

T-Mobile

UI Design

As a major cellular provider, T-Mobile collaborates with law enforcement for network data in legal cases. The Sentinel app simplifies data requests to match increasing legal demands.





Tools. I utilized Sketch app to create the interface designs, Zeplin to hand-off specs to developers, and InVision for prototyping and design system management.







Company profile. T-Mobile is a prominent German telecommunications company renowned for providing wireless services across the United States. With a substantial customer base, T-Mobile offers mobile communication solutions, including voice, text, and data services.

Telecom

Large Enterprise

International

Team Dynamics. I worked in-house and remote with an agile team that included the following roles; Product Owner, Project Manager, Requirements Analyst, subject matter experts, remote team of Engineers, a UX Researcher, and a user panel.

Agile team

Emdedded

Remote/On-site

Role and responsibilities. I was hired as the Lead UI Designer for a 12 month contract through ProKarma (acquired by Concentrix). My primary responsibilities included; collaborating with stakeholders, UX researchers, developers, and end users, creating high fidelity clickable prototypes, and managing visual and functional specifications.

12 month contract UI Design Protoyping DSM





It's Simple. I worked incrementally in a series of short cycles to receive feedback from stakeholders and customers faster.

Kickoff		Review	Re	eview	Review		Review		Review		Measur
	Empathize		Define	Ideate		Prototype		Test	lm	plement	
· 	lteration		Iteration	Iteration		Iteration		Iteration		Iteration	
	5 Day Design Sprint										
Increment											

Collaborative Events. My approach includes seven collaborative events across the six phases of the design thinking process (Empathize, Define, Ideate, Prototype, Test, and Implement). During the events, I meet with key stakeholders to brainstorm product features, discuss technical feasibility, review work in progress, and share valuable insights.

Kickoff

Review

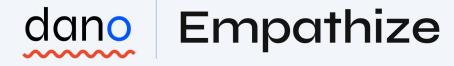
Evaluate

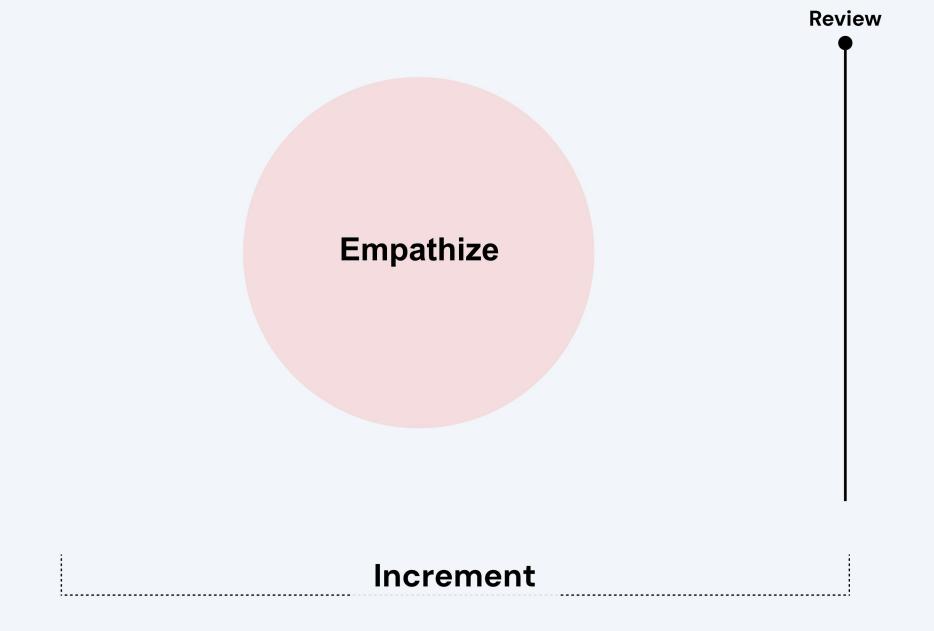
Design Iterations. Two-week design iteration cycles balance the need for rapid progress with the need for thoroughness, adaptability, and stakeholder involvement, making it my favored approach. For larger solutions, I recommend extending the increments of time. For faster results, I suggest utilizing five-day Design Sprints.

Iteration

Increment

Design Sprint







Empathize & Define. I conducted interviews with business stakeholders and end users to gain comprehensive insights into the needs of both. By engaging with stakeholders, I understand the overarching goals, objectives, and constraints of the business. Interviewing users helps me empathize with their pain points, preferences, and aspirations. This dual perspective enables me to bridge the gap between business objectives and user needs, fostering the creation of user-centered solutions that align with strategic goals.

Law Enforcement Officers

Judges

System Administrators

<u>dano</u> Empathize

Project Kickoff Canvas Visualize the key elements that define a project in a single grid. This canvas intends to define the project's direction, establish the project's objectives and how the project is to be approached. Project name: Intent: **Participants** Users Activities Deliverables The primary objective(s) of the feature Tasks and actions the team will take to All project team members, stakeholders All users of the feature listed as groups The outcomes and documents that will and third parties who play a role on the including the success metrics. reach the feature goals. be reviewed with stakeholders. or segments feature. Also use this box to show dependencies (if necessary). **User Benefits** The overall value and benefits users should expect after the feature is sucessfully implemented Risks Milestones Constraints Scope Possible elements that could potentially The key dates and events that frame Technical limits and/or conditional The breadth of the product or service have a negative impact. the overall timeline of the feature. requirements that affect the feature. to be considered for this feature.

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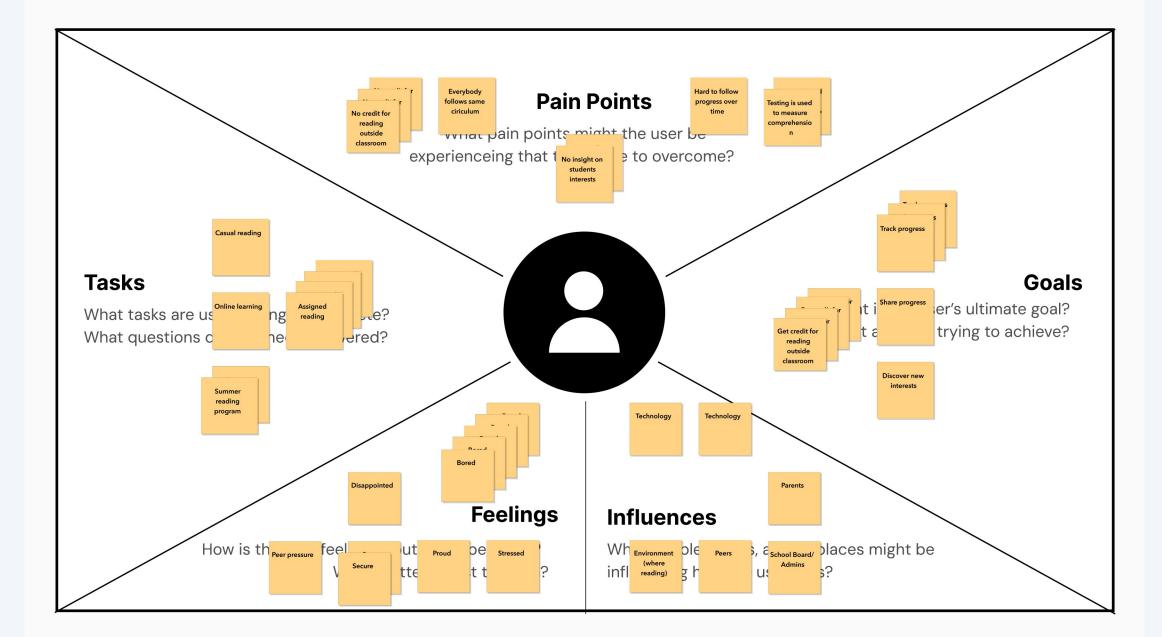




