

# Engage

## 01. Overview

Introduction

Case Study
6 min read

At Ophelos there's a internal CRM tool which our Customer Ops team use to support our customers. This project was aimed to improve and update the design and functionality of this product software. With Engage, operations teams will have a centralised platform to manage and track our customers end-to-end. The aim is to reduce friction and improve ops workflows and become the sole platform for our customer management and support.

Role	Duration	Tools	Project Type
Product Design	6 Months	Figma	Product
Strategy		Figjam	Design System
Research		Cursor	
Front-end		Warp	

Context

This 'Engage' product is part of our broader product roadmap - with the goal of rolling out across multiple European markets, we need to provide a mature product offering to support our Customer opsusers, product improvements and new feature requests.

## 02. Challenges

Understanding the problem

There were several glaring problems that needed to be addressed when setting out to work on this project, all of which provided different challenges. The existing CRM tool was severally outdated and not scalable in its current state. This lead to many questions the main one being, where do we start?

Opportunities

In order to build a product that serves it users and that provides business value I had to consider what do we want to prioritise? To set a foundation for the product that could be rapidly iterated and built upon - which opportunities would provide the most value?

#### 01. Baking in great UX

The tool lacked basic UX, making simple tasks tedious and interactions frustrating.

#### 02. A scalable system

We have to build for scale, this requires speed. What does an MVP look across markets?

#### 03. Integrating workflows

We want to help Customer Ops users, streamlining their workflows and processes.

#### 04. Thinking ahead

Building with growth in mind, we want to integrate our AI tooling within our products.

Product objectives

For this project to be considered a success we need to meet several outcomes and provide a level of value to users and the business. I wanted to equip our teams with a modern tool to work smarter, maintain compliance, and deliver an excellent customer experience.

#### Scalability.

Build for longevity, for not only new but existing features too.

#### Efficiency.

Reduce workflow debt and maintenance time for product users.

#### Accessibility.

Better information hierarchy, finding details what they need, fast.

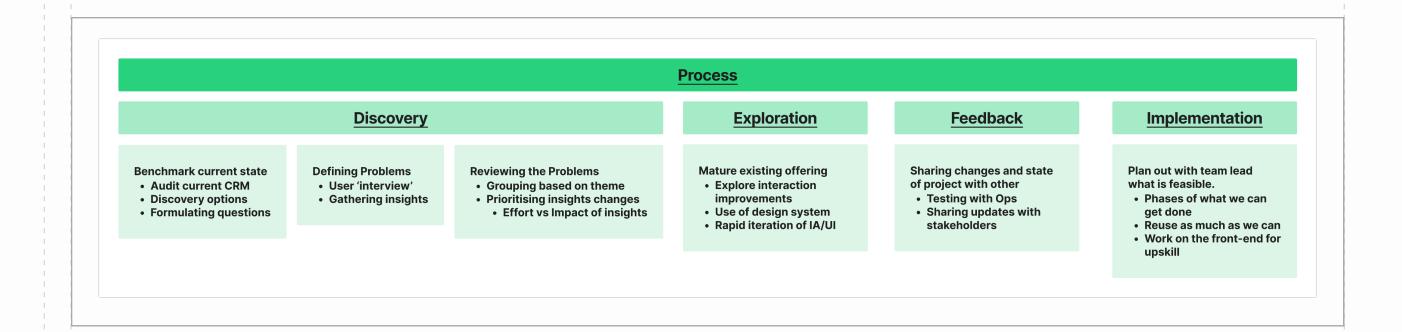
#### Maturity.

Provide a product experience that meet user expectations.

## 03. The Approach

Process

As the lead for this project, I wanted outline the processes and steps I should take into account moving forward. This wasn't set in stone, more so used as a guide when speaking with stakeholder and for collaboration purposes.



