

Synechron

Worksight 2.0

Agenda

A photograph of two women sitting at a table in a meeting. The woman on the left has long dark hair and is wearing glasses and a white long-sleeved shirt. The woman on the right has long blonde hair and is wearing a pink blazer. They are both looking towards the right. On the table in front of them are a glass of water, a small vase with white flowers, and a white mug. The background is a blurred office setting.

Worksight Vision & Goals

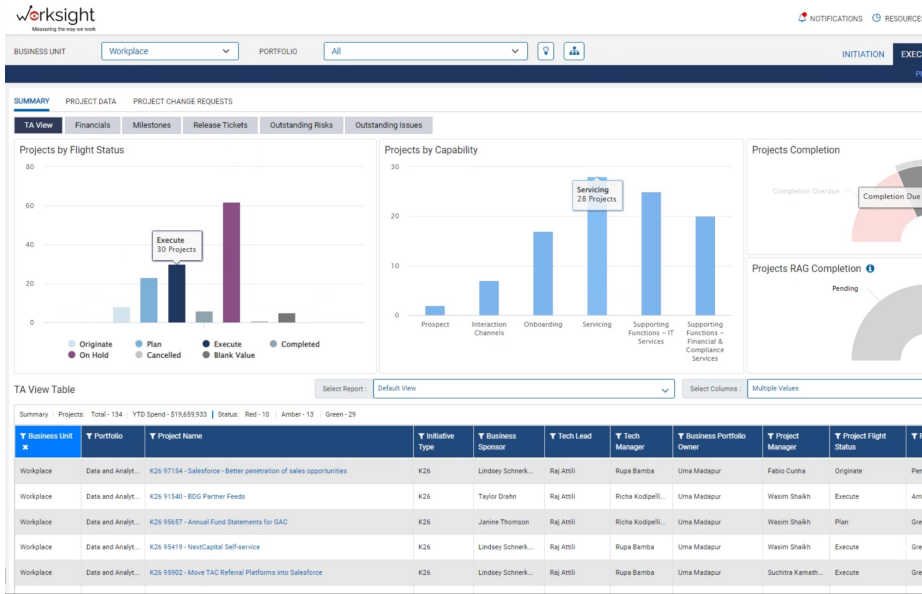
Weekly Plan

Project Roadmap

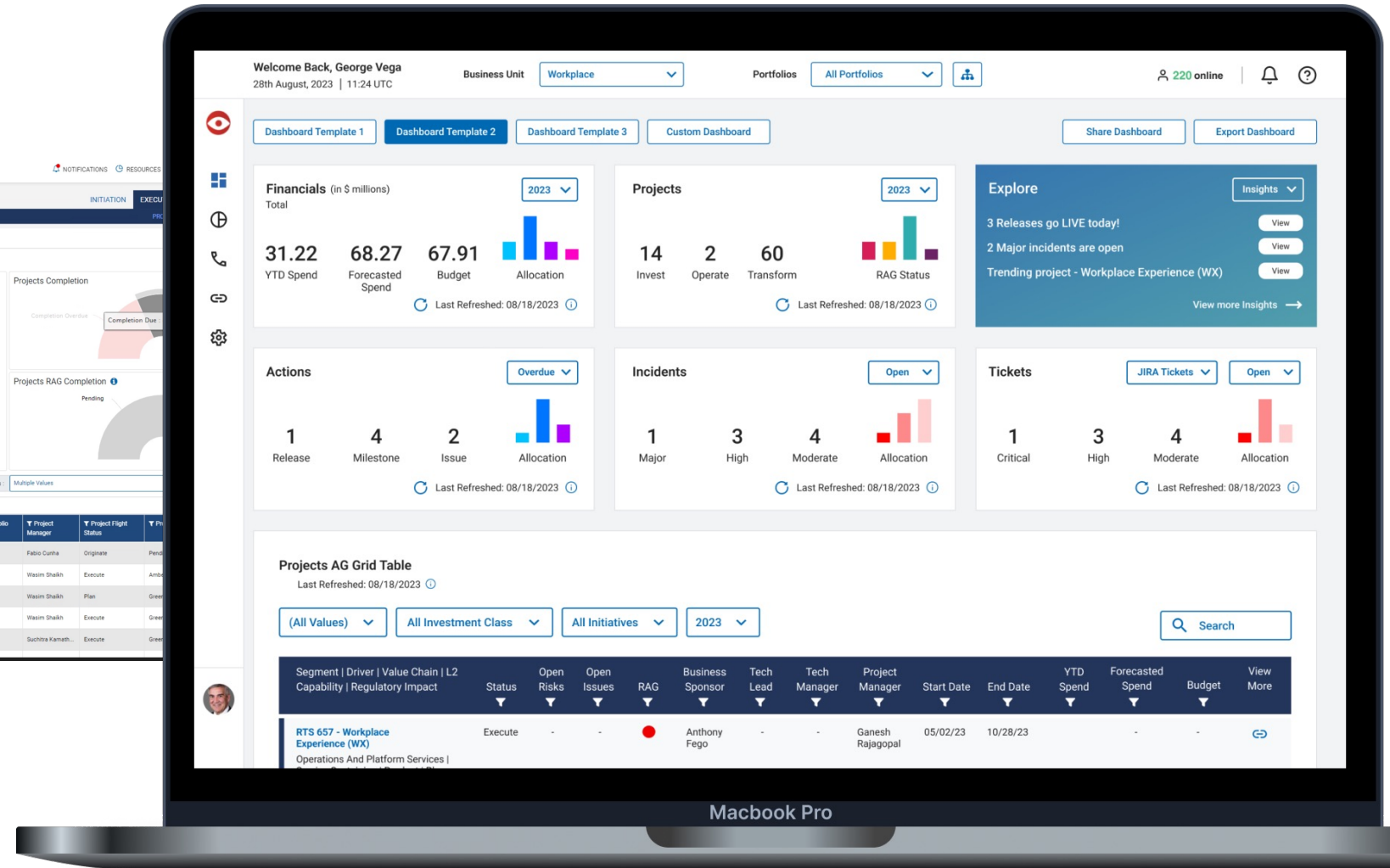
Synechron Design & Team

Worksight The Vision

Moving to a personalized, goal driven tool



Existing functional Worksight



Worksight 2.0 (Draft) – Custom dashboard views, goal driven data & community features

Worksight The Goals

User

View content based on role and personal preference. Enrich experience from LLM insights.

Worksight

Standardize construct and navigation for each user role and personal preference.

Connect User with Community

Highlight adoption, trending activities and interact with other users.

Enhance Engagement

User preferences and user tags to enrich notification content.

Goals

Allow user to set own goals and view performance against them.
Establish foundation for Gamification

Weekly Sprint Format

Following a weekly routine will ensure efficient delivery and allow time to focus on design work, with dedicated review sessions

1

Monday

Sprint start

Catch-up 4-5pm UK time

- Review week goal
- Agree deliverables
- Identify knowledge gaps
- Review any outstanding work from previous sprint

2

Tuesday

Design focused day

Meeting free to allow focus on sprint goals & initial design

3

Wednesday

Mid-week review

Catch-up 4-5pm UK time

- Present designs for review
- Developer feedback and requirements gathering
- Agree expectations for end of week

