

Asset Panda Easy Asset Tracking Software User Guide

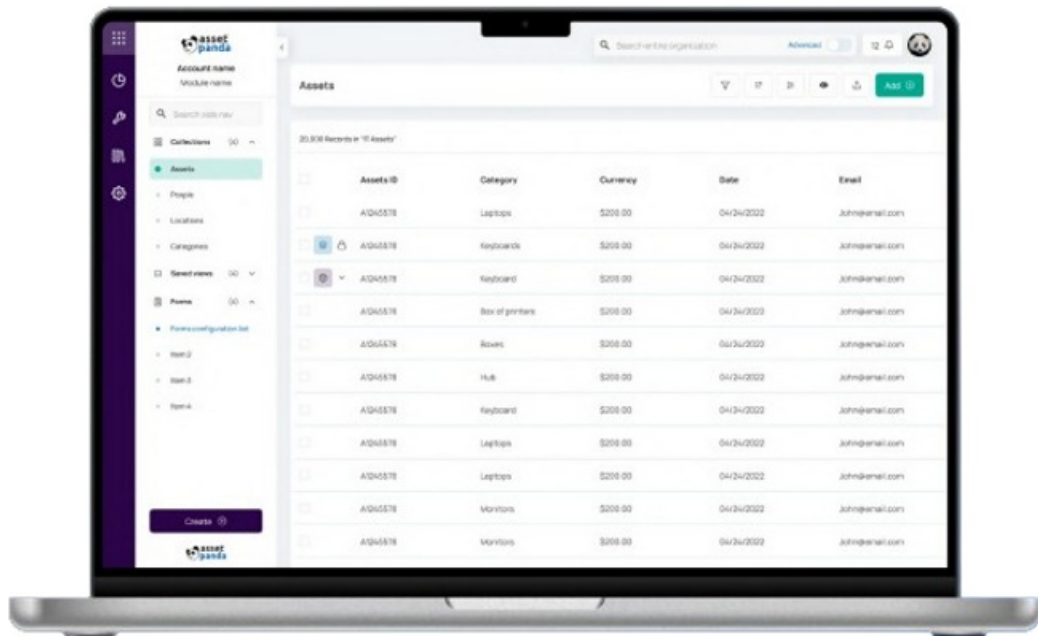
[Home](#) » [Asset Panda](#) » Asset Panda Easy Asset Tracking Software User Guide 



Contents

- [1 Easy Asset Tracking Software](#)
- [2 About The Project](#)
- [3 Constraints:](#)
- [4 process: Problem Definition Refinement](#)
- [5 Process: SECONdary Research](#)
- [6 process: INFformation Architecture](#)
- [7 miele: Sketch Wirefraalos](#)
- [8 Process: Mid-Fi Design](#)
- [9 Process: Final Design Updates](#)
- [10 Process: Design System – Components](#)
- [11 Testing & Feedback](#)
- [12 Documents / Resources](#)
 - [12.1 References](#)