## 04. Discovery

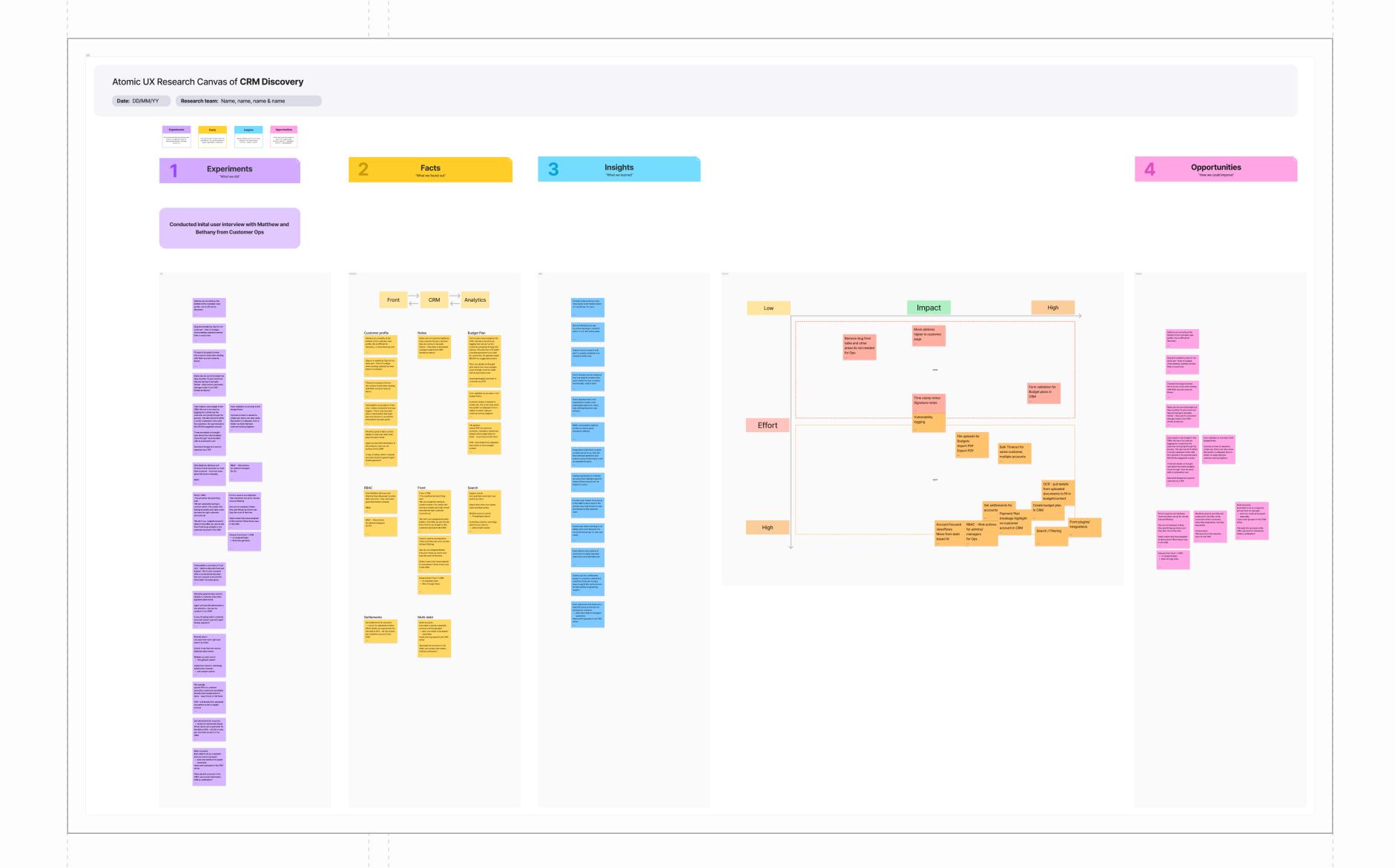
Gaining Perspective

This initial research was to gain a general understanding of how this tool was being used. I conducted discovery sessions with Customer Ops to uncover themes, also shadowing when possible to see how the tool was used in day to day workflows.

- ? Where does the product fit into their workflows?
- ? Why would this change improve their workflow?
- ? What should the product do that it currently doesn't?
- ? When are Ops users finding
  work-arounds for the product?

