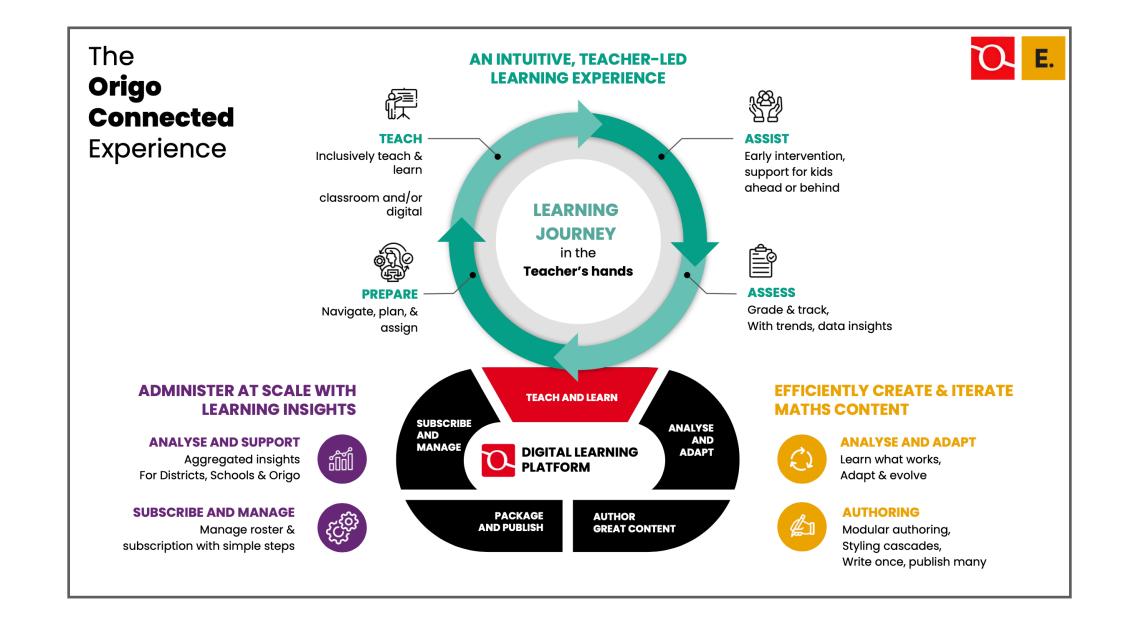
Through the research and discovery it was evident that their products suffered severe usability and technical challenges, impacting their users' productivity and efficiency especially since their transition from print to online classroom during COVID.

MY ROLE & OUTCOME

- •As a Lead Product Designer I was responsible to collaborate with the client, I worked in pair with the Delivery Lead to conduct the discovery, ideation up to the build phase.
- Together I planned and facilitated the inception workshops, refined the discovery outcomes that led to the MVP and MSP's ideation and development roadmaps.
- •The outcome is proposed as a connected experience platform to cater for the teaching and learning, administration and insights supported by with the modular content authoring capability.

STATUS

Being developed.



DETAILS OF MY SCOPE OF WORK AND CONTRIBUTIONS

(i) pre-inception:

- Analysed the research reports and key business materials and prepared workshop activities for the inception.
- Strategised types of workshops and created the workshop templates.
- Run coordination meetings and communications with teams in Australia, India and the client in the USA for alignment and transparency.

(ii) during inception workshops:

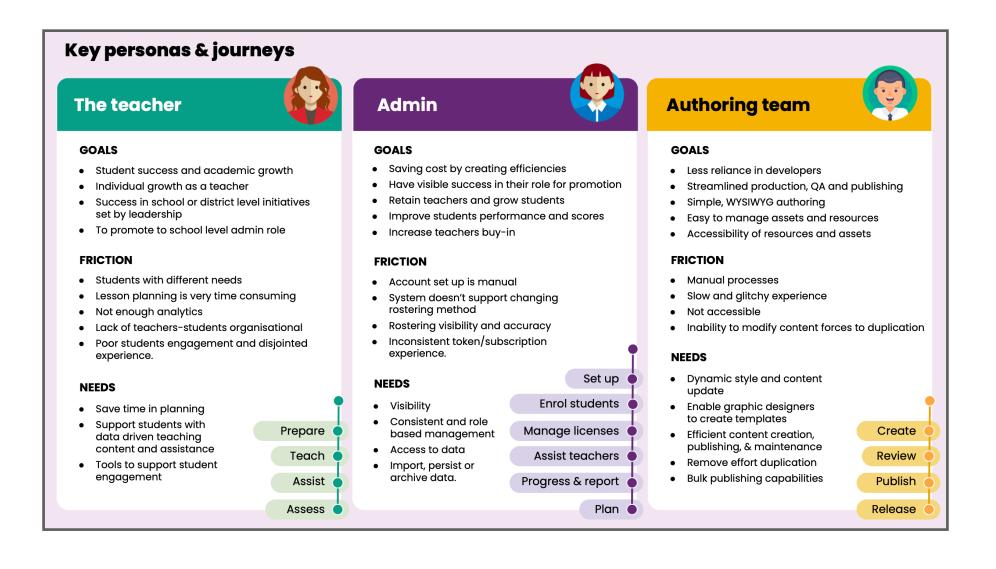
- In collaboration with the clients, I worked with a delivery lead to facilitate the ten days of Lean Inception workshops.
- Defined and established the product and the business visions and goals through product canvas.
- Identified the personas, existing problems from the business, the users and the technology perspectives through mapping the current user journey and experience.
- Helped shape decisions on scopes to design and build the right features for the MVP to MSP.
- I facilitated the HCD-led workshops, defined the key personas (teacher, admins & authoring team), mapped three key user experience journeys, key moments.
- Identified UX/Tech challenges to then scope down the initial conceptual design requirements.
- o Run daily walk-throughs with stakeholders for alignment and iterations.
- o Collated the workshop outcomes for MVP canvas and final showcase.

