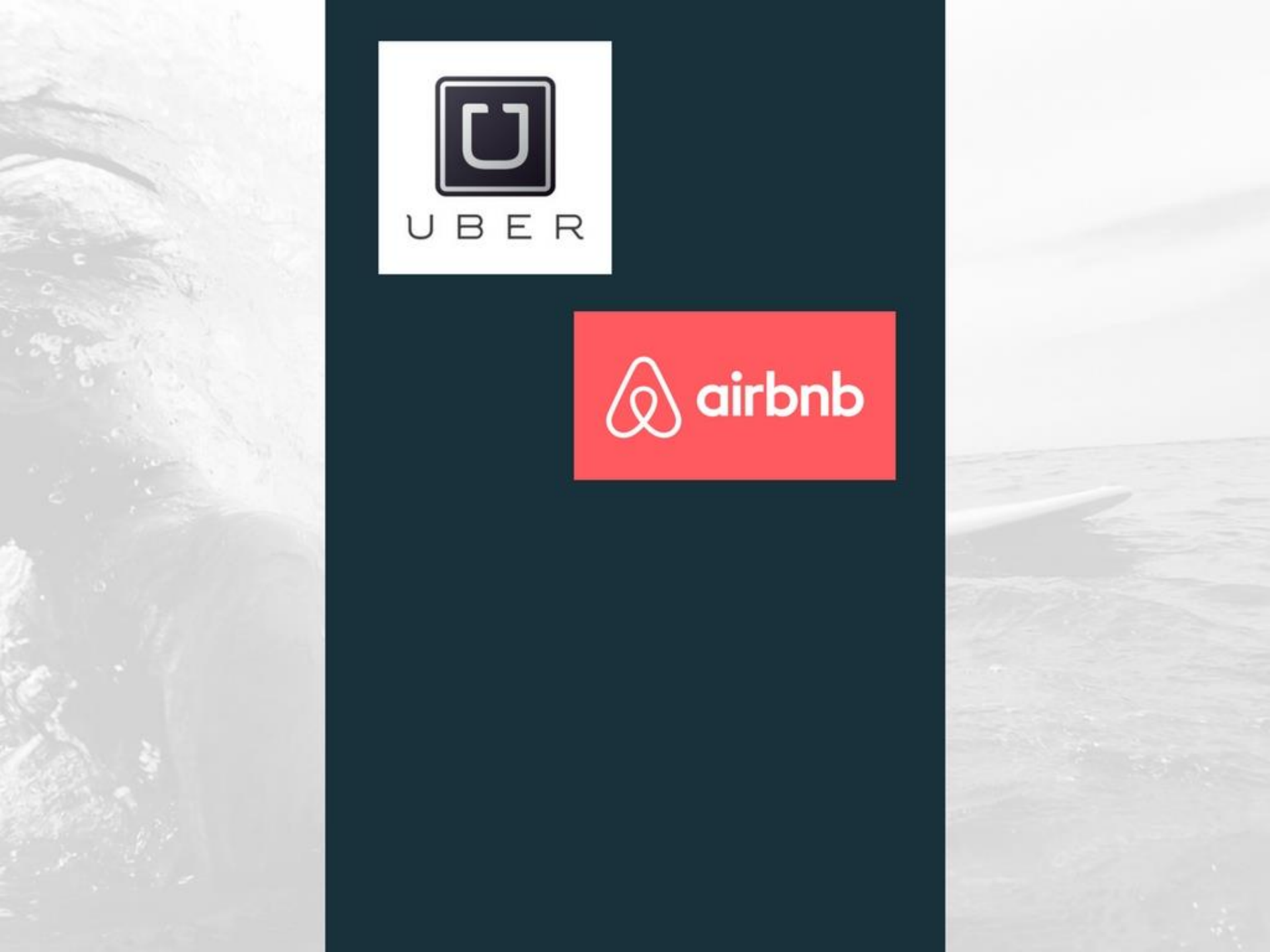
CTG BELGIUM PRESENTS

Confluence & Invision

REAL TIME EDITING & COLLABORATION - A CASE STUDY

Presented by Bert Fabry

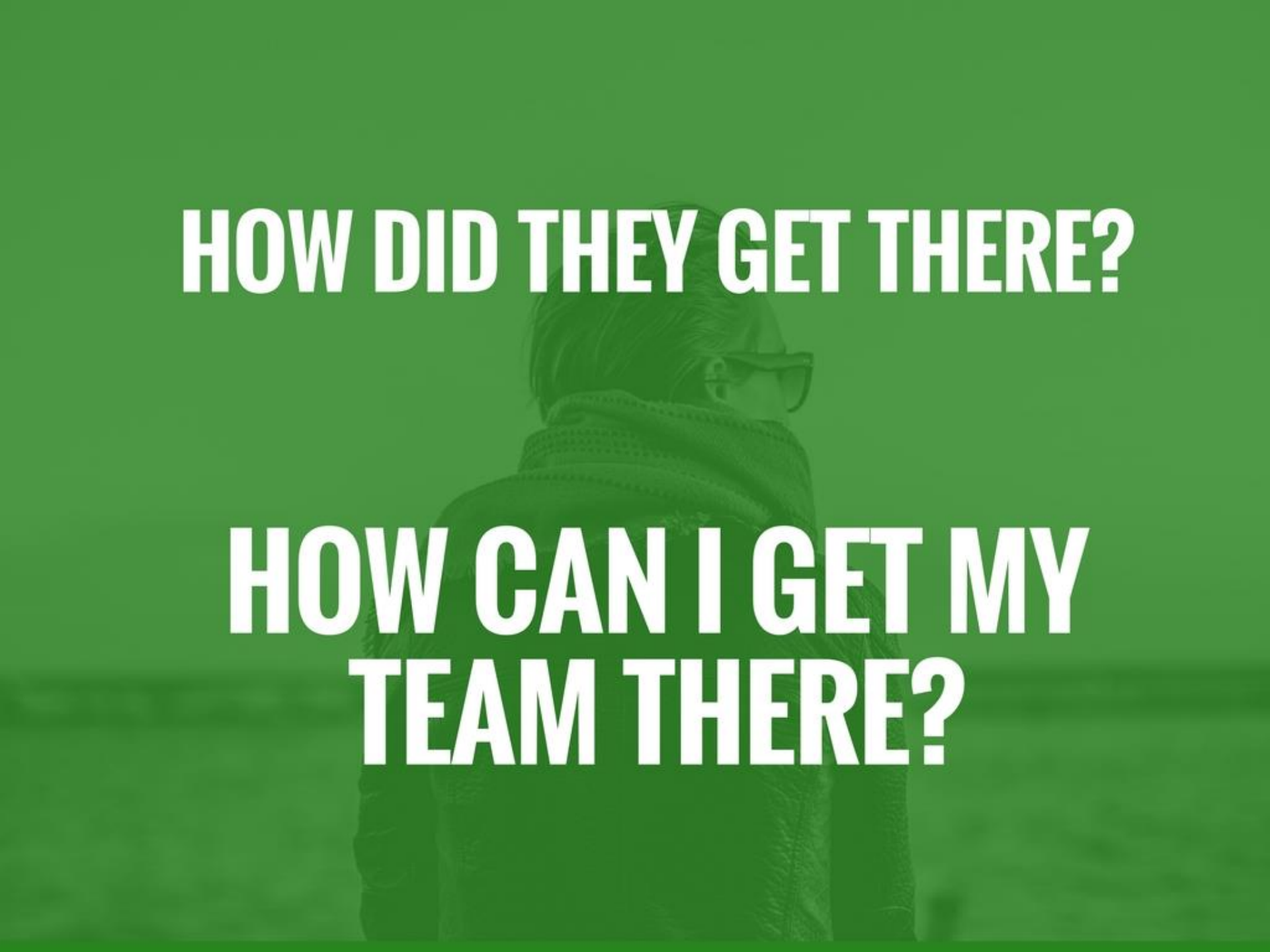
UBER


UBER
airbnb

UBER

airbnb

HOW DID THEY GET THERE?


HOW DID THEY GET THERE?
HOW CAN I GET MY TEAM THERE?

"Great things in business are never the work of one person. They're done by a team of people."

