Productivity Breakthrough

Replacing Clipboard and Paper With Mobile Apps Integrating Mobile Apps into Your Business

Jeff Bonar, Ph.D. CEO, JumpStart Wireless Corporation

Presentation Overview

- Mobile is the future enables huge productivity advantages over exiting paper and clipboard systems
- B. What are paper, desktop computing, and mobile each good for?
- c. Delivering your first mobile productivity success

Mobile enables productivity not previously possible

Mobile: enables revolutions...

Tahrir Square a few years ago



Mobile enables disaster recovery

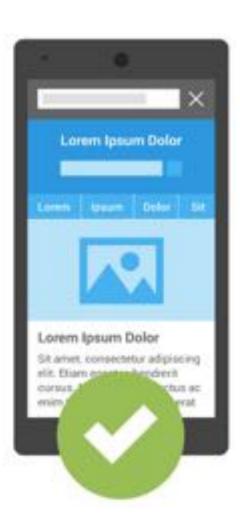
Katmandu after major earthquake



Mobile enables the web

Every major website is now mobile friendly





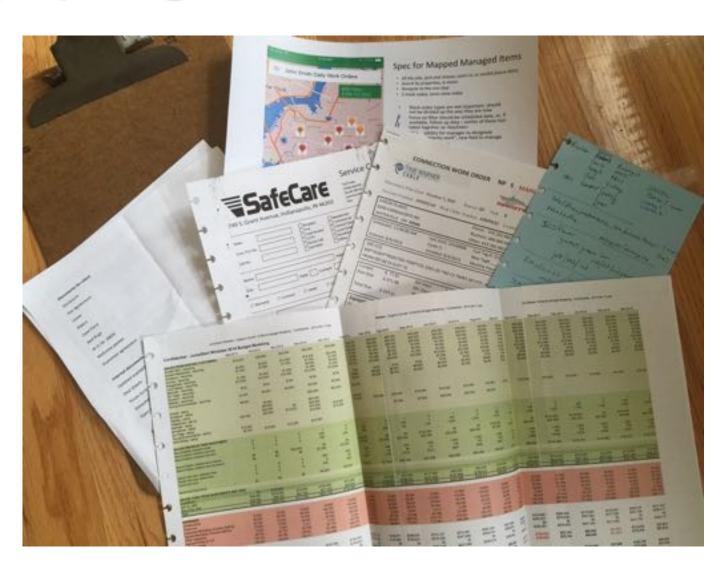
What are each of

- paper,
- desktop screens, and
- mobile

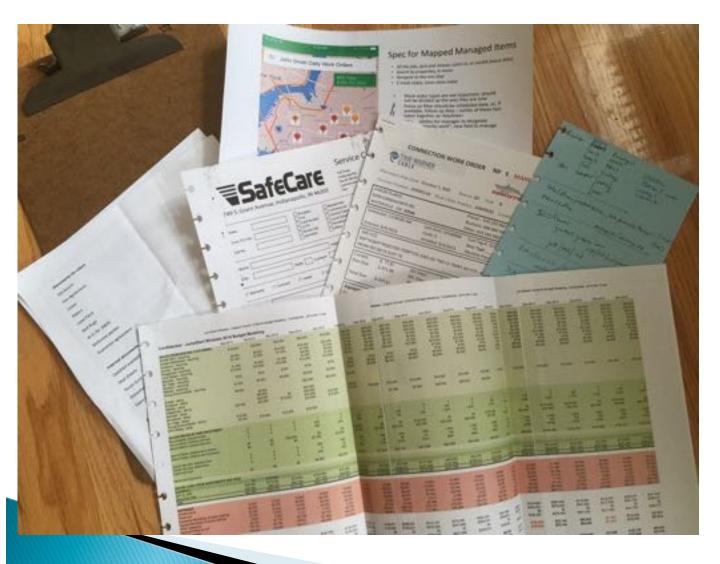
good for?

What is paper good for?