(iii) post-inception:

- I designed the conceptual screens for the (i) teacher and student experience, (ii) admins and subscription experience and (iii) the authoring team's modular content creation experience.
- I worked through the final presentation to showcase the business and product visions, goals, value propositions, user journeys, scopes, and product roadmaps.
- I contributed to making decisions on product team formation.

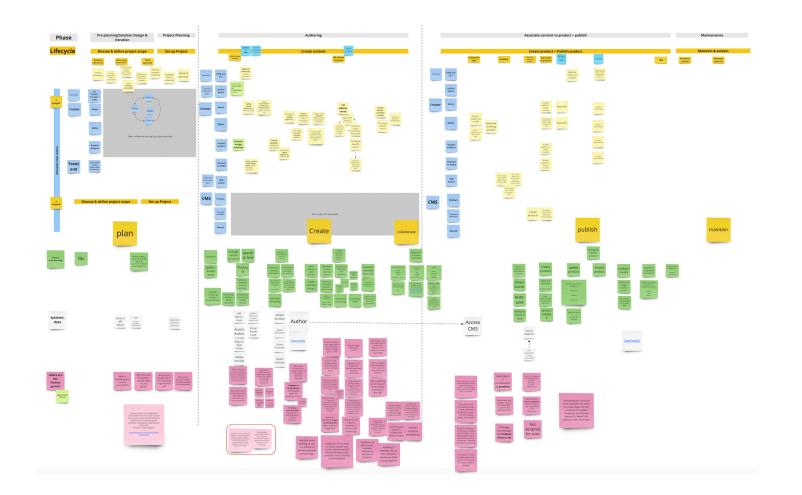
(iv) design and build

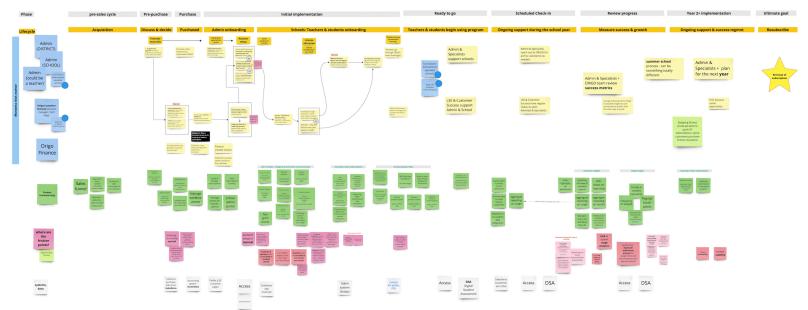
- Created design programs and activities.
- Validated the three user journeys and ensured all pain points and needs were captured and iterated to balance out with the additional business needs.
- o Performed an expert review on the existing interface.
- Mapped design requirements and scopes, and wrote user stories with the BA.
- o Created user flow based on the product architecture and lifecycle.
- Worked with the engineers and recommended the correct UI pattern (design system).
 Designed the MVP screens based on the discussed scopes ready for development.
- Onboarded the product team and walked them through the outcomes of the product discovery.
- o Adhered to the agile cadences and ceremonies with the team.