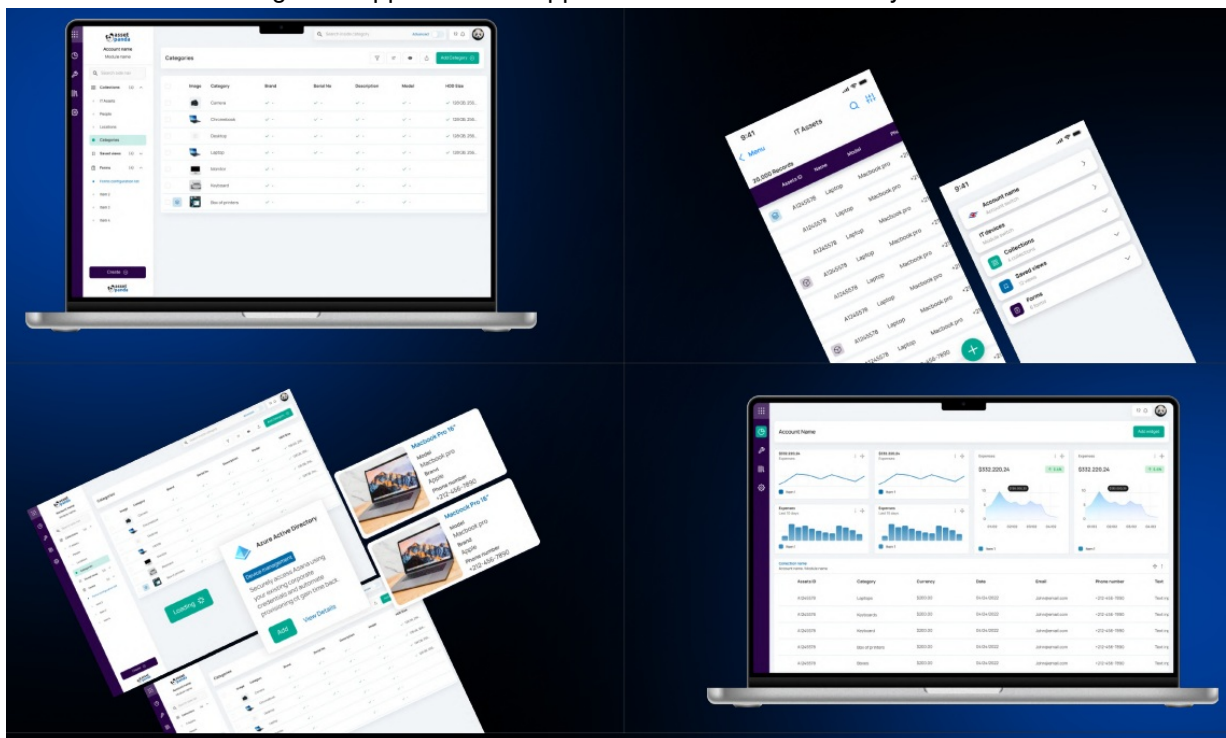
Easy Asset Tracking Software



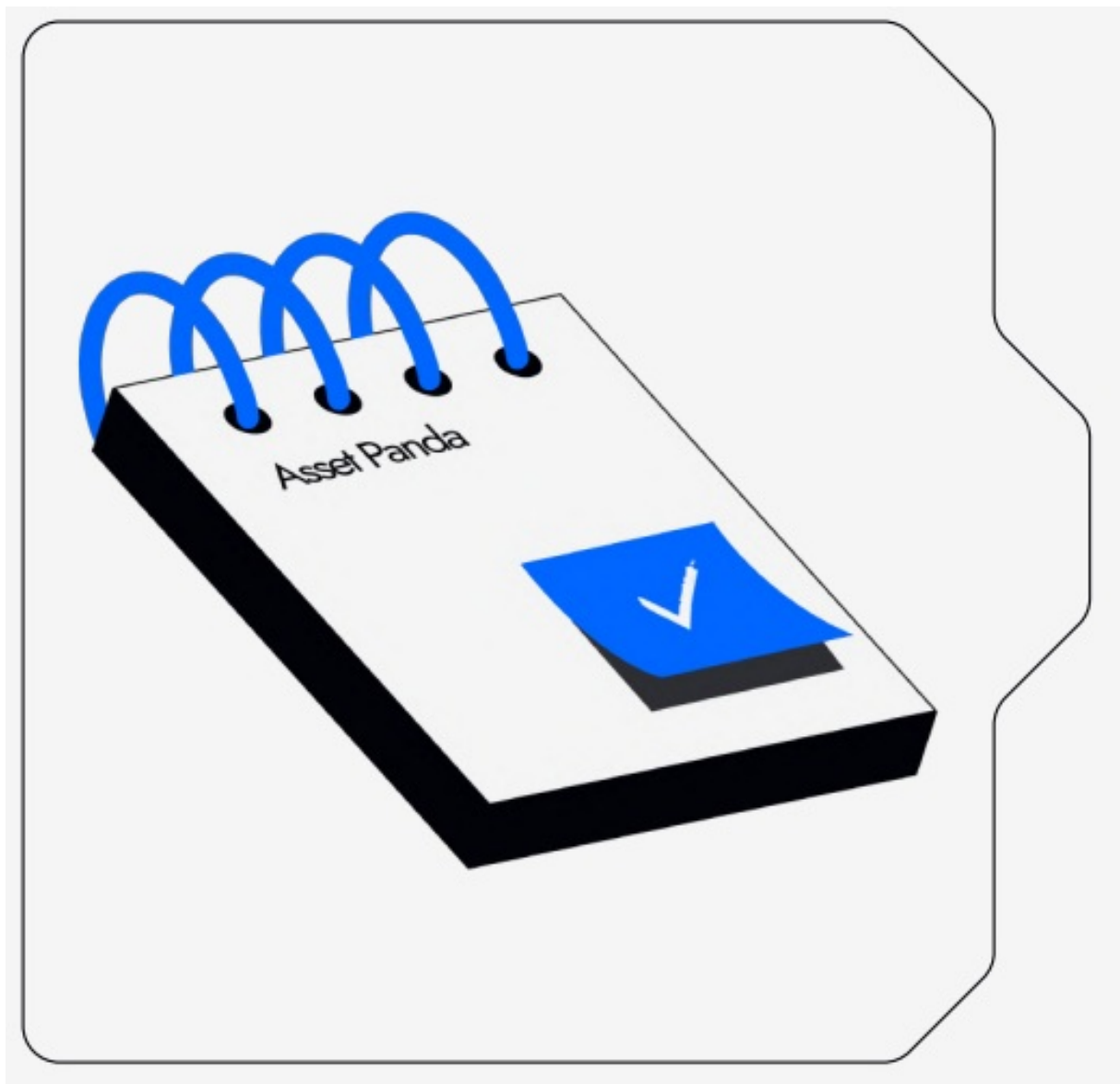
RE-DESIGN.....
 DESIGN SYSTEM.....
 PROTOTYPE.....
 UX AUDIT.....