Informed Design Decisions. I used a project kickoff and empathy map canvas to gather essential data. These insights empowered me to create designs that resonated with both project objectives and user expectations.

Empathy Mapping Canvas

Gain deeper insights into user motivations, pain points, and aspirations, helping guide the design and development of products or solutions that truly resonate with users' needs.

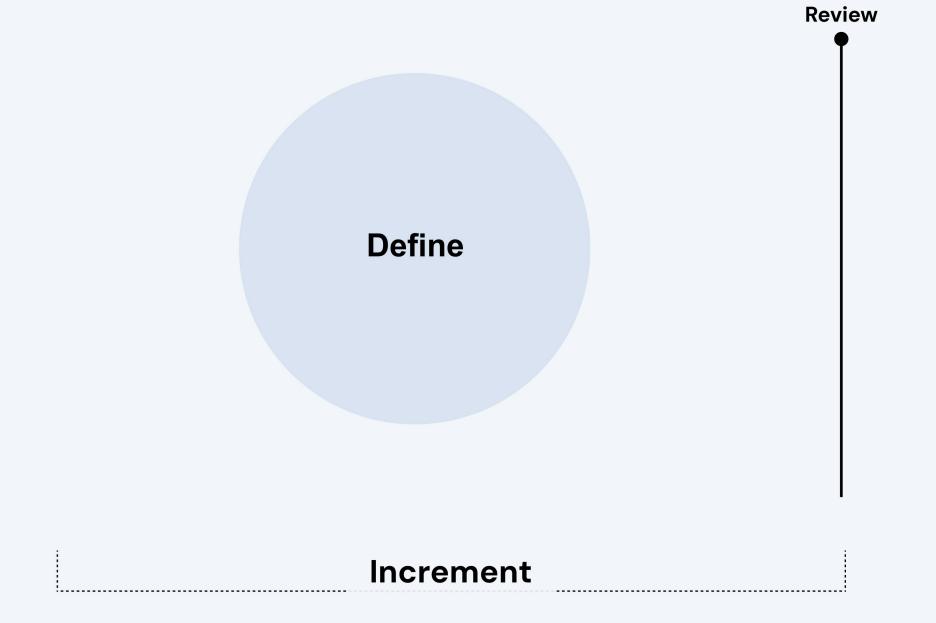


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Define. The primary goal at this stage is to clearly and precisely define the problem or challenge we are trying to address. This involves synthesizing the gathered information, and framing well-defined problem statements that guide the design process. Once the problem is defined, we discuss what key success metrics to track.

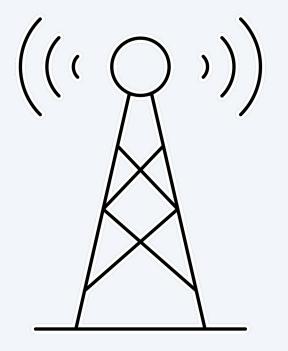
Problem statements

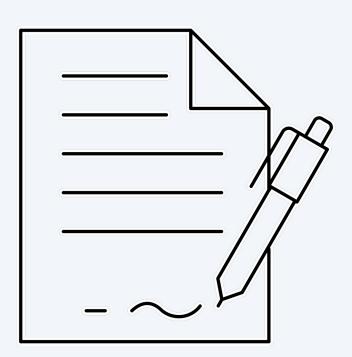
Success metrics

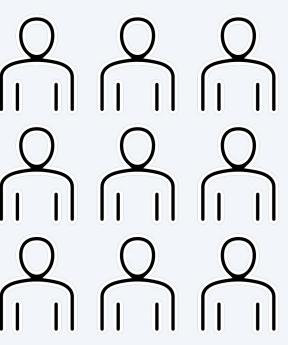




Problem. Understanding the problem helps guide the design process by focusing on the specific issue to be addressed and providing a clear direction for ideation and solution development.







Digital forensics. Obtaining and analyzing data records and cellular tower geo-location artifacts (commonly known as cellular triangulation) holds significance in investigations and legal cases. However, the process can be time-consuming and cumbersome due to the many manual steps involved.

Manual

Analysis

Multi-step

Bottlenecks

Court orders. Delays in obtaining judges' signatures can directly result in postponements of legal proceedings. Signatures are crucial for authorizing documents, such as warrants or approvals, which are vital components of legal cases. Without these signatures, the required legal actions cannot proceed.

Delays

Approvals

Busy judges

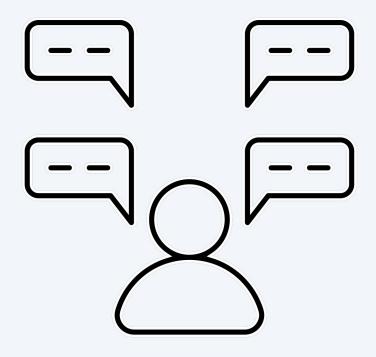
Adopting a new approach. Poor communication infrastructure and tech unfamiliarity can hinder app adoption. By addressing these aspects, we can create a more inclusive and accessible app that caters to users with varying levels of digital literacy and communication infrastructure limitations.

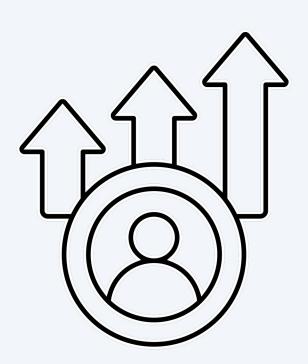
Limited connectivity

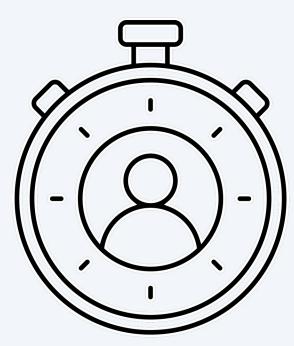
Digital literacy



Success metrics. I use Google's HEART framework to track success metrics. It provides a comprehensive way to measure the effectiveness of the user experience and business goals.







