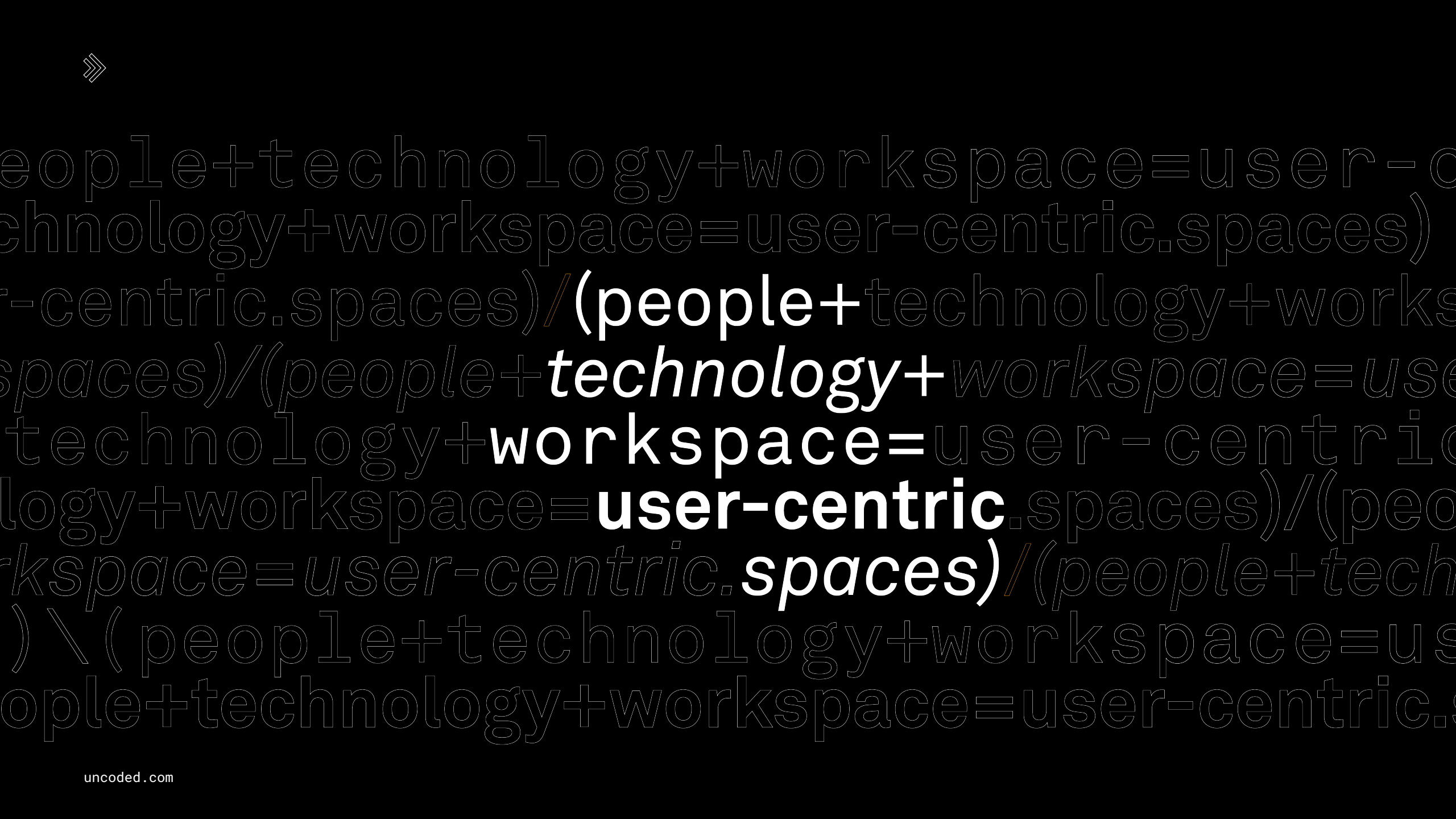
>>user.centric.workplace

uncoded

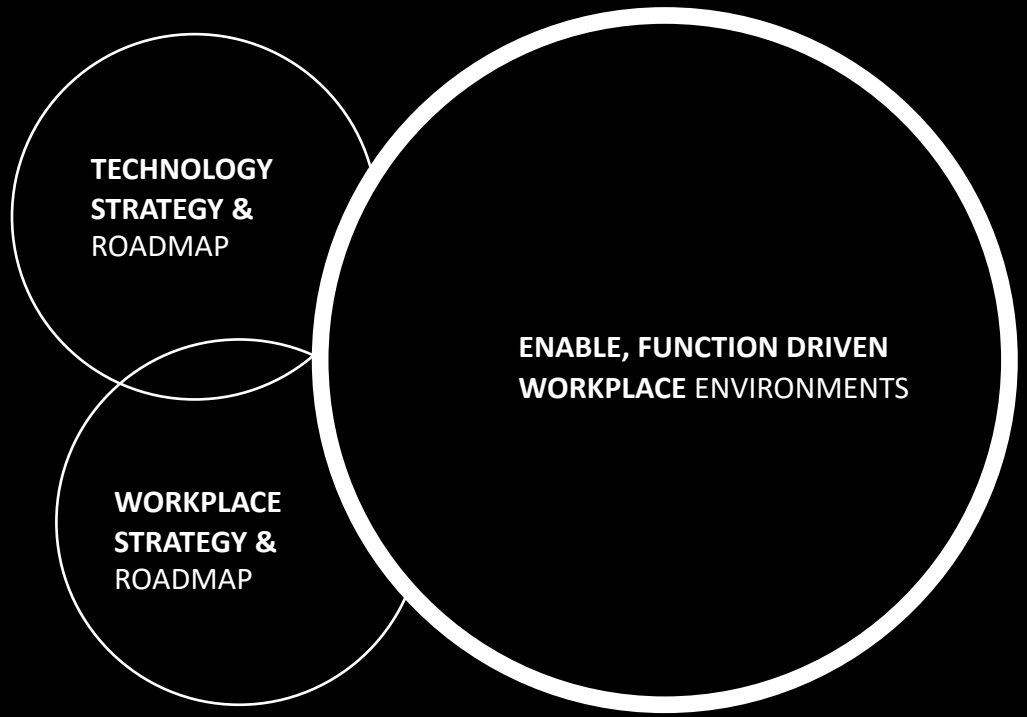

(people+technology+workspace=user-centric.spaces)/(people+technology+workspace=user-centric.spaces)

uncoded.com

workplace design & technology convergence

INTEGRATED DESIGNS

workplace team ¦ technology team

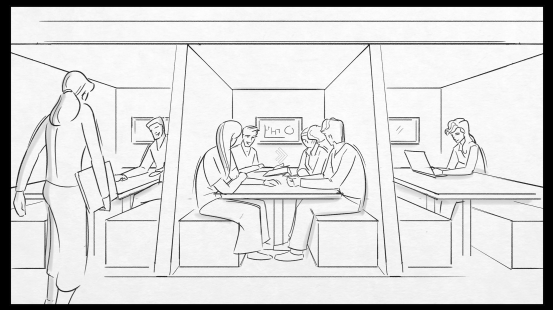


in office ¦ remote ¦ hybrid

AGNOSTIC ENVIRONMENTS

DEVICE AGNOSTIC

Employees should be able to work from any device and communicate effectively with their teams.



FLEXIBLE WORKSPACES

Teams should be able to communicate, innovate and collaborate anywhere in the building and not be restricted to doing this in meeting rooms or specialist areas.

WIRELESS FIRST

Allow teams to work anywhere within the office and choose a location that suits their work activities.