Asset panda is an easy asset tracking software that works the way you do. Meant to be used by a very wide variety of fields ranging from Disney to schools, users are able to configure field information as they want and add custom permission to control in minuscule detail who has access fo what.

Users can track online through the App or Mobile App their asset information anytime.



About The Project



Problem

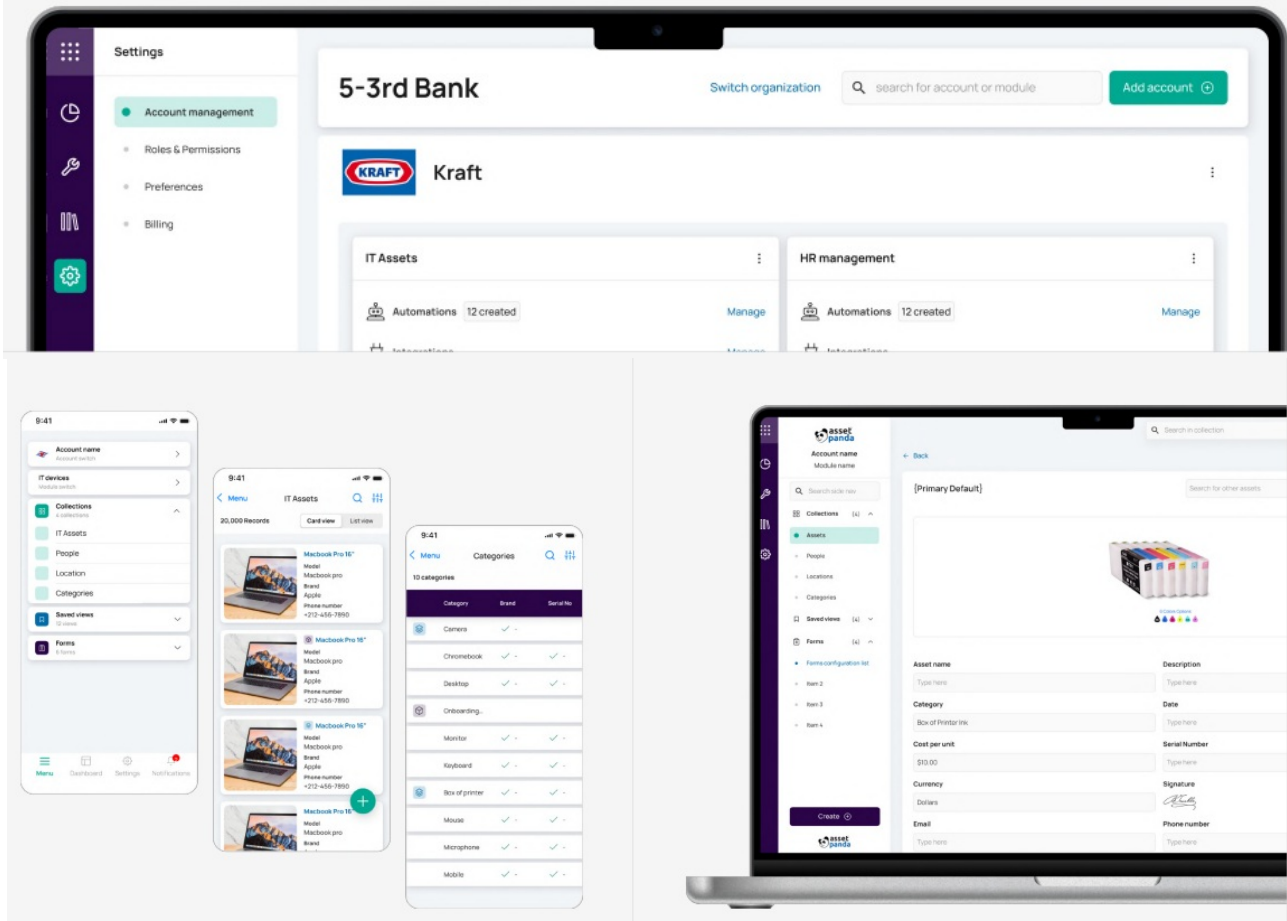
Current product is deeply complex and was built almost 11 years ago. The passing of time the product had become too complex to use and their existing information architecture had become unsustainable.

