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**RISK** UNDER  
ONE **ROOF**

# Integrated Risk Management Success Starts by Winning Over Users

**Lisa Eichorn**

*Director of UX, Riskonnect*



# Agenda

- Welcome!
- User experience design
- Dashboard design
- Mobile experience
- Q&A



# Today's session

- Define user experience and its process
- Identify key points to designing dashboards
- Discover importance of the mobile experience
- Learn about our design partner program



Let's Get Started!

# Design for a successful IRM Program

User experience design

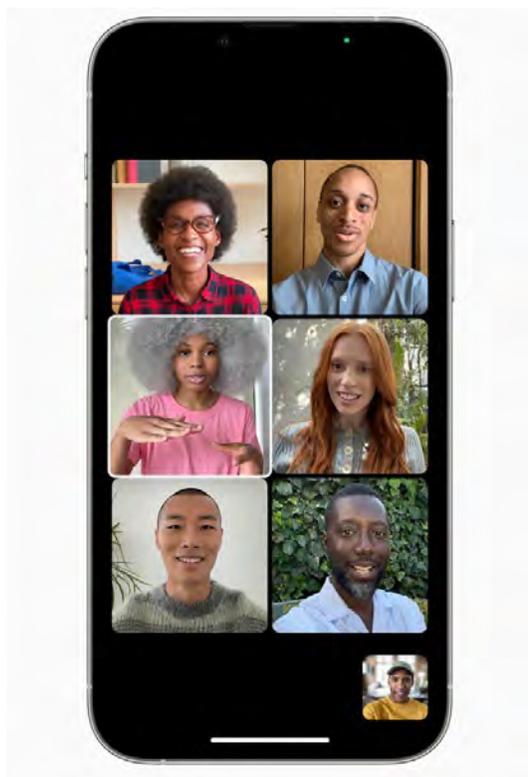
# Defining UX

“User Experience encompasses all aspects of the end-user’s interaction with the company, its services, and its products.”

- *Nielson Norman Group*



# A Familiar UX ...





## Riskonnect's UX focus

User Experience encompasses all aspects of the user's interaction with Riskonnect software





# Deliver meaningful and relevant experiences

## **Focused on user outcomes**

- Solves a targeted user persona's problem and help meet their business objectives
- Supports meeting company's business objectives
- Presents an enjoyable, easy to use experience
- Provides value quickly

What's your favorite experience?

