OpenLMIS
User Centered Design
Senegal Experience

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Principles for Digital Development
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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

1. Define and understand the processes for resupplying vaccines
2. Define the workflows and data required for good vaccine resupply management
3. 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.
Thank You

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