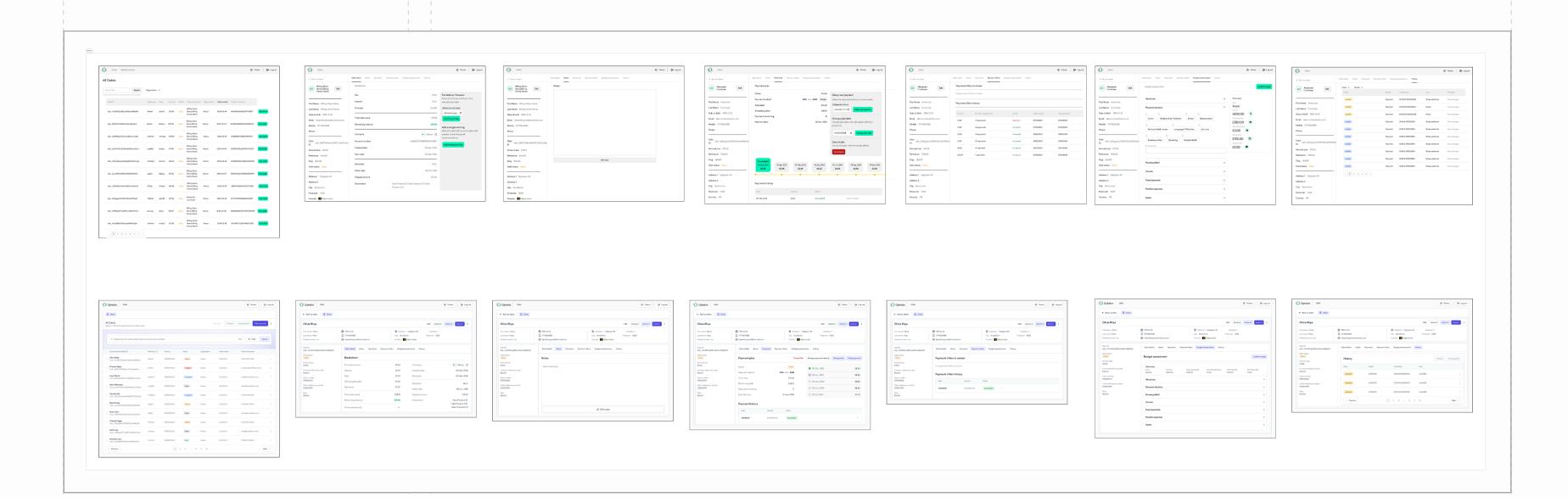
Lets audit

As well as the first hand feedback from Customer Ops users, I wanted to conduct a product audit of the CRM so we knew the extent of the usability issues, these insights were mapped to previous research to bolster the case to address these issues sooner rather than later



## **05. Exploration**Maturing the offering

Once the IA and user groups were defined, I set out to validate how they performed vs the old one. Using the new design system I had created that supports dashboard b2b products, the reusable component library sped up the design process and allowed for rapid explorations to find the best info-hierarchy and meet the basic interaction expectations of a dashboard product.

