## Case Study: Campaign Manager

## **Problem Definition:**

Develop a replacement application for an advertising campaign manager to utilize with internal systems.

The application needs to follow the existing database scheme and contain the same field set but needs to be more efficient with creating campaigns and repetitive tasks.

## Methodology:

- Review the existing application to understand the existing flow of the application
- Hold interviews with technology and business stakeholders to discover what works well in the current application and where the pain points are
- Wireframe a new application and iteratively test the flow and functionality
- Develop semantic DHTML utilizing usability best practices to support the effort.

## Outcome

- 1. A replacement application utilizing DHTML was created
- Improvement of workflow over existing application has improved application use and reduced error rate as well as intervention from development teams.
- 3. Application flow and navigational structure was revised, improving task completion rates.