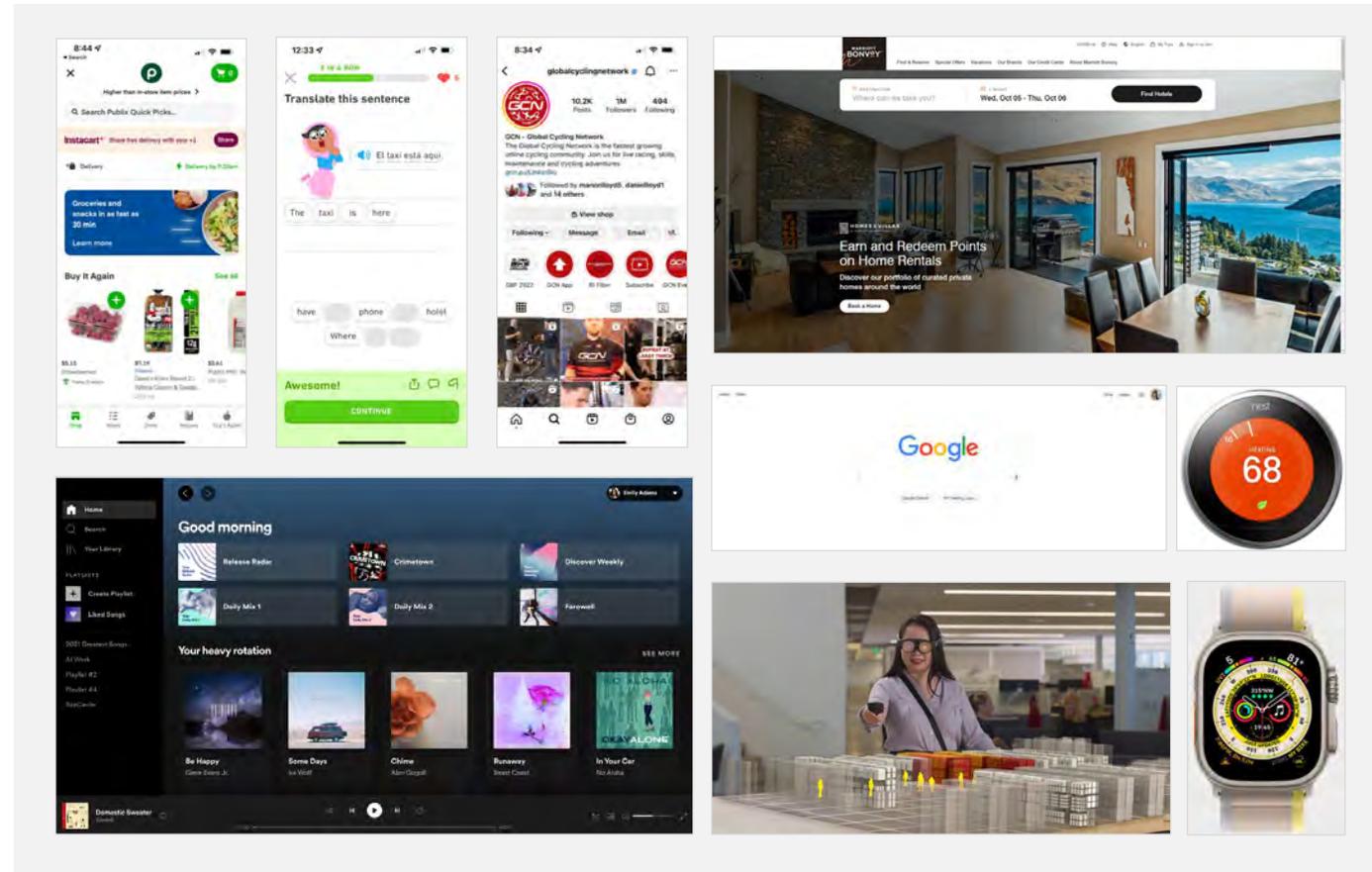




## Some user favorites ...

### Is yours included?

- Airbnb
- Instagram
- Duolingo
- Google
- Nest
- Instacart
- Spotify
- Uber Eats
- Disney Plus



# Today's users are sophisticated

**They demand software that's  
easy and enjoyable to use ...,  
just like their favorite app experiences**

# A methodology for creative problem solving

# A methodology for creative problem solving

**Design thinking**

# A methodology for creative problem solving

“**Design thinking** is a human-centered approach to innovation that draws from the designer’s toolkit to integrate the needs of people, the possibilities of technology, and the requirements for business success.”

—Tim Brown, Executive Chair of IDEO



# Riskconnect utilizes Design Thinking

Empathize

Define

Ideate

Prototype

Test

# Designing thinking: Empathize

Empathize

**Observe**  
**Engage**  
**Watch**  
**Listen**  
User Research  
Playbacks



# Designing thinking: Define

Empathize

Define

Observe  
Engage  
Watch  
Listen  
User Research  
Playbacks

Synthesize  
Understand  
Empathy maps  
User stories  
Outcomes  
Playbacks



# Designing thinking: Ideate

Empathize

Observe  
Engage  
Watch  
Listen  
User Research  
Playbacks

Define

Synthesize  
Understand  
Empathy maps  
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Ideate

Brainstorm  
Conceptualize  
Sketches  
Wireframes  
Playbacks



# Designing thinking: Prototype

Empathize

**Observe**  
**Engage**  
**Watch**  
**Listen**  
User Research  
Playbacks

Define

**Synthesize**  
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Empathy maps  
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Ideate

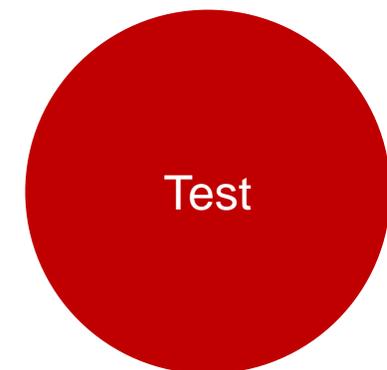
**Brainstorm**  
**Conceptualize**  
Sketches  
Wireframes  
Playbacks