- Ad hoc
- One-off
- Unusual formats
- Quick reference
- Very rapid "edit"
- No power
- No radiation, spark, or security



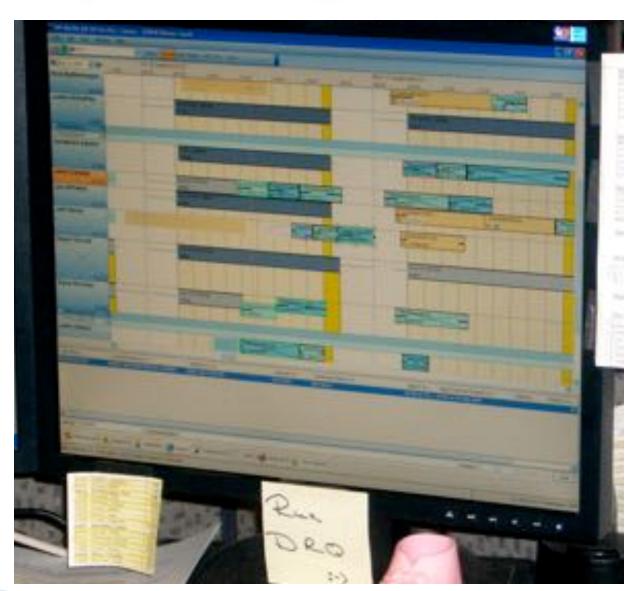
What is paper bad at?



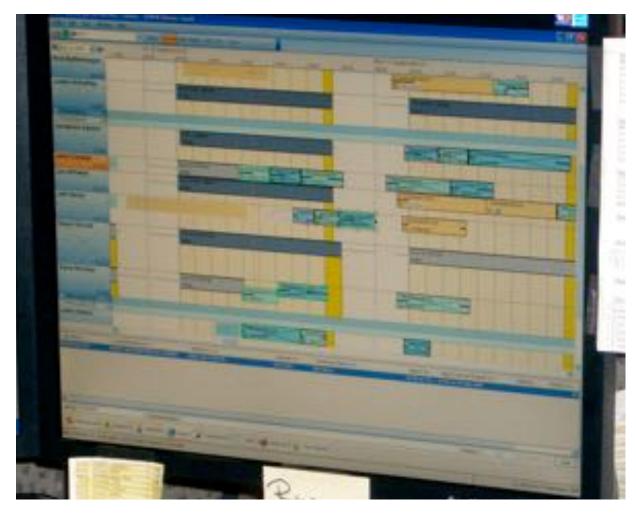
- Data entry
- Repeated processes
- Supporting compliance & best practices
- Regularity
- Repeatability

What are desktop screens good for?

- Lots of data
- Highly dynamic
- Leverage eye/ brain
- Working in multiple systems
- Different tasks; same interface
- One size fits all



What are desktop screens bad at?



- Quick in and out data capture
- Focus
- Multiple specific views
- Flexibility with regard to physical and power constraints, requires:
 - High capacity battery
 - Physical space
 - Flat surface
 - Staying in one place

What is mobile good for?

Many kinds of players







Engaged Consumer





Sales Supply Chain Management





Healthcare visits





Construction, Maintenance, Foremen Inspection

What is mobile good for?

All about the cycle of data



What is mobile good for?

All about the cycle of data



How to do mobile well

Leverage your existing software Start with mobile, not the server upgrades

- Do mobile first!
- No need to start by
 - "upgrading the database,"
 - "redoing the CRM,"
 - "putting the servers in the cloud,"
 - etc.
- In fact, that is probably a mistake!

Leverage existing paper forms and processes

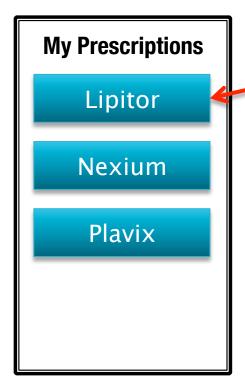
Forms
have
lots of
embedded
knowledge
about the
business
process

	Customer name withheld	Service Call F Toll Free: Indianapolis: South Bend: Lawrenceburg: Fax:
	Cust. P.O. No. Card Access Cen CCTV Local Nurse Call Plur Sprinkler Oth	dential Call No. nrnercial tral Station Tech ID al System inbling Invoice No. Dispatcher
Bill	City: State: Contact:	Phone:
Fie	C Warranty Contract C Lease C Caliback C Trouble: Id Work Records Resolution:	T&M @Billable @N

