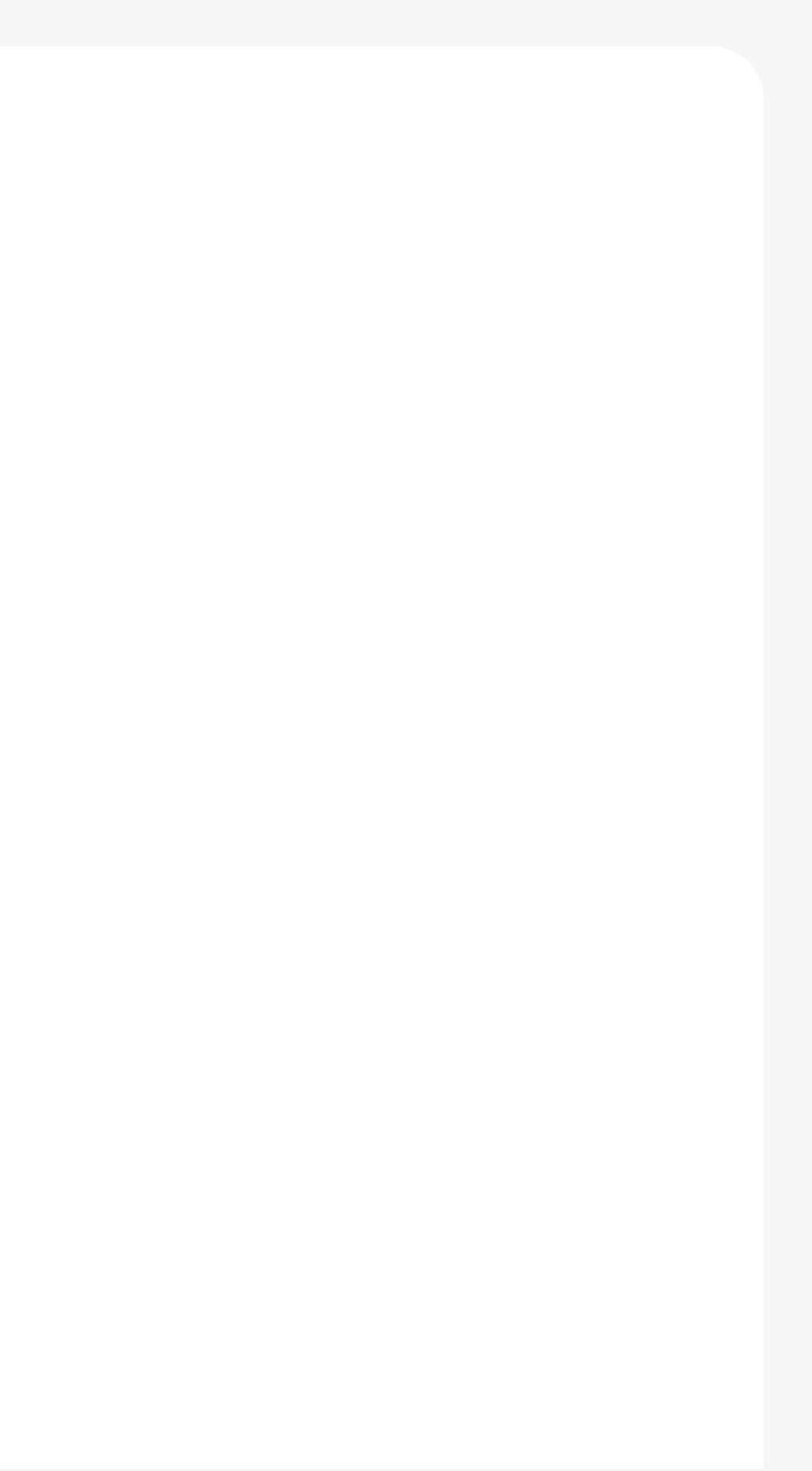


TRIDEUM UX TRANSFORMATION GUIDE

TRIDEUM[®] USER EXPERIENCE

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GUIDED
TOURUser ExperienceServicesTrideum UXUX Artifacts and MethodologiesSuccess StoriesSummary



"User experience is how something works in the real world" - Steve Jobs

Trideum's User Experience (UX) process provides a strategy to create or improve systems by designing what users need in a way they can more easily understand and engage.

CASE STUDY: APPLE



In early 2007, Apple was struggling to maintain three points of profit– but by the end of the fiscal year, they had turned those 3 points into 30. How did they do it?

Meanwhile, Motorola was forced to pull their smart phones from the shelves due to over-saturation of the market. No one was buying smart phones – and it was at that exact moment that Steve Jobs decided to break in with the new iPhone.

Jobs was convinced that he had a better design than any other players on the market. He understood that it's not about the technology that we use, but about building that technology around human needs.

Apple released the iPhone, and it sold 270,000 units in the first 30 hours. Because the iPhone was built with users in mind, Apple is now among the top five most profitable companies in the world.

CASE STUDY: INTUIT



Intuit takes takes a similar approach as Apple to create their products, investing 10,000 hours a year in user research to observe how people actually use their software tools; their needs and pain-points. Intuit begins by identifying the problem that needs to be solved – and then building a product to solve it.

But it hasn't always been that way.

In 2007, Intuit founder Scott Cook decided the company could innovate through "Design for Delight" – by putting users at the center of their product development processes.

By 2009, Design for Delight was the driving impetus behinds Intuit's product development, which leverages their "follow me home" approach to user feedback & observation. For the next 5 years after, Intuit sales grew from 10 to 45 million and stock prices tripled.

Today, Intuit is the leader in personal and professional financial software. Their TurboTax product enjoys a staggering 67% market share of all online tax preparation products, while QuickBooks rings up a whopping 57% market share for all accounting software.

INTRO

We are tireless user advocates and promoters of innovation, crafting experiences that impact lives and advance society.

We do paradigm-shaping work. We are experts in UX who educate our communities on the application of user-centered processes to solving the world's toughest challenges. We bring commercial best practices and design thinking to complex systems such as DoD, emergency management and healthcare.

WHAT IS USER EXPERIENCE?

User-centered design is driven by empathy. Too often, systems are built from a system-centric perspective, designed to meet system goals and system requirements, while ignoring the needs and attributes of the people who use the system. User-centered product development builds out product requirements and designs around the needs of the user.

Usability is more than efficient code and eye-popping visuals, at its core, it's about problem solving. User-centered product development processes tend to produce better user experiences by creating products that make the interchange between us and the systems that we use more facile, more understandable, more efficient.

Trideum's UX process takes a User-Centered approach to a problem, product, service; as opposed to a System-Centered approach.

SERVICES

SKILLS



User Research

We exercise empathy in our human-centered approach to problem solving, employing qualitative and quantitative measures to investigate and uncover insights into the impact of systems and services on their users to ensure we are solving the right problems to meet our users' unique needs.



Evaluation & Assessment

We are skilled practitioners of data collection and analysis who translate words and numbers into meaning. We can measure anything-from attitudes to performance-and our findings guide iteration based in evidence-driven decisions.

Service Design

We transform organizations and services from the ground up to deliver the best experience for the user/customer, employee, and service provider. Whether improving an existing service or creating a new one, we apply a holistic and flexible approach to planning and organizing

Interaction Design \triangleright

We see more than just an interface, constructing engaging systems and services that explore the functional and emotional impacts of interaction on user behaviors and limitations.

$\alpha_{\rm o}$

Information Architecture

We understand the art and science of how content should be structured and presented to a user when they are interacting with the product to optimize efficiency and usability.

SKILLS



Product Design

We can imagine a product from identifying the problem to developing the solution, taking into consideration business objectives and user needs.



Game Design

We apply our expertise in storytelling, interaction, and aesthetics to the art of game design. As strategic thinkers, we balance logic with empathy to craft goals, rules, and challenges for educational and entertainment purposes – and often apply those principles to other domains in the form of gamification.



Visual Design & Branding

We create visual systems that improve ease of use, utility and inspire action by empowering audiences. We use color, shape, and type to transform company values into recognizable patterns.

··· </>

Development

responsiveness to user feedback.

Workshops & Conferences

around us.

UX developers are able to collaborate with UX designers & researchers and understand the importance of the end user. Agile software development enables iteration and

We seek every opportunity to advocate for usercentered practices in our community. We take a hands-on approach to making connections and have built a reputation for ourselves as passionate educators who remain inspired to learn from those

USER-CENTERED RESEARCH

User research refers to systematic investigation of the behaviors, needs, and motivations of the users of a system or service. Research may entail anything from literature reviews to nonintrusive observation to detailed personal interviews. Regardless of the methodologies employed, the goal of user research remains the same: to build contextual understanding and empathy for the users.

A critical part of user research is evaluation and assessment, which employ a collection of methodologies aimed at measuring usability. These could range from questionnaires or surveys to elicit feedback on a specific topic – to heuristic or reviews based on expertise in usability best practices – to usability testing, which involves a user performing some action using a system or service as the research team collects qualitative and/or quantitative data on how the product (not the user) performs.





Information Mining

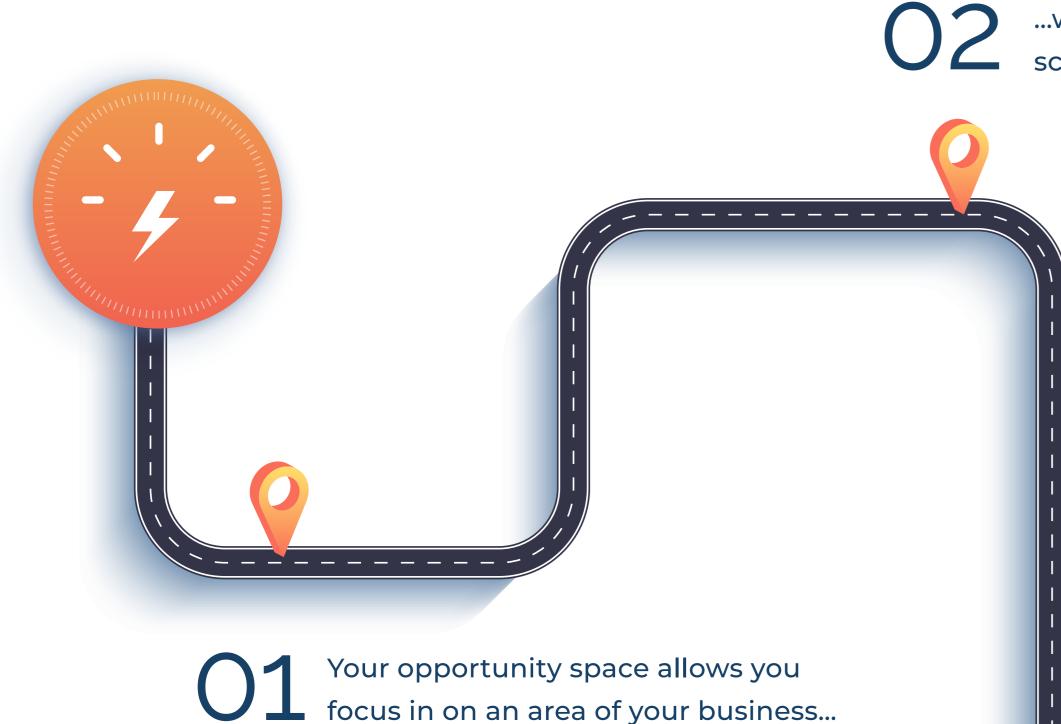




Ideas

SERVICE DESIGN

Service Design is the application of UX principles and strategies to organizations and services (as opposed to the more tangible products or systems for which UX is commonly recognized). By applying our iterative approach to discovery and problem-solving to people, policies, and procedures, we can improve the quality of the work produced and interactions between a company and its clients.



...which identifies your most critical scenarios, needs and opportunities....

>letting leadership identify strategic themes and tactical fixes...

....which leads to valuable insights across multiple scenarios...