- Steve Jobs, Founder of Apple Inc.

COLLABORATION IS KEY

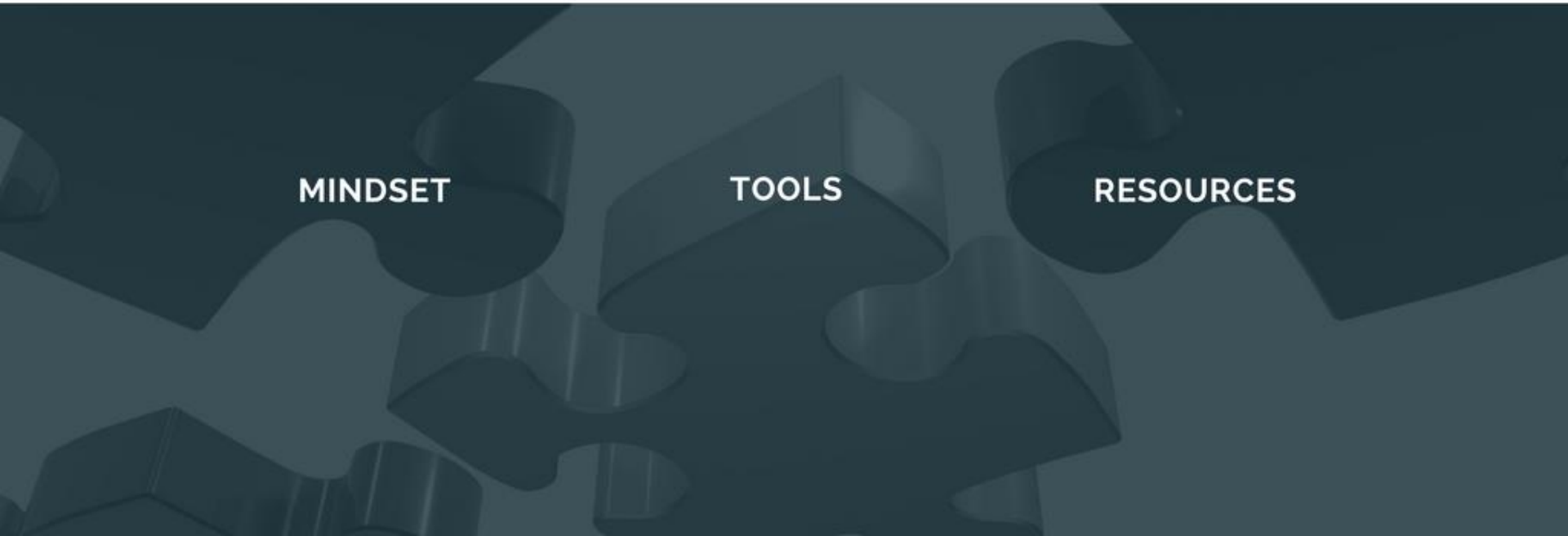
THE CHALLENGE

THE CHALLENGE

why is it so hard to implement real time cooperation and editing?

THE CHALLENGE

why is it so hard to implement real time cooperation and editing?



THE CHALLENGE

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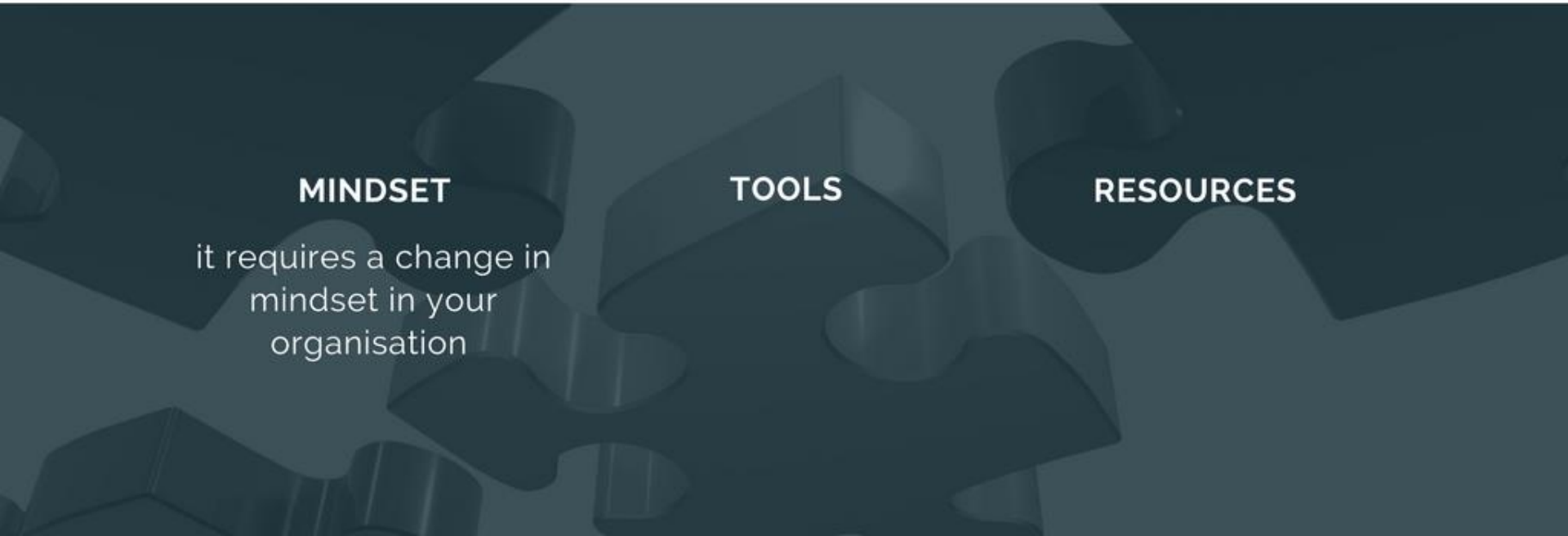