Trouble Leverage Field Work Records existing paper Resolution: forms and Further Work Required processes Product Code Extended Price Description Field Work Billing Information **Forms** have Technician embedded Field Work Compliance knowledge Signature about the

business

process



Screen 1

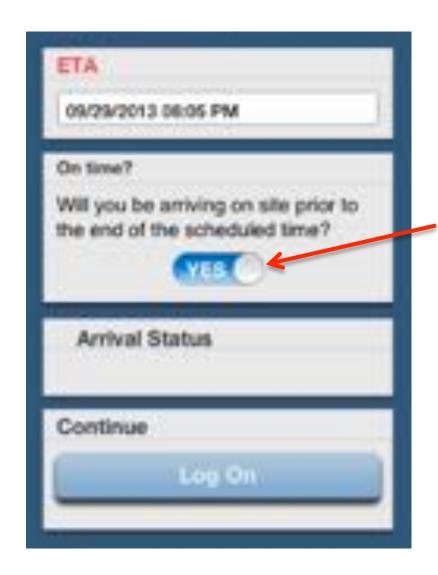


Screen 2

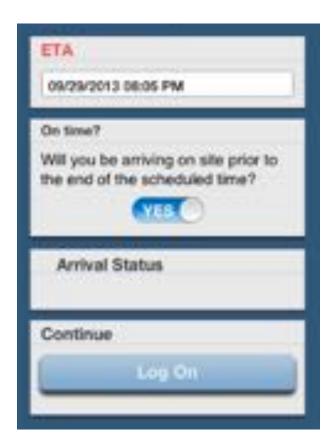
Handle complexity with hierarchy

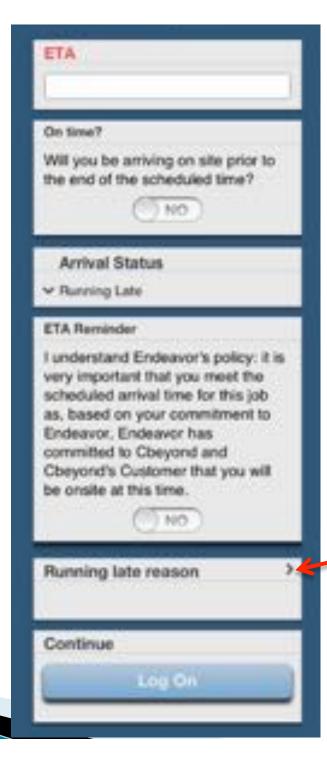


Screen 3



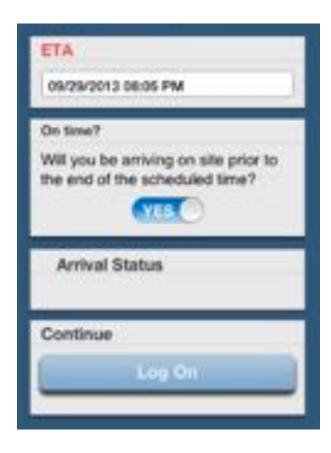
Handle complexity with selective visibility

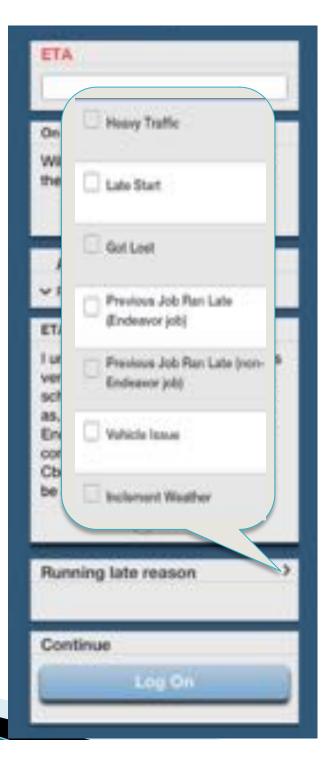




Handle complexity with selective visibility

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Handle complexity with selective visibility

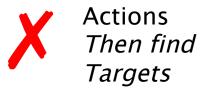
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ActionsvsObjects →



Focus on objects the users care about, not the actions they will perform





Objects
Then perform
actions

Do *User <u>Experience</u>* Design First

User Experience is distinct from User Interface Design or Branding

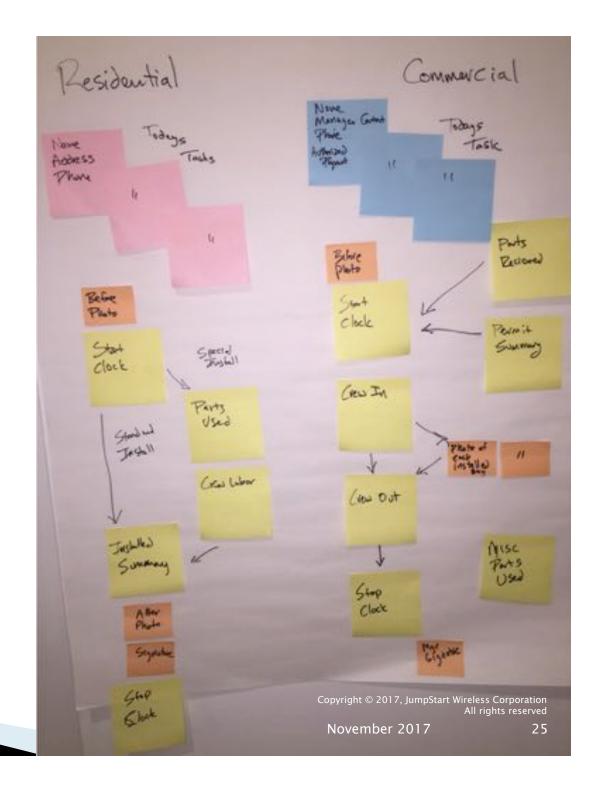
- Previous slides said nothing about:
 - User Interface Design
 Buttons? Menus? Sliders from the side? Buttons on top or bottom? Swipes? Outlines that open up when touched?
 - Branding
 Color, logos, fonts, icons
- User Experience
 - How the user thinks about and flows through the app

User Experience Design

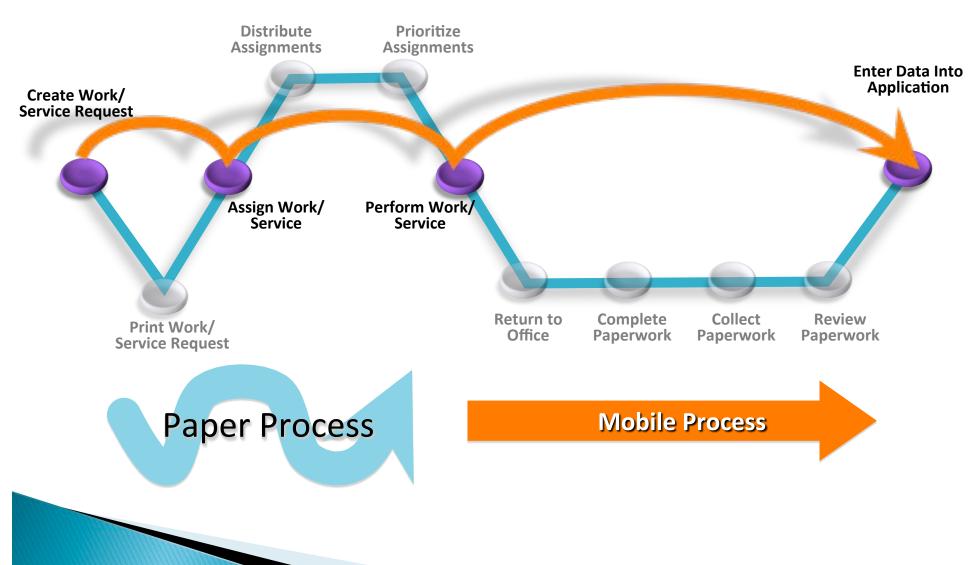
This is where you design version 1

Very low cost to fix design problems

Don't you dare start programming until you are pretty happy with this



Focus on Return on Investment



Focus on Return on Investment

- Capture billing that currently is lost
- Capture new business opportunities
- Get people information they need to make better decisions (e.g. route planning)
- Reduced staffing to
 - manage field operations
 - enter field results into accounting
- Speed billing
- Eliminate paper handling
- Billing/productivity per employee

Focus on Return on Investment New Business Opportunities



Focus on Return on Investment New Business Opportunities

Pictures like this sold a huge new contract to do quarterly preventive maintenance on the ovens

Sales team now constantly analyzes before and after photos



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Iterative Development lots of little releases, early and often

- Agile is essential
- Must be iterative with short cycles
- 2-4 weeks for each release
- You will NEVER get it right the first time
- Plan a series of successive upgrades, rather than everything at once; focus on single biggest ROI first
- Version 1 will not solve every problem (even after you get it right)
- First test in the field will tell you more than *months* of analysis

Ignore Hardware - Pay attention to operating systems

- The rate of change is fierce
- There is a decade more of active development of the smartphone platform
- Design for operating systems
- PC function will largely disappear: some models of phones will allow you to plug in keyboard, screen, and mouse
 - NOTE: Two different operating systems

Hardware Focus Failure

Billion-dollar IT failure at Census Bureau

By Micha

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Account Harris C

a \$600:

But the big problem is a single device: the <u>custom handheld</u> designed to be used by 525,000 "enumerators" temporarily hired to track down the estimated 100 million Americans who won't return their census forms.