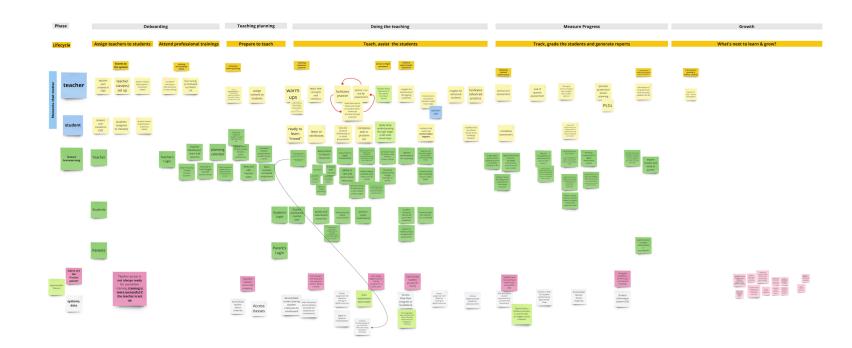


EXAMPLE OF WORKSHOPS & ACTIVITIES

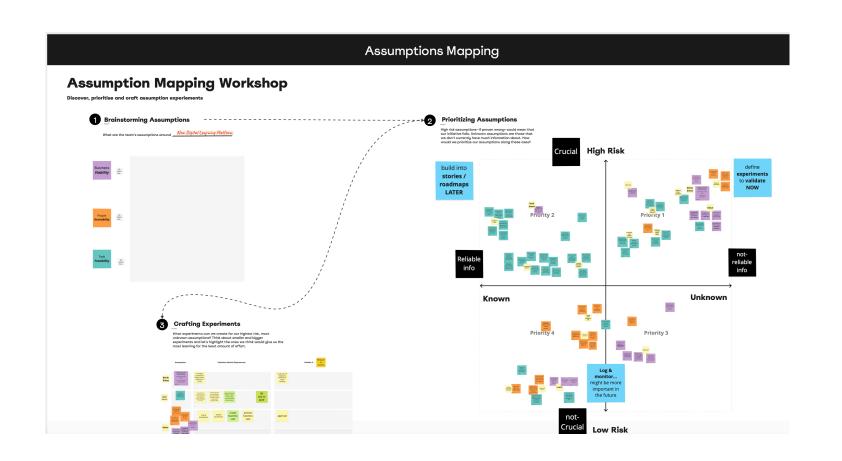
Mapping persona and user journeys, assumption mapping, content and data, future heaven or hell.