4

Thursday

Design focused day

Optional meeting time to progress final designs

5

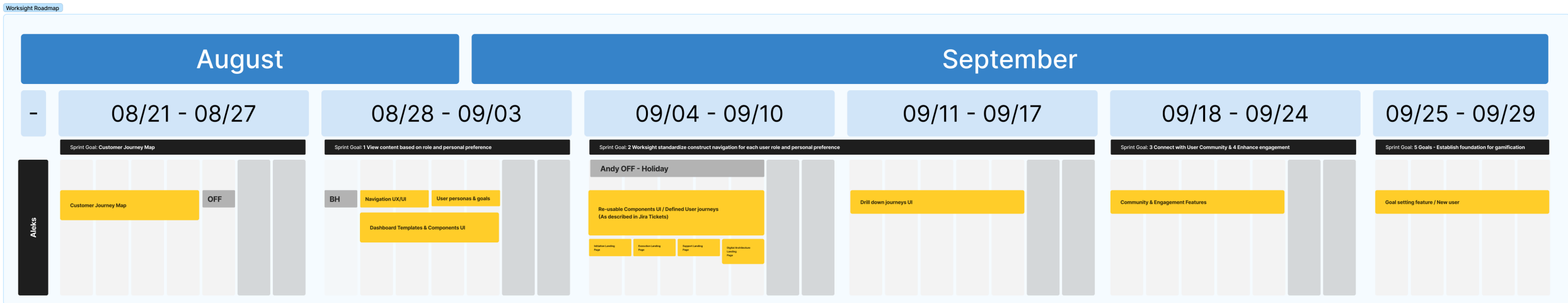
Friday

Design hand over for sign off

Catch-up 4-5.30pm UK time

How We Will Achieve The Vision

Using weekly focused sprints to achieve clearly defined goals and features



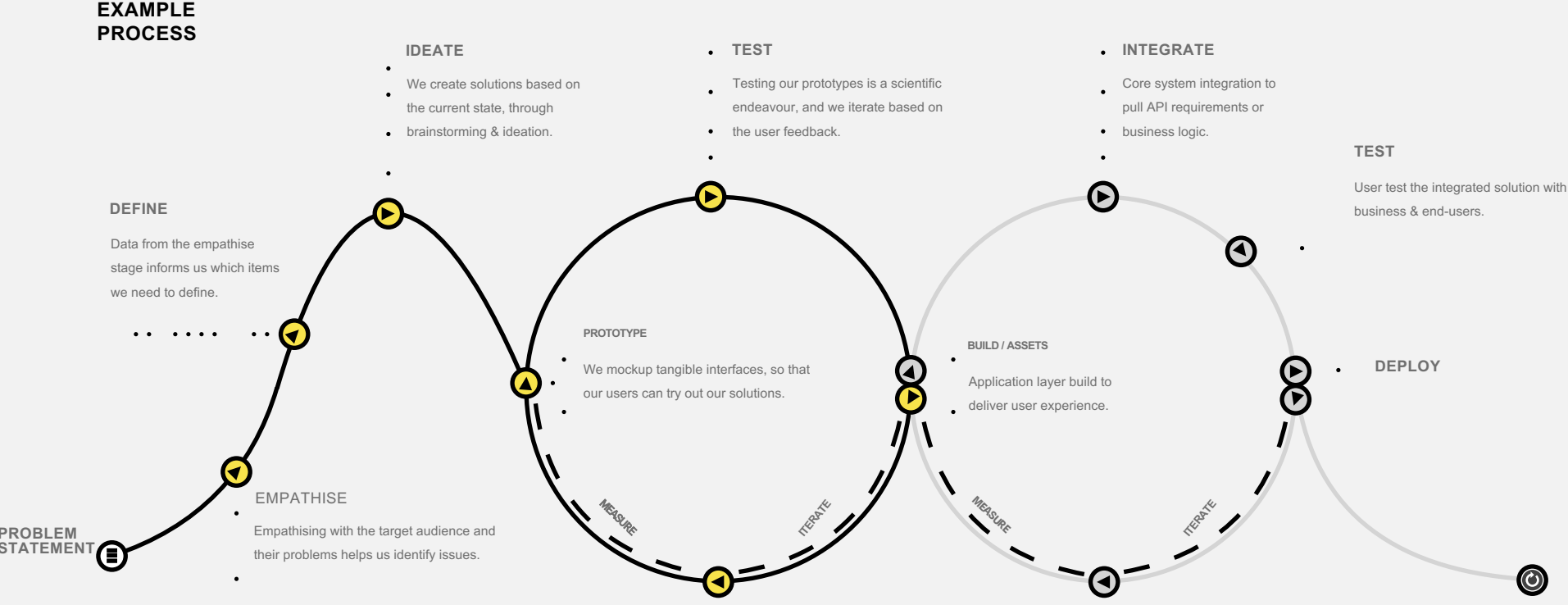
* Roadmap is a draft

- Pre-agreed weekly goals aligning to stakeholder requirements
- Agile methodology allows flexibility in prioritizing tasks
- Development team can pick up work immediately the week after a feature is designed
- Development is not held back as can progress alongside design
- New features can be added to backlog
- Resource can be effectively planned

[View full roadmap](#)

Synechron Design Thinking

Design Thinking is the methodology design teams use to create products that provide **meaningful and relevant experiences** to users, involving the entire product process from problem statement/requirements through to deployment. This allows us to achieve **optimal experience validated by stakeholders** on a continuous basis through **challenging requirements** and **representing actual end users** at every step of the journey.



Who Will Achieve The Vision

Our team of highly experience designers will be working closely with all stakeholders to drive the Worksight 2.0 vision



Aleksandrs Resetnikovs

Product Designer

London – 100% time

Dedicated design resource

Owning weekly sprint-based tasks and the full product experience



Andy Booth

CX Lead

London – 50% time

Customer Experience Lead

Ensuring goals & roadmap vision are achieved, facilitating feedback & sprint planning

Supporting design resource

A woman with long dark hair is seen in profile, sitting at a desk and looking at a laptop. The background is a bright, hazy cityscape with several skyscrapers, including one with a distinctive crown-like top. The overall lighting is warm and soft, suggesting an indoor office environment with large windows.

Thank you

Andy Booth

Head of Design UK

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