There had to be a balance between working with tiny tasks and large tasks. This means that we would need to find a way for users to perform their tiny actions right there on the screen and make sure the larger tasks are easy to handle by a wide range of demographics and age.



Soluton

Speed to benefit (time for a client to be onboarded and understand the benefit from AP) was about 50-60 min they wanted to narrow that to 5-10 minutes.



Constraints:

No deviation from requirements – The client came with a lot of research and set requirements. They had prepared a large list of jobs to be done from their current user base, That meant that we could not deviate easily if we thought that we had found a good solution to a problem.

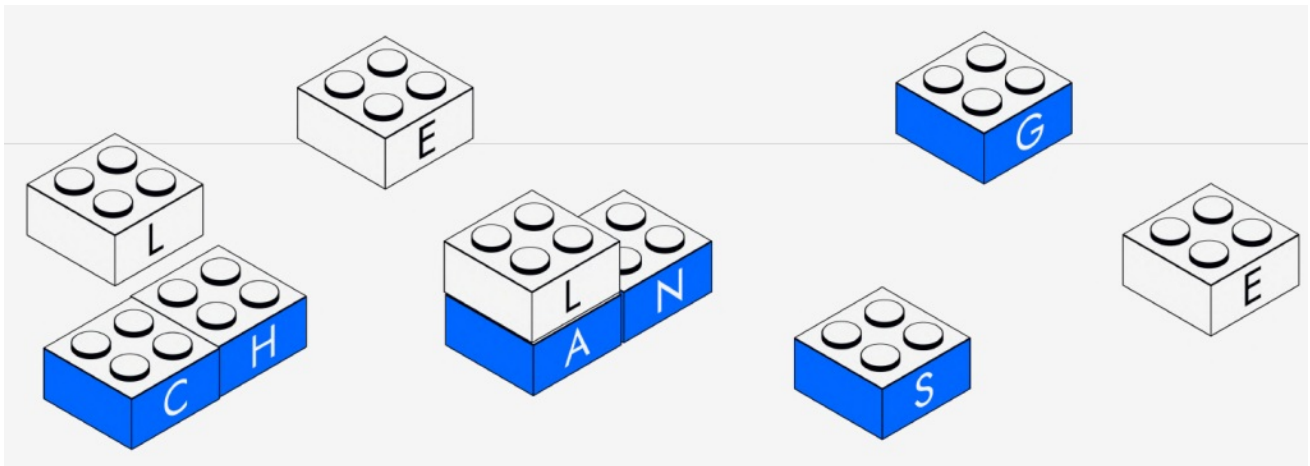
Their product was very complex and we had to study very carefully their research and try to bring their vision to life.