The device, made by HTC Corp., is 6 in. long and weighs most of a pound. It contains a GPS locator, maps, Wi-Fi, a cellular device to transmit encrypted census data, an iPhone-size touch screen, a fingerprint sensor for security and an extra-large battery to run it all.

In short, it's big, heavy and stuffed with gadgetry — not exactly what you'd choose for the retirees who will make up the majority of those half-million enumerators.

Carefully plan for out-of-coverage

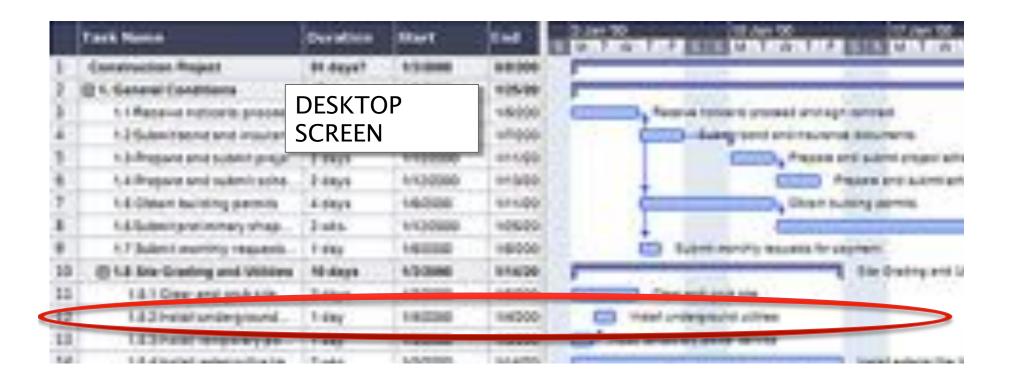
- There is NEVER pervasive coverage:
 - X never true: We have wifi everywhere
 - X never true: My Verizon plan works whereever I go
- Not all data exchange must be "store and forward" (like email), but it that should always be considered
- All about the synchronization and getting it right
 - Immediate (as soon as back in coverage)
 - Periodically (hourly)
 - Push (notification from server)
 - Nightly
- The hardest part of programming a mobile app is getting the synchronization right

Mobile software must edit features, only show what the user really needs

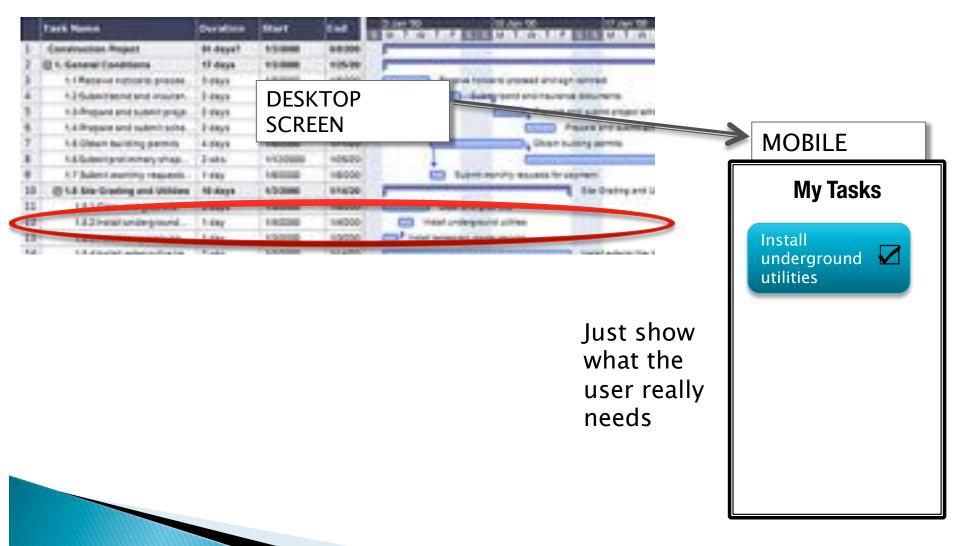
Leave out

- Important to the office, but irrelevant to the field
- Reference information that is rarely used
- Things that the experts want, but normal staff do not use
- ▶ 80/20 rule what is the 20% of that data that provides 80% of the value?
- ONE app for maintenance staff,
 A SECOND app for inspectors
 A THIRD app for management
 - Mobile apps cannot accommodate "one size fits all"