Through a deep and holistic examination of the problem area, the UX team can provide leadership with recommendations for a strategy and timeline to improve internal and client-facing relationships, products, and practices – and potentially uncover additional business opportunities.

...that when blueprinted, allows everyone nd-to-end and surface-to-core...



...which enables the organization to take meaningful, enduring action, transforming our organization and customers' experience.

INTERACTION DESIGN

Whereas visual design concerns the visual presentation of form and information, the main focus of interaction design rests upon behaviors— how does a tool behave when used by operators; and how must users behave to most effectively use the tool?

Discoverability

Users must be able to easily and quickly find what they're looking for - or for them, it simply doesn't exist.

Signifiers

"Affordances define what actions are possible. *Signifiers* specify how people discover those possibilities: signifiers are signs, perceptible signals of what can be done. Signifiers are of far more importance to designers than are affordances." (Don Norman, 2013)

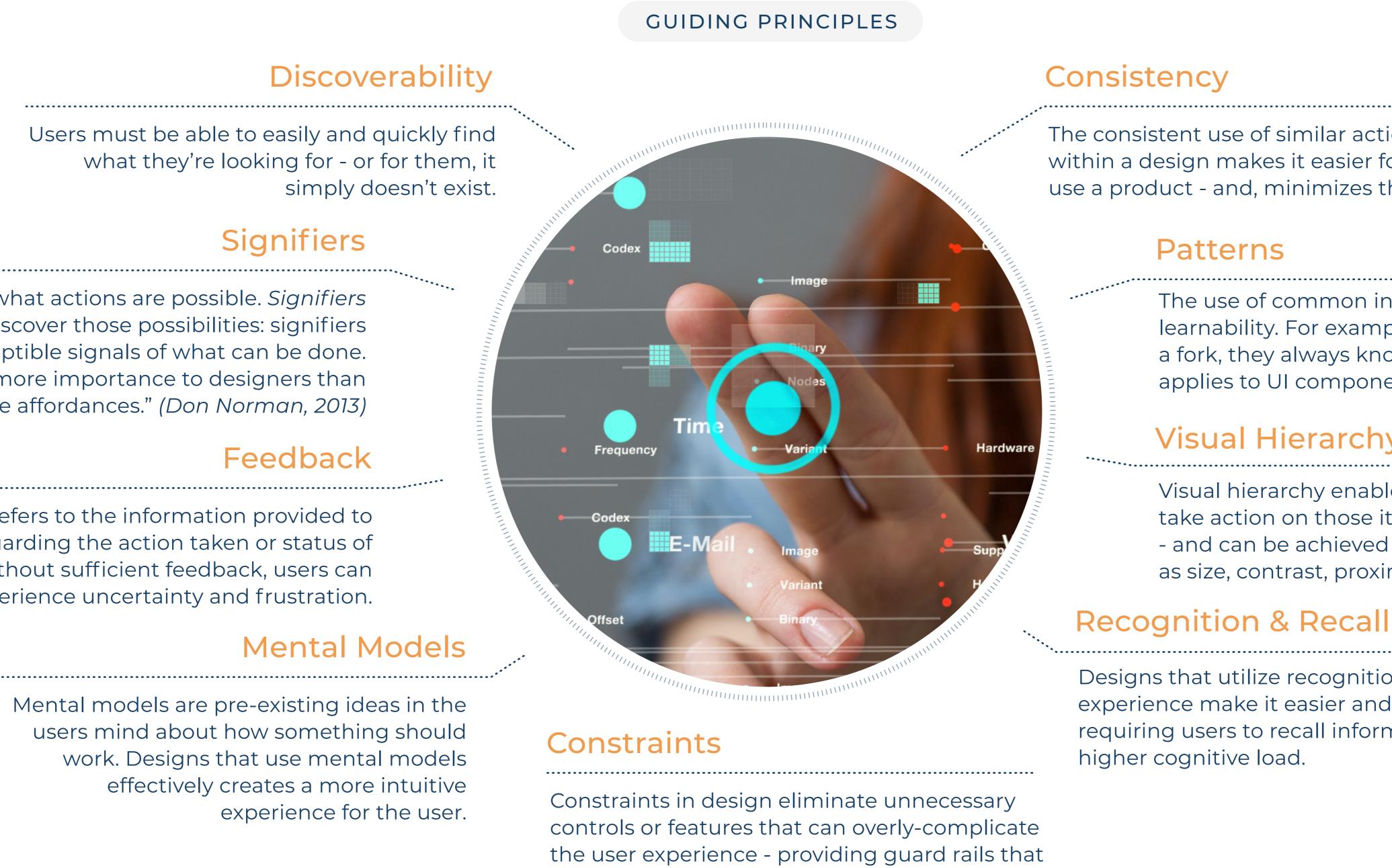
Feedback

Feedback refers to the information provided to the user regarding the action taken or status of events. Without sufficient feedback, users can experience uncertainty and frustration.

.....

Mental Models

Mental models are pre-existing ideas in the users mind about how something should work. Designs that use mental models effectively creates a more intuitive experience for the user.



simplify and streamline actions.

The consistent use of similar actions, elements or rules

within a design makes it easier for users to learn and use a product - and, minimizes the likelihood of error.

The use of common interaction patterns provide instant learnability. For example, once someone knows how to use a fork, they always know how to use a fork. The same notion

applies to UI components such as buttons or menus.

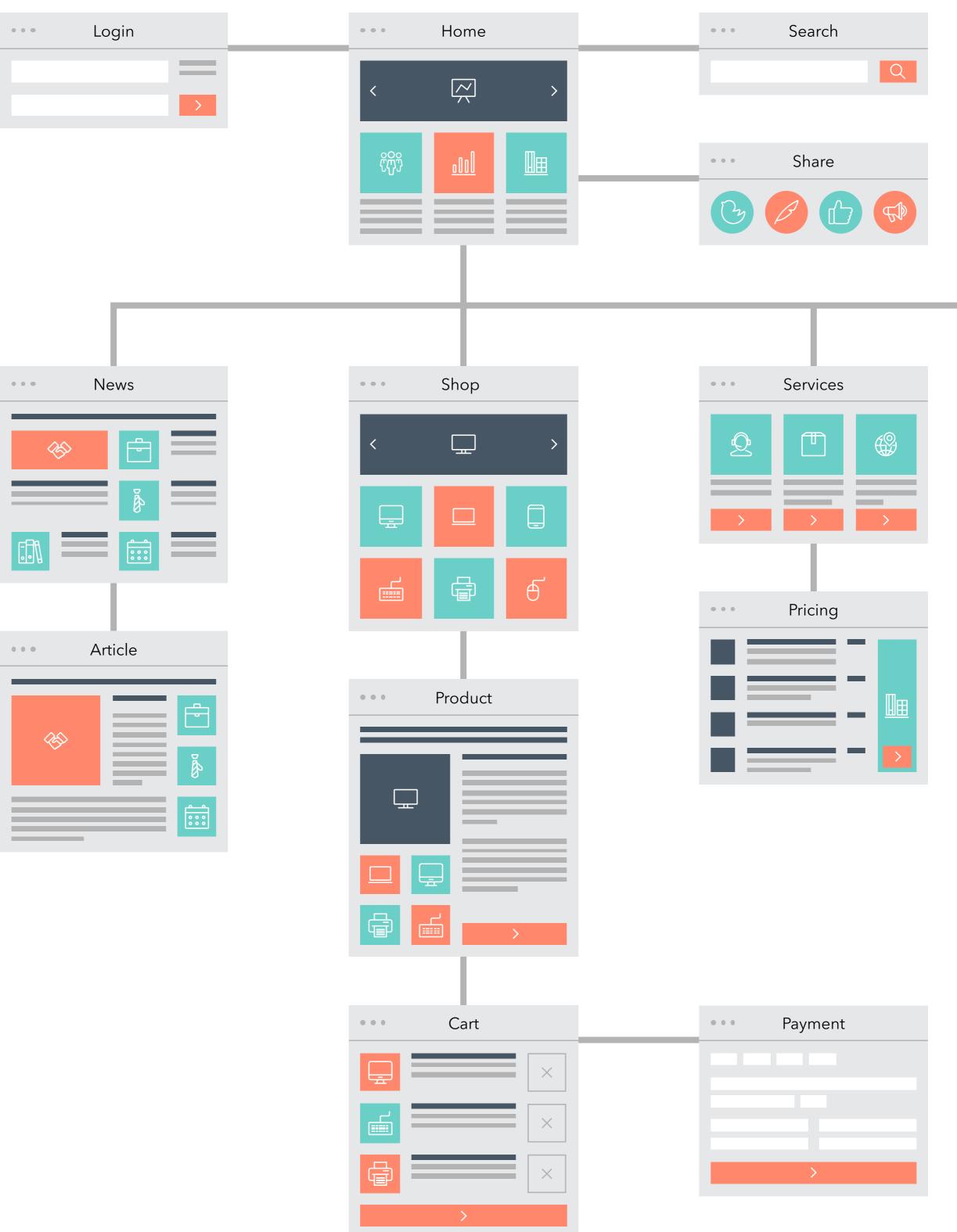
Visual Hierarchy

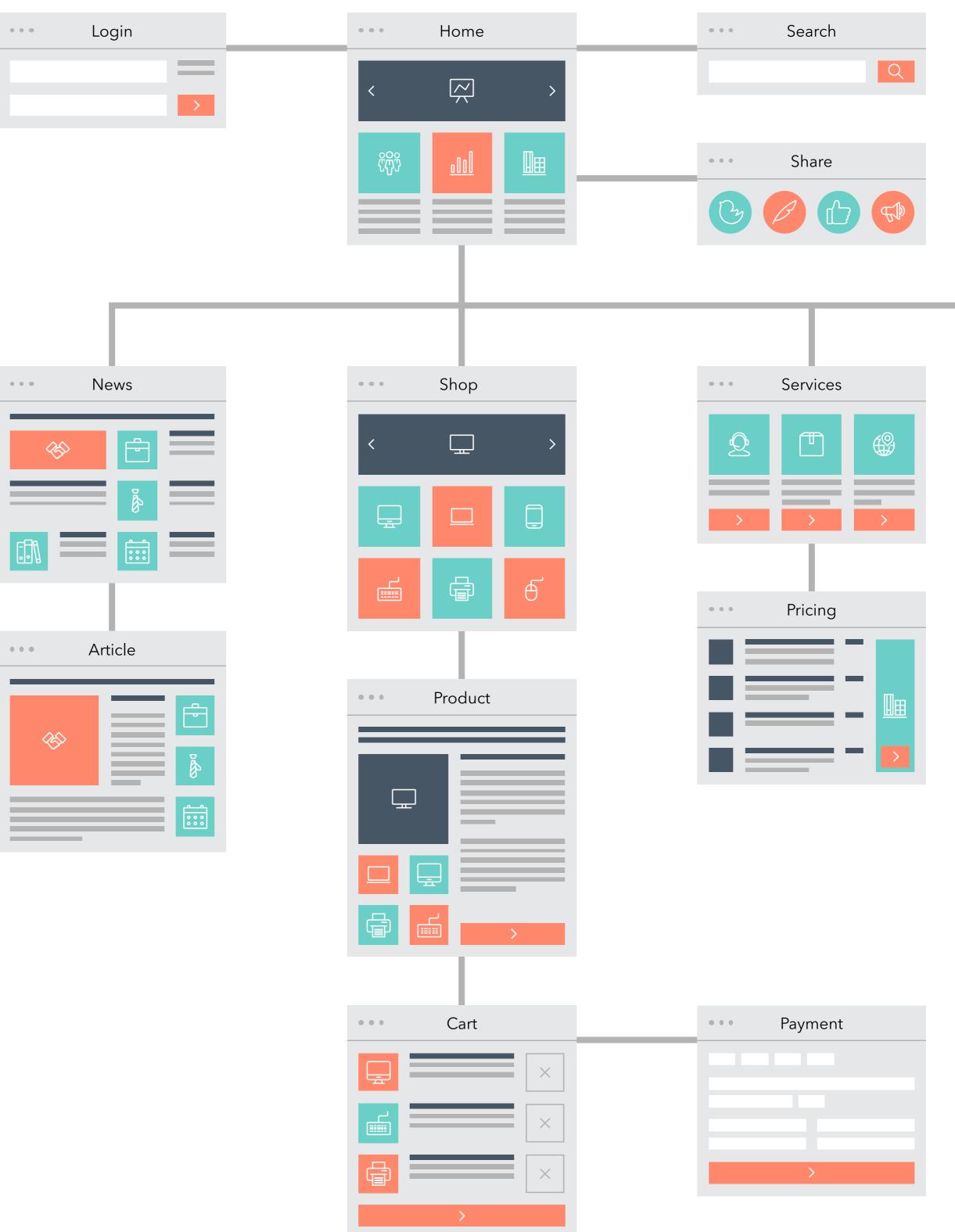
Visual hierarchy enables the user to focus on and take action on those items that are most important - and can be achieved by balancing properties such as size, contrast, proximity or color.