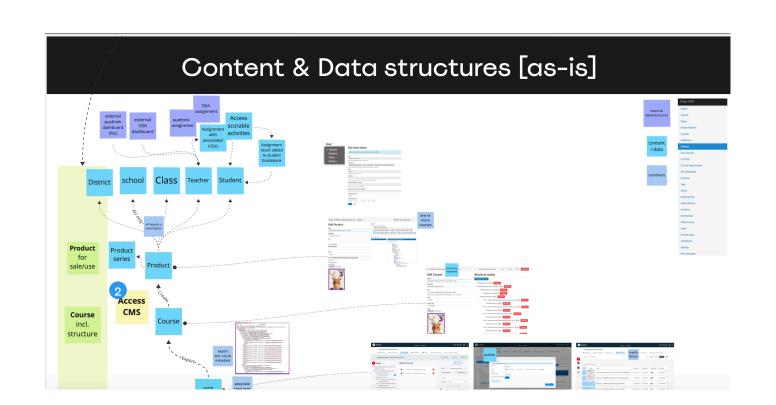


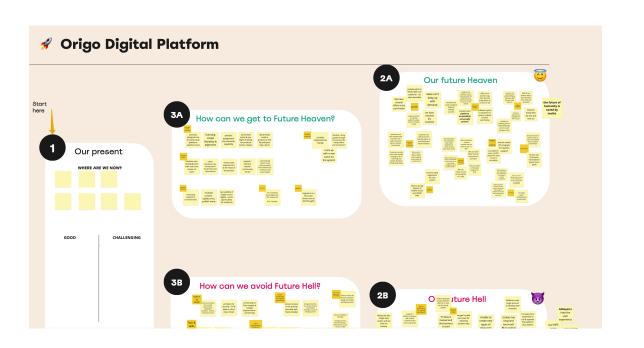


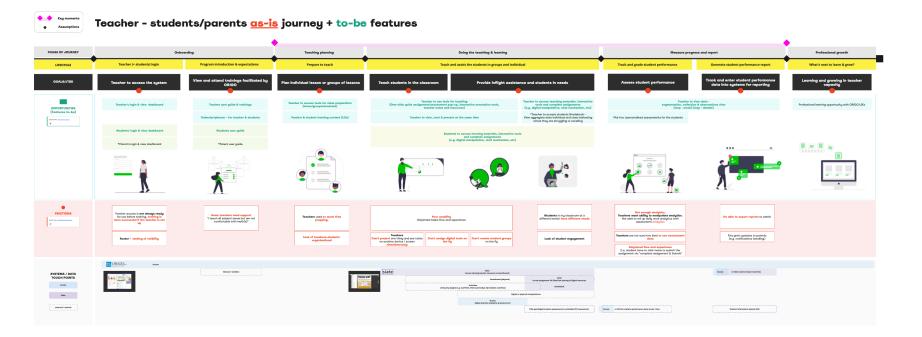


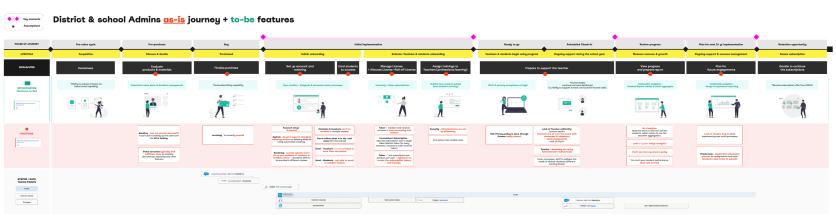
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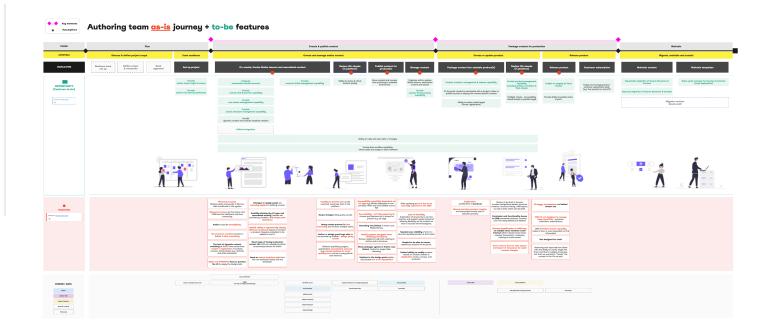