Prototype

**Demonstrate**  
**Align**  
Mock-ups  
Prototypes  
Iteration demos  
Playbacks



# Designing thinking: Test



**Evaluate**  
**Inform**  
User validation  
Playbacks

# Designing the experience with Design Thinking

Empathize

**Observe**  
**Engage**  
**Watch**  
**Listen**  
User Research  
Playbacks



Define

**Synthesize**  
**Understand**  
Personas  
Empathy maps  
User stories  
Outcomes  
Playbacks



Ideate

**Brainstorm**  
**Conceptualize**  
Sketches  
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Playbacks



Prototype

**Demonstrate**  
**Align**  
Mock-ups  
Prototypes  
Iteration demos  
Playbacks



Test

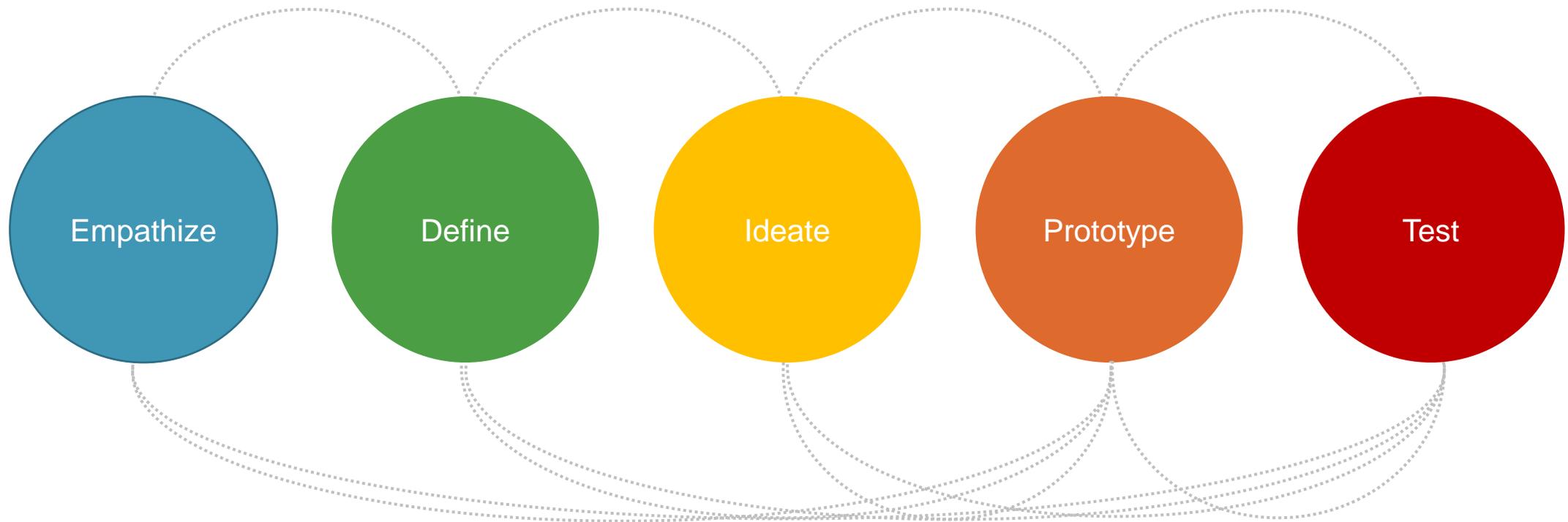
**Evaluate**  
**Inform**  
User validation  
Playbacks



It may look like a linear process ...



... but it's **highly** iterative



# Utilize best practices

## Design projects

- Work, reflect and gather feedback
- Invite users to contribute, provide feedback and validate designs
- Make the best decisions possible within project constraints



# Utilize best practices

## UX Design

- Define clear objectives, target users and business outcomes
- Ensure uses cases match persona's needs
- Design in black and white first
- Limit color palette and consider meaning conveyed
- Utilize white space and leverage proximity
- Inform design decisions based on research and validate designs

“If you think good design is expensive, you should look at the cost of bad design.”

