

As an element of customization, our user-centric UI provides many ergonomic features

To support a large user base and cover the requirements of as many people as possible, all of our STREAM apps are created to meet Accessibility Design Standards, i.e. in terms of responsiveness, scalability, and different color and contrast themes: Having gained more than five years of experience in UI development for browser-based tools, Klopotek created a dedicated STREAM UI framework to define, store, and re-use standard components.

We provide a unique icon-based language for fast recognition and interaction without relying on text. Navigation is accomplished using various means, and important lists – such as bookmarks, activities, favorites – are highly customizable.

These are just a few of the many visual and graphical characteristics of our STREAM apps to enhance usability and make working with our software fun and enjoyable.

Interested? Check out our interview on STREAM with the people responsible for design and technology on our website or e-mail info@klopotek.com if you want to learn more.

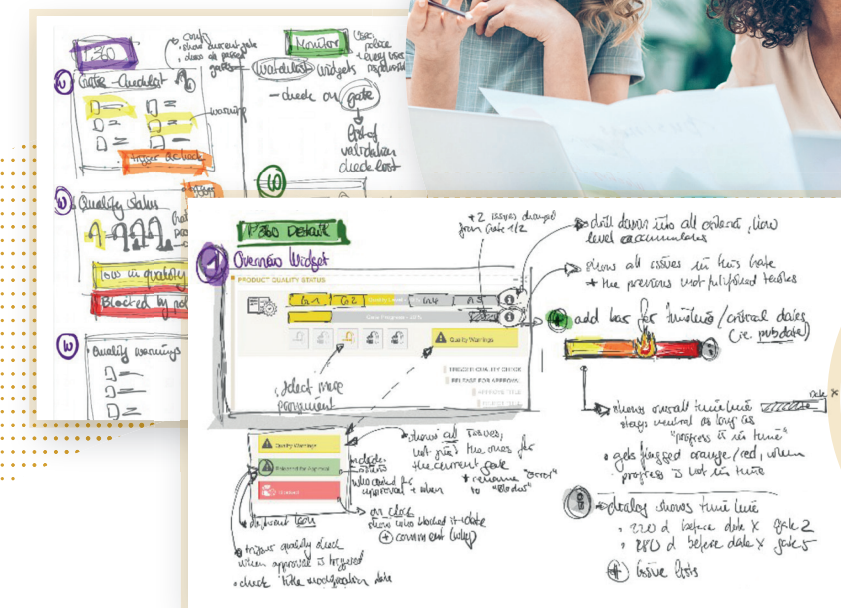
KEY FEATURES AND BENEFITS

- Development work for Cloud-based STREAM apps is all about the user
- Small apps instead of one large module: shorter projects
- Dedicated STREAM UI and unified UX: seamless integration, harmonized workflows
- 'Visual Requirements Engineering': strong focus on visual elements in projects to ensure that all specialists from different fields involved 'speak the same language'
- 'Sprints': meetings take place every 14 days; changes to prototypes are done as quickly as possible, from one 'sprint' to the following
- Showing information the best possible way from a visual perspective is transferred to optimizing the UI for the real application
- In STREAM projects, a large number of user stories is taken into account to ensure that the final product will be suitable to support various user groups
- Working with the final app will be fun and enjoyable, so users will be more productive
- Ergonomic features: all of our STREAM apps are created to meet Accessibility Design Standards, i.e. in terms of responsiveness, scalability, and different color and contrast themes



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The STREAM project method



PUBLISHING PROCESSES ●●●
MADE EASY

Klopotek STREAM

Klopotek's exceptional approach to UX design puts the fun back into publishing

Why is our specific way of designing user-centric software exceptionally suitable for covering a broad range of requirements of the people working with our applications? And how can we ensure that our customers will get true workflow support to harmonize their specific processes the best possible way? Why do we believe in 'sprints' and focusing on visual elements and user stories? Find out below ...

A new, user-focused way of project management: "Visual Requirements Engineering"

The development of apps running on the Cloud-based STREAM platform is all about focusing on the people who will work with the software. So when working in teams with a publisher, we are very close to the future end-users.

A central element of projects with customers at Klopotek is "Visual Requirements Engineering": in joint workshops – relying on mock-ups, sketches and drafts, and prototypes – a 'common language' is created

for all specialists involved to see how the business and technology requirements will be 'translated' (transmitted) into the overall user experience of the application. The visual elements are put in focus, as 'what you see' is a very clear and powerful language to ensure that everybody understands the requirements and processes.