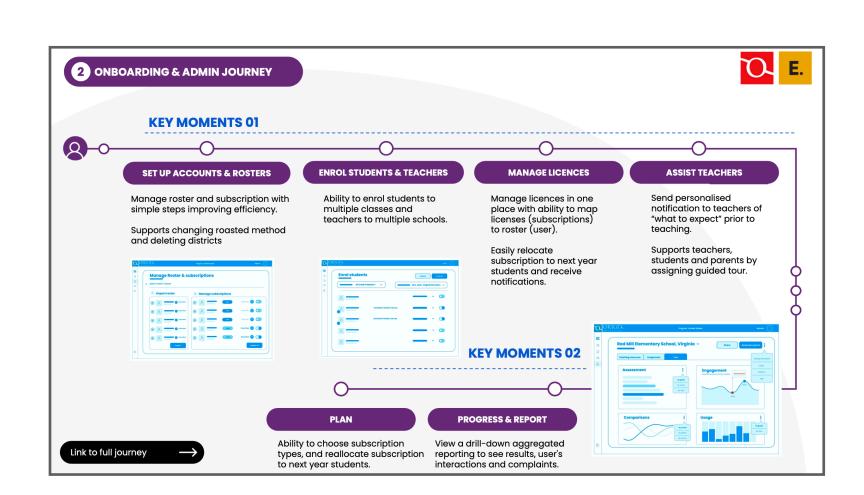


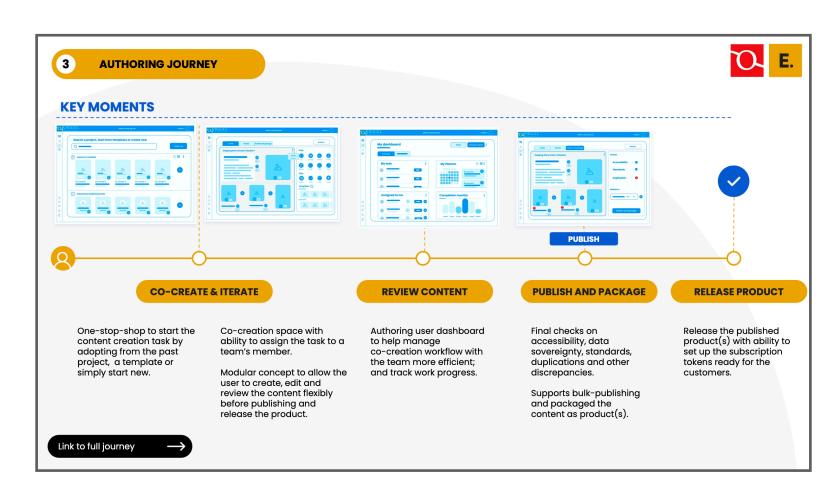


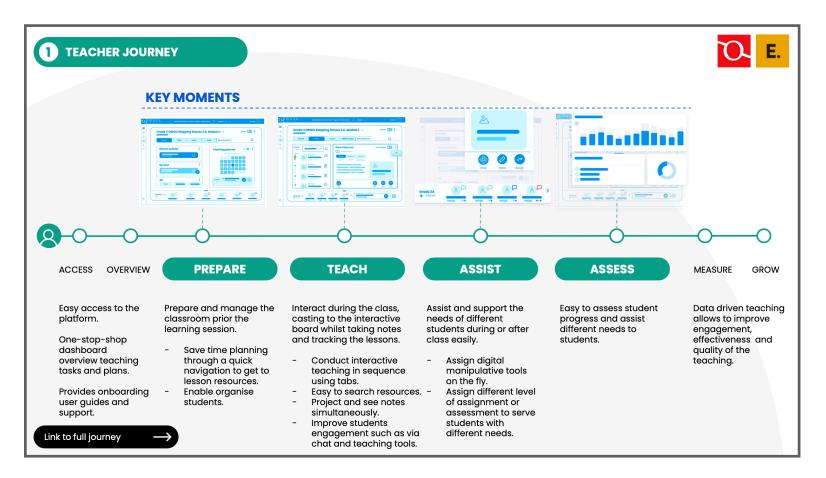


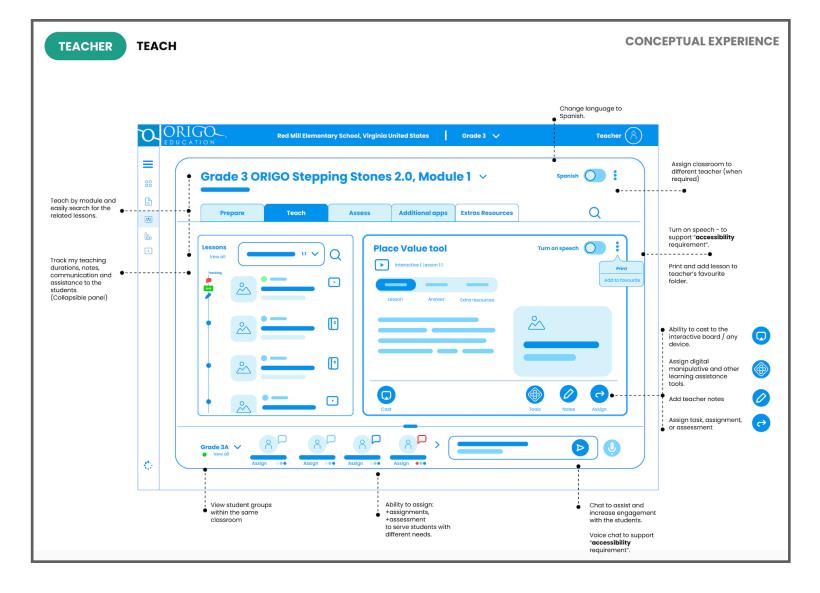




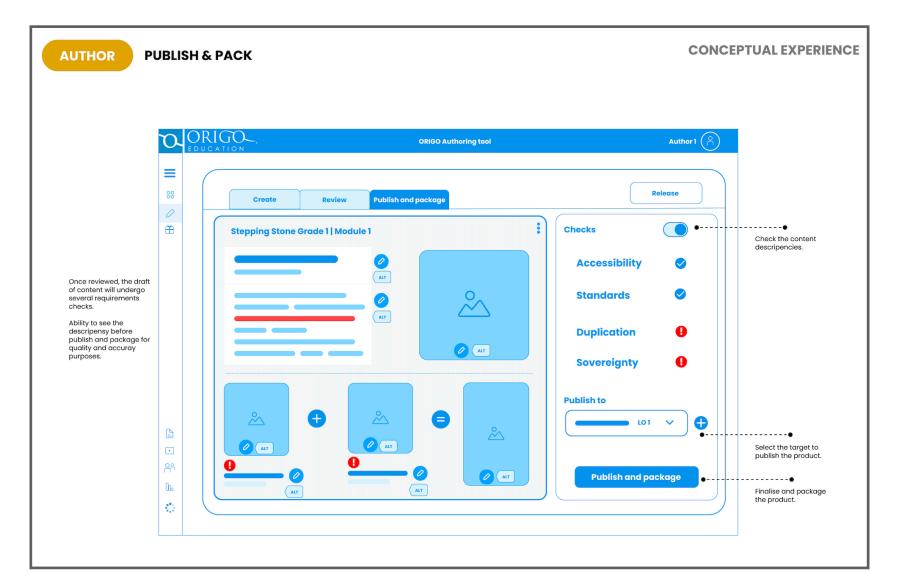






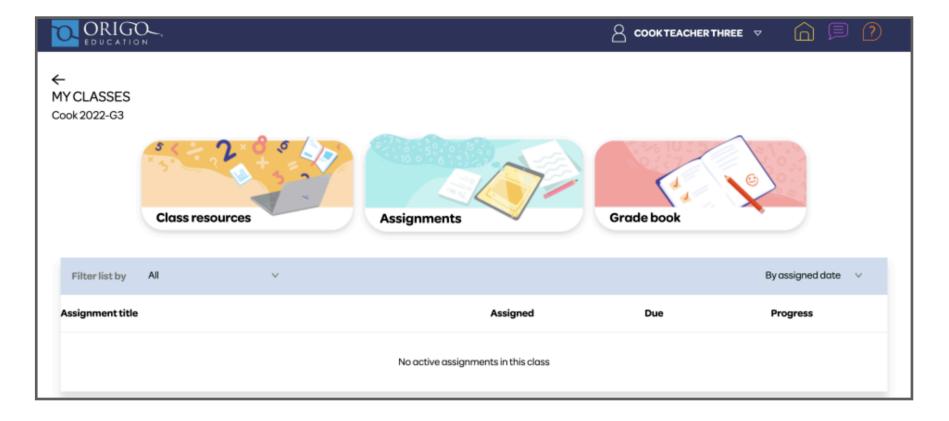




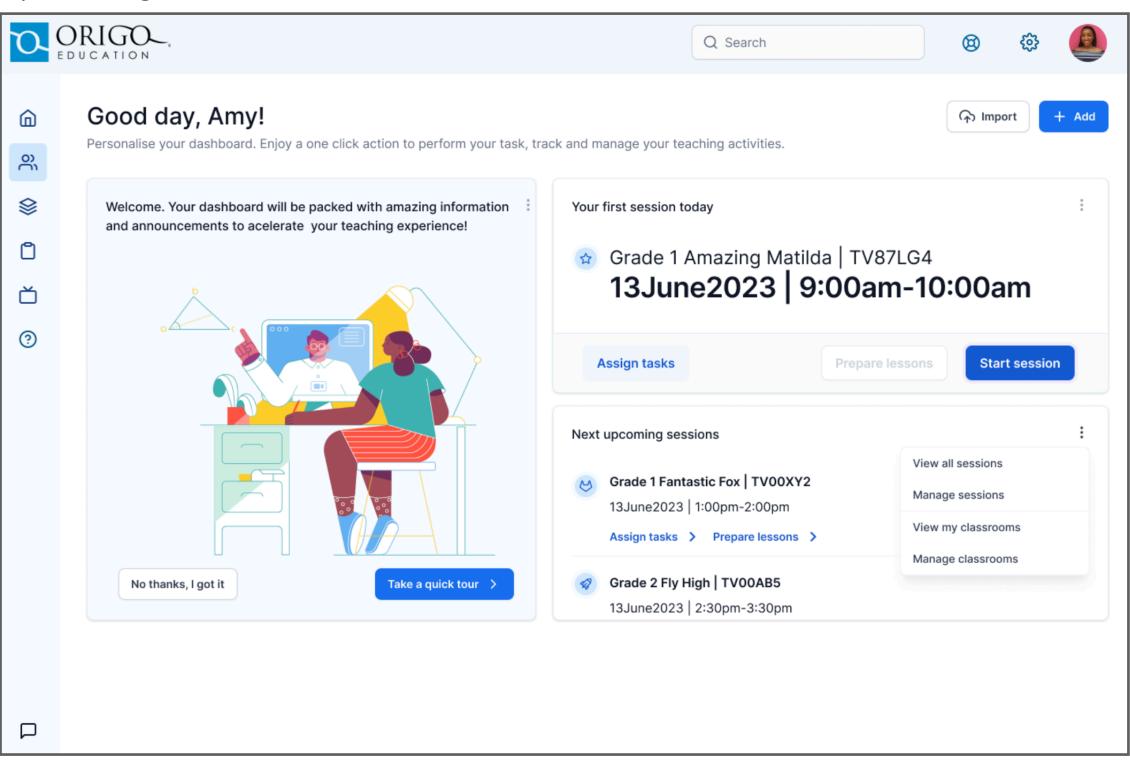


DESIGN ITERATION EXAMPLES FOR BUILD: TEACHING EXPERIENCE

Existing interface

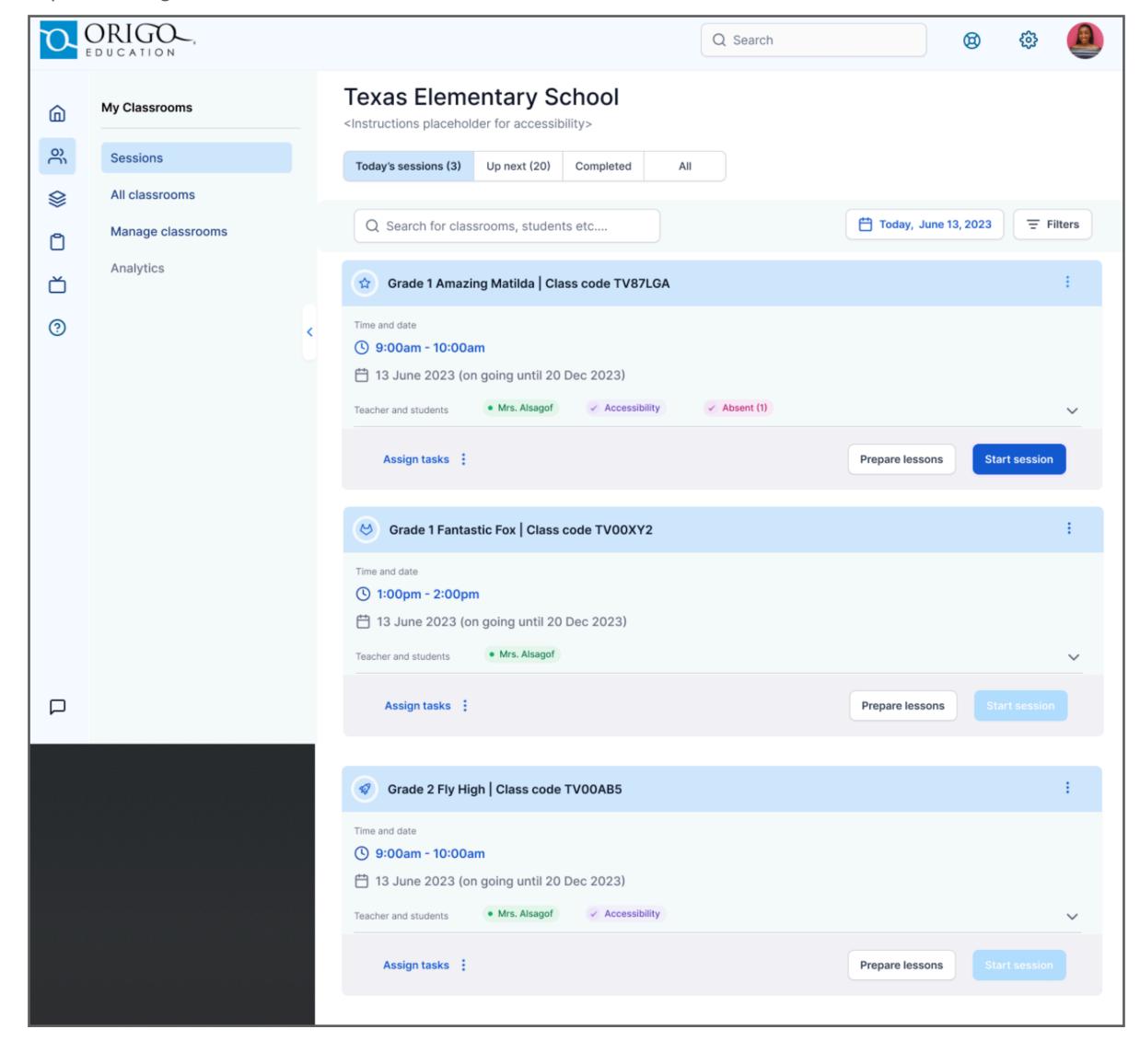


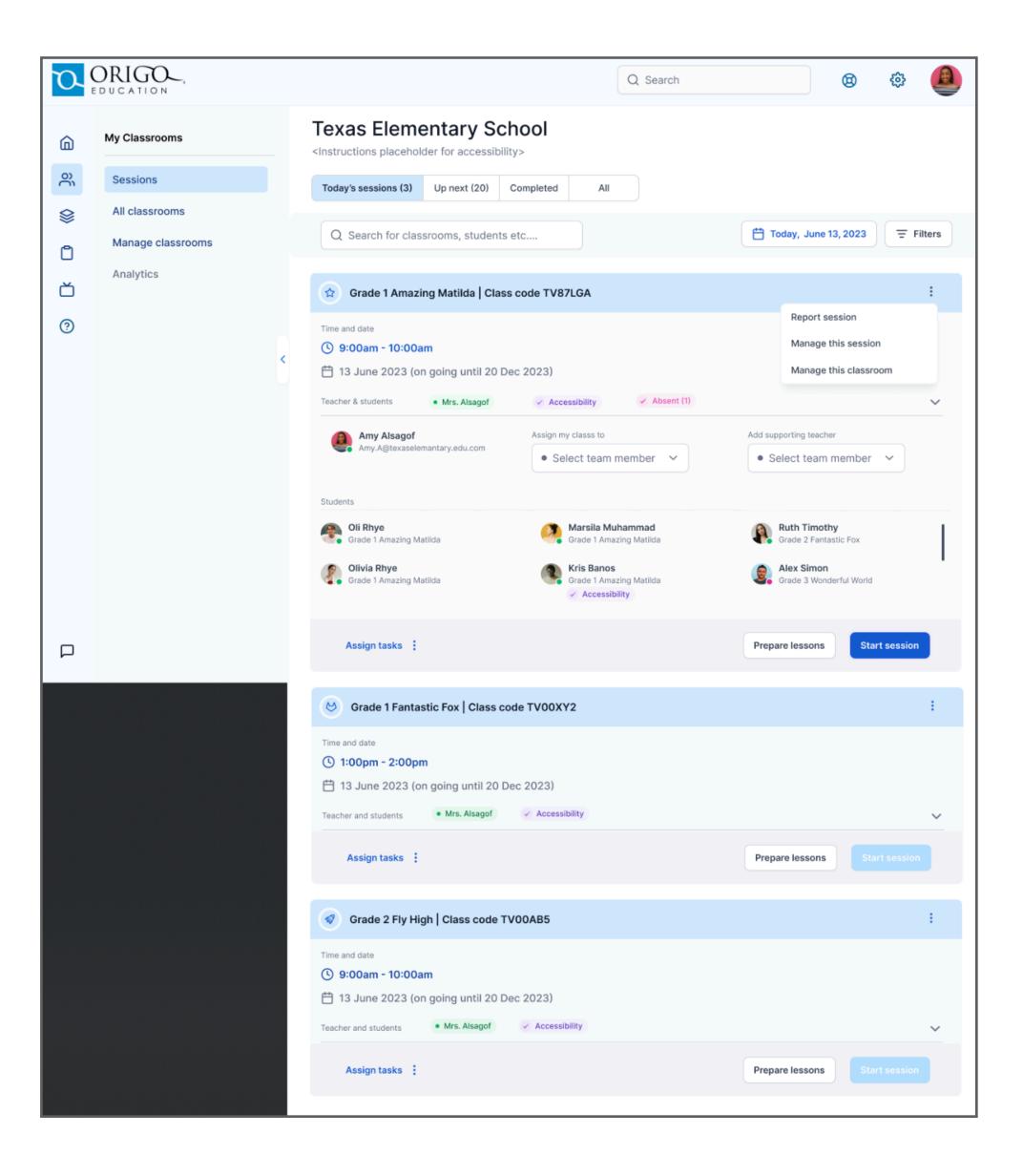