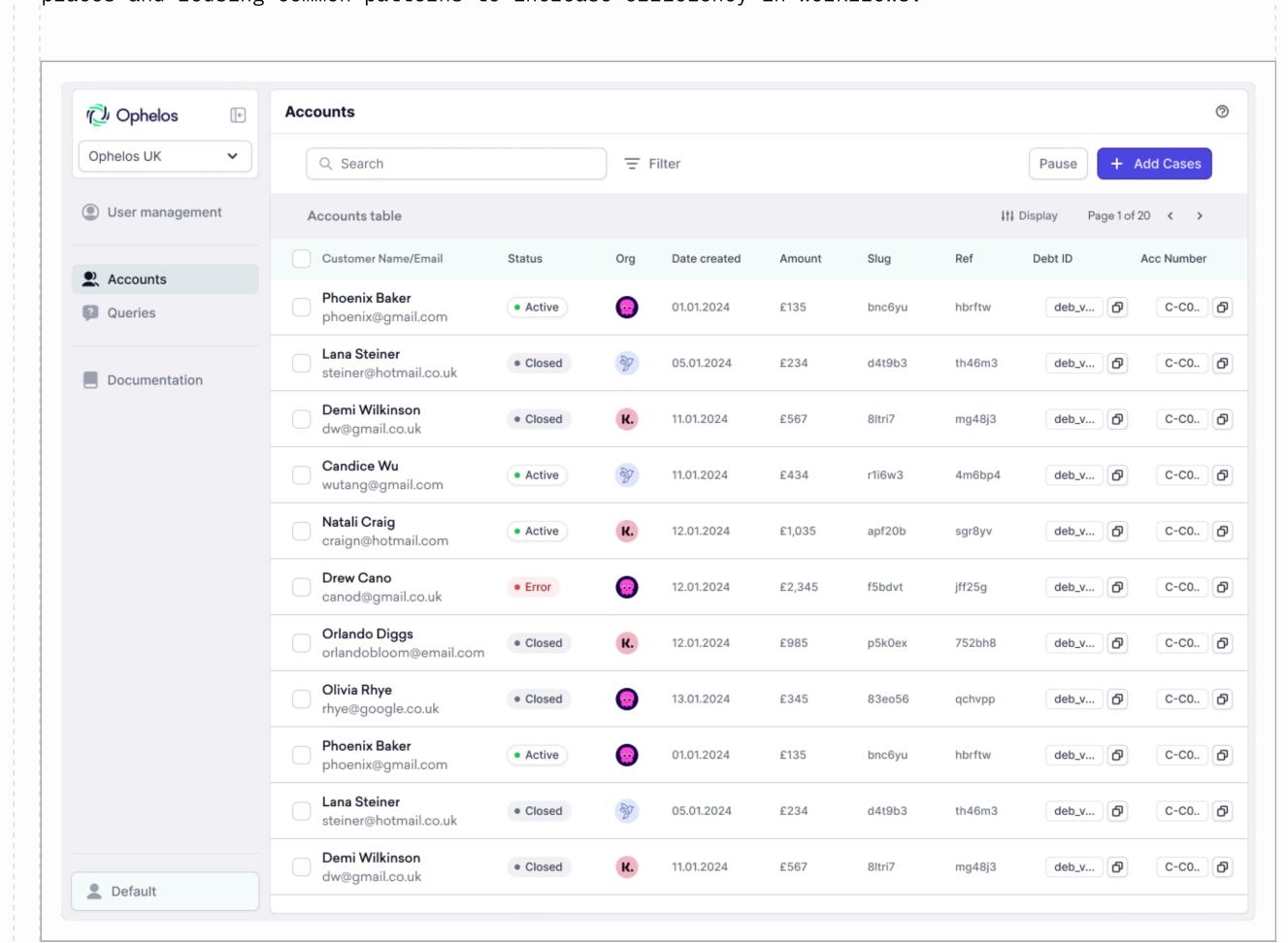


Reusing the existing product architecture, to keep dev effort low and user impact high, serving as the foundation that we mature. Allowing us to focus on the important things first, design and build in a lean way and reducing the chances of feature chasing