MINDSET

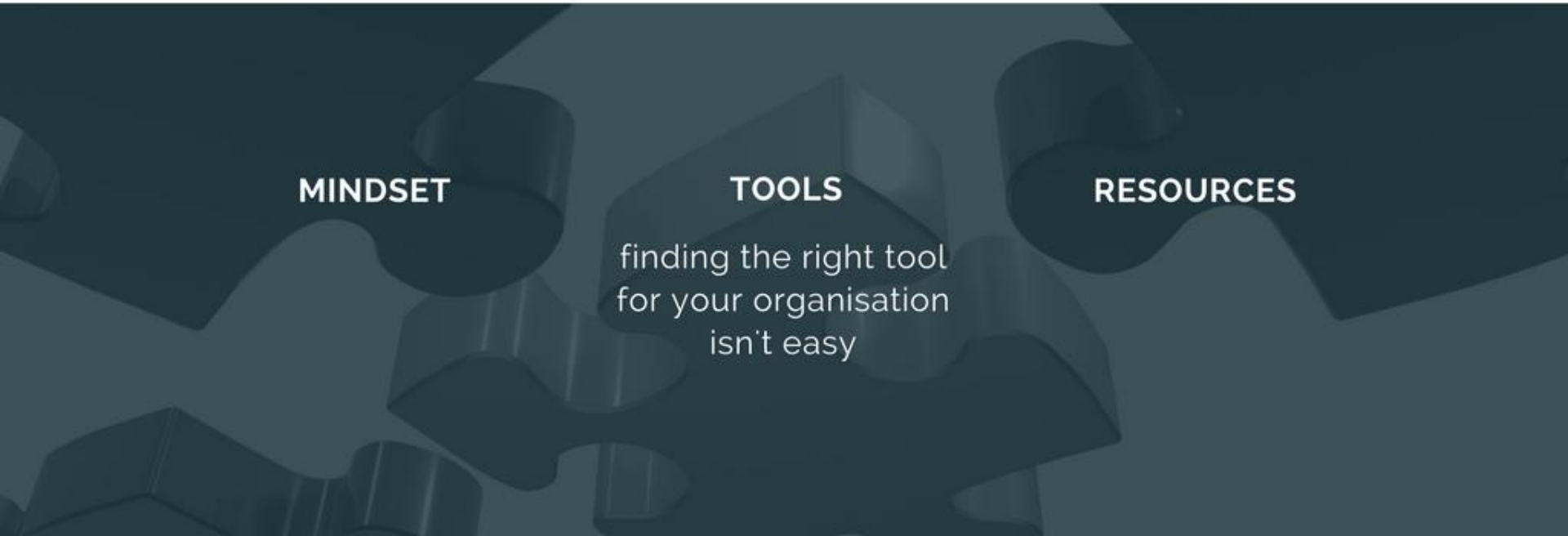
it requires a change in mindset in your organisation

TOOLS

RESOURCES

THE CHALLENGE

why is it so hard to implement real time cooperation and editing?



MINDSET

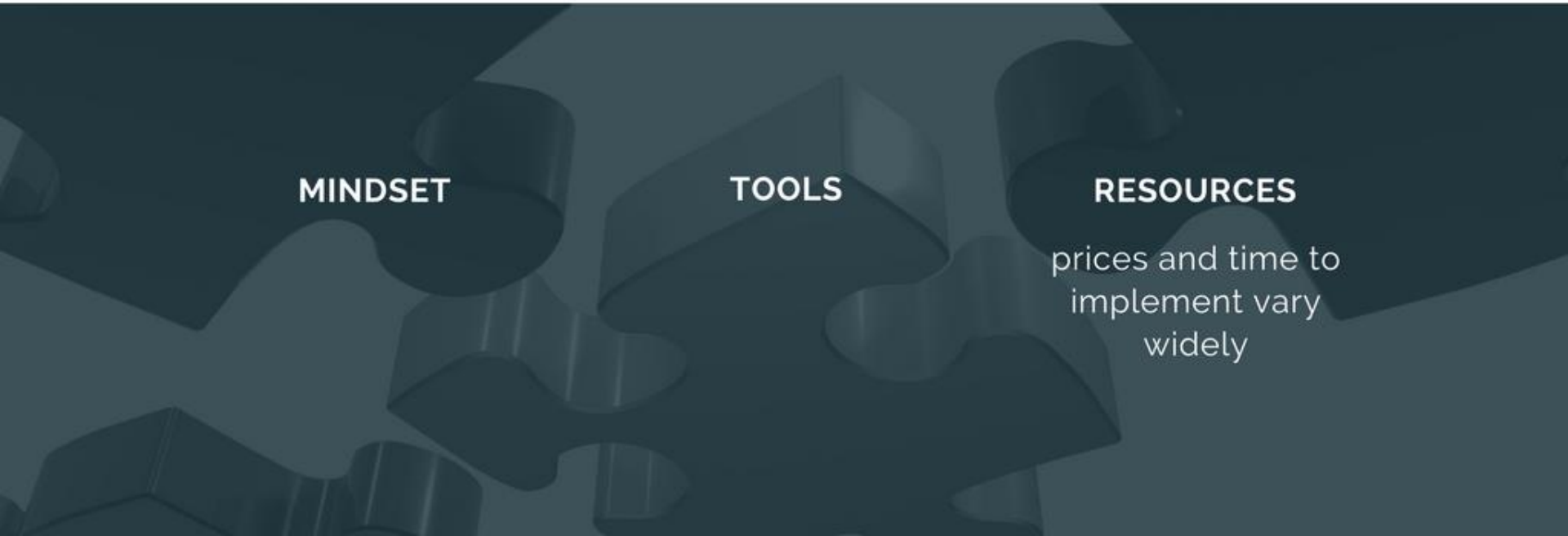
TOOLS

finding the right tool for your organisation isn't easy

RESOURCES

THE CHALLENGE

why is it so hard to implement real time cooperation and editing?