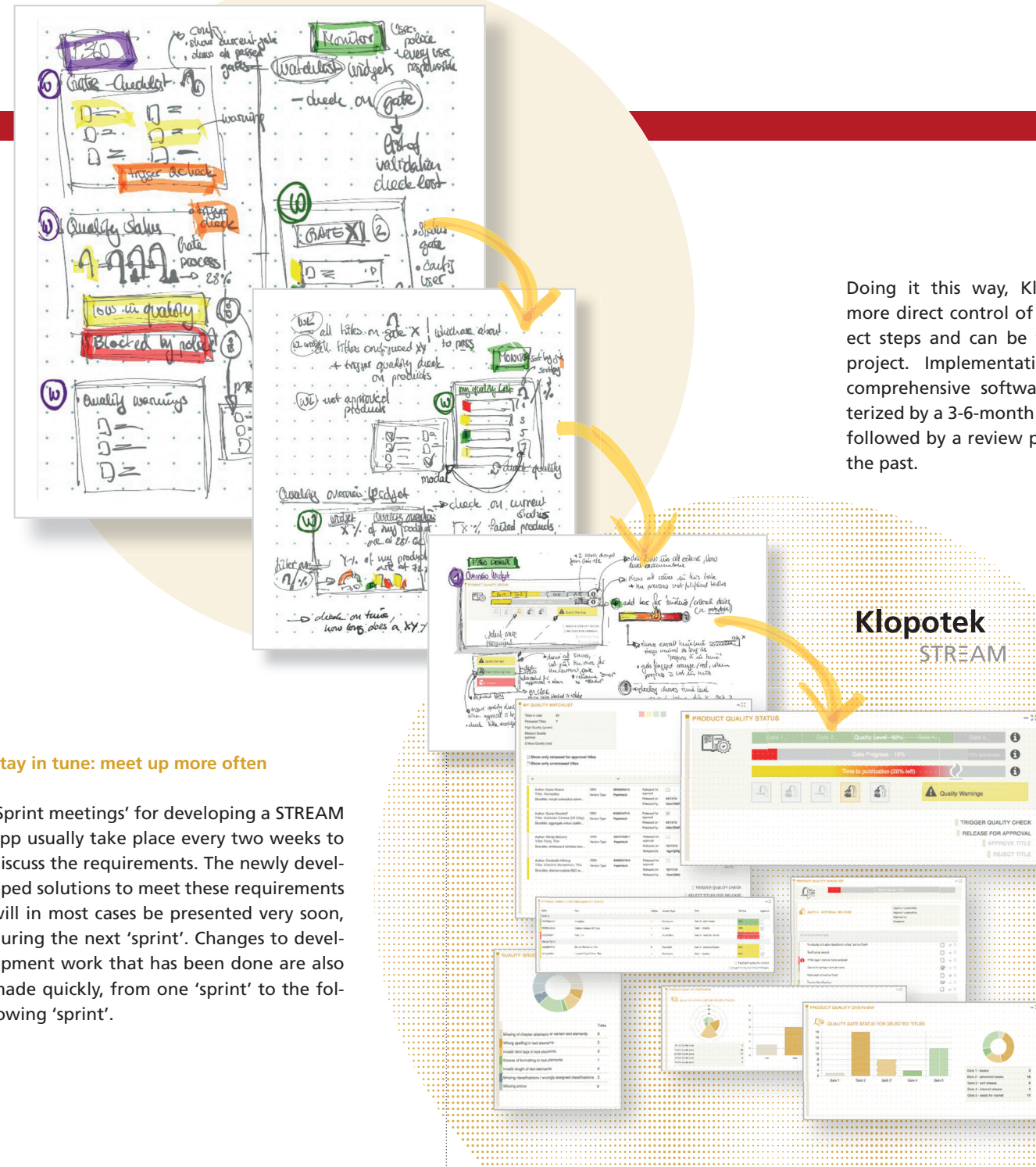
Graphical elements of our prototypes that are presented at workshops – which happen frequently at a regular basis and are therefore called ‘sprint meetings’ – include buttons, pop-ups, color elements, traffic light alerts, and other components to highlight points of interaction and workflow steps.

It's not 'software as rules you have to follow' but 'visual & interaction features to make your life easier'

This way of showing information the best possible way from a visual perspective is transferred to optimizing the UI for the real application, taking into account a large number of user stories to ensure that the final product will be suitable to support various user groups in completing their day-to-day tasks in an intuitive manner.

Stay in tune: meet up more often

'Sprint meetings' for developing a STREAM app usually take place every two weeks to discuss the requirements. The newly developed solutions to meet these requirements will in most cases be presented very soon, during the next 'sprint'. Changes to development work that has been done are also made quickly, from one 'sprint' to the following 'sprint'.



Doing it this way, Klopotek has better, more direct control of the individual project steps and can be faster in the entire project. Implementation work for one comprehensive software module, characterized by a 3-6-month development phase followed by a review phase, is a matter of the past.

A number of small apps to replace one large module: the idea behind the STREAM UX

The process-oriented user experience driven by STREAM as a platform helps to harmonize key business processes in publishing. There are central ‘information hubs’ for all or most of the employees of a department, but selected workflow steps can be completed by specialists using dedicated apps.

This way of splitting up processes helps to simplify the entire field of work, while end-to-end integration of the individual apps and a unified UX ensure smooth progress through the various product life cycle phases.

Development work for STREAM is in most cases about small apps which results in smaller, shorter project phases. But if you know how to use app, you know how to use all apps. And all apps are seamlessly integrated.