Uplifted design for build



DESIGN ITERATION EXAMPLES FOR BUILD: TEACHING EXPERIENCE

Uplifted design for build





AWS

GREENLIGHT - a B2B Statement of Expectations (SOE) assessments platform used by RISE leads

PROBLEM STATEMENT | PRODUCT INTENT

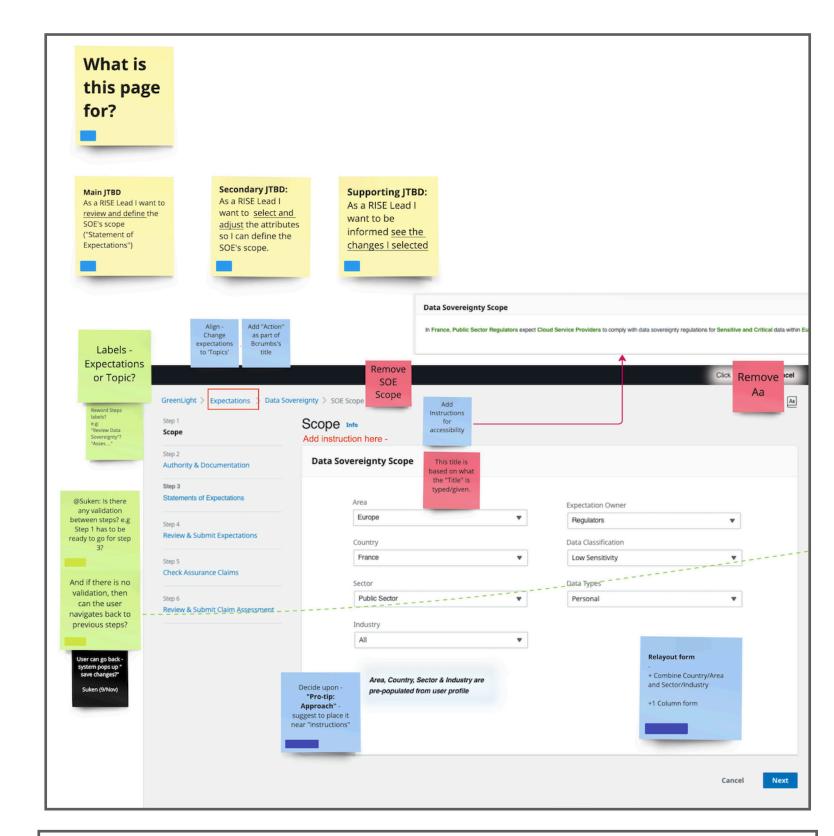
Statement of Expectations, or SOEs, are well defined structured statements, or grouping of statements, that are used to extract expectation parameters. SOEs are