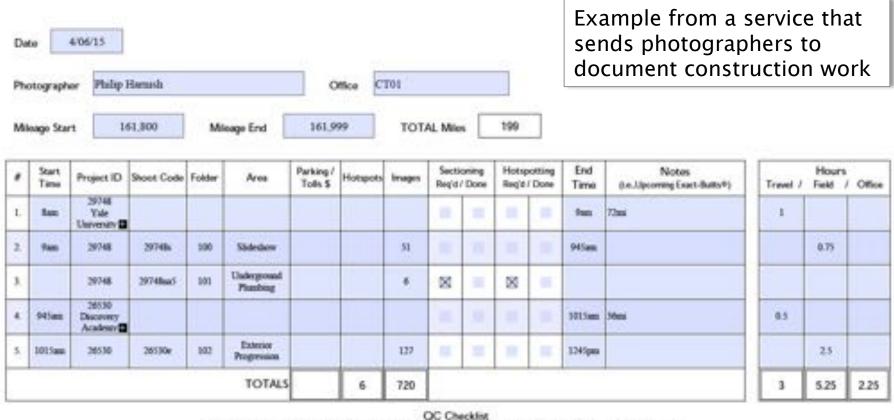
Mobile software must edit features, only show what the user really needs



Mobile software must edit features



Editing Features

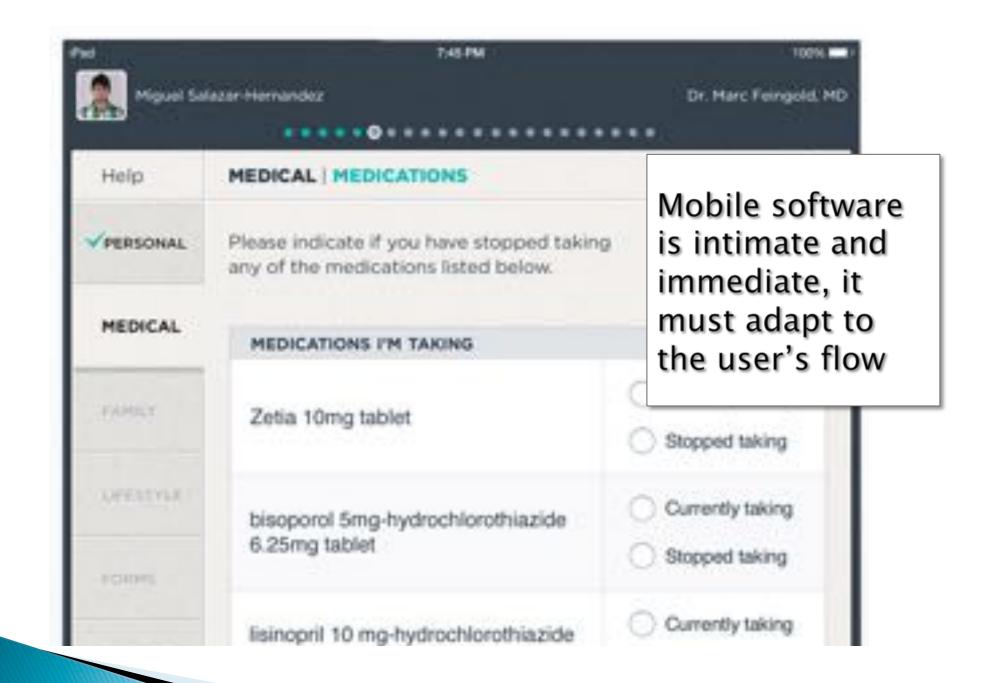


- 1. Checked images for exposure, framing, sequence
- 2. Successfully uploaded images
- 3. Verified images from Client-Side MDS

- 4. Marked "Shot" on Photography Calendar
- 5. Marked "Done" on Photography Calendar
- 6. Updated job folders/binders
- 7. Delivered Daily Report to Operations Manager

Editing Features





Rule of thumb for estimating effort

Assume JumpStart
Assume delivering v1

1 week + 1 hour per Post-it



Get started now

You will learn more in the first day of mobile deployment then you will with one year of research.

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