Happiness. Prioritizing happiness is crucial for all audiences.

Users expect a seamless experience, allowing quick

understanding, efficient tasks, and reduced frustration. Complexity
can deter users, impacting their effectiveness and satisfaction.

Surveys

Interviews

5

Support cases

Usability testing

Adoption. Adoption refers to the number of new users within a specific timeframe, reflecting success in attracting new business. A poor user experience could deter users from accepting a new product/feature.

New registrations

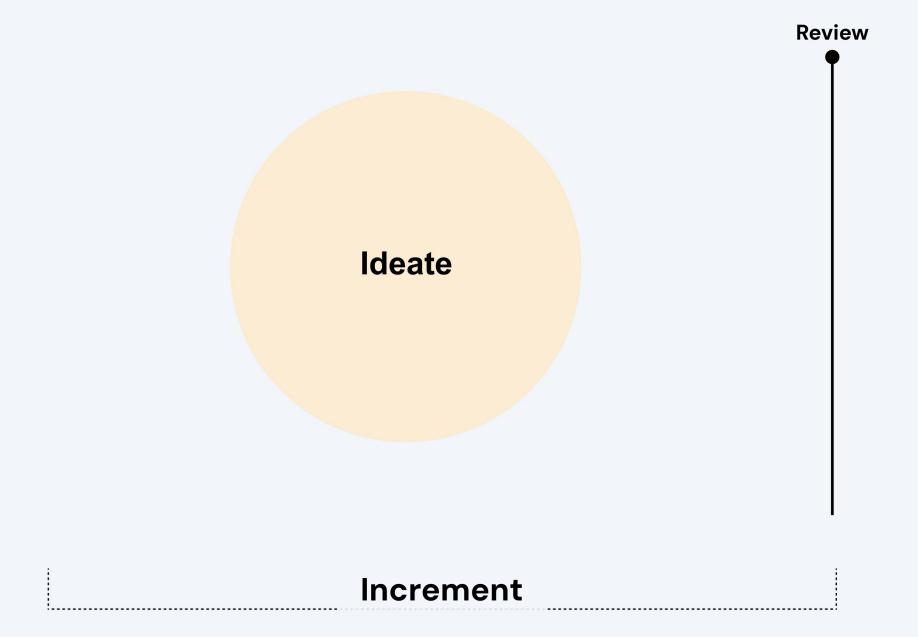
Version upgrades

Task Success. Finding and accessing information adds considerable time when users seek the data they need. Workflows that make users take multiple steps to complete tasks leads to lost time and less productivity.

Click tracking funnels

Observation





Ideate. This phase of the design thinking process involves generating a wide range of creative ideas and concepts. Brainstorming exercises encourage diverse perspectives and enable the exploration of innovative solutions to the defined problem, fostering a rich pool of possibilities for further development.