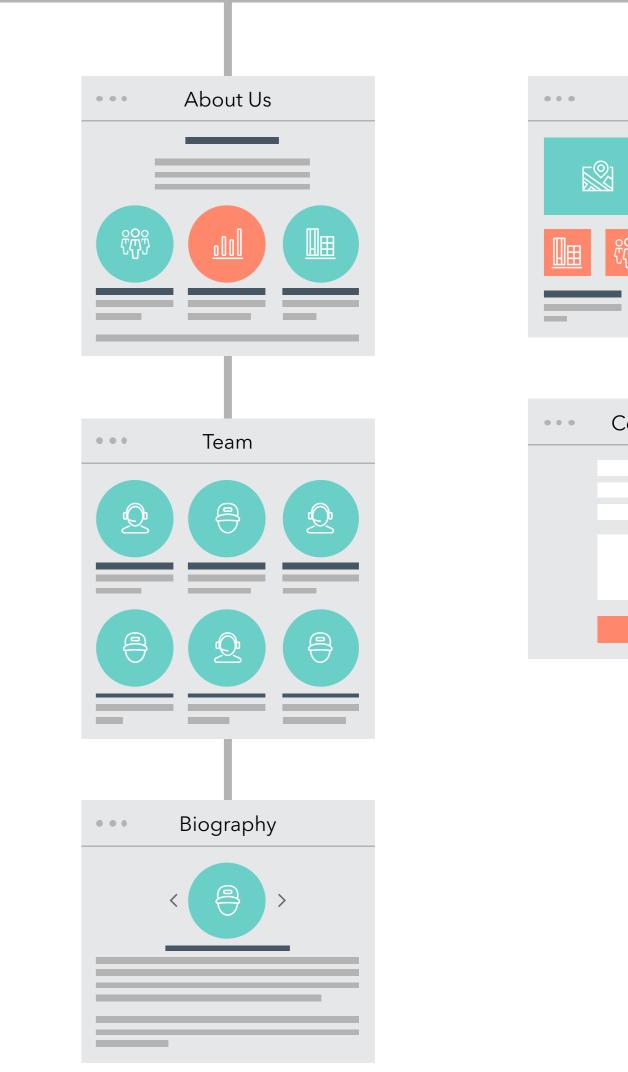
Designs that utilize recognition throughout an experience make it easier and faster for users; requiring users to recall information creates a

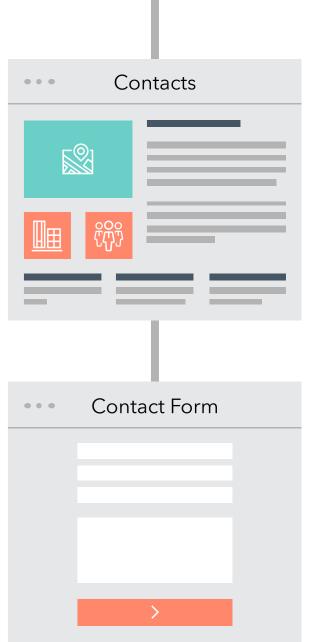
INFORMATION ARCHITECTURE

Information architecture concerns the clear and logical organization of information within a system. It is important to structure complex information hierarchies in a way that make them easy for the user to navigate. This increases both efficiency and satisfaction.







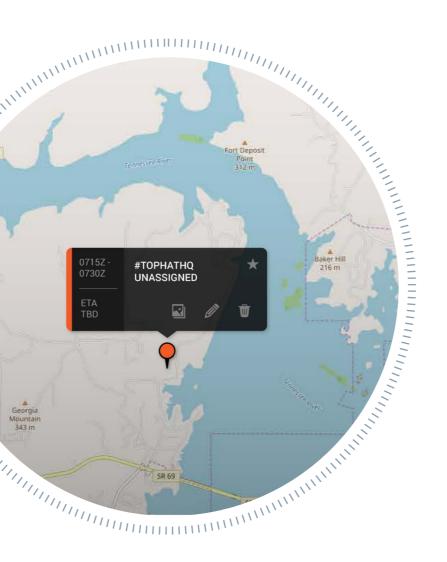


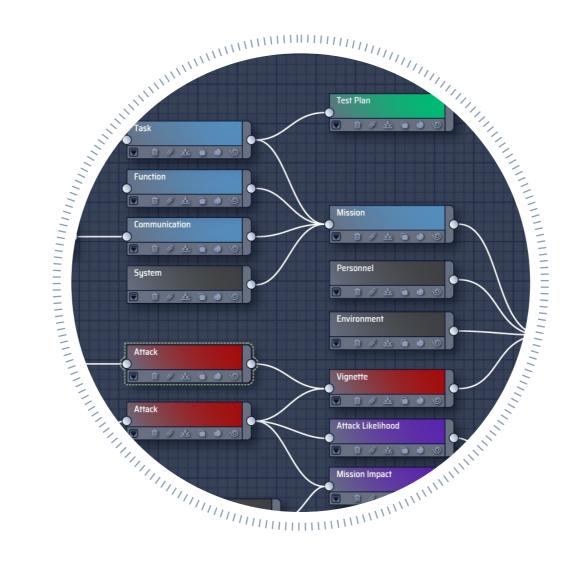
PRODUCT DESIGN





Product design is about conceptualizing, creating, and refining marketable products that address the needs of a target user group. A product is anything that can be produced and sold, ranging from the material (tangible objects) to the digital (such as software systems). Understanding the end-user (the person for whom the product is being designed) is critical to successful

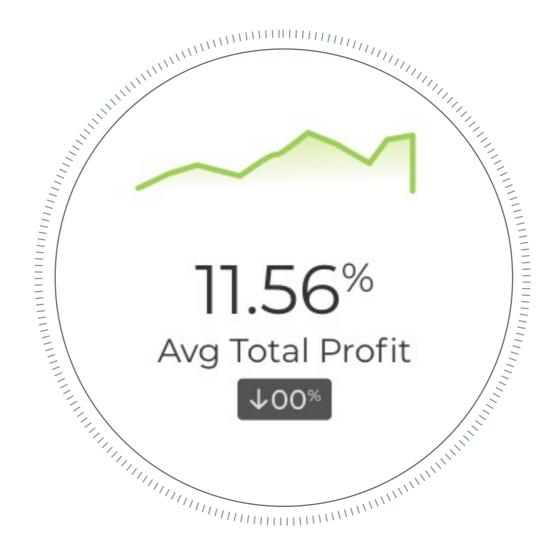








product design. At Trideum, our UX team specializes in the production of complex digital assets. Our product line-up includes educational games, mobile applications, intelligent management tools, ground control interfaces, monitoring systems, configuration management software, and more!



Twenty**20**

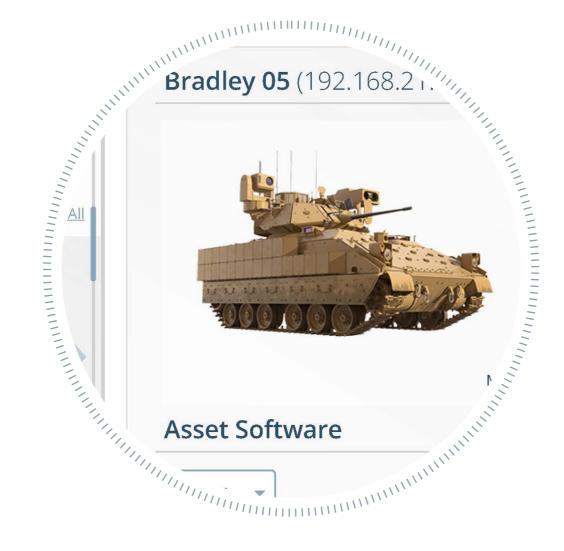
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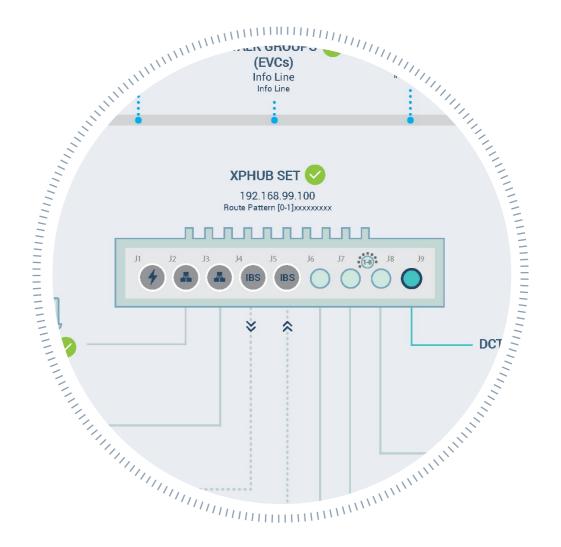




MMC GENERAL ATOMICS

SIMChEC

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COMMUNICATIONS MANAGER SANMINA SCI

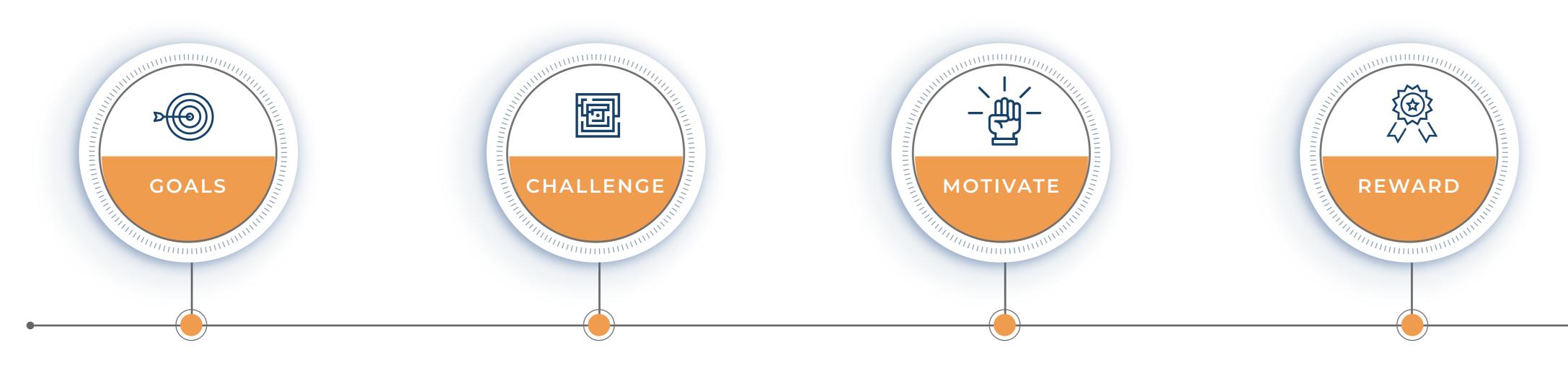
GAME DESIGN

UX and game design go hand in hand – both concern how a person experiences the end product. Whereas UX is about solving problems, game design is about creating and redefining problems (or challenges) for the users (or players) to solve. In game design, defining appropriate levels of challenge is crucial to engaging play.