MINDSET

TOOLS

RESOURCES

prices and time to implement vary widely

THE SOLUTION

CONFLUENCE

A tool that enables quick wins with a maximum of reliability and user acceptance

by ATLASSIAN

CONFLUENCE

A tool that enables quick wins with a maximum of reliability and user acceptance

BE ANYWHERE

CONFLUENCE

A tool that enables quick wins with a maximum of reliability and user acceptance

BE ANYWHERE

wherever you are,
work simultaneously
without conflicts

CONFLUENCE

A tool that enables quick wins with a maximum of reliability and user acceptance

BE ANYWHERE

TRACK CHANGES

CONFLUENCE

A tool that enables quick wins with a maximum of reliability and user acceptance

BE ANYWHERE

TRACK CHANGES

make comments, view versions, and discuss decisions

CONFLUENCE

A tool that enables quick wins with a maximum of reliability and user acceptance

BE ANYWHERE

TRACK CHANGES

EXPERIENCE

CONFLUENCE

A tool that enables quick wins with a maximum of reliability and user acceptance

BE ANYWHERE

TRACK CHANGES

EXPERIENCE

easy to implement & use, work the way that suits your team

Teams in Space / Resources

Edit Share Watch

Workplace Resourses

Search for something

Quick Guide

Administer a Space

Site Admin

Browse by Topic

A-O

Bugs
Comments
Editor

P-Z

Performance
Permissions
Roadmap

Updates

Quick Guide
Knowledge Base
5.7 Release Notes
5.6 Release Notes
How to Simplify

Teams in Space / UX Team / Projects / New Mobile App

Edit Share Watch

New Mobile App – Q2 Launch Plans

Description & Goals

Activity

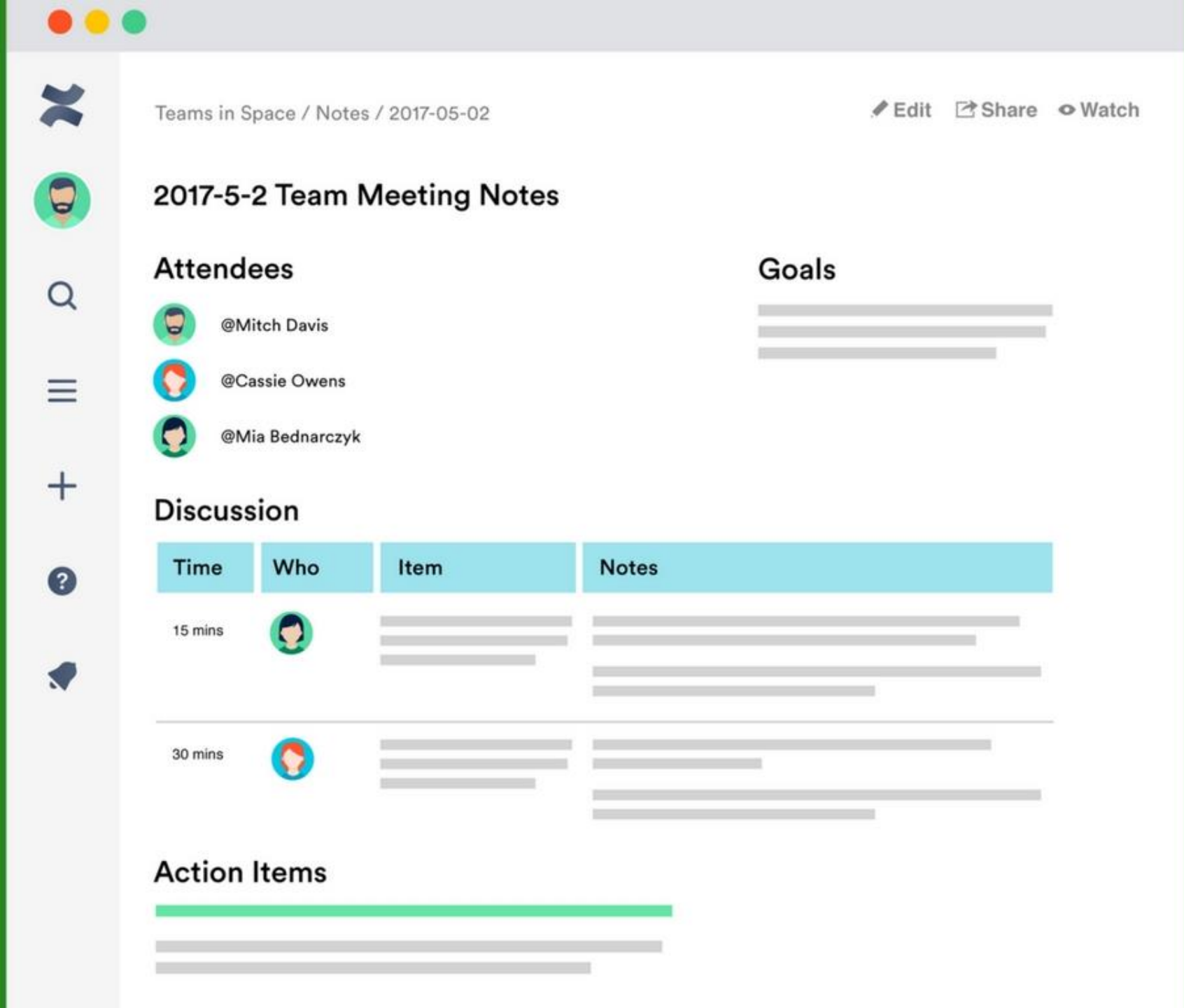
Roadmap

Project Shortcuts

- Meeting Notes
- Project Requirements
- Q3 Marketing Campaigns
- Customer Interviews
- JIRA Reports
- Decision Log
- Retrospective