Brainstorm

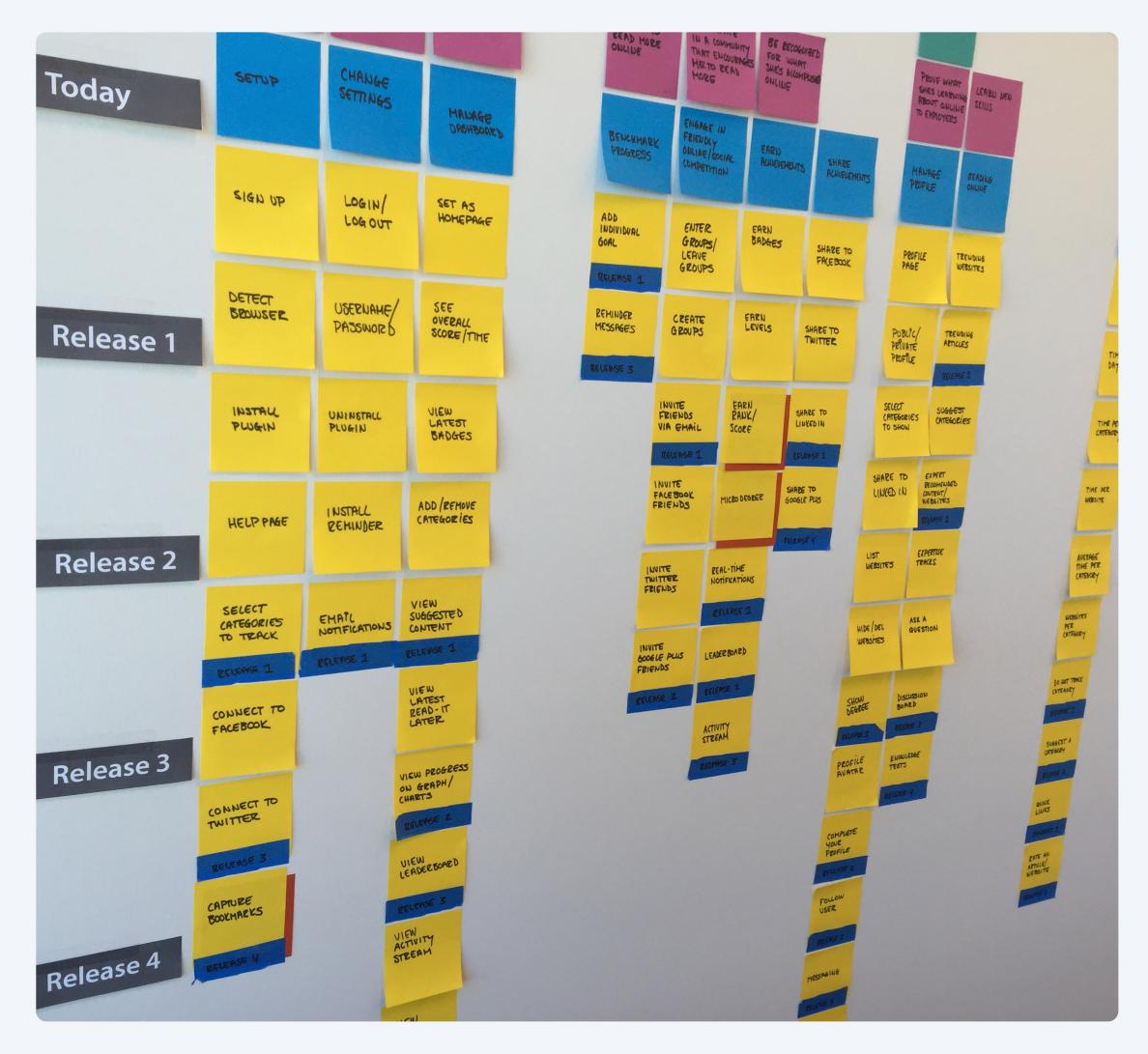
Collaborate

dano Ideate

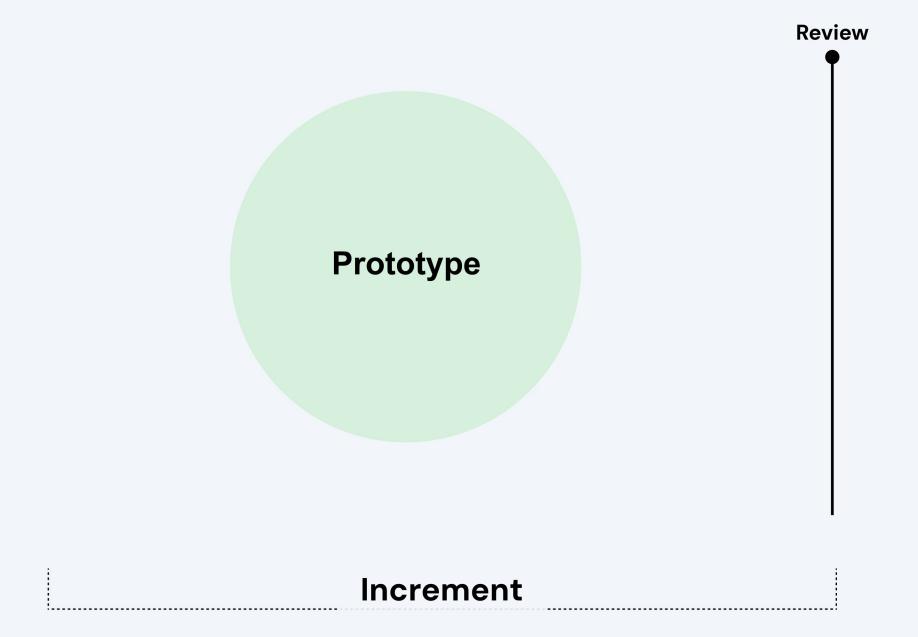




Brainstorming and prioritizing. Collaborative design thinking workshops help generate a wide range of creative ideas and concepts. Ideas are validated and assessed for impact vs effort, then prioritized.



dano Prototype

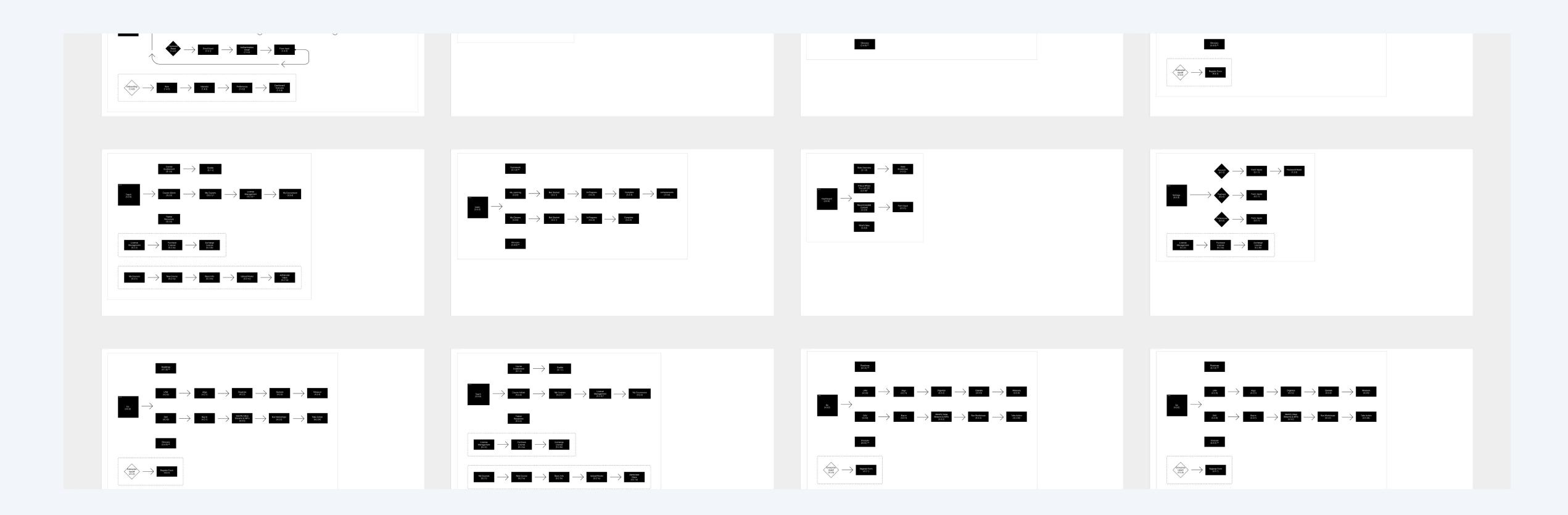


Prototype. Prototyping allows me to visualize and validate design concepts, test usability, and gather valuable user feedback before committing to development, ensuring the final product meets user needs and expectations effectively. It's an essential step in refining and perfecting the user experience.

User testing Feedback



Flow Diagrams. I use flow diagrams to visually map out the sequential progression and interactions within a prototype. They help me understand complex workflows and aid in clear requirements.