This meant less freedom for us to explore beyond these boundaries.

Research:

Competitive research, client data & insights. We did most of the competitive market research pinpointing strength and weakness and opportunities while the client provided wealth or user needs and data.

Lack of a style guide – Lacking a style guide for the 2.0 version we had to come up with something fresh ourselves and try to stay within the current style boundaries at the same time. Creating a design system would help us make changes quickly when the client needed to intraduce new colors or other brand aspects.



Time – The amount of features and sections that needed to be completed was insane. The app itself had advanced features inside that could well be a standalone app and usually are, such as forms and automations. Also all of this needed to be brought in a way to a mobile app.

process: Problem Definition Refinement

Problem definition refinement

Secondary research

Information architecture

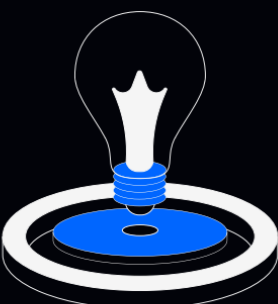
User flows

Mid-fi design

Hi-fi design

Testing and feedback


Final design



Problem definition refinement

Build an agnostic asset tracking app with additional functionalities (introducing modules) from 1.0 that allows asset panda to expand the client base.

Greatly simplified from current IA and user journey, we would focus on revamping their Information architecture in a way that the app expands naturally in the future with additional features.



Process: SECONdary Research

Problem definition refinement

Secondary research

Information architecture


User flows

Mid-fi design

Hi-fi design

Testing and feedback


Final design



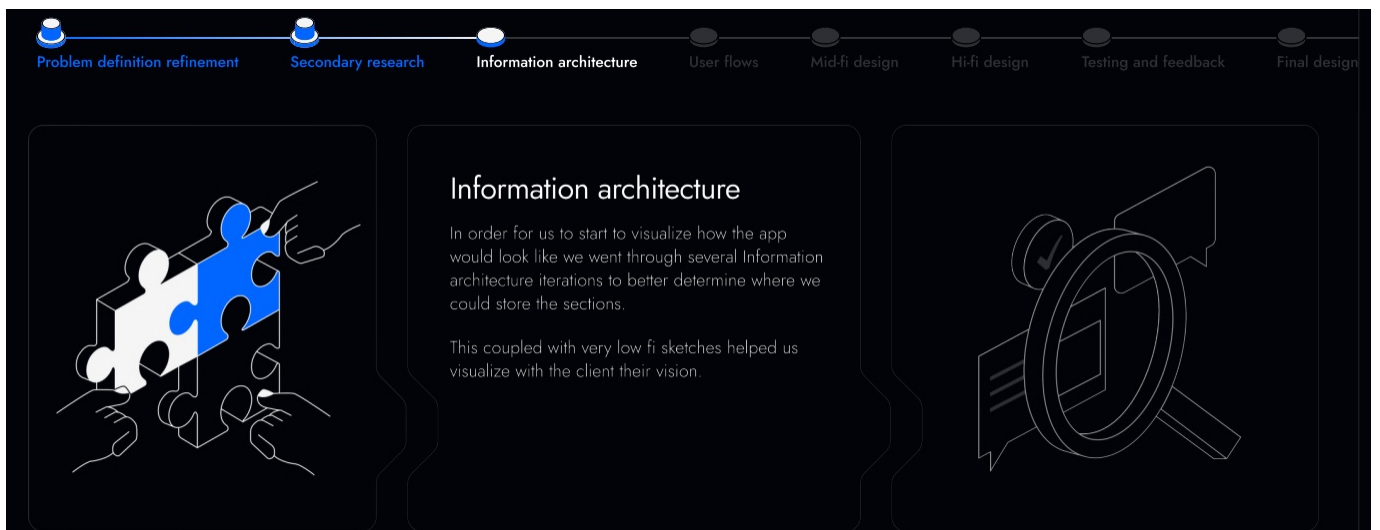
Secondary research

We would study their most important existing users journeys and jobs to be done to make sure that these existing users could use both apps constantly testing along the way. The initial mvp would be released as a closed beta to further validate user needs before an official release.

