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# OI: User Experience

How to interact with ABS Wavesight

Miriam Brown

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Presented by









### Miriam Brown

### Senior Product Manager

Miriam Brown is Senior Product Manager at ABS Wavesight. In her role, she is part of the product management and user experience team. Miriam's primary focus is the migration project to NS Web.

Miriam has 20 years of experience in the maritime industry. She started her career working for Shipmanagement Companies in the technical and HSEQ department and was responsible for the NS5 implementation project of 100+ vessels. Prior to joining ABS Wavesight, she was a Product Manager for Fleet Management Systems at DNV and Ocean Technologies Group.







# Divya Iyer

Product Manager, My Digital Fleet

Divya Iyer is a Product Manager at ABS Wavesight, she is part of the product management and user experience team. Divya's primary focus is on product lifecycle management (ABS Wavesight Product-My Digital Fleet).

Divya has 16+ years of experience in the maritime industry. Prior to joining ABS Wavesight, Divya worked as an engineer onboard oil/gas tankers with Chevron, where she sailed as a Second Assistant Engineer and later as a Vessel Performance Manager with Maersk Tankers managing fuel optimization and energy efficiency for their commercial pool vessels.





### Agenda

What is User Experience?

20 Minutes

**User Test** 

15 Minutes

Discussions

Remaining Time







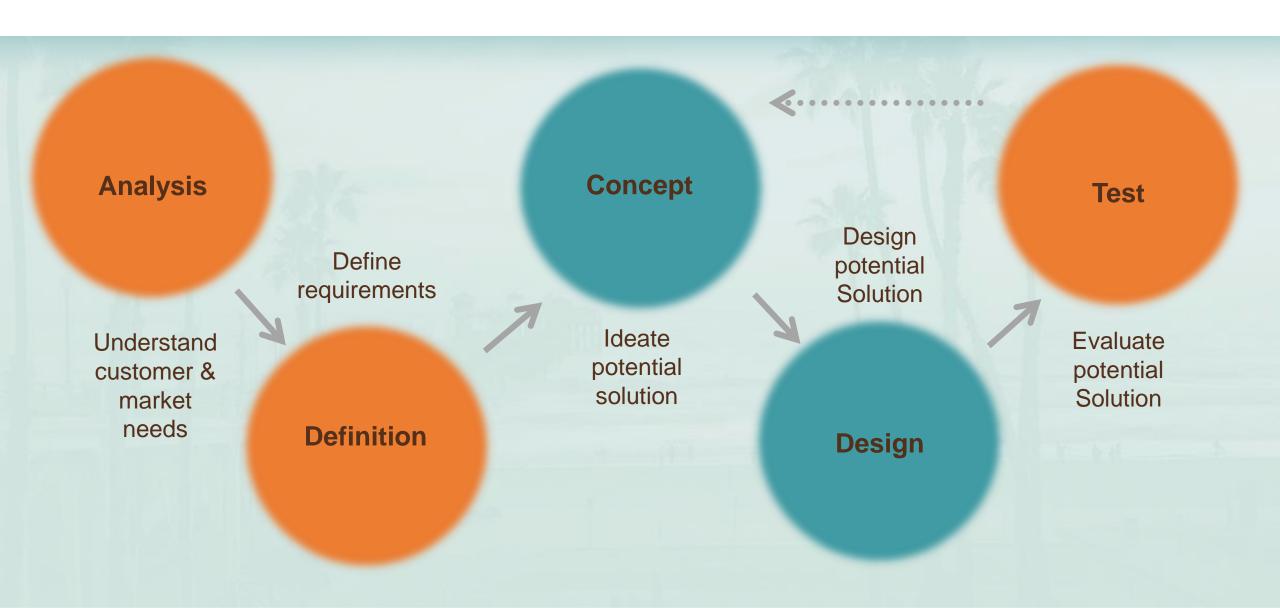
## **User Experience**

"User experience" encompasses all aspects of the end-user's interaction with the company, its services, and its products.

- Nielsen Norman Group













## What & Why

- Customer Advisory Boards
- Focus Groups / User Groups
- What are user pains?
- Defining Personas
- Market trends
- Contextual inquiries
- Customer feature requests







## **Contextual Inquiries**

- Go where the work is done!
- Users are taking their actions for granted
- Work arounds
- Would a technical Superintendent use a tablet when doing inspections?