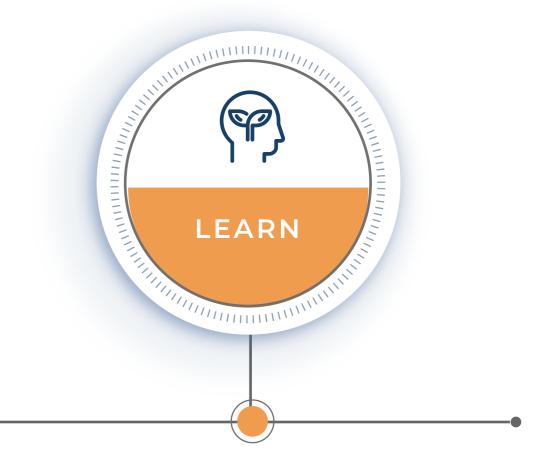
GAMIFICATION

Game design principles such as competition, scoring, and rewards can be applied to non-game contexts as well, in the form of gamification – which can help to encourage engagement with the product or service. Gamification takes advantage of human psychology by repurposing the dopamine reward systems to promote specific user behaviors.



Clear, objective **goals** increase engagement and cultivate responsibility for meeting requirements Challenges must be created around the anticipated skill level of an individual in order to provide an experience that is neither too easy nor too hard resulting in defeat or abandonment Gamification introduces extrinsic **motivators** such as rewards or badges to non-game content to compensate for content that may not be intrinsically motivating

Rewards such as badges or certificates increase engagement and can include things such as cash, status recognition, exclusive access or additional power.



Gamification increases **learning** capacity; studies have shown specific benefits in the area of content recall, retention and application

BRANDING & VISUAL DESIGN

Branding is the practice of building a unique and recognizable professional presence. Companies, products, and sales teams use branding to get recognition, increase business value, generate new customers, improve employee pride, and create trust with consumers.

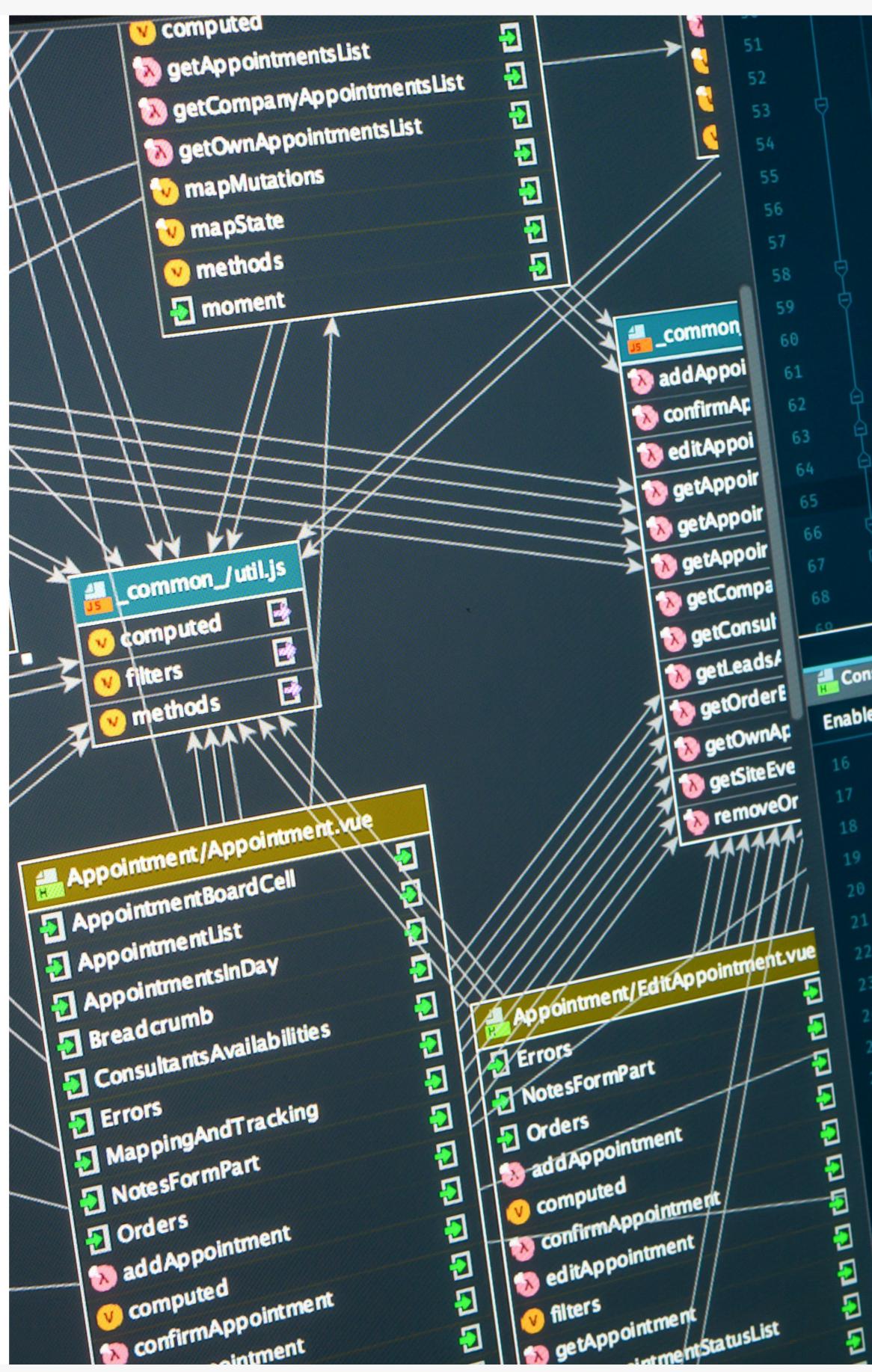
To build a brand, creative teams have to turn insight into innovation. Creative teams conduct and evaluate marketplace research in order to successfully find and establish a brand's place in the world. Once they have found where the brand fits in, they use language and visual arts to tell the brand story. The most successful brands stand out while also connecting with their audience's values. Beyond creating logos, our team can help envision a new brand or strengthen and personify an existing brand.



DEVELOPMENT

From consulting, prototyping, and frontend development to developing out code for robust systems architecture, our dev team is involved throughout the UX process. By embracing the challenges that others say can't be done – while always keeping the end-users front of mind – our devs consistently build, deliver, and implement top quality and easy-to-use software.





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                             prop="name"
                              min-width="150"
                                fixed
                               sortable>
                   <template slot-scope="scope">
                      <span @click="handleAvailability(scope.row)"</pre>
                            :class="scope.row.is_always_available ? 'always_free' : 'alw
                           {{ scope.row.name }}
                         </span>
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                 height: 100vh;
       25
                 8::before 1
                   background-size: 6px 6px;
        26
                     content:
                    position: absolute;
                     height: 100%;
                     width: 100%;
                      left: 0;
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WORKSHOPS & CONFERENCES



In addition to providing UX services on contracts, our team of experts has the capability to offer hands-on training for your team (virtually or on-site). Workshops can be customized around your specific learning objectives. These events are ideal for groups seeking to increase awareness and understanding of UX value, processes, and methodologies.



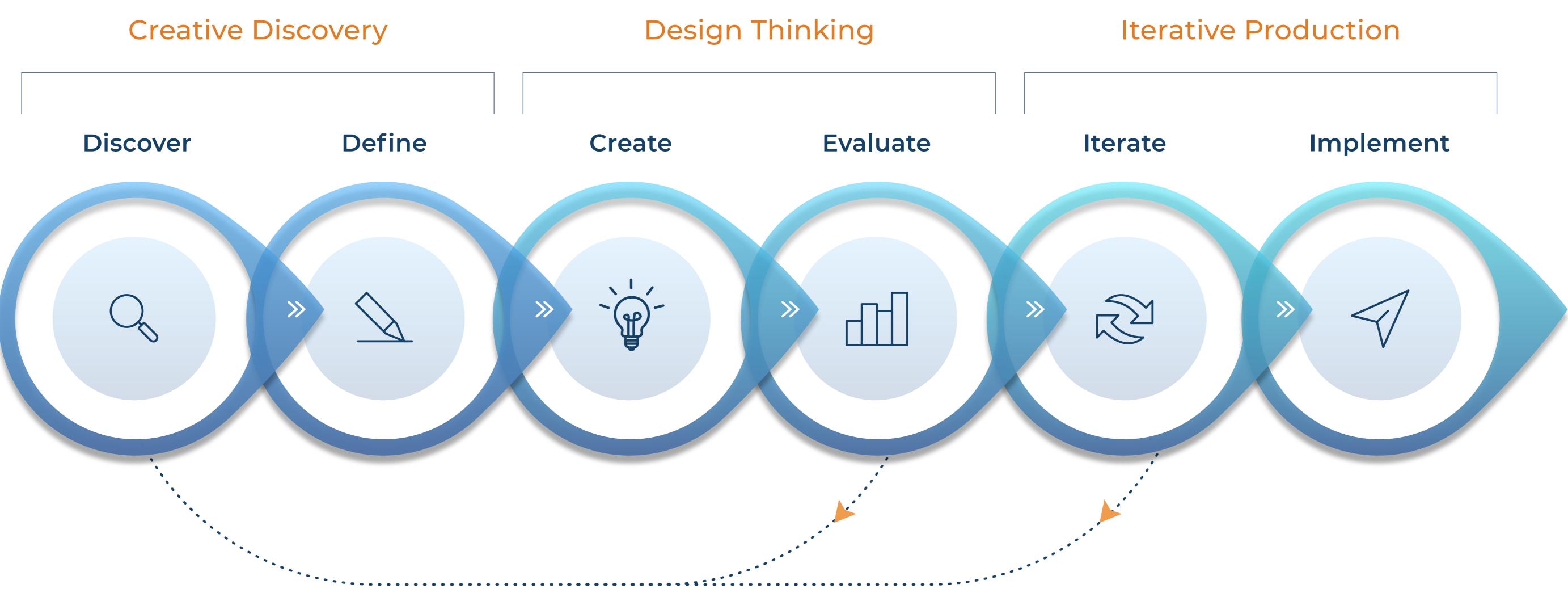
future events and happenings.