COLLABORATE ANYWHERE

Whether you are in the office, home or travelling employees should be able to collaborate effectively with their teams. Digital tools allow teams to stay connected and engaged on the task at hand no matter the location.

HACK YOUR SPACE

The experience should be connecting people and spaces in a single technology driven ecosystem.

Choice enablement through smart technologies brings the control back to the user, allowing for their own personalised experience.

SMART VISITOR MANAGEMENT

Seamless check-in for visitors via an interactive experience. Direct smart phone check-in, the building will know once a visitor has entered the space and notify it’s host.

VIRTUAL CONCIERGE

Personalised engagement to help guests and staff locate amenities, meeting destinations and event related enquiries.

INCLUSION

Not all team members and visitors can always be present in the meeting room. The systems should allow for all participants to feel like they are included in the meeting as if they were there in person.

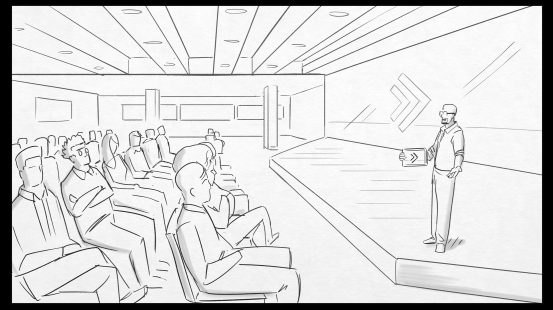
INFORMAL EVENTS

Informal events within the space should help reinforce the culture.

NOTIFICATION

The host will be notified of their visitor arriving and will be able to communicate directly via the application.

Visitors could engage with their host prior to the meeting to coordinate arrival.



FORMAL EVENTS

Formal events should be held in enclosed event spaces which emphasise on the culture.

Remote participants should be able to join and feel like they are part of the audience.

FLEXIBLE COLLABORATION

Create spaces for teams to collaborate effectively through the use of technology.

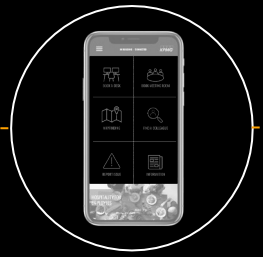
These include wireless content sharing, digital whiteboarding, intelligent audio and video systems and the use of both physical and digital tools.

technology concepts: the user journey

JOURNEY START

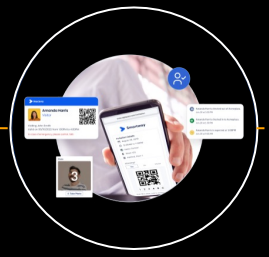
BOOK A SPACE ANYWHERE

Employees plan their use of space in advance so others have visibility on who is in and where they are located.



WORKPLACE APPLICATION

Web & smartphone-friendly check-in, room and desk reservation, amenities & fault reporting.



VISITOR MANAGEMENT

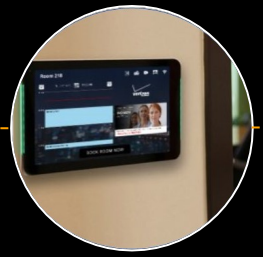
Give employees and guests with the ability to pre-register for building access and then check in fast on arrival.

technology concepts: the user journey

CONTINUED

FIND YOUR FRIENDS

Either through the application, website, employee kiosks or strategically placed signage screens showing who is sitting in which areas.



FIND YOUR MEETING ROOM

Either through the application, website, employee kiosks or strategically placed signage screens showing who is sitting in which areas.

