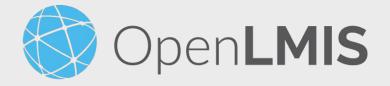
OpenLMIS User Centered Design Senegal Experience

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Principles for Digital Development Dar es Salaam October 12, 2017

Context and Guiding Principles

THE PRINCIPLES

- 1 Design with the User
- 2 Understand the Existing Ecosystem
- 3 Design for Scale
- 4 Build for Sustainability
- 5 Be Data Driven

- 6 Use Open Standards, Open Data, Open Source, and Open Innovation
- 7 Reuse and Improve
- 8 Address Privacy & Security
- 9 Be Collaborative

OpenLMIS follows the Principles, especially

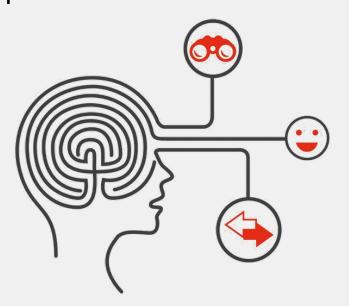
Principle 1 Design with the User

Principle 4 Build for Sustainability



What is User Centered Design (UCD)?

The idea that optimal product design should center around how users want or need to use the product rather than forcing a user to change their behavior to accommodate the product.



Senegal Workshop: OpenLMIS Vaccine Module

Who? 12 attendees from Ministry of Health Expanded Programme on Immunization (EPI) programs, plus WHO International representation

What? 3-day workshop on user-centered software design in Dakar

Where? Participants came from the following francophone countries: Benin, Cote d'Ivoire, DRC, Guinea, Senegal

The workshop had 3 objectives

- Define and understand the processes for resupplying vaccines
- Define the workflows and data required for good vaccine resupply management
- Create prototypes responding to these workflows in order to inform the development of the vaccine module in OpenLMIS



Outcomes



Process maps for Requisition and Allocation workflows

Basic prototypes for dashboards and resupply processes



Design recommendations, mock-ups, and user personas



Next Steps

Outcomes for the workshop will be used to inform development of resupply functionality in the OpenLMIS vaccine module

Further user centered design workshops are planned to inform development of additional functionality

Designing with the user ensures that OpenLMIS will meet actual user needs in real-life situations