In 2020, Trideum proudly established and sponsored the first annual UX Rising Conference in Huntsville, AL. This half-day mini conference was an opportunity for the local UX community to come together to celebrate and share industry knowledge and interests. Stay tuned for

TRIDEUM UX

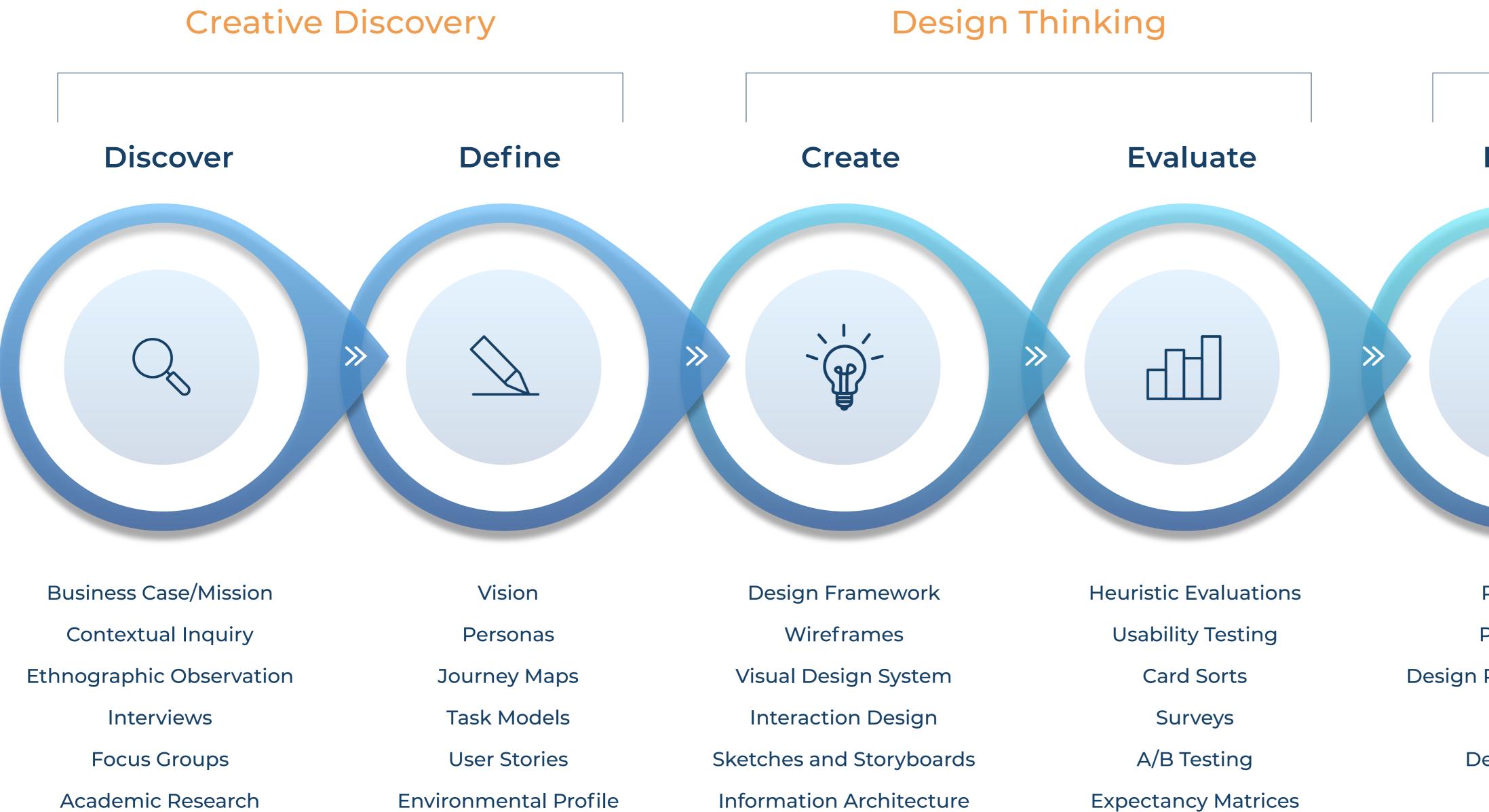


USER-CENTERED DESIGN PROCESS



USER-CENTERED DESIGN

The idealized Trideum UX process below is displayed as a linear process. The true process is iterative, customized and tailored based on customer needs and desired outcomes.



Prototyping

- **Environmental Profile**

EVERY STEP INCLUDES: Collaborative Brainstorming, Design Reviews, User Research & Feedback

Iterative Production

Implement Iterate \mathbb{R}

- Prototyping Pilot Testing Design Recommendations Research Design Actions
- Software Design Documentation Visual Style Guide Specifications Software Development

UX ARTIFACTS & METHODOLOGIES

USER PERSONAS

PROJECT DELTA | User Profile - Program Manager (PM)

I might be working on something at 3 AM, and I can't wait to be granted access by someone who's away on vacation - I need it now! 🤊

••• If it takes me an hour and a half to sort through a report, it's useless. 🎵

Primary Goals:

Primary Tools

- E MS Excel

P MS Project

Wants/Needs Immediate, accurate visibility **Answers** (what does the information mean?)

Standardized organization

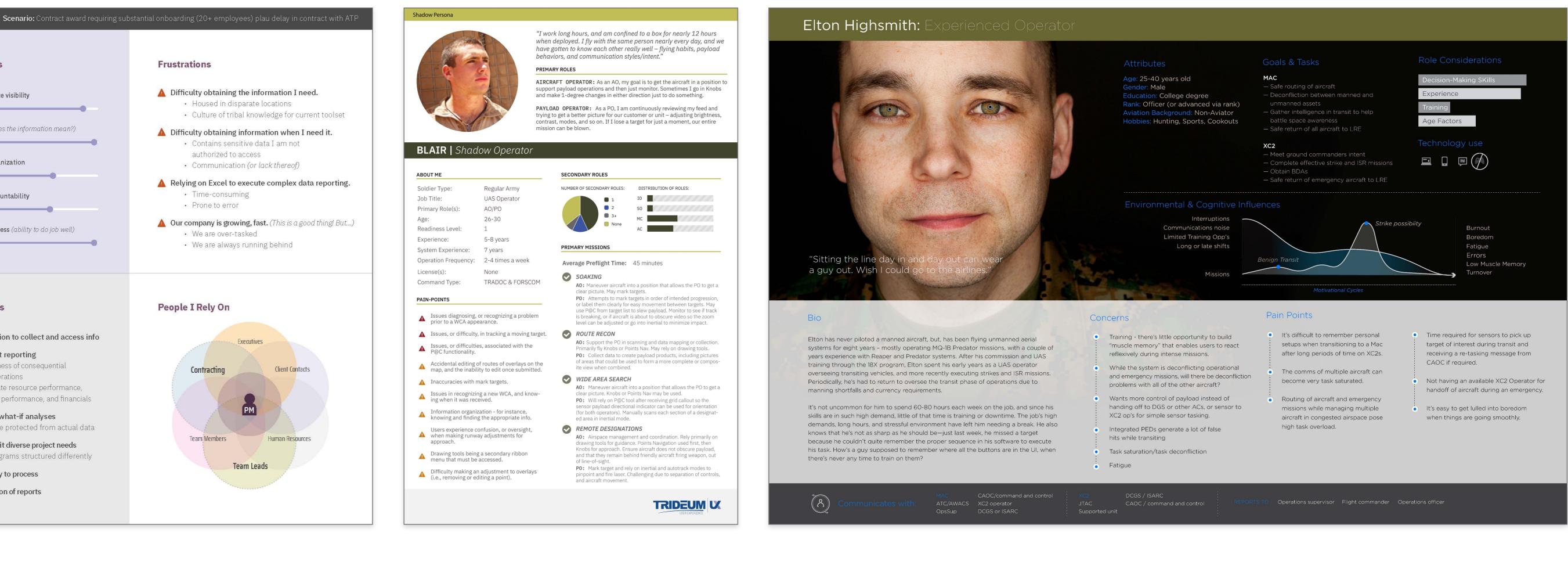
Performance accountability 6

Optimize effectiveness (ability to do job well)

Opportunities

- Central location to collect and access info
- Cross-project reporting Awareness of consequential
 - reverberations
 - Integrate resource performance, project performance, and financials
- Sandbox for what-if analyses Must be protected from actual data
- Tailorable to fit diverse project needs All programs structured differently
- Accountability to process
- Standardization of reports

- We are over-tasked



An empirical or hypothetical archetype personified into a character, typically defined by their goals.

User personas are research artifacts and tools that help the design team and stakeholders build empathy with the user(s) of a product, and to keep the users' needs, motivations, and frustrations in the forefront throughout the UX process.

USER STORIES & REQUIREMENTS

A	ł
S	e

As a [USER] 🛛 💌	I need 🔻	so that	
	to keep track of how much I've spent on	I can plan ways to support employee morale such as w	vith
Program Manager	ODCs (Overhead - such as for conferences)	conferences or other incentives	
	to compare my profitability performance to		
Program Manager	the target profitability on a single project	I know how profitable my program is	
	to compare my profitability performance to		
	the target profitability across multiple		I can determine
Program Manager	projects	I know how profitable my programs are	
	to show budget tracking to customer		I am have SA of

Program Manager to see my estimates versus actuals by **dollars** being executed

Program Manager to see my estimates v

to see my estimates v Program Manager category (LCAT)

> Whereas system requirements focus primarily on what elements are needed for the product or service to be successful, user stories offer a goal-oriented and user-centered view of these items, which help the team to stay connected with the user's perspective.

collection of short, specific components describing a system or ervice used to guide design and development

I can see the variance between what I planned and what is

	I can see the variance between what I planned and what is	being executed		
versus actuals by dol		I can access the c		
		permissions		
versus actuals by lab	or I can see the variance between what I planned and what is	I have a clear pict		
	being executed	manage		
		I have a clear pict		
Р	rogram Manager to view data across all programs I manage	manage		

the level of cost for this adjustment

project budget health

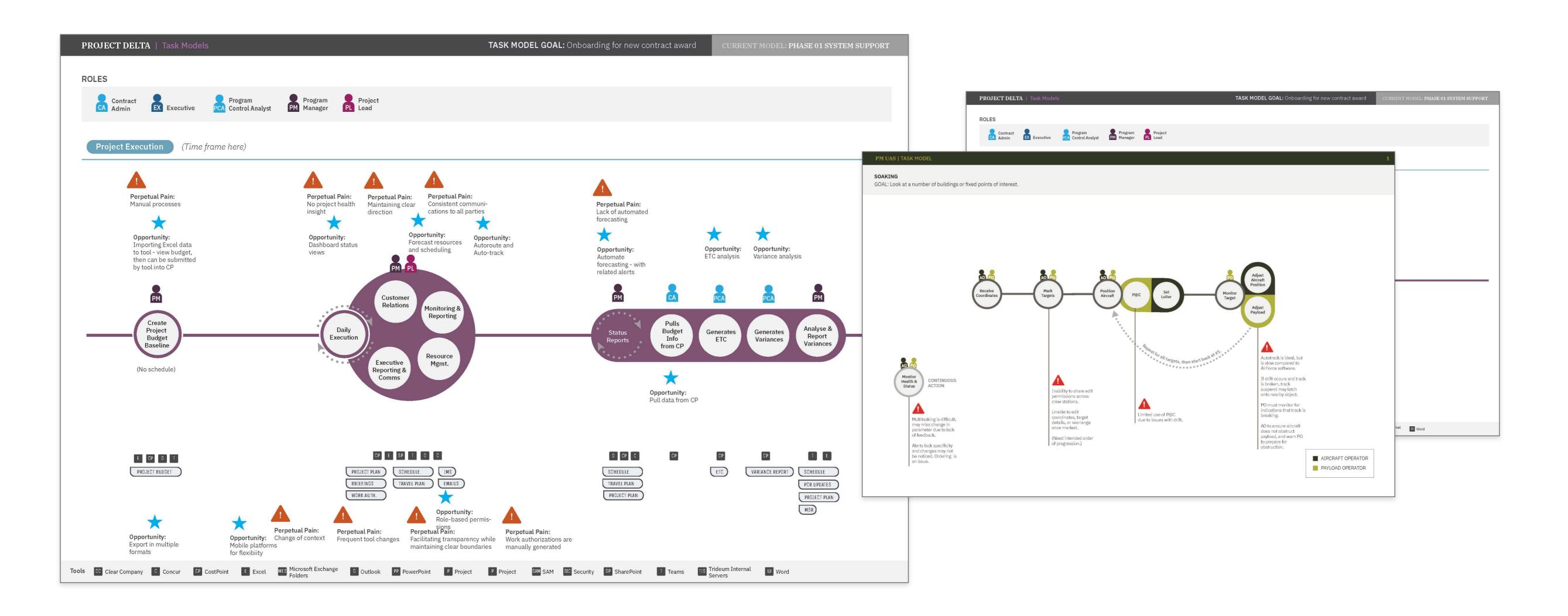
correct information based on my role and