Updates

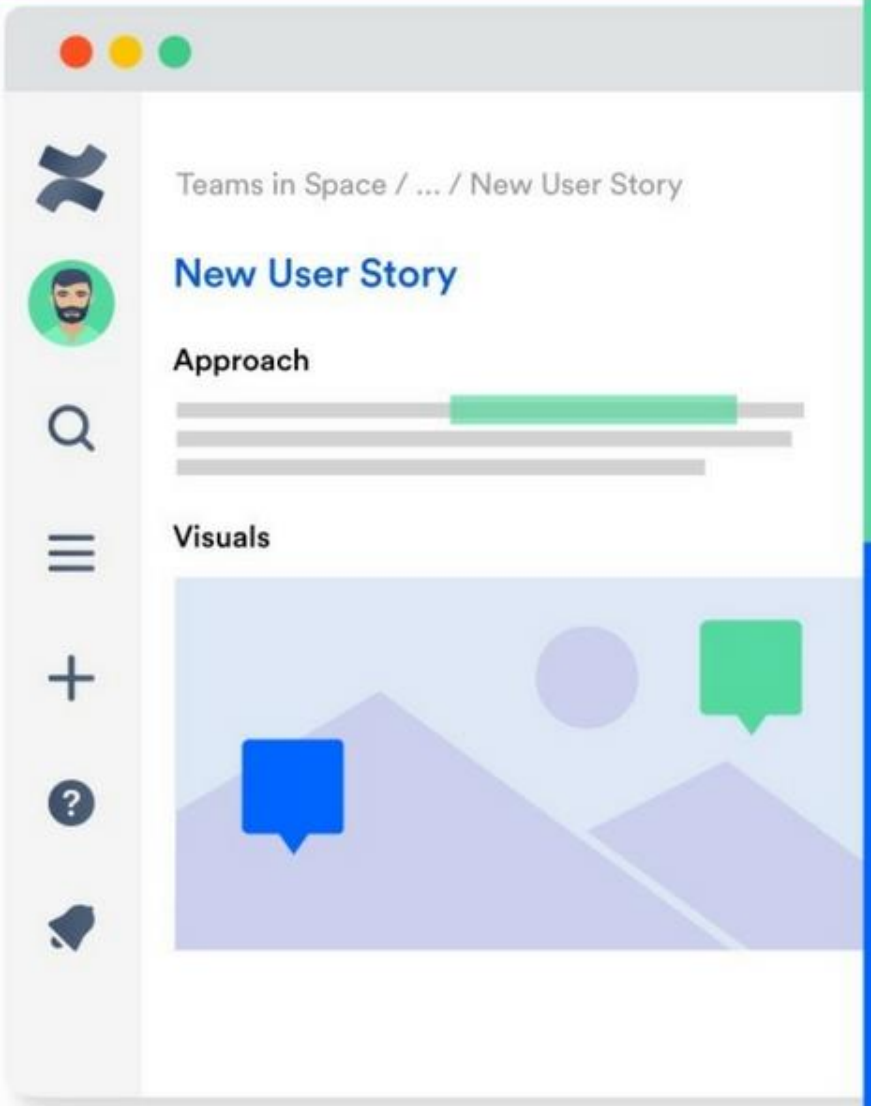
- Project home
- User story
- Roadmap


Teams in Space / Notes / 2017-05-02
Edit
Share
Watch
2017-5-2 Team Meeting Notes
Attendees
@Mitch Davis
@Cassie Owens
@Mia Bednarczyk
Goals
Discussion
Time
Who
Item
Notes
15 mins
30 mins
Action Items

CONFLUENCE

Highlighted features

FEEDBACK IN CONTEXT



Mitch Davis

We should be able to accomplish this with the new responsive design in the app.

Resolve • Like • May 1, 2017

Alana Grant

That sounds great. Thanks for being so flexible with the approach. It's going to be great.

Resolve • Like • May 1, 2017

TEMPLATES

Blank page
Start with a blank page.

Create a draw.io diagram
Creates root page for draw.io custom templates

Decision
Record important project decisions and communicate them with your team.

File list
Upload, preview and share files with your team.

How-to article
Provide step-by-step guidance for completing a task.

JIRA report
Communicate JIRA information in easy to read reports.

Meeting notes
Plan your meetings and share notes and actions with your team.

Product requirements
Define, track and scope requirements for your product or feature.

Retrospective
What went well? What could have gone better? Crowdsource improvements with your team.

Share a link
Share and discuss content from the web like articles and videos with your team.

Task report
Keep track of tasks for your team or project.

Troubleshooting article
Provide solutions for commonly encountered problems.

What about...?

What about...?

