

STANDARD DEVELOPMENT SCENARIOS FOR COMPLEX BUSINESS OBJECTS AND PROCESSES

MASTER OR BACHELOR THESIS PROPOSAL IN INTERACTION DESIGN

Purpose:

Analyze and suggest new standard development scenarios to use in addition to IFS' common scenarios

Description:

IFS has a reputation of providing an ERP suite, called IFS Applications™, that is quite easy to use, despite its huge size and the complexity of the underlying domains. One explanation is that the development tools for IFS Applications™ provide a few standardized scenarios how to present and work with business objects and processes. Since a lot of IFS Applications™ is developed using these scenarios, it is highly consistent. As a consequence it is easy to learn and easy to remember how to use, due to the recognition distinct pages of the application inspire in the end-user. The scenarios also provide high productivity when developing new functionality.

For a number of complex business objects and processes, the standard scenarios are insufficient. As a consequence, functionality is implemented where the scenarios provide less guidance. This leads to lower productivity for IFS developers, but also to a user interface that is less consistent, increasing the need for training and retraining of end-users.

What we want to find are a few scenarios where we can express further business objects and processes in the application such that the user can be efficient despite the complexity. We strive after a high level of recognition even in complex business flows, in order to keep the training and retraining needs of end-users low.

Goal:

- Through concrete examples see how we can redesign complex business objects and flows to increase the usability of IFS Applications™.
- Break down some main challenges into a few scenarios.
- Propose scenarios for handling such challenges from the development framework.
- The usability of proposed scenarios is crucial and needs to be verified with appropriate methodology.
- Proposed scenarios should provide development aid that gives developers high productivity.

Outline:

Estimated range:	2 persons
Competences:	<ul style="list-style-type: none"> • Skilled in interaction design • Skilled in usability evaluation • Good English in writing and speaking
Supervisor:	Fredrik Eklund
Location:	Linköping

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