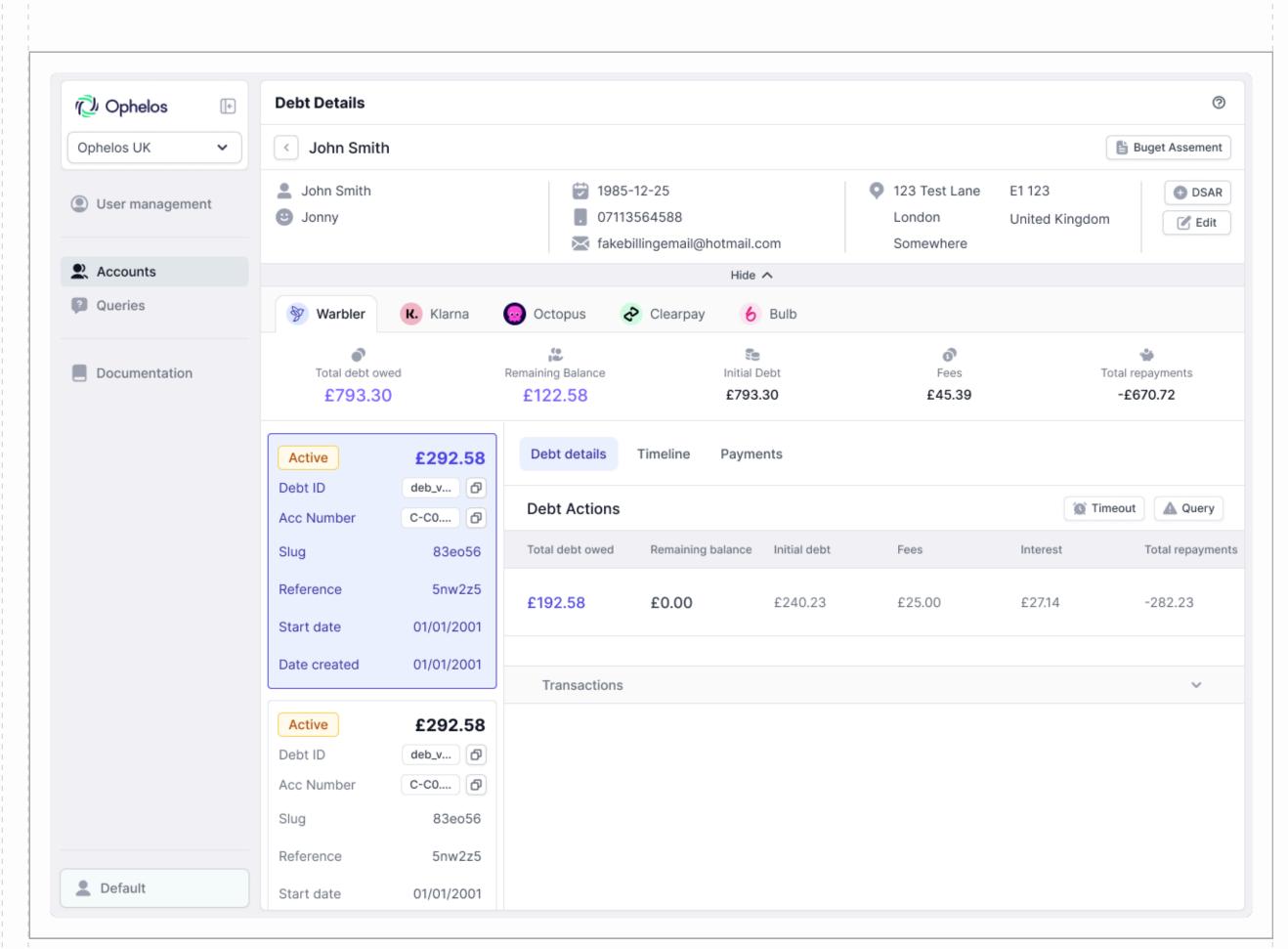
## Bringing value

The main improvements and features launched after prioritising and accessing the impact of the proposed changes I wanted to make would be:

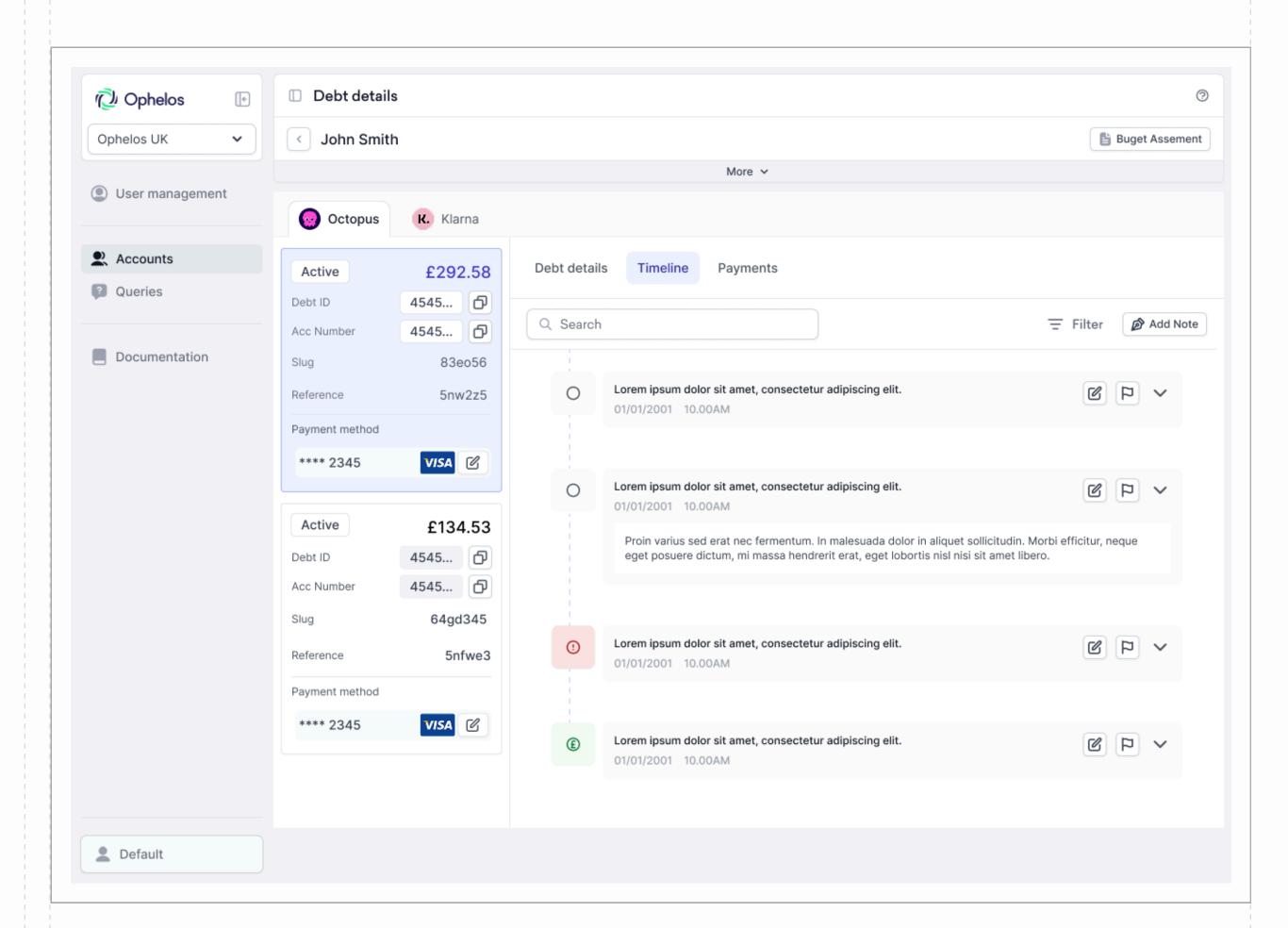
Overall improvements to IA and info hierarchy, placing content and information in more intuitive places and reusing common patterns to increase efficiency in workflows.



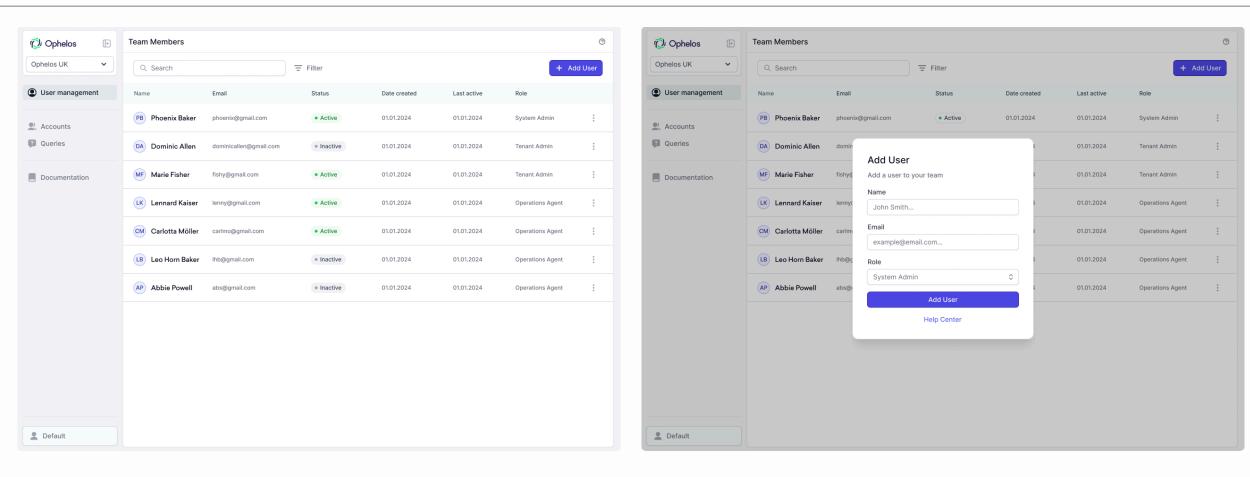
A multi-case view for customers accounts, showing all cases a customer has with us across clients in one place for Ops to access, reducing admin over-head.



A case timeline, this would show every event that happens in relation with a customers case so Opsagents have all of the context they need when providing support.



**User management in platform**, not only better onboarding for new Ops agents, but removing the need to request engineering team support to provide access to the platform.



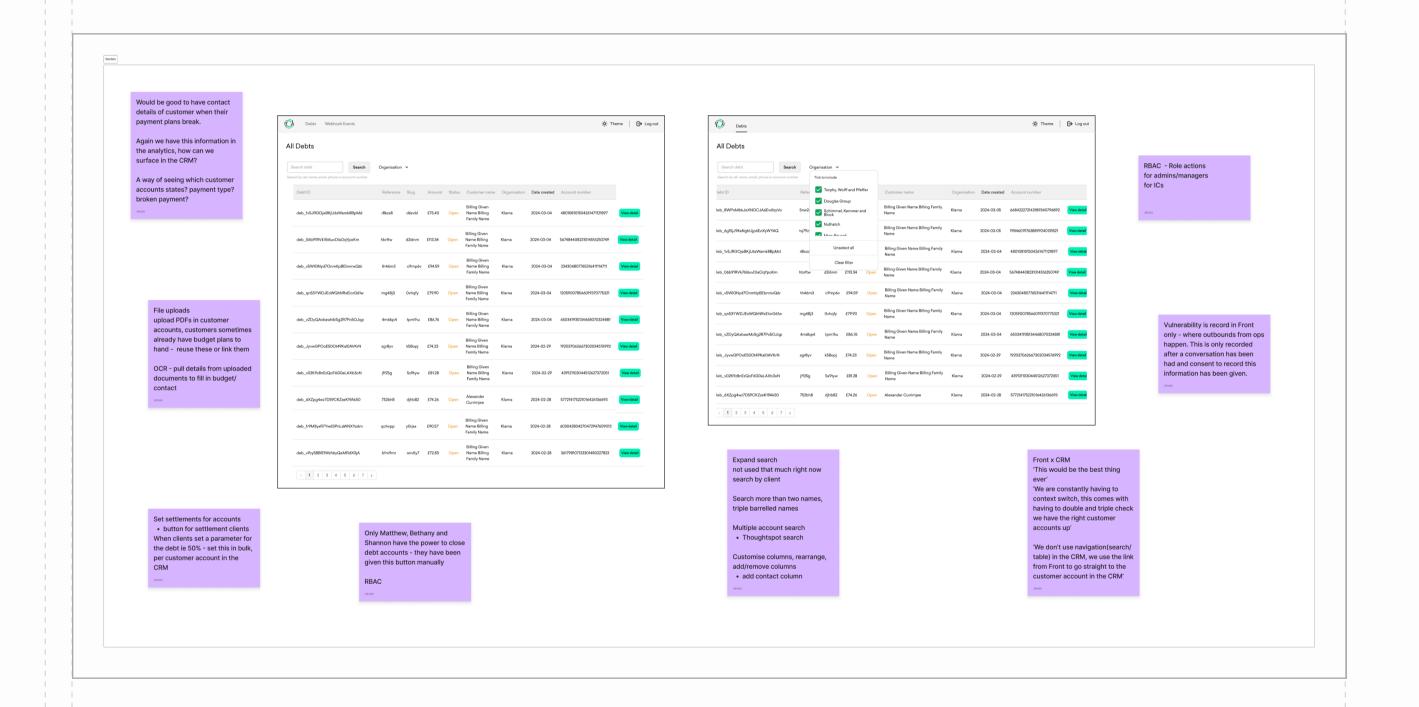
These were the key improvements that were introduced to the product as well as holistic UX improvements to UI components, all driven by data driven design decisions and user needs and

business requirements - this was large step in the right direction to mature our product offering.

## 06. Feedback

Pooling insights

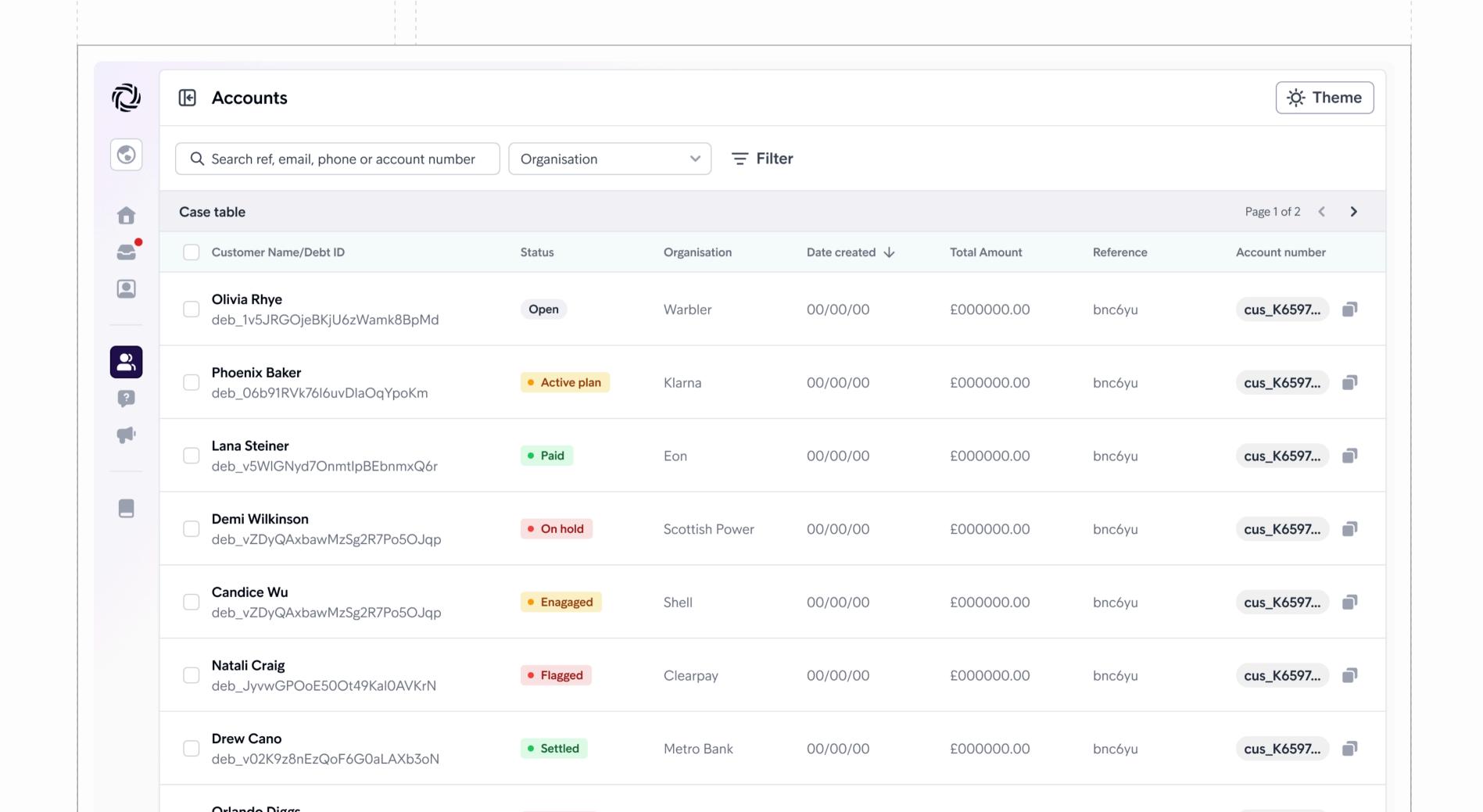
Gathering feedback throughout my time working on this project was crucial to staying on track and making sure I was solving actual problems for our Customer Ops users. This constant feedback loop was shared with all teams and helped everyone stay on the same page, seeing the value this work brought and how it has shaped the direction of our product to meet our business goals of expanding into European markets.



## 07. Implementation

Phases of improvement

Working closely with the engineer team lead, fleshing out tech requirements and being pragmatic about how we can get these features built. We set phases of work to ensure we met deadlines and showed progress at each milestone of the project, grouping work on themes so the team pulled in the same direction. I also worked on the front-end to make sure we delivered a polished UI with sharp interactions for our Ops users, maintaining our standards of design.



### 08. Conclusions

Reflections

This was a large project - it involved almost every aspect of product and design, across strategy and execution. Starting out I bite of more than I could chew, the scope was too large, the scale put a dampener on any momentum because there were too many directions to go in. Taking a step back returning to the problem I was trying to solve helped me refocus on clear objectives that would provide value, grouping the quick wins together to get stakeholder buy-in.

Fail often, fail fast

A big take away from this project would be failing fast, early and often. Testing designs and getting feedback help me refine my designs to a point I was very confident about the direction the product needed to go in. This also helped when discussing the tech requirements and what we should think about moving into future iterations.