INVISION

by ATLASSIAN

INVISION
A prototyping tool that brings your design workflows to life

INVISION

Highlighted features

DESIGNS IN CONFLUENCE

Black Team

Pages

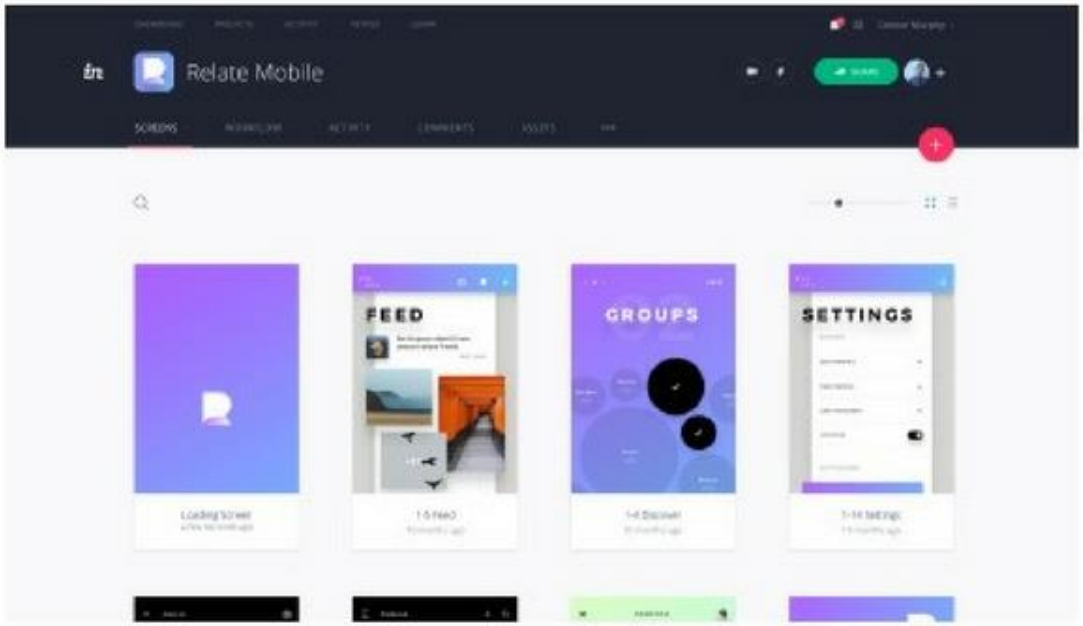
Confluence add-on

This is a test how to

Black Team > Pages

Confluence add-on

Jason LeMoine
Last modified just a moment ago



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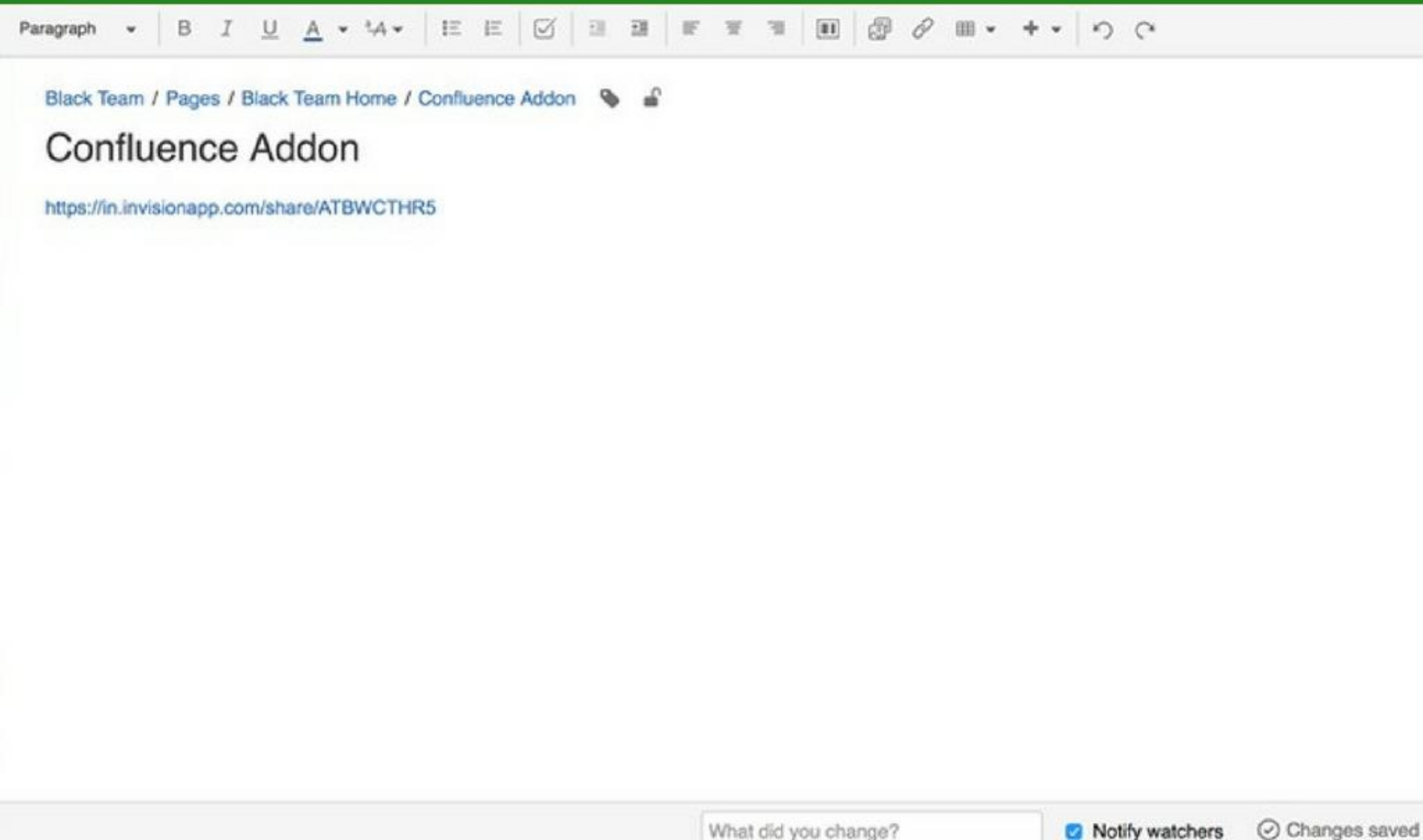
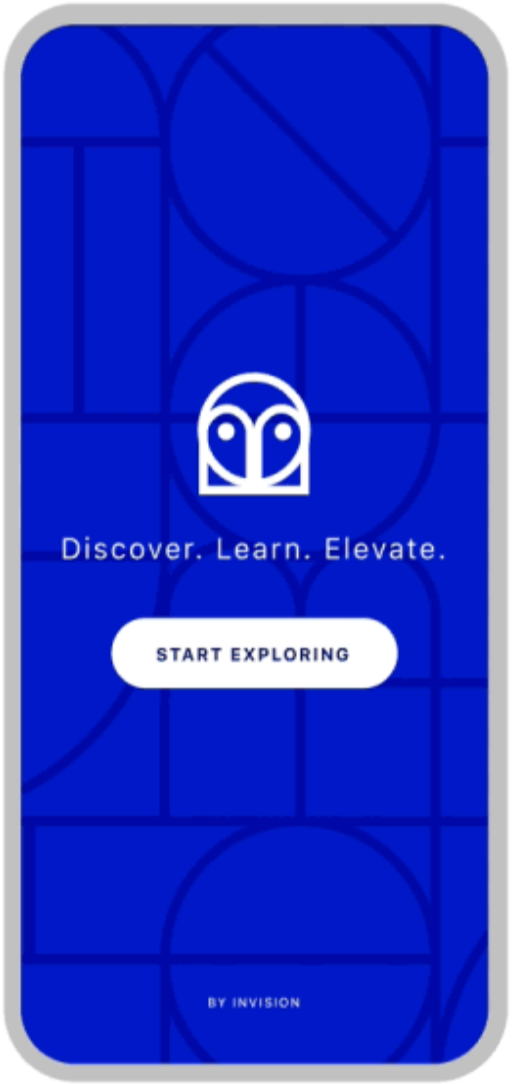
EMBED PROTOTYPES