simply input sentences that ask for specific parameters based on region and market sector, allowing GreenLight to derive expectations from enacted and in-draft regulations, market conditions and trends, customer regulatory and contractual commitments, as well as customer requests that can be compared consistently across many countries and industries.

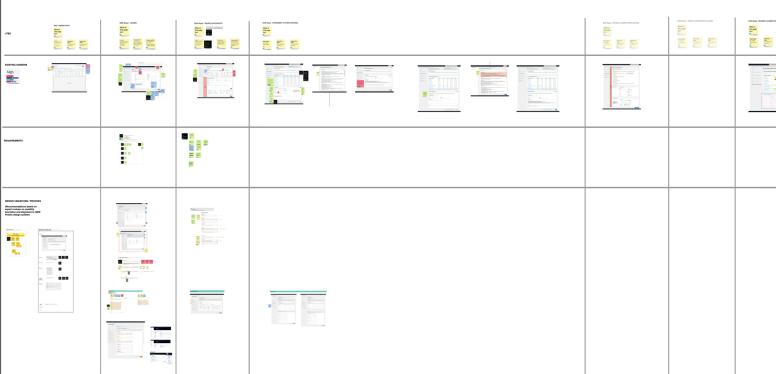
MY ROLE & OUTCOME

- Through mini-workshops, I aligned the teams by applying the JTBD approach to help align the team's focus on delivering the user needs and business processes efficiency.
- Conducted expert review on the current screens.
- Accelerated the design work to progress towards development by working closely with the stakeholders and engineers by focusing on the right user flow.
- I delivered uplifted screens designed using the AWS Polaris design system.

STATUS

Being developed.





UPLIFTED SCREENS FOR DEVELOPMENT