— *Dr. Ralf Speth, CEO of Jaguar Land Rover*

# Dashboard design

Emerging trends and best practices

# Reflect what drives measurable outcomes

- Align on target user persona
- Determine questions that need to be answered
- Identify KPIs that support getting those answers
- Present data thoughtfully
- Provide holistic and glanceable view of data to ease consumption



# There's an increased need to collaborate

## Collaborate and share data

- Align on use cases and business needs
- Identify meaningful data points that support business objectives
- Enable collaboration across the business
- Support storytelling
- Gather support for desired outcomes





# Dashboards are moving from passive to active

## Passive

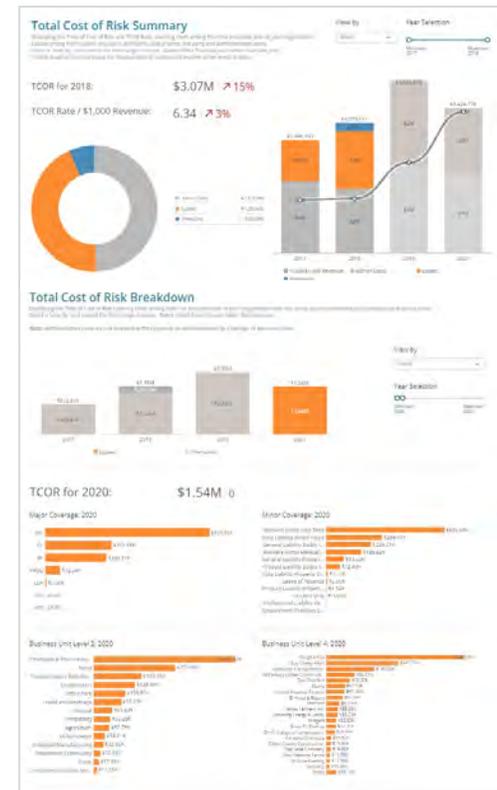
- Reports
- Static or printed dashboards
- Fixed reporting schedule

## Active

- Interactive & collaborative
- Dynamic KPIs/metrics
- Configurable alerts
- Automated insights
- Improved usability and accessibility

# Utilize dashboard design best practices

- Define dashboard objective & target persona
- Prioritize data to support the story
- Establish a clear information hierarchy
- Identify the best representation of data
- Use data label names consistently
- Utilize consistent, meaningful color assignments



# Mobile experience

Critical for adoption

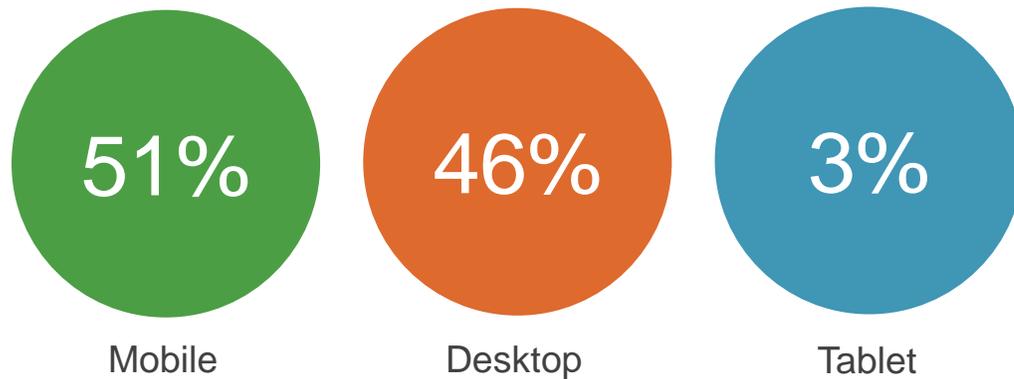
# Mobile devices changed the way we live

- Users want the same tech from personal lives
- Keep connected and access data anytime, anywhere
- Remote work is on the increasing in many industries