Discover. Learn. Elevate.
START EXPLORING
BY INVISION

DESIGNED FOR TODAY, READY FOR TOMORROW

UMAX MOBILE

A CTG BELGIUM & ITINERIS PROJECT

PROJECT PREMISE

59 high-level business cases supplied by customer

40 days from project start to complete analysis phase (detailed use cases & design)

BUSINESS CASE EXAMPLE

The user can log off from the UMAX Mobile platform through the main menu. If the user chooses to confirm his log off action, the application will log off the user. The user then re-enters the log in screen and the same or different user can log into the device.

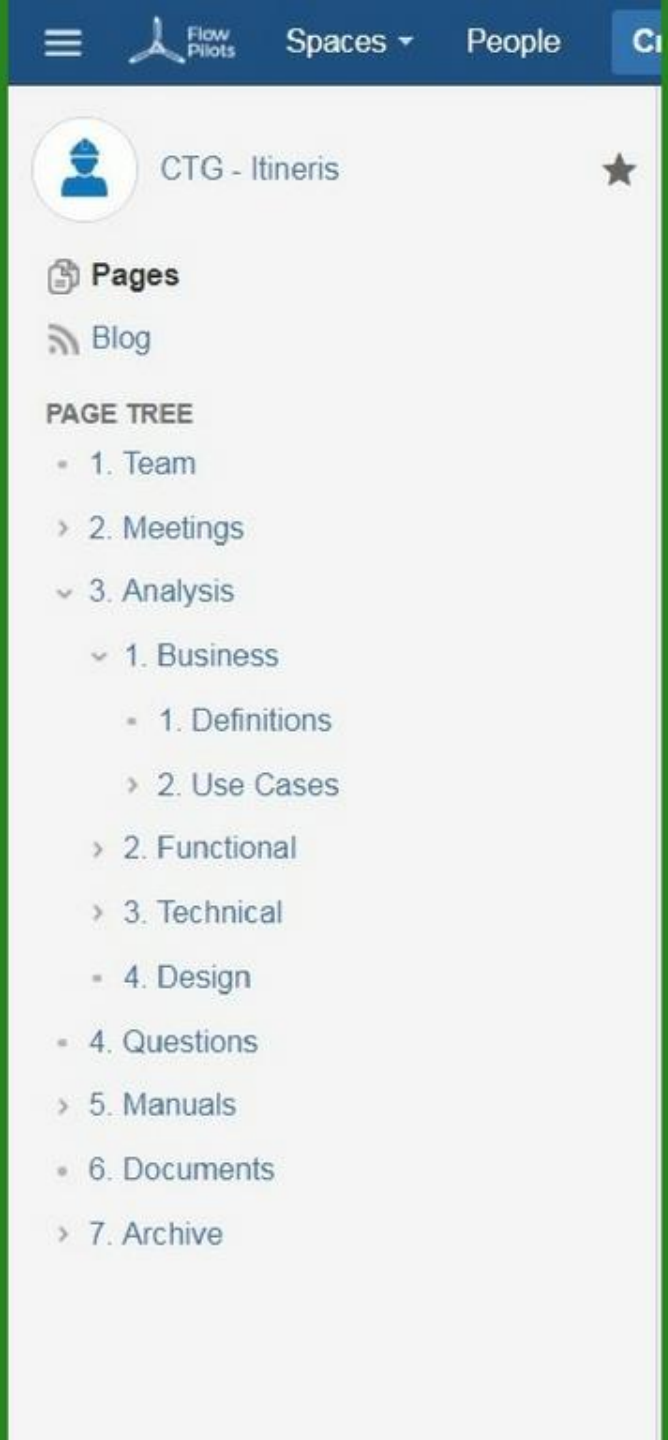
UMAX Mobile Use Case - Log Off

DETAILED USE CASE

UC_M8_1_Logout

Created by Dries Langsweirdt, last modified on Nov 05, 2017

ID	UC M8.1
Title	Logout
Description	In order to allow protection of the user's data, and to allow switching between multiple users, the user can perform a logout. As logging out is an action local to the device, i.e. removing the access token from the cache, it is independent from the connectivity state of the device and should never fail. The logout action has no effect, nor triggers operations on the data that is currently stored on the device, for example: unsynchronised outbound events. As such, the user can login again and the app will be in the same state as before. A situation of data loss can occur when the user logs out and never logs back in when there were data items pending to synchronise. The app will warn the user about this if needed.
Assumptions	• It is assumed that the logout is a function that will be rarely used, and only has it's place when a device switches users or data protection cannot be enforced on the OS level (i.e. no lock-screen can be set on mobile or a user login on desktop, which implicitly protects the user applications running on the system when the user is logged off on the OS level). The normal flow should be the user performing a login at the start of the day and an end-of-workday action at the end (see: UC_M8_2_End_Of_Workday).
Precondition(s)	• The app has a valid access token cached, the user is logged in.
Main Flow	• The user selects the logout action. • The user confirms the logout action. • The app clears the access token from the cache. • The user arrives on the login screen.
Postcondition(s)	• The app has no valid access token cached, the user is logged out.
Alternative Flow 1	*Items to synchronise* The app displays a warning, but the user is not blocked to proceed with logging out.
Alternative Flow 2	*Automatic logout* Depending on the time on which the user previously logged in and the token lifetime setting in AAD (see UC_M0_1_Login), it is possible that the app detects the token to be invalid while the user is actively using the app. In this case the app needs to enforce an automatic logout for security reasons. In such event, the user arrives on the login screen and is shown a transient message. All other behaviours are identical to a manually triggered logout.
AppNav	AN_M8_Logout
Screen(s)	M1_S001_Menu M8_S001_Choice


Flow Pilots
Spaces
People
CTG - Itineris
Pages
Blog
PAGE TREE
1. Team
2. Meetings
3. Analysis
1. Business
1. Definitions
2. Use Cases
2. Functional
3. Technical
4. Design
4. Questions
5. Manuals
6. Documents
7. Archive