#### Technical Manager

Superintendent // Engineer

#### Job Responsibilities

- Technical ability to take care of the seaworthiness of a vessel
- 2. Ensure regulations are being met
- Monitor KPIs and make sure benchmarks are aligned
- Look for breakdowns and handle preventative maintenance
- Respond to elerts and work the ship to solve problems
- 6. Schedule vessels for certification
- Work with commercial teams to align technical, regulatory, and maintenance needs with optimal money savings.

#### PAIN POINTS

- Getting accurate data is very important and being able to trust and generate reports based on these data points is a huge key to making their jobs easier
  - Regulatory reports are difficult and time consuming to generate
  - It can sometimes take months to clean data to make sure reports are accurate
  - There are currently entire teams who just manage spreadsheets and look data all year,
- taking huge amounts of resources

  Managers have difficulty translating data into real world changes
- There is a need to make adjustments in real time instead of the end of the year
  - Especially with Cil, which has information that can lag behind the present/future use cases
- Users need visibility into other people's departments to see how decisions are impacting their lob

#### DASHBOARD REQUIREMENTS

D1 - Real-time Cli ratings

D2 - Alerts

D3 - Bubbled up insights from different modules that feature the highest priority items

D4 - Ability to group and sort only the vessels that they are responsible for, or with different requirements

**D5** - Ability to prioritize what they are looking at

66 We're dropping everything to focus on Cll and new regulatory changes right now"

#### PROVIDING VALUE

V1 -CII Management is currently the most important thing for these users

V2 - Tracking and lowering emissions over the course of years

V2.2 Would love a good forecasting tool Being able to present and view all of their data in a single place

V3 - Benchmarking internal processes

V3.1 - Personal performance - show trends of how the decisions they made were successful or not

V3.2 - Gain insight into what works best for the vessel

V3. 3 - Stay ahead of deviations

V4 - Visibility into what's happening on the vessel V5 - Controlling things before they become a problem

#### SURPRISE AND DELIGHT

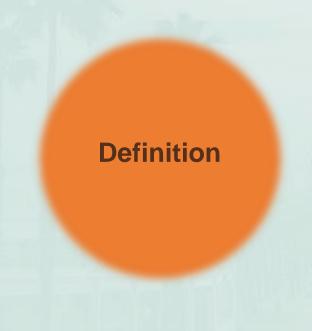
- · No learning curve to begin using product
- Visualizations that people can use to help make better decisions and get internal alignment
- · Regulatory reporting requirements
- Moving beyond anything you could do with a basic spreadsheet

### **Personas**

- Who are the users that we are working for
- A buyer is not a buyer





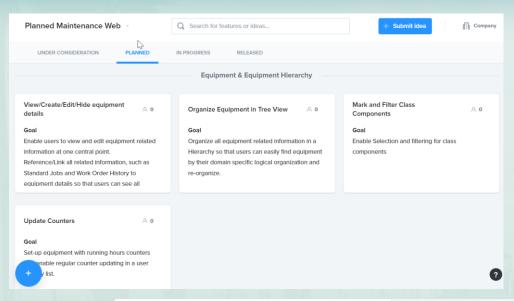


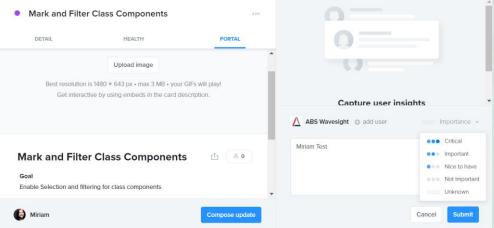
### **Details & Prioritization**

- Translating the results of the analyses into requirements
- Describe requirements and share with customers
- Prioritization, Voting on Productboard
- Backlog









# Requirements

- Read
- Add insights
- Add new, related items
- Vote

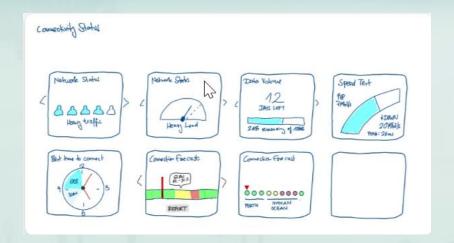


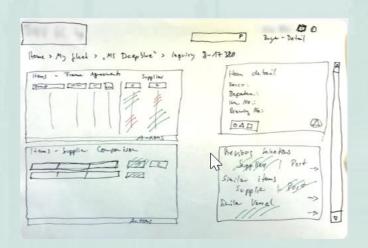


# How Ideate potential solutions Diving into the details Concept Wireframes, Mockups Verify different solutions









### Ideation

- Pen and Paper
- Brainstorming
- Think out of the box!