icture and insight into the programs I

cture and insight across the programs I

TASK MODELS

A visual representation of each step in a flow carried out to achieve a goal



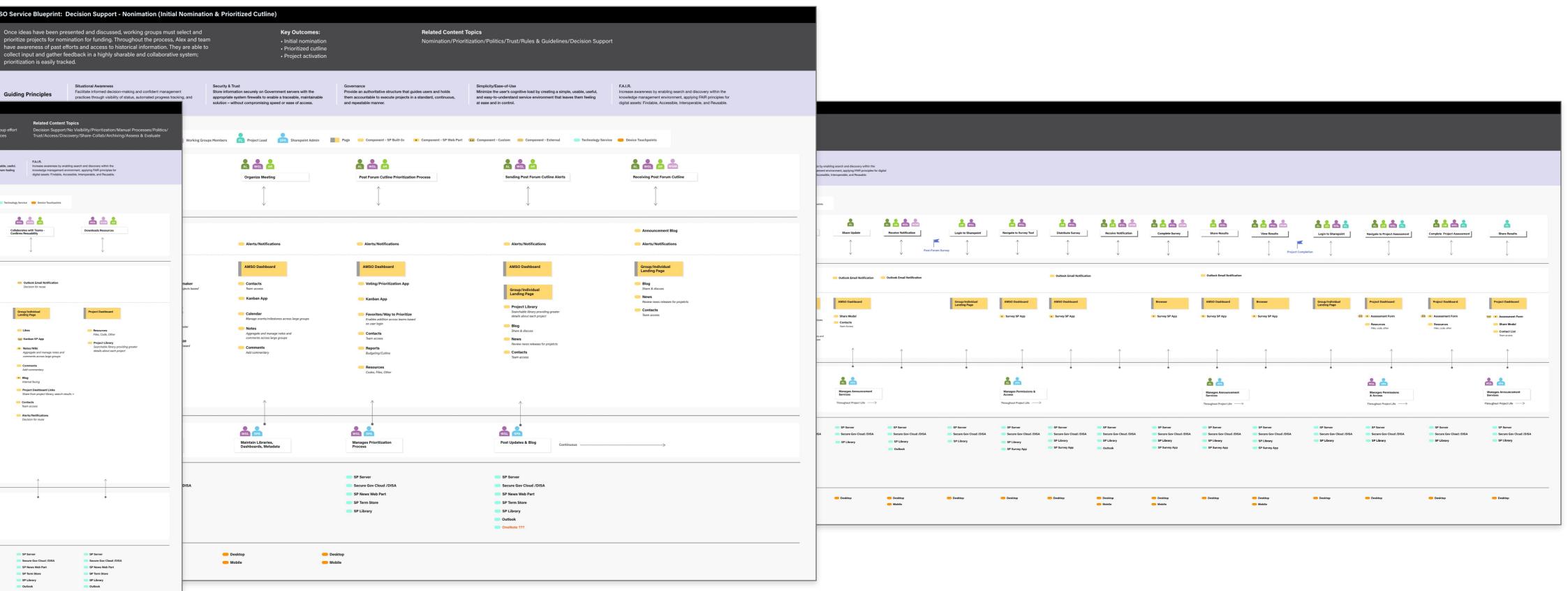
A **task model** identifies a specific task or goal and articulates the steps and decisions a user makes as they work toward that goal. Task models enable us to understand the process, identify issues or inefficiencies in current task flows, and may also be used to convey enhanced or optimized task flow approaches.

SERVICE BLUEPRINTS

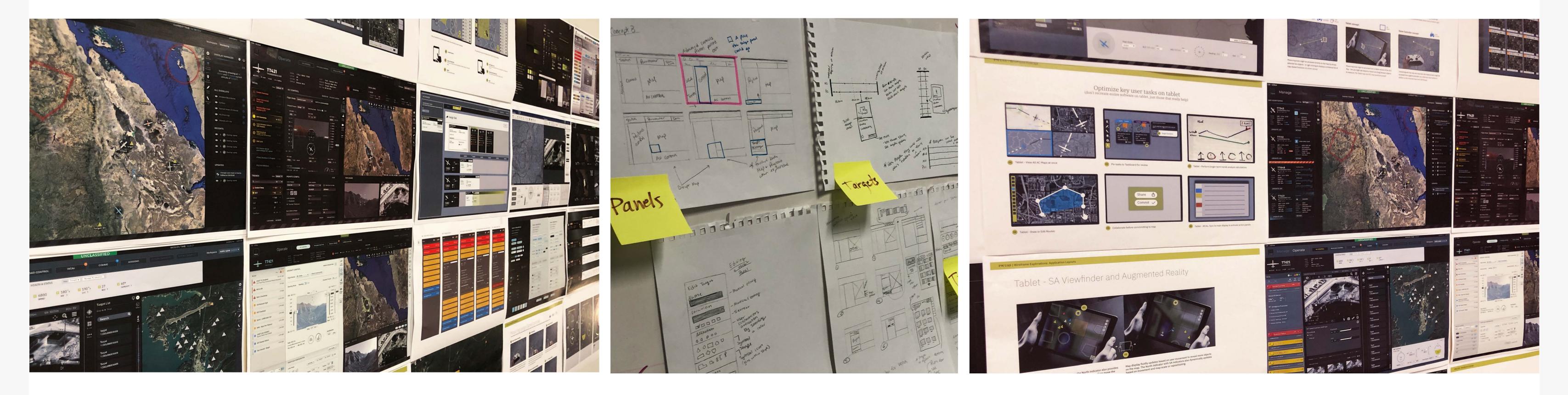
							prioritization is easily track	edback in a highly sharable and collabo ed.	orative
Sources Plusmeinte	Discourse & Compat	shillitu Idontification (Doc	isian Currant for Compatibility Identifie	ation			Guiding Principles	Situational Awareness Facilitate informed decision-making and confident m practices through visibility of status, automated progr	
ne Intel/Sensors workin eed to determine if there ready addressed these	ng group has identified gap re is a completed or curren	os in the Intel SA effort, and the tly developing project that has or repurposed to do so – or, if a	 ision Support for Compatibility Identific: awareness, discovery, and prioritiza identifiers, and automated recomm but secure environment. Once a co- will download resources for reuse. 	ation with tools such as search, compa endations - all available within a highly mpatible project is identified and agree	y accessible • Gap Identifi	Key Outcomes: • Championed subg • Downloaded resou		opics No Visibility/Prioritization/Manual Processes/Politic wery/Share-Collab/Archiving/Assess & Evaluate	ics/
iding Principles		king and confident management atus, automated progress tracking, and fficiency.	Security & Trust Store information securely on Government servers with 1 appropriate system frewalls to enable a traceable, main solution – without compromising speed or ease of acces	tainable them accountable to execute proj	that guides users and holds Minimiz ects in a standard, continuous, and eas	ty/Ease-of-Use the user's cognitive load by creating a simple, u y-to-understand service environment that leaves and in control.	them feeling knowledge management envi	ing search and discovery within the rorment, applying FARI principles for ssible, interoperable, and Reusable.	
AMSO Leadership	AMSO Representatives	Working Groups Leads Working G	roups Members 📴 Project Lead 📴 Sharepoint .	Admin Page 😑 Component - SP Built-1	in 🔹 Component - SP Web Part 🔹 Compon	ent - Custom 😑 Component - External	Technology Service 🛑 Device Touchpoints		
Actions taken while ging with ce or tools	Gap Identification	Image: weak provided in the second secon	Explores Options	Refines Criteria - Matchmaker	Reviews Project Dashboard	Marks Liked Items for Review	Collaborates with Teams - Confirms Resubility	Downloads Resources	
Interaction Il/Message Touchpoints unters with messaging a range of media such nails, notifications, etc.			Announcement Biog Autorhoog Outlook Email Notification New projects				Outlook Email Notification Decision for reuse		
ralized tool/service		Group/Individual Landing Page	 Comparison of the second sec	Cresp/Individual Linding Page Compatability ID/ Matchanaker Mentilities potential matching projects based on comprehensive criteria	Project Dashbeard Perciptions Project Sammary Project Sammary Project Sammary Notes/VNiA Aggregate and renarge rotes and carge rotes and carge arge rotes and renarge rotes and carge arge arge arge arge arge arge arge	Project Dashboard	Croup/Individual Croup Analysis Croup Analysis Crou	Project Dashboard Inc, Code, Diret Inc, Code, Diret Deplect Damp dealls about each project	
risibility tage Actions sees and exchanges cour unseen by mers in order to ate services.		Example of the second s	Manages Announcement Manages Announcement Throughout Project Life	Ì	Ĵ	Ĵ		Ĵ	
nternal Interaction — are Systems ms, tools or es //Channels		SP Server Secure Gov Cloud /DISA	SP Sarver Secure Gor Cloud /DISA SP Neus Web Part SP Term Store SP Library	SP Sarver Secure Gov Cloud /DISA SP News Web Part SP Tem Store SP Library	SP Server Secure Geo Cloud / DISA SP News Web Part SP Tems Bore SP Library SP Task Web Part SP Wiki	SP Sarvar Secure Gyr Cloud /DISA SP Hews Web Part SP Hem Store SP Library Gatlook SP Wiki	SP Server Secure Gov Cloud /DISA SP News Web Part SP Library Outlook SP Wiki	SP Server Secure Gov Cloud /DISA SP News Web Part SP Term Store SP Library Quelook SP Wiki	
Channels		🛑 Desktop	🛑 Desktop 🛑 Mobile	- Desktop	🛑 Desktop	Desktop	 Desktop Mobile 	- Desktop	

A service blueprint illustrates the entire process of service delivery – step by step – encompassing user-facing tasks as well as a look behind the scenes at the roles, touchpoints, and systems that drive the process as a whole. The service blueprint can be used to draw attention to inefficiencies in a current workflow as well as to assist in defining a new or modified service process.

A diagram outlining the steps in a process and all the components that make each step possible



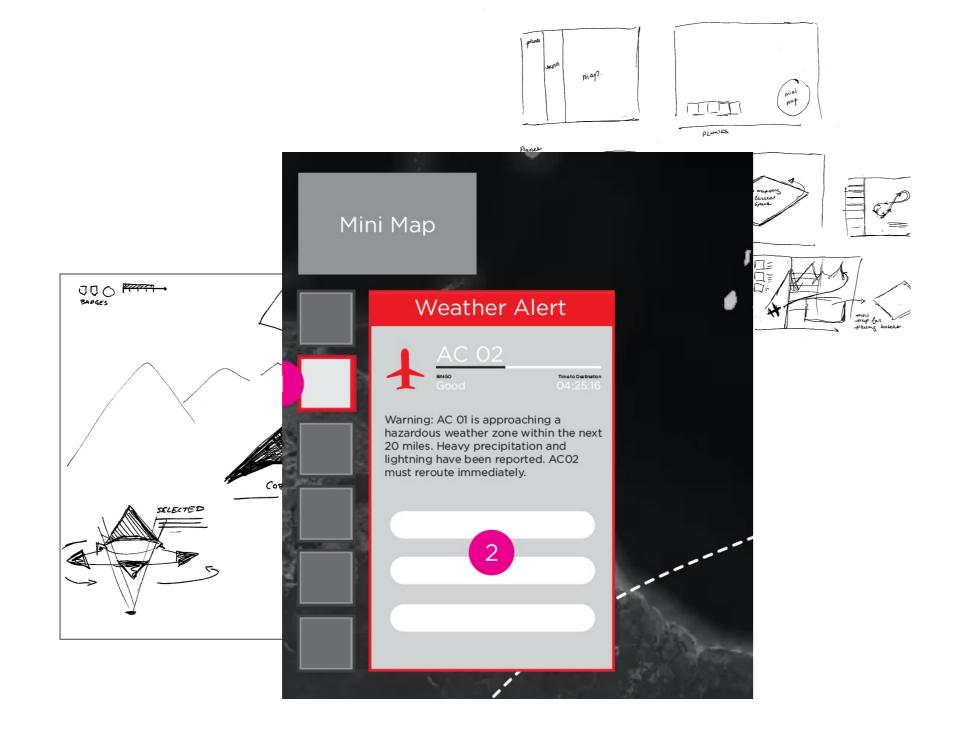
DESIGN REVIEWS A meeting between the UX team and stakeholders for the purpose of revision or approval of deliverables.