MEETING ROOM CONTROL PANEL

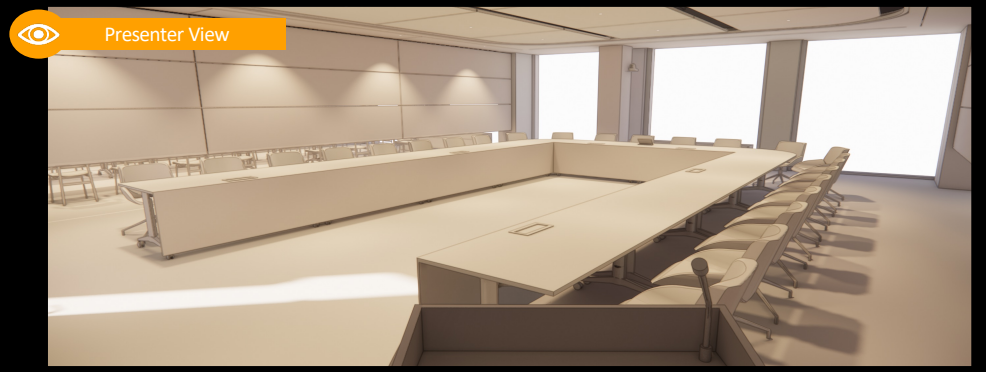
Start your booked meeting on the touch panel with the push of one button. AdHoc meeting, no problem, your interface will have a clear indication of how to connect.

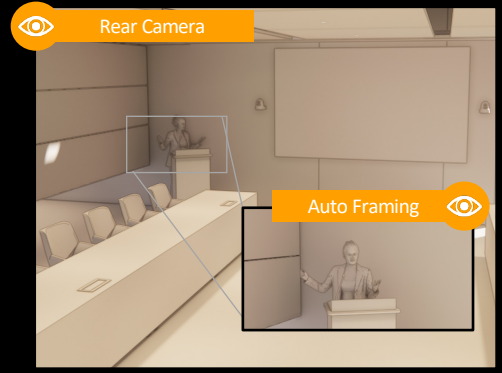
hybrid events

meeting equity

Rooms will have a number of cameras to help improve the hybrid experience within the room.
These systems will have automated camera tracking technology therefore requiring minimal user control.

Audio intelligibility is key in ensuring the foundations of communications are met. Most importantly, poor audio has the most significant impact on participant fatigue during meetings.