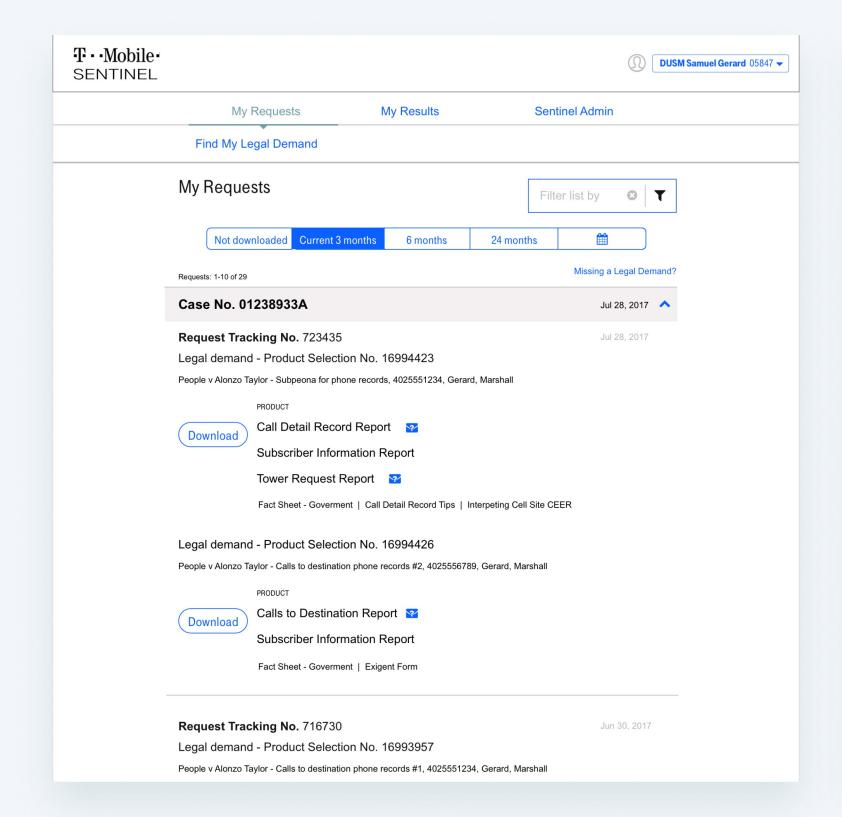


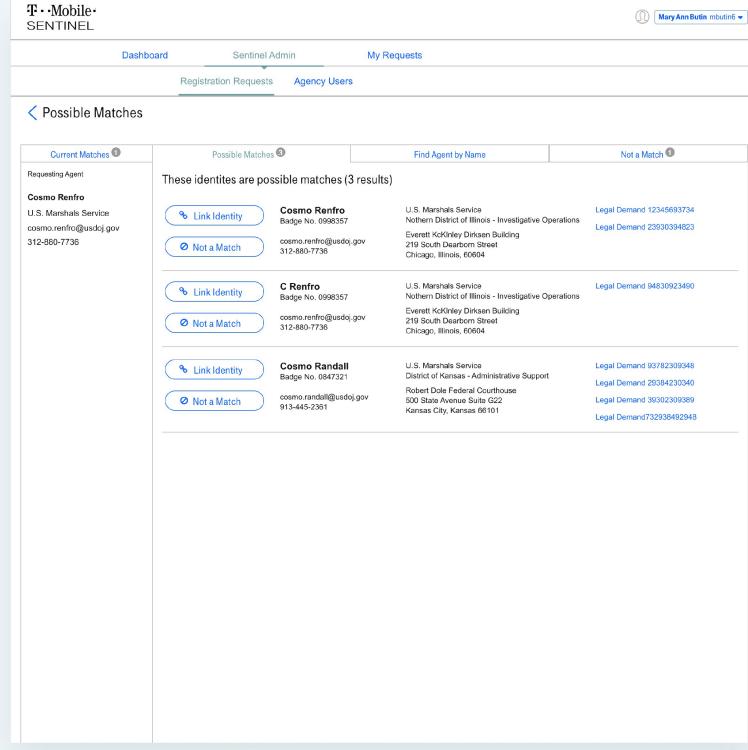
Note. I like to keep flow diagrams clean, easy to understand, and focused on conveying the essential steps and interactions, allowing stakeholders to grasp the user journey efficiently.

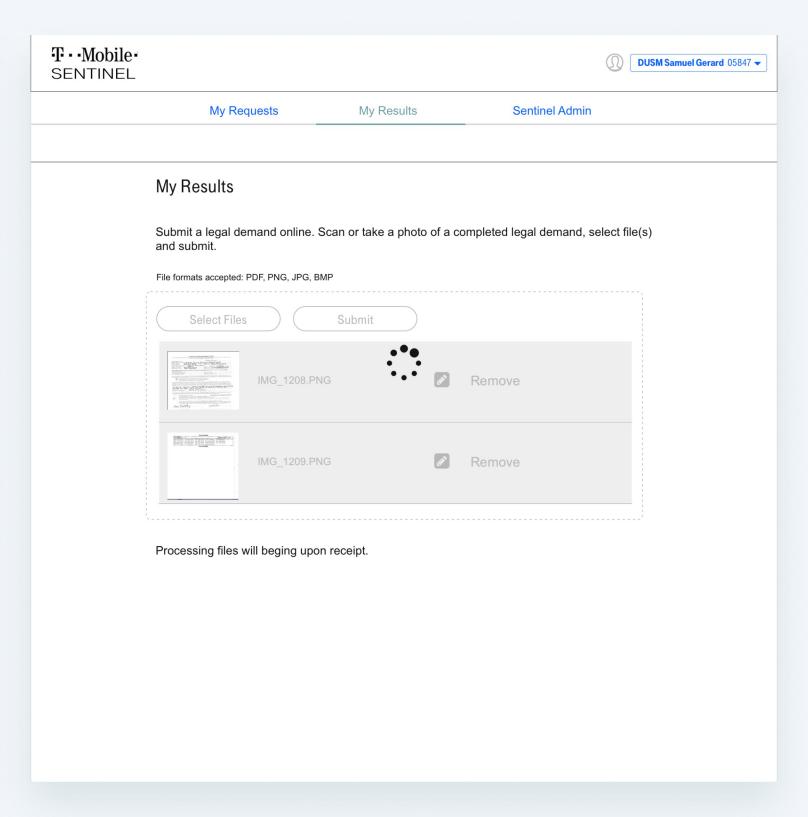




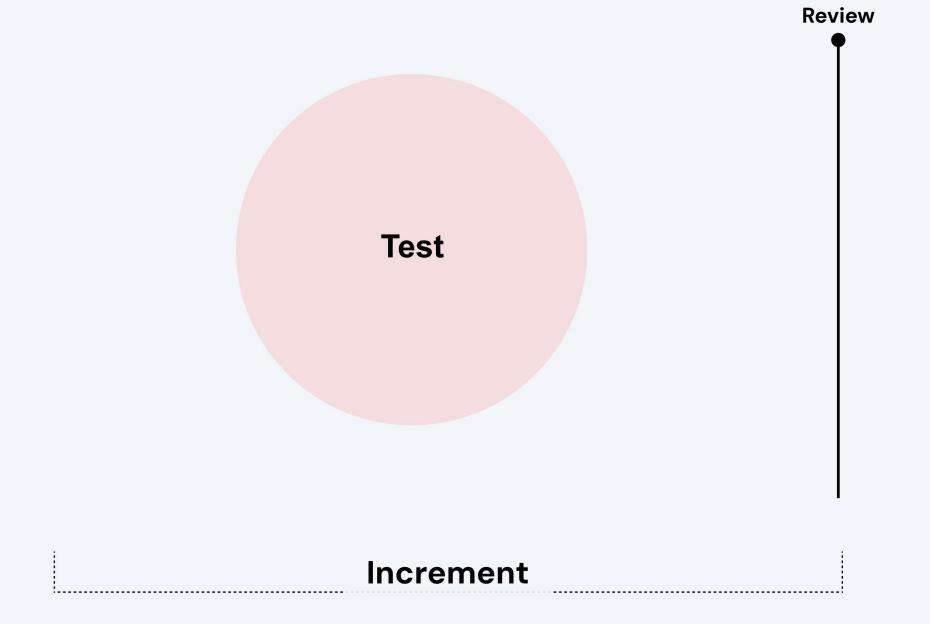
Low fidelity design. Wireframes visualize content placement, user interactions, and flow before diving into visual details. They ensure a solid foundation, fostering efficient communication and alignment.













Test. I reached out to my user panels to gather their feedback on the prototype. They assessed the usability, identified pain points, and validated design decisions. After a couple iterations of refining functionality and flow, I feel confident that the product aligns with user needs and expectations.

Law enforcement Officers

Judges

System Administrators



Mikayla Kinnison 35 min. ago

The navigation flows smoothly, making it easy to find different features and sections.



Gerald Thompson 1 day ago

The interactive animations add a nice touch, enhancing engagement and making the experience enjoyable.



Paul Sundae 1 day ago

The font size in the instruction pop-ups seems a bit small, making it a bit challenging to read on my phone.

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Jul 30, 2017

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Jul 30, 2017

Call Detail Record with Cell Sites Report

Subscriber Information Output Report

Tower Request Output Report

Fact Sheet - Government | Call Detail Record Tips | Interpeting Cell Site CEER



Legal Demand - Product Request No. 16994426

People v Alonzo Taylor - Subpeona for phone records #2, 4025551234, Gerard, Mars

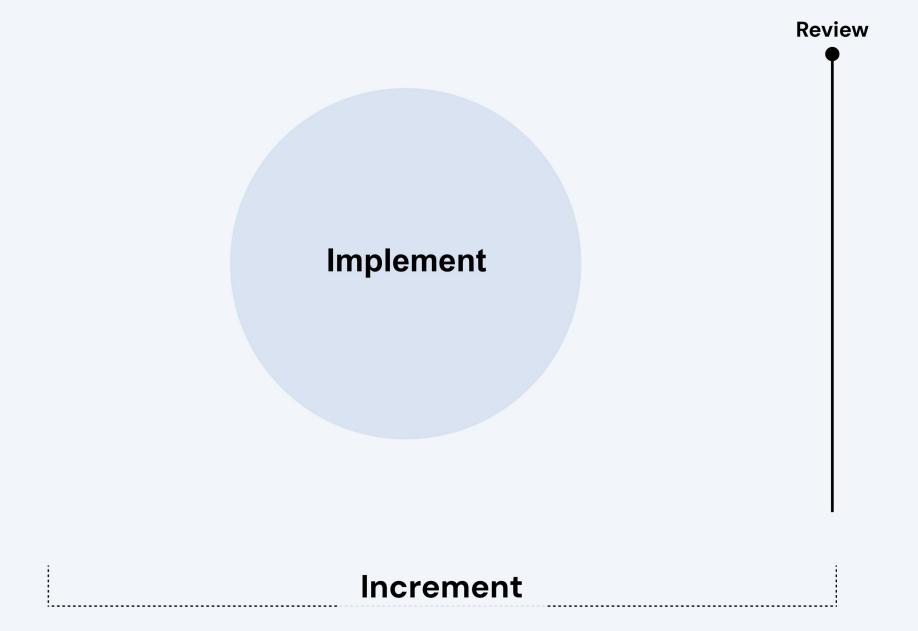
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PRODUCT

Calls to Desitnation Report

Subscriber Information Output Report Fact Sheet - Government | Exigent Form

dano Implement



Implement. The finals phase in the design thinking process involves turning refined design solutions into tangible products or features. It's the stage where prototypes are developed into functional, user-ready solutions through engineering, bringing the design vision to life and preparing for real-world use.

Design System

Specifications

Dev pairing



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Components WIP

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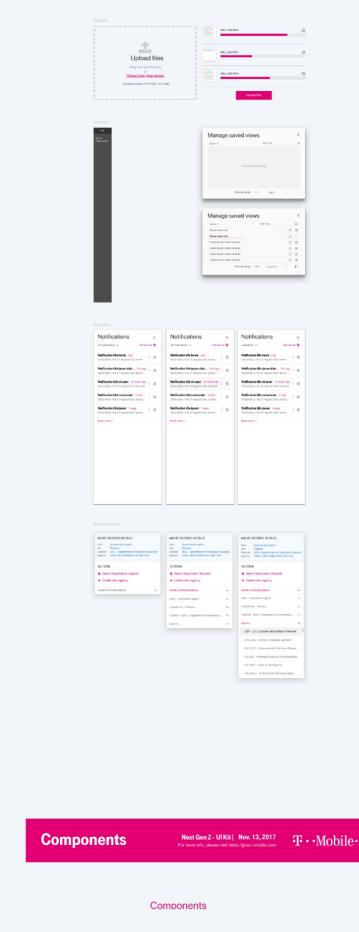
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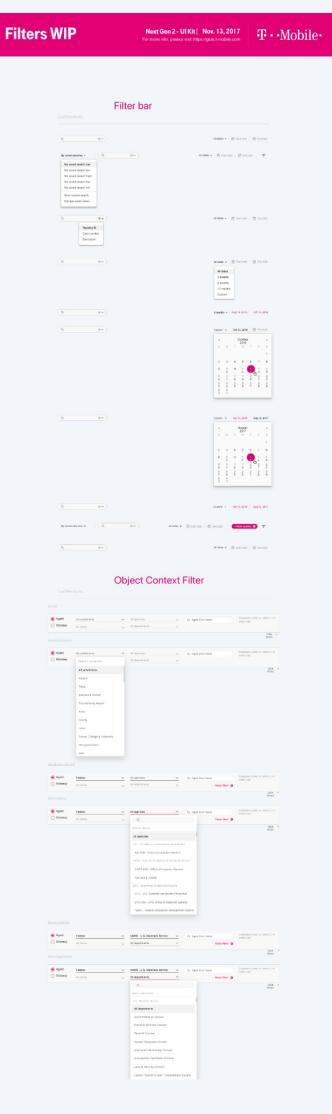
Interface Design. Design systems streamline consistency and efficiency by providing standardized elements and guidelines, resulting in a cohesive interface and a faster design process.

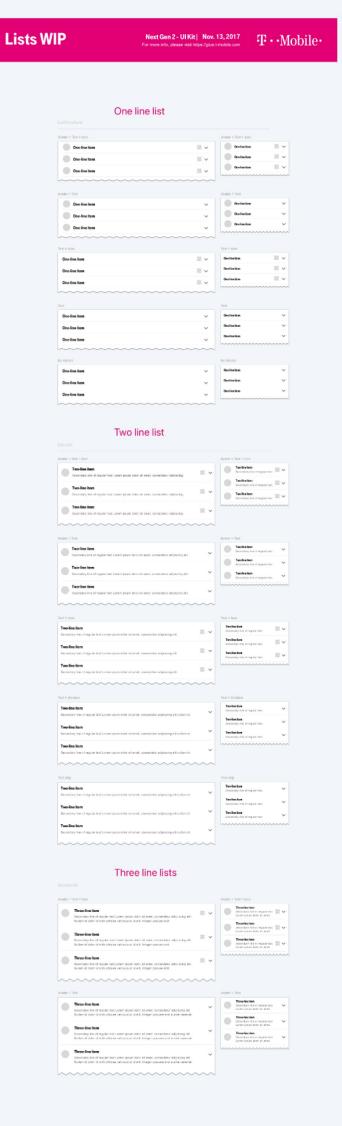








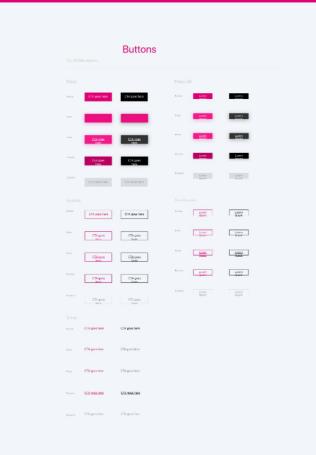




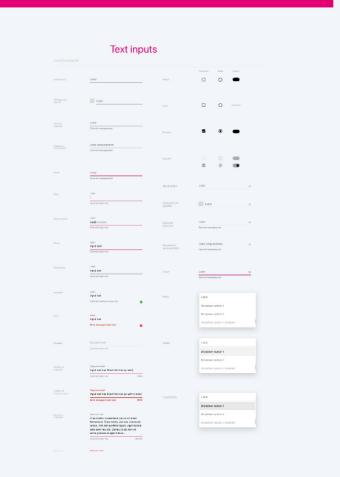


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Text inputs

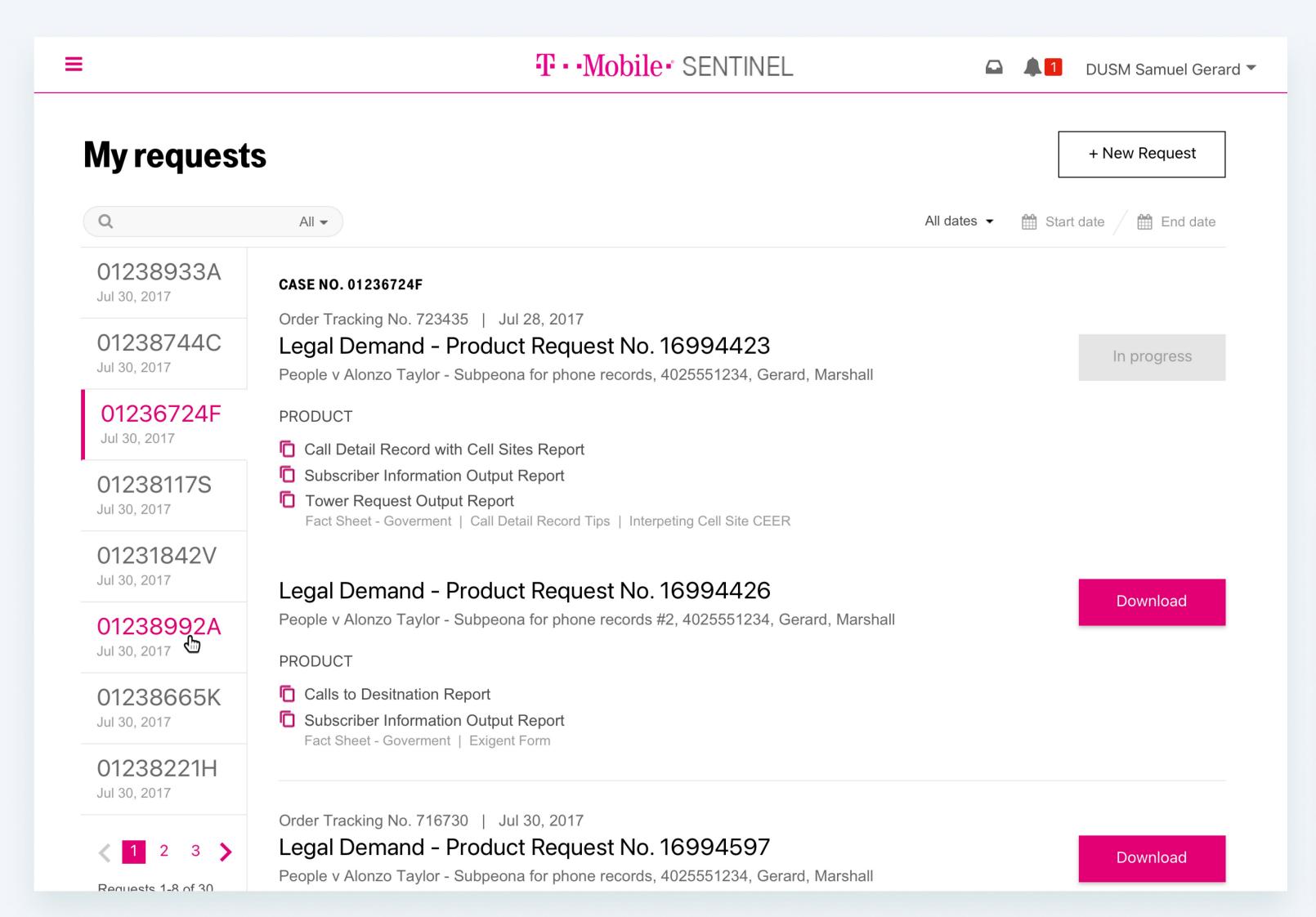
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For more info, please visit https://glue.t-mobile.com

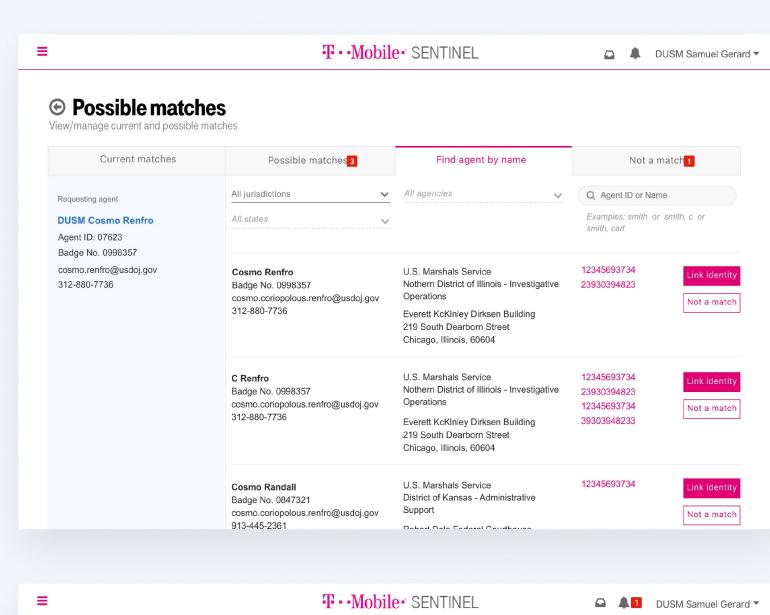
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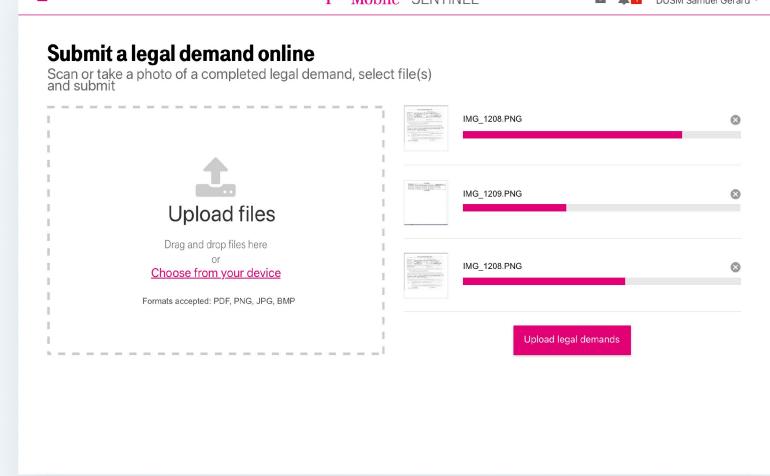




Interface Designs. High-fidelity designs offer a realistic representation of the final product's look and feel, allowing for a smoother development process and enabling high-fidelity prototyping.



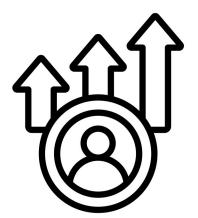






91%

task completion success (-4% abandonment, -5% support cases)



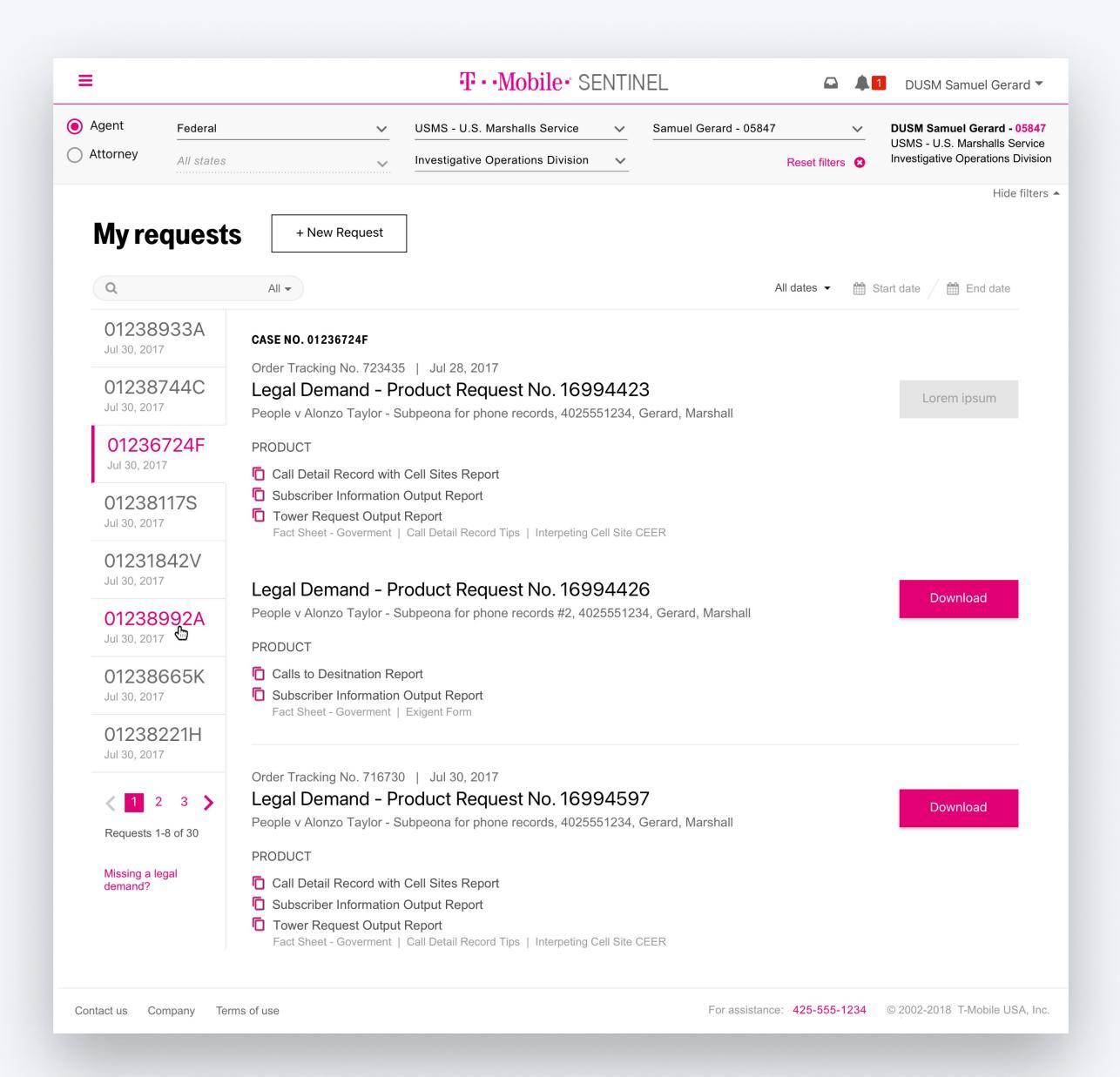
73%

of existing users adopted the new system with the first six months



"Sentinel has significantly expedited our investigative processes, enabling us to complete tasks online, eliminating the need for time-consuming in-person interactions or outdated fax methods. The speed of approvals has dramatically increased, allowing us to solve cases more efficiently and, ultimately, get more dangerous criminals off our streets... It's not just a tool, it's a force multiplier."

Det. S. Gerard Federal Bureau of Investigation



End.

Thank you