The design review may include presentations of completed work and/or discussion of drafts in progress. It is an occasion for the UX team to provide updates and allow stakeholders to ask questions, identify challenges, and provide insights as the group comes to a shared understanding of the proposed solution.

PROTOTYPES

A simulated version of a product used for testing and evaluation



Low Fidelity

Prototypes can range from sketches on paper to high-fidelity interactive mockups; they serve to represent designs and are typically used to assess interactions and collect usability feedback for iteration prior to a full development effort.





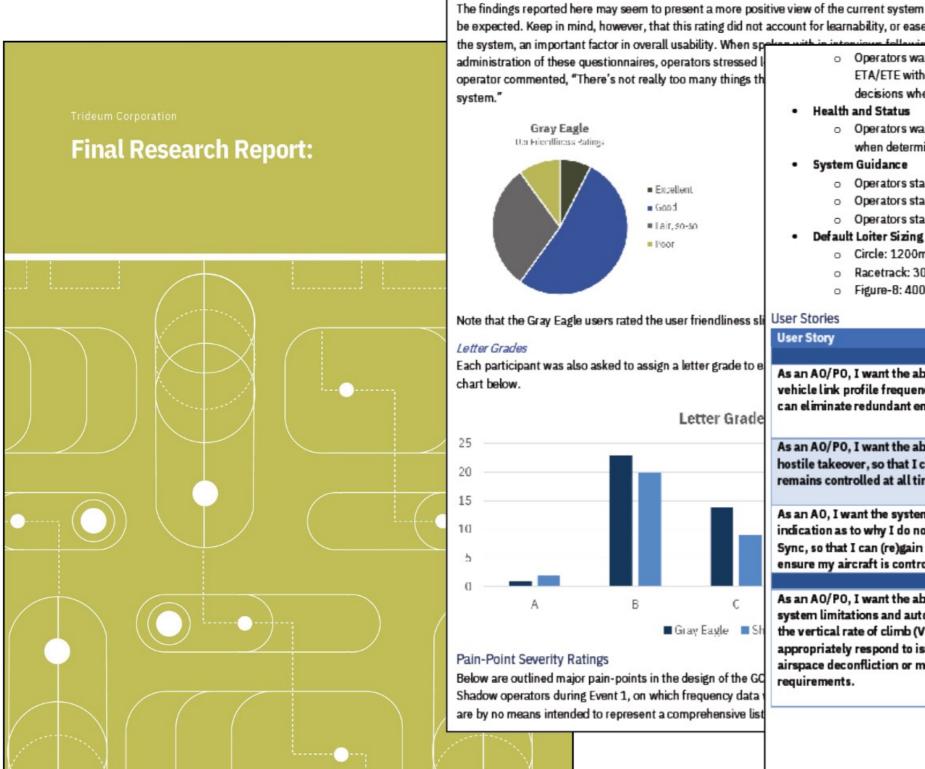
High Fidelity



Highest Fidelity

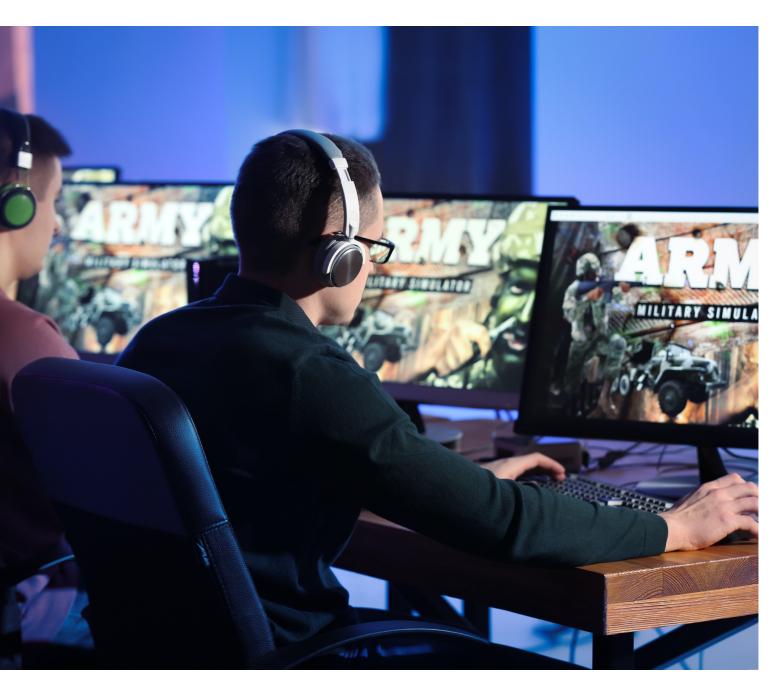
USER EVENTS

A sequence of activities occurring in a set time for concentrated user research and evaluation



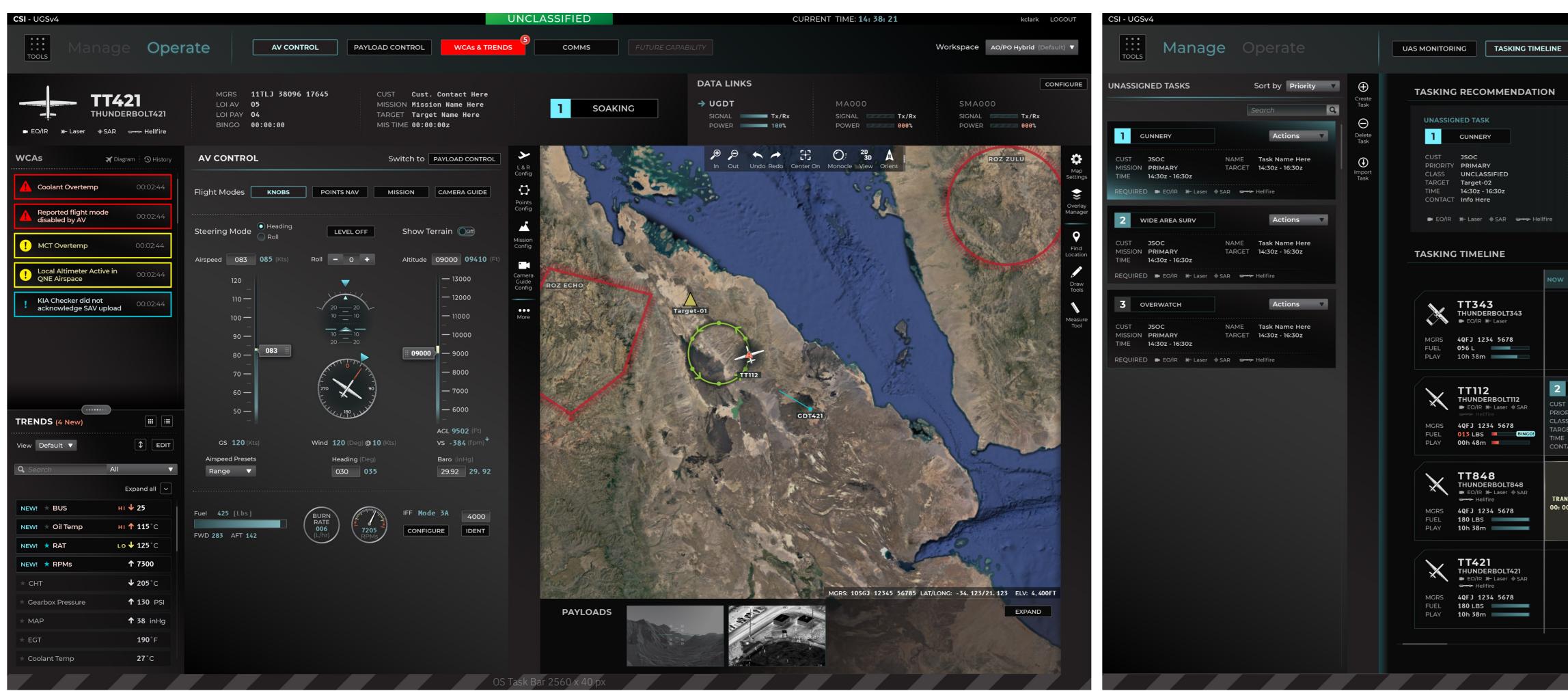
Information discovery and usability testing can occur throughout the UX process, dependent upon access to users and availability of resources. When these activities require special equipment or travel, or are subject to time constraints, they may be structured more formally as a "**user event**." These events typically range from a few day to a week at a time, and provide an opportunity for the UX team and stakeholders to get a more intimate view into users' behaviors within their natural environment – while gathering a large volume of data.

n than might se of learning			Contract Hards III		-		
ant the ability to adj	just the airspeed	1 10	System Usabili Survey Overview		5)	1	8. Range-finding 4.3
hout adjusting their	actual speed, se	o that th	The following inf		he used to an	tablich bacal	9. Using the laser pointer 4.1
hen reporting time to a location during emer ant the ability to adjust the time span used t nining "playtime," or time to Bingo.			system software and demographi us know.	handles airci	raft operations	s relative to y	Prototype Testing
nining "playtime," or	r time to Bingo.						The average SUS scores for the payload prototype concept is presented in the table below:
ate the desire to have a search function for tate guidance is desired for WCA resolution tate training or guidance is needed within th g (as reported by Shadow operators) m radius			System Usabilit Instructions: Ple response to each about each state simply place a cl	ease read each h statement fe ement. Make s	or the current sure you respo	Ground Cont	
000m in length, 100			I think that I w	ould enjoy usi	ing this system	n frequently.	
00m length, 1000m	n radius		Strongly Disagree	0	0	0	User-Friendliness Ratings Participants were asked to rate the prototype concept's user-friendliness on a scale from "worst
	CONFIGURAT		I found the sys	tem unneces:	sarily complex		imaginable" to "best imaginable." The table below assigns a percentage. A breakdown of scores by concept is presented below:
bility to adjust the ncies saved, so tha ntry and save time	at I replaci a. frustra	le users ing these ation with	Strongly Disagree	0	0	0	User Friendliness Best Imaginable Excellent Good Fair, so-so Poor Awful Wor Imagin UE6 Operators 0.0% 65.5% 24.1% 10.3% 0.0% 0.0% 0.0%
		an be sav	I thought the s	vetem was ea	ev to use		Letter Grades
bility to conduct a can ensure an airc mes.	raft deploy citing i	le operat (ment wi issues of	Strongly Disagree		0	0	Each participant was also asked to assign a letter grade to the prototype, from A to F. A breakdown grades by concept is presented in the table below: Grade A B C D F
m to provide an ot have Up-Sync or		g "stuck."	I think that I w	ould need the	support of a t	echnical per	UE6 Operators 44.8% 48.3% 6.9% 0.0% 0.0
link more quickly olled.			Strongly Disagree	0	0	0	Task Difficulty Ratings The average difficulty ratings for each task within the prototypes, rated on a scale from 0 (Very Diff
bility to override th omatic reductions	he VROCi on tempe	ratures a	I found the vari	ious functions	s in the system	n were well ir	to 6 (Very Easy) are presented below: Concept A Concept B Overall Cur
ssues surrounding there a meet mission necess conflic		is maint are some	Strongly Disagree	0	0	0	1. Marking a target - 5.5 4
		sary to g tion whe d to deco	I thought there	was too muc	h inconsistend	cy in this syst	2. Searching for a specific target in the target listfuel calculations5.55.45.533. Editing your target's details5.43
							3. Editing your target's details - 5.4 3 4. Re-tracing a route taken by a moving target - 4.6 2
							5. Creating a SALT report - 5.7 4.1 6. Performing P@C 5.0 5.2 5.1 4.8



EXAMPLES & SUCCESS STORIES

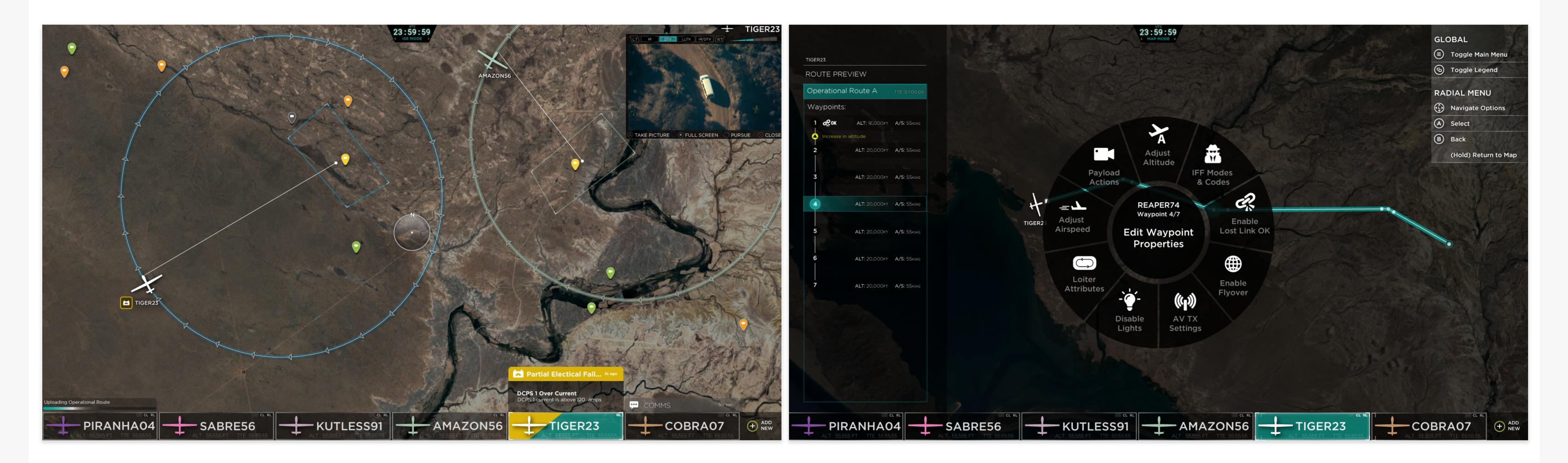




This system redesign of the army's UAV Ground Control Station human-machine interface reduced operator workload and while increasing productivity, minimizing training by producing an intuitive common interface from which a single operator can control a Gray Eagle or a Shadow UAV; and a single operator can perform payload operations while simultaneously controlling the aircraft.

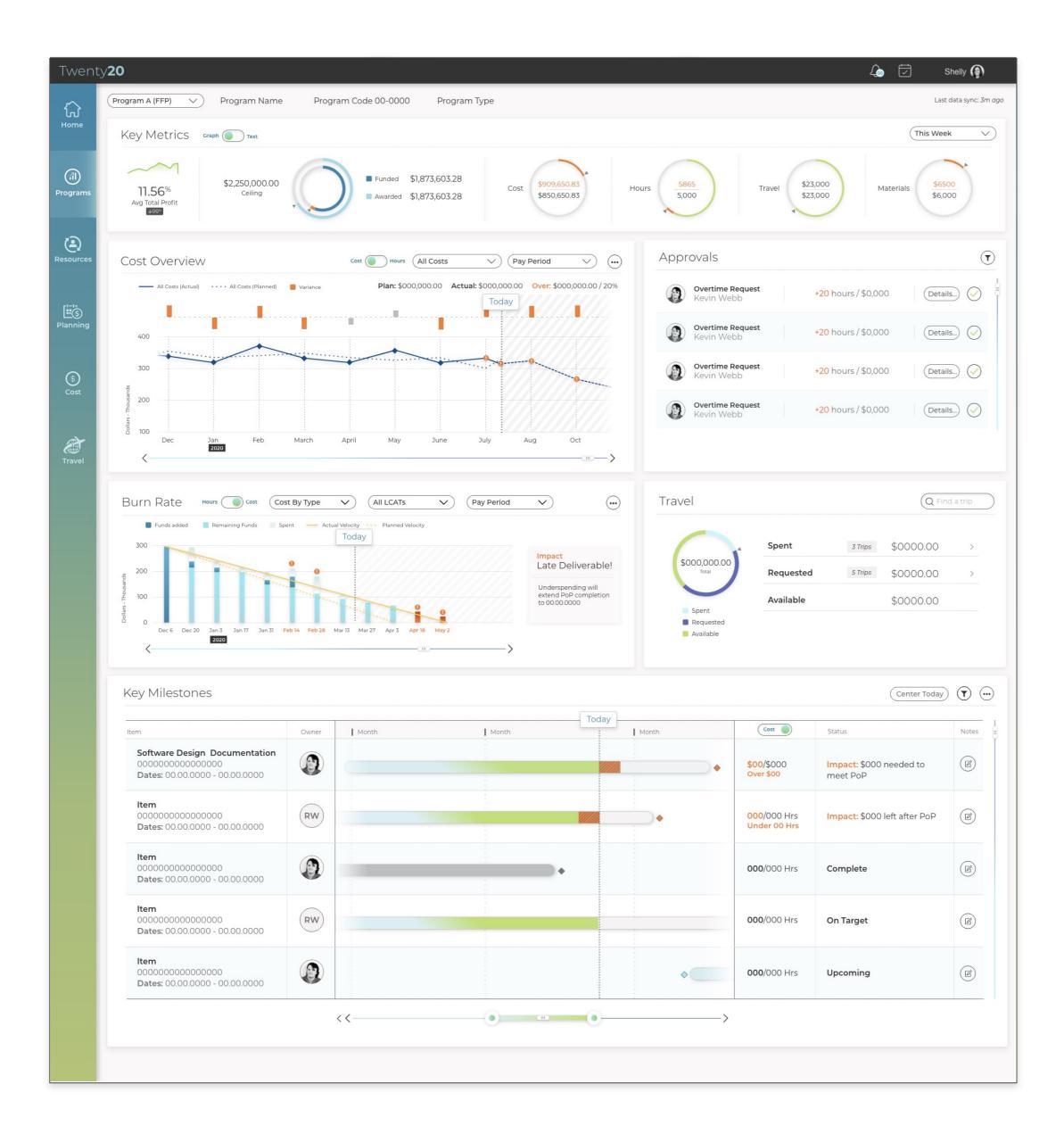
UNCLASSIFIE	D	CURREN	pshimpeno LOGOUT	
VIDEO FEEDS	FUTURE CAPABILITY		Workspa	ace Monitoring (Default) V
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14: 00: 00 z	15: 00: 00 z	16: 00: 00 z	17: 00: 00 z	18: 00: 00 z
		OVERWATCHCUSTPRIVATEPRIORITYPRIMARYCLASSUNCLASSIFIEDTARGETTarget-02TIME14:30z - 16:30zCONTACTInfo Here		Actions v
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NSIT 0:00 0:00 0:00 0:00 0:00 0:00 0:00 0:	TARGET Target	RY ame Here -04 • 16:30z		Actions v
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OS Task Bar 2560 x 4	10 px			

GENERAL ATOMICS - MMC



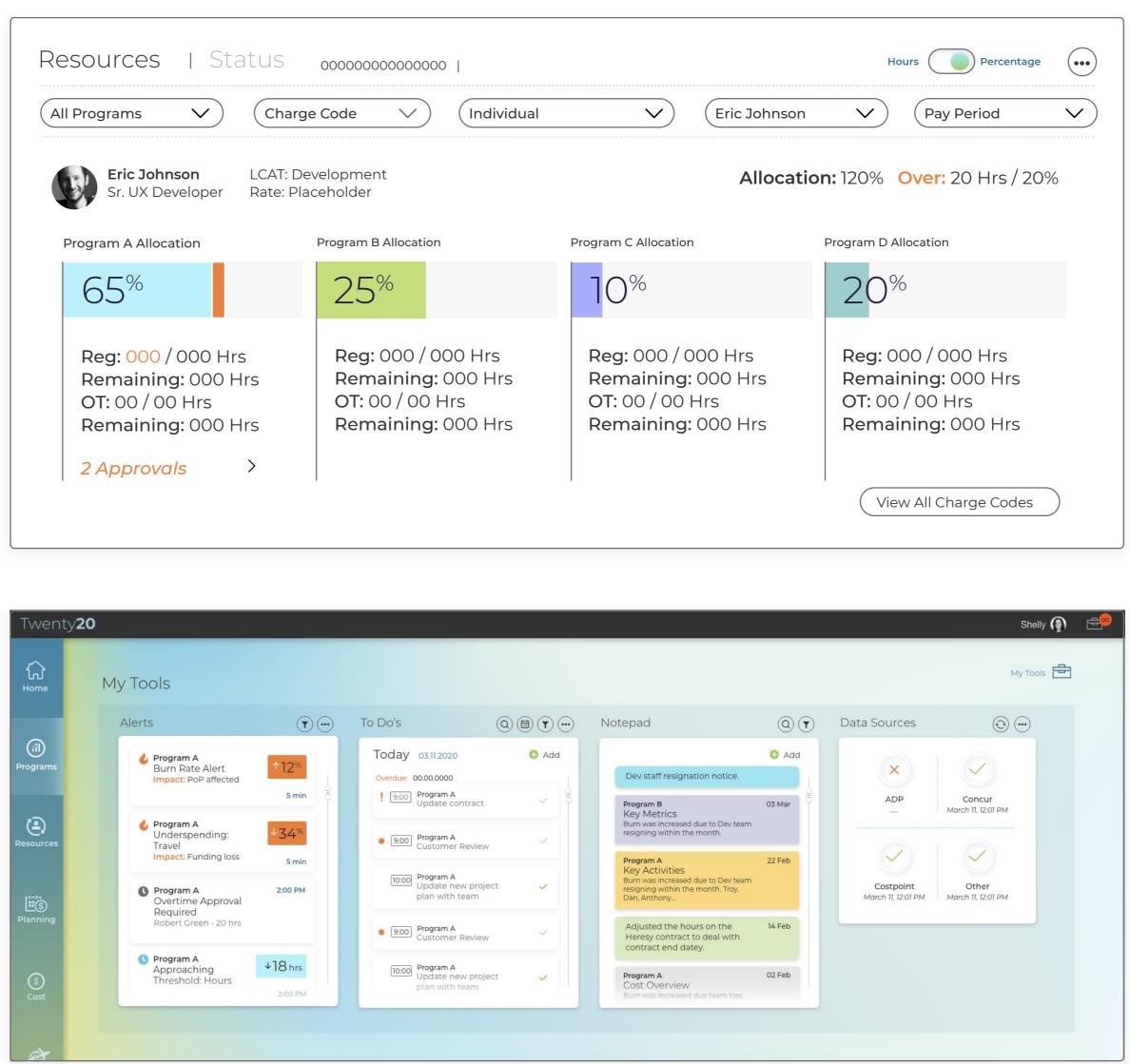
A "smart," platform agnostic, map-based tool that enables a single UAV operator to monitor and manage multiple missions with minimal input by providing a tactical picture overview integrating flight information, task details, and airspace considerations anywhere one can establish a network connection.

TWENTY20





Twenty20 serves as a predictive guide that redefines the program management experience – bringing clarity, intelligence and profitability to complex programs. Powered by secure, integrated data with transparent and flexible views – collaboration thrives and programs excel.



Eric Johnson	Hours Percentage
Allocation	1: 120% Over: 20 Hrs/20%
	Program D Allocation
	20%
00 Hrs 000 Hrs Irs 000 Hrs	Reg: 000 / 000 Hrs Remaining: 000 Hrs OT: 00 / 00 Hrs Remaining: 000 Hrs
	View All Charge Codes