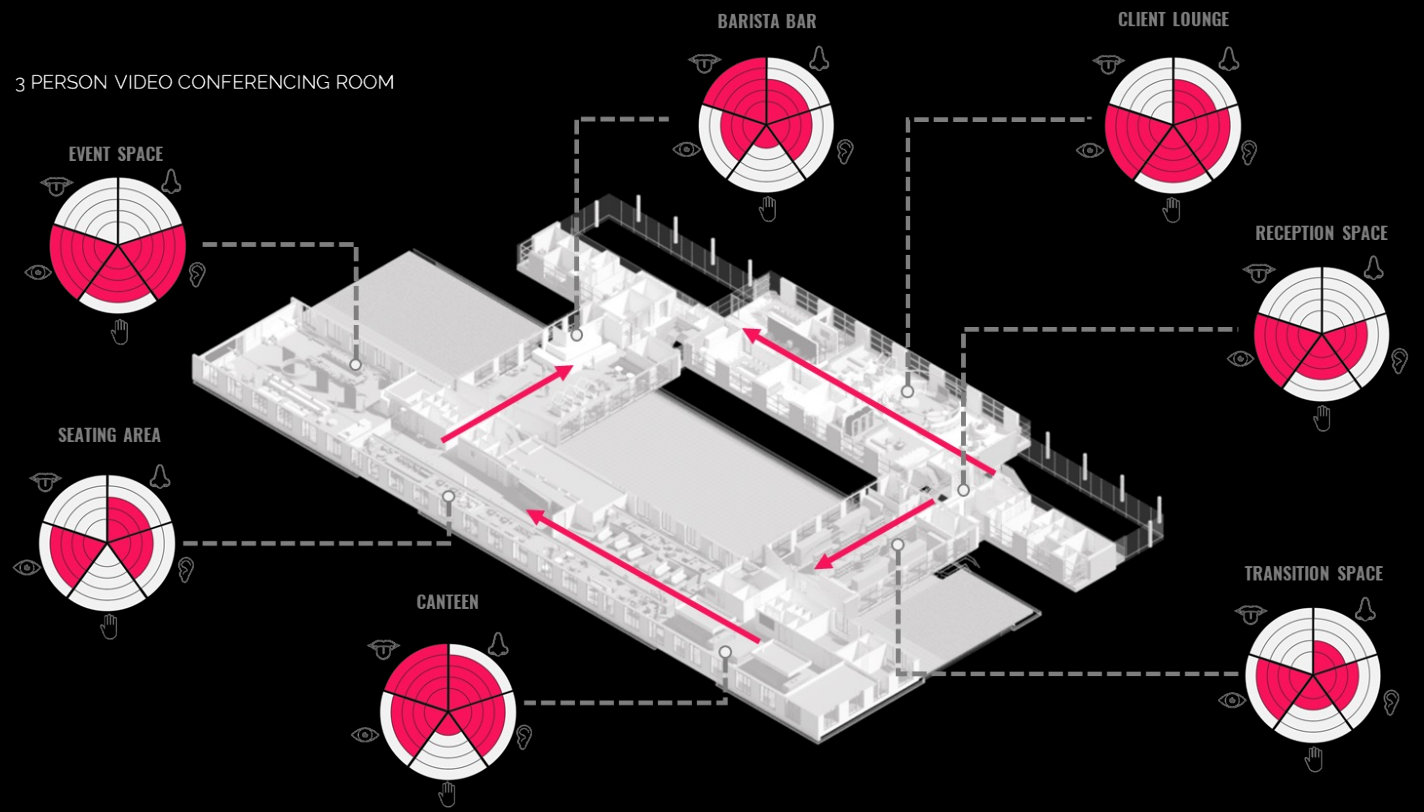




technology overview – user experiences

User Experiences

As we progress throughout the design phases and have signed off and defined user journeys; the next step will be to look at opportunities for technology to help create enhancements to spaces via multi-sensory experiences. These experiences are varied depending on the space and can be used to create: a better sense of well-being, memorable moments, spark creativity or simply demonstrate a client's desire to create an advanced workplace for clients, partners, and colleagues.



alpha victor

a better user experience

The AlphaVictor platform combines -

- Digital user guides
- Support
- Feedback

alpha victor

before

the current experience

- Laminated user guides
- Onsite documentation
- No user feedback
- Unreported faults
- Ad hoc and unfocused training

after

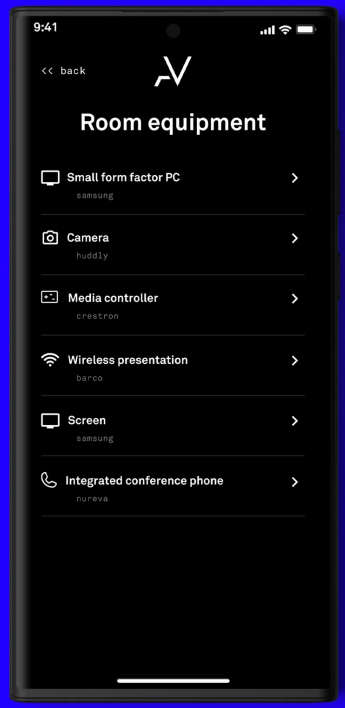
a better experience

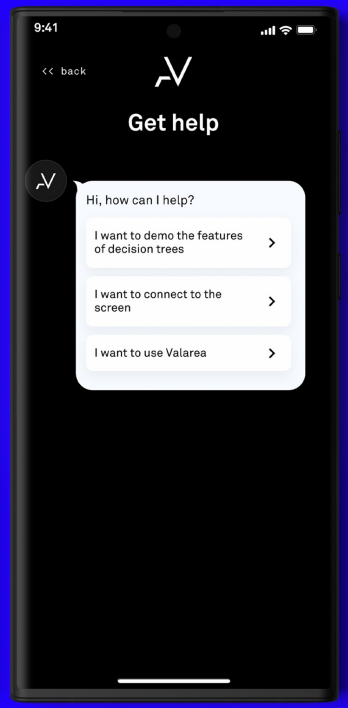
- Digital user guides
- Centrally managed documentation
- Structured user feedback
- Simple fault logging
- Focused and targeted training

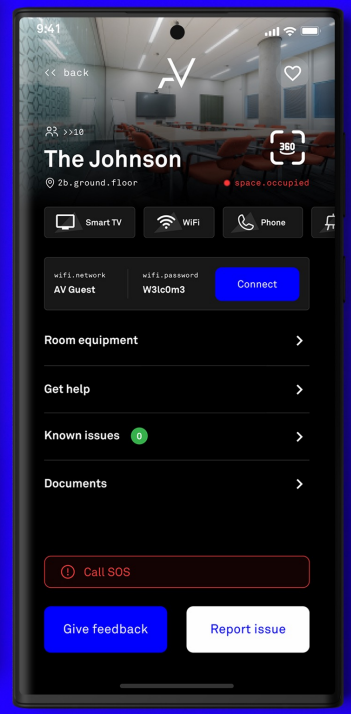
alpha victor

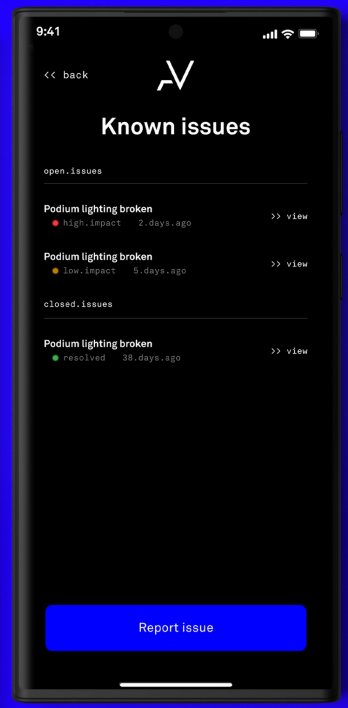
on demand access

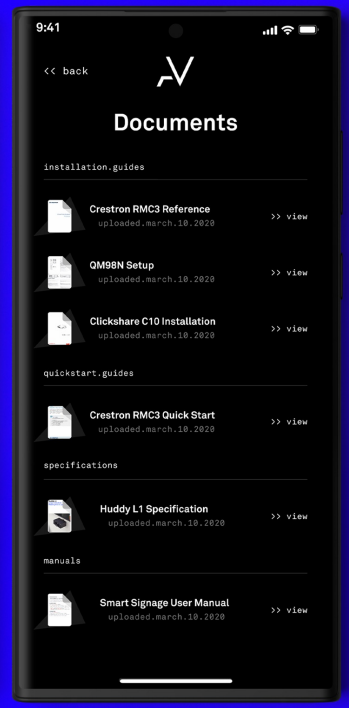
- Scan the in room QR codes to jump straight to the right space
- Automatically identify your location within the app using bluetooth











alpha victor

added value

service provider benefits

- better service
- data collection
- ongoing training
- document repository
- added value

BETTER SERVICE

- Streamline support with more efficient fault reporting and remote resolution

DATA COLLECTION

- Understand performance of your solutions
- Learn where issues are arising

ONGOING TRAINING

- Provide ongoing access to training – reduce repetitive visits to site
- Offer additional training resource where the data identifies it is required

DOCUMENT RESPOSITORY

- Collate, share and maintain your O&M's digitally

ADDED VALUE

- Build data;
  - Client
  - Product
  - User
  - Engineer
- Streamline support services to enhance your efficiency
- Offer a better (on demand) service to end users

>>thank.you.

uncoded

lee baxter
+447508 886 345
lee@uncoded.com