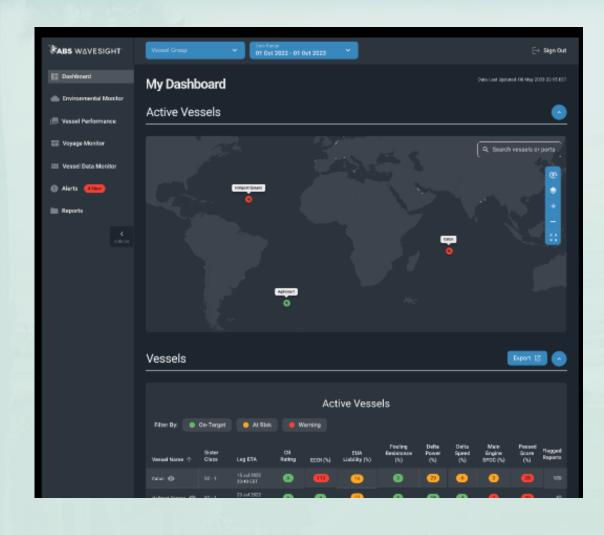
### Make it visible!

- Design potential solutions
- Design
- Clickable prototypes

Design





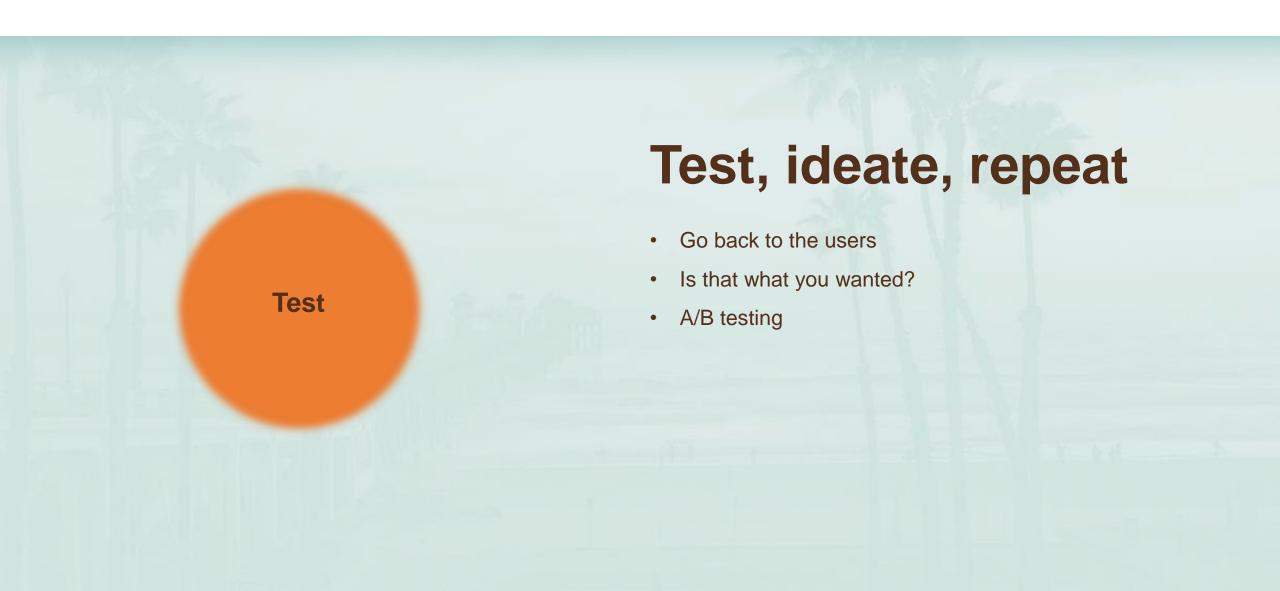


# **Prototype**

• See how it works, before we develop









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