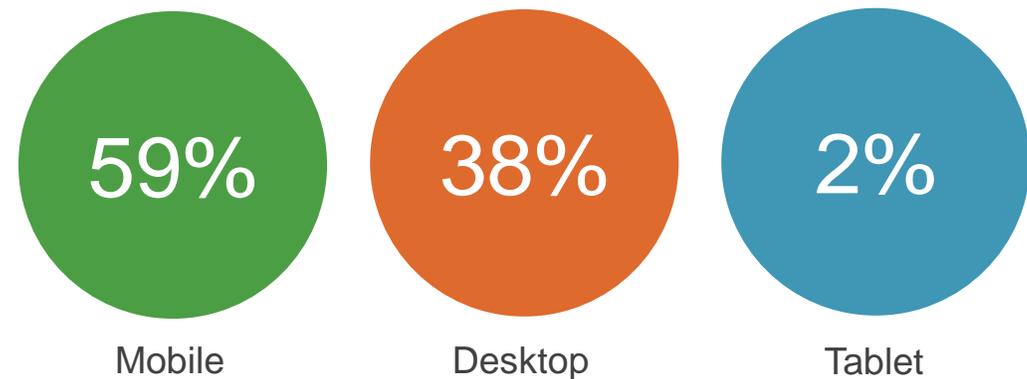


# Users expect a mobile experience

Market Share North America



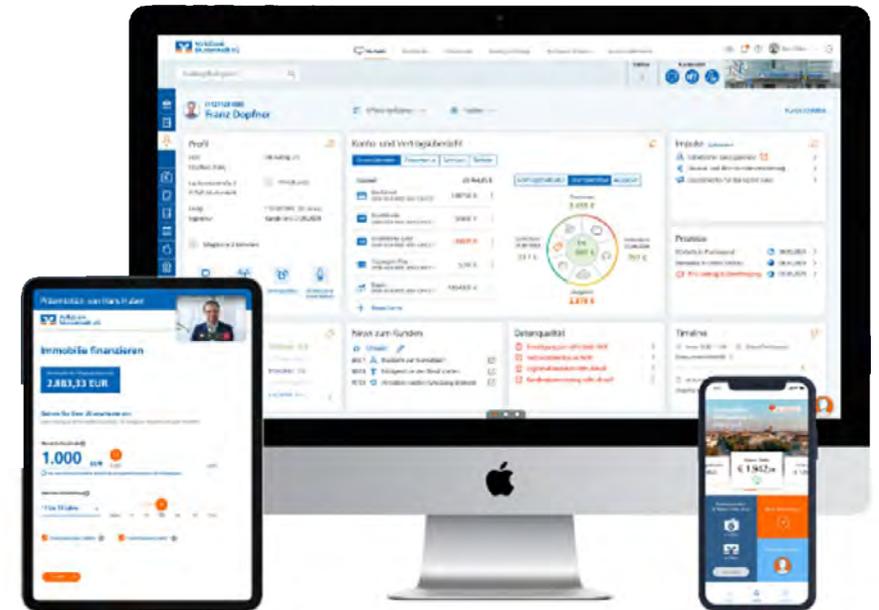
Market Share Worldwide



# Utilize mobile experience best practices

## Complement the desktop experience, don't replace it

- Support user's objectives
- Simplify onboarding experience
- Simplify navigation
- Streamline content
- Limit input required by user
- Provide consistency and continuity
- Deliver a performant experience
- Layout and palette consistent and harmonious



# User Research at Riskonnect

Design Partner Program

# Influence the Riskonnect UX design direction

- Get involved in our user research, Design Partner Program
- Actively contribute to our design process
- Participate in user interviews, group discussions, and/or surveys to help identify user needs and pain points
- Review design work in progress and provide feedback

# Tell Us What You Think!

- It only takes a minute
- Participate as much or as little as you want



# Let's review

User experience, dashboard design and mobile experience



## In today's session you've learned

- About user experience and the process of design thinking
- Key points to designing dashboards
- The importance of the mobile experience
- Riskonnect's user research program

## Learn more ...

- [Hasso Plattner Institute of Design at Stanford University](#)
- [IDEO](#)
- [Nielson Norman Group](#)
- [Salesforce Lightning Design Guidelines](#)
- [See What's Brewing for Risk Analytics Webinar](#)
- [Take Discount Tire's Lead and Kick Your Reporting up a Notch Konnect 2022 Session](#)
- [AI, Machine Learning, and the Claims Adjudication Process Konnect 2022 Session](#)

# Questions?



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DISCOVER

**RISK** UNDER  
ONE **ROOF**  
*Confidential*

Thank you!



# Connect with me.

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