We would introduce a design system to keep consistency and make sure we can speed up feature creation and keep design consistency through it.



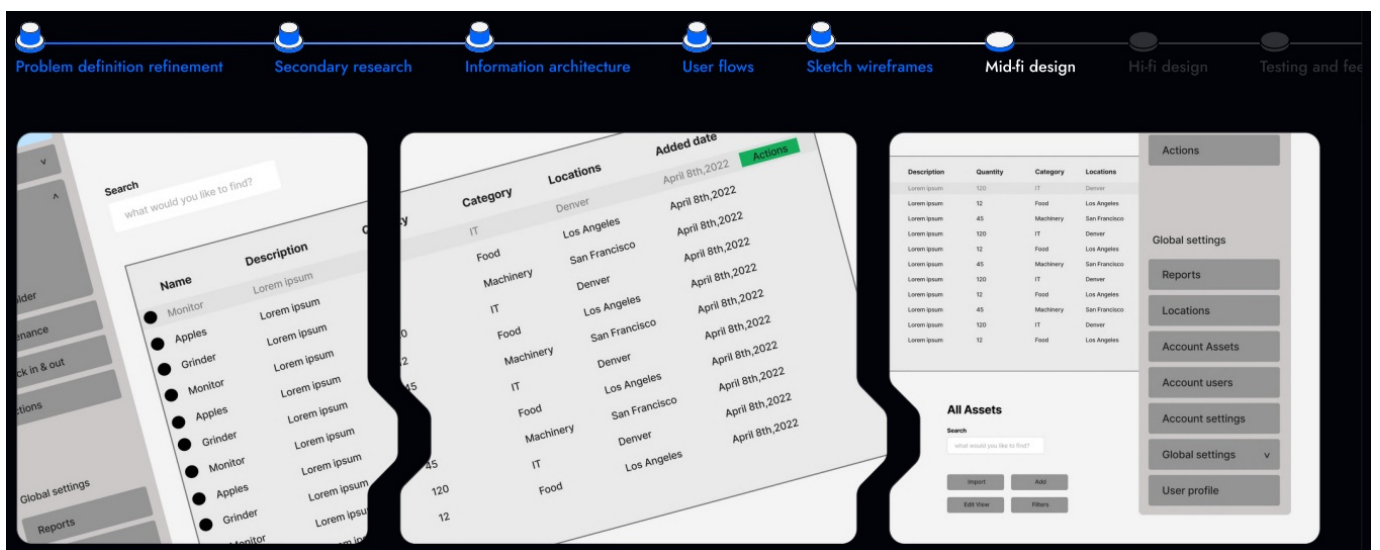
process: INFformation Architecture



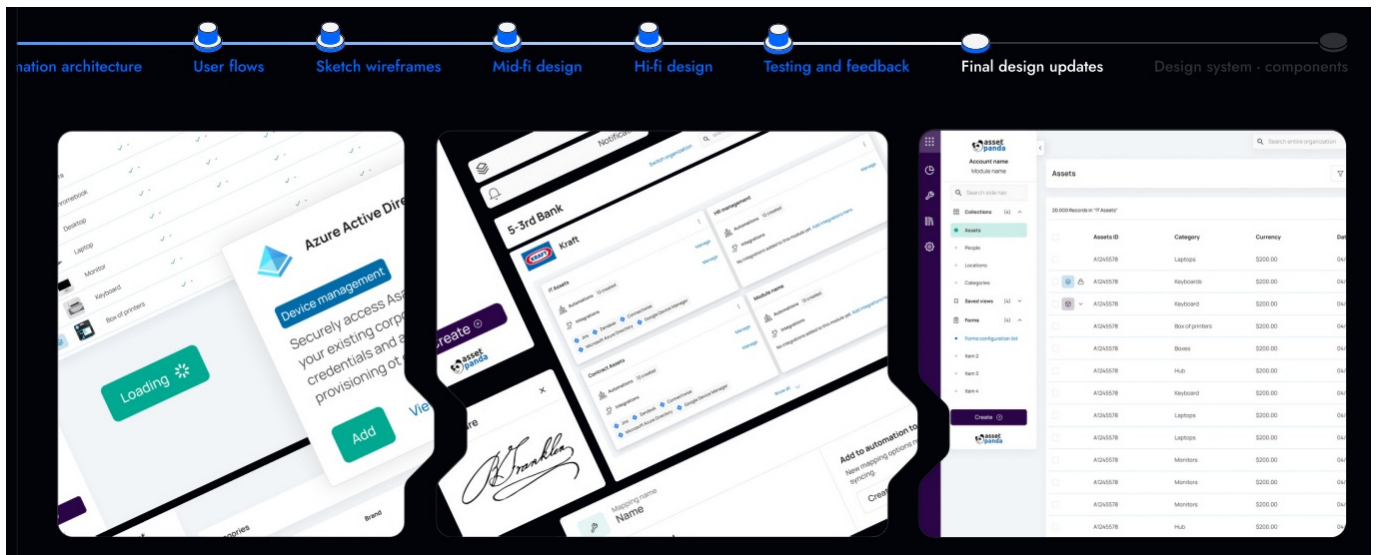
miele: Sketch Wireframes



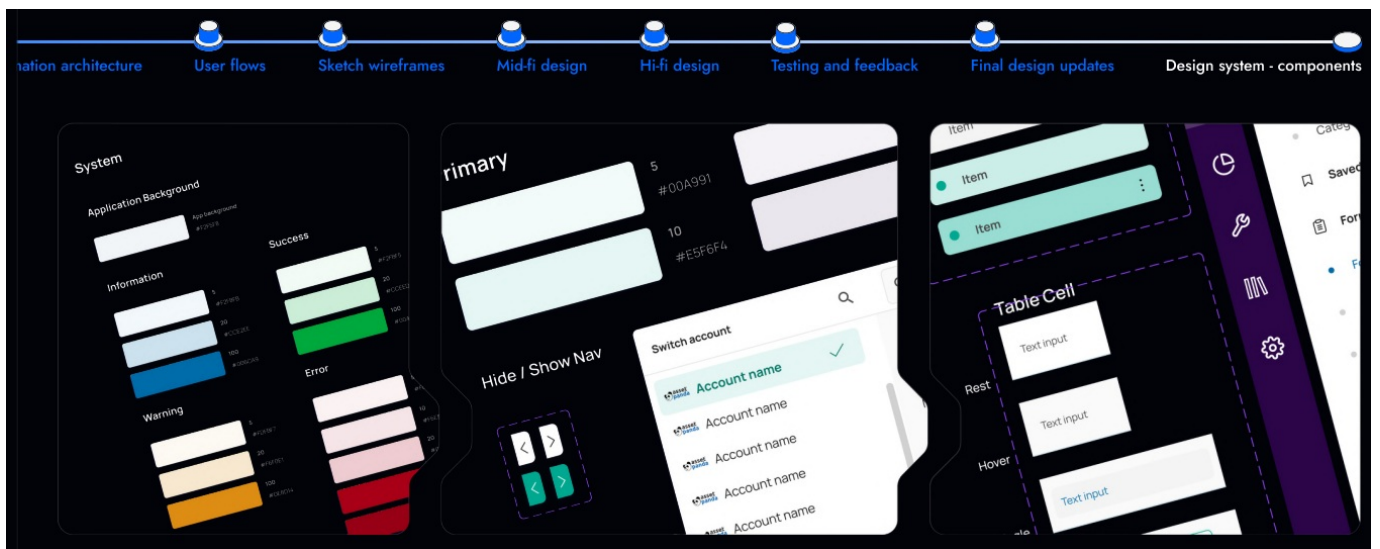
Process: Mid-Fi Design



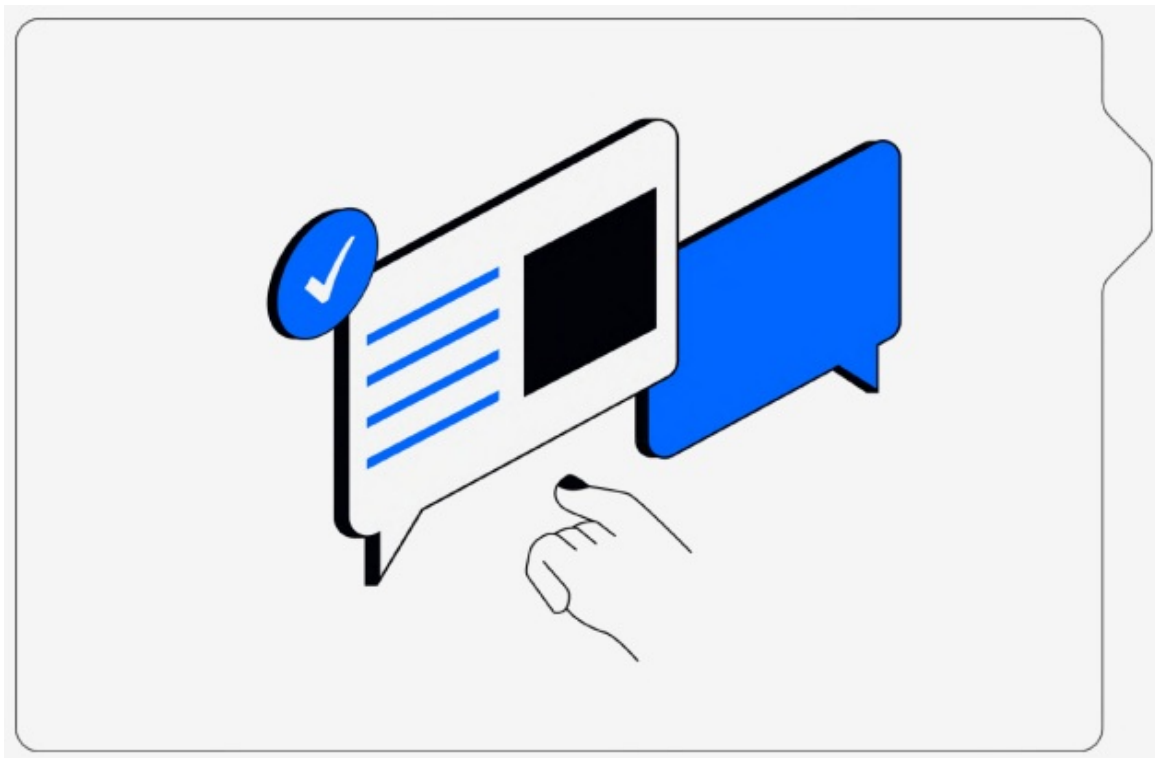
Process: Final Design Updates



Process: Design System – Components



Testing & Feedback



Allows creation of flat structures. No parent – child relationships. Allows the users to organize the platform in an unrestricted structure.

Allows us to link data in a more flexible way.

Decreases the time to configure accounts and bring in data.

“I am encouraged by the expertise of the team, the attention to detail and just the dynamics of working with us.

Promising !!!

Looking forward to a long partnership.”

Ram Shamanna

VP, Product Management & Design



Documents / Resources



[Asset Panda Easy Asset Tracking Software](#) [pdf] User Guide

Easy Asset Tracking Software, Asset Tracking Software, Tracking Software, Software

References

- [User Manual](#)

[Manuals+](#). [Privacy Policy](#)

This website is an independent publication and is neither affiliated with nor endorsed by any of the trademark owners. The "Bluetooth®" word mark and logos are registered trademarks owned by Bluetooth SIG, Inc. The "Wi-Fi®" word mark and logos are registered trademarks owned by the Wi-Fi Alliance. Any use of these marks on this website does not imply any affiliation with or endorsement.