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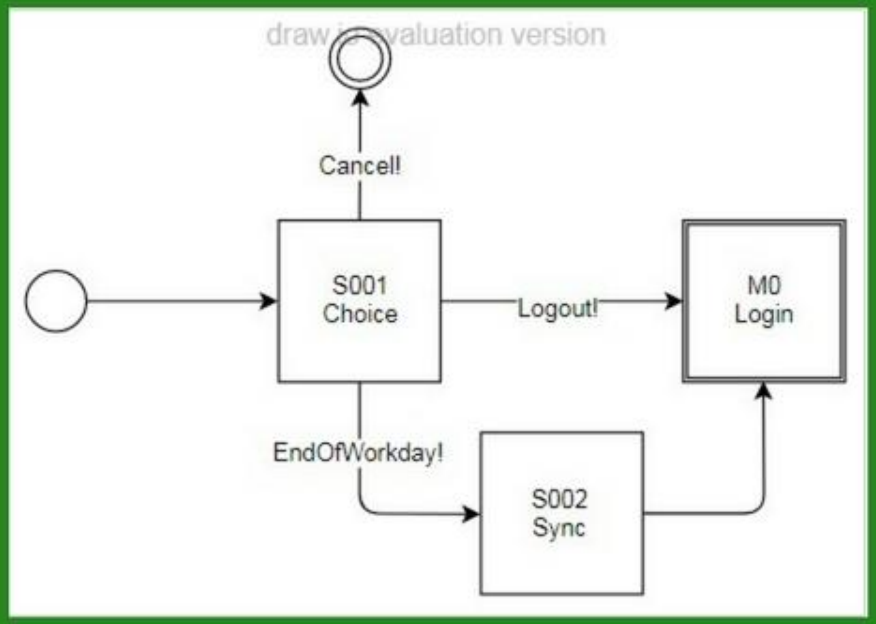
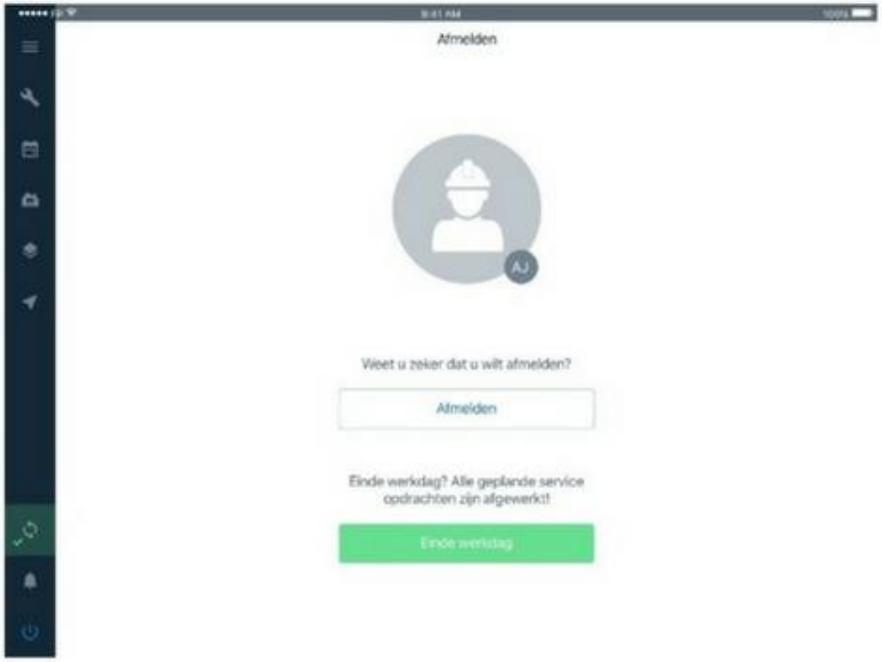
Like Be the first to like this

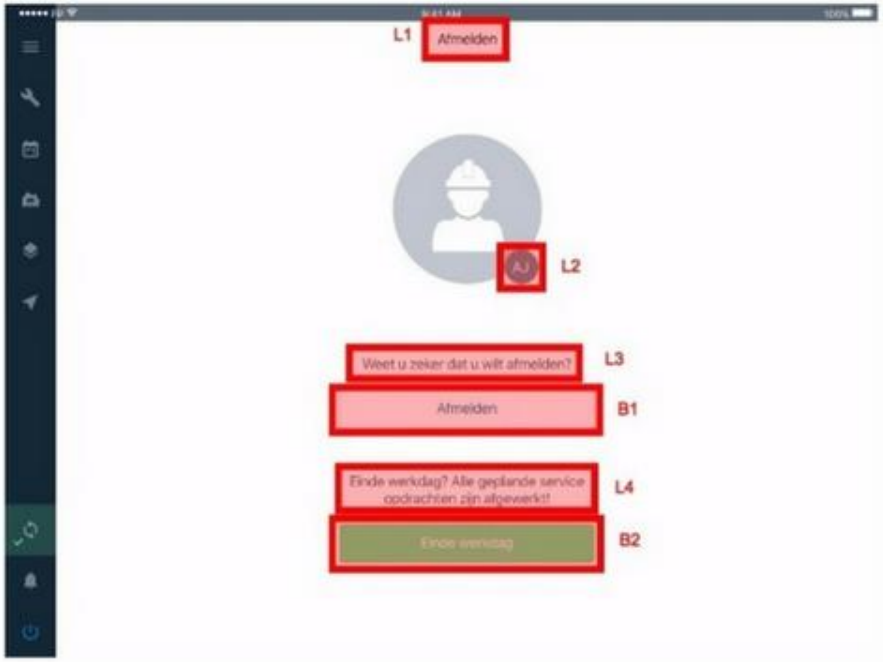
No labels

ctg Write a comment...


draw.io evaluation version
Cancel!
S001
Choice
Logout!
M0
Login
EndOfWorkday!
S002
Sync

Design (iOS)


Afmelden
AJ
Weet u zeker dat u wilt afmelden?
Afmelden
Einde werkdag? Alle geplande service opdrachten zijn afgewerkt!
Einde werkdag


L1
Afmelden
AJ
L2
Weet u zeker dat u wilt afmelden?
L3
Afmelden
B1
Einde werkdag? Alle geplande service opdrachten zijn afgewerkt!
L4
Einde werkdag
B2

Confluence
in
DEMO

Q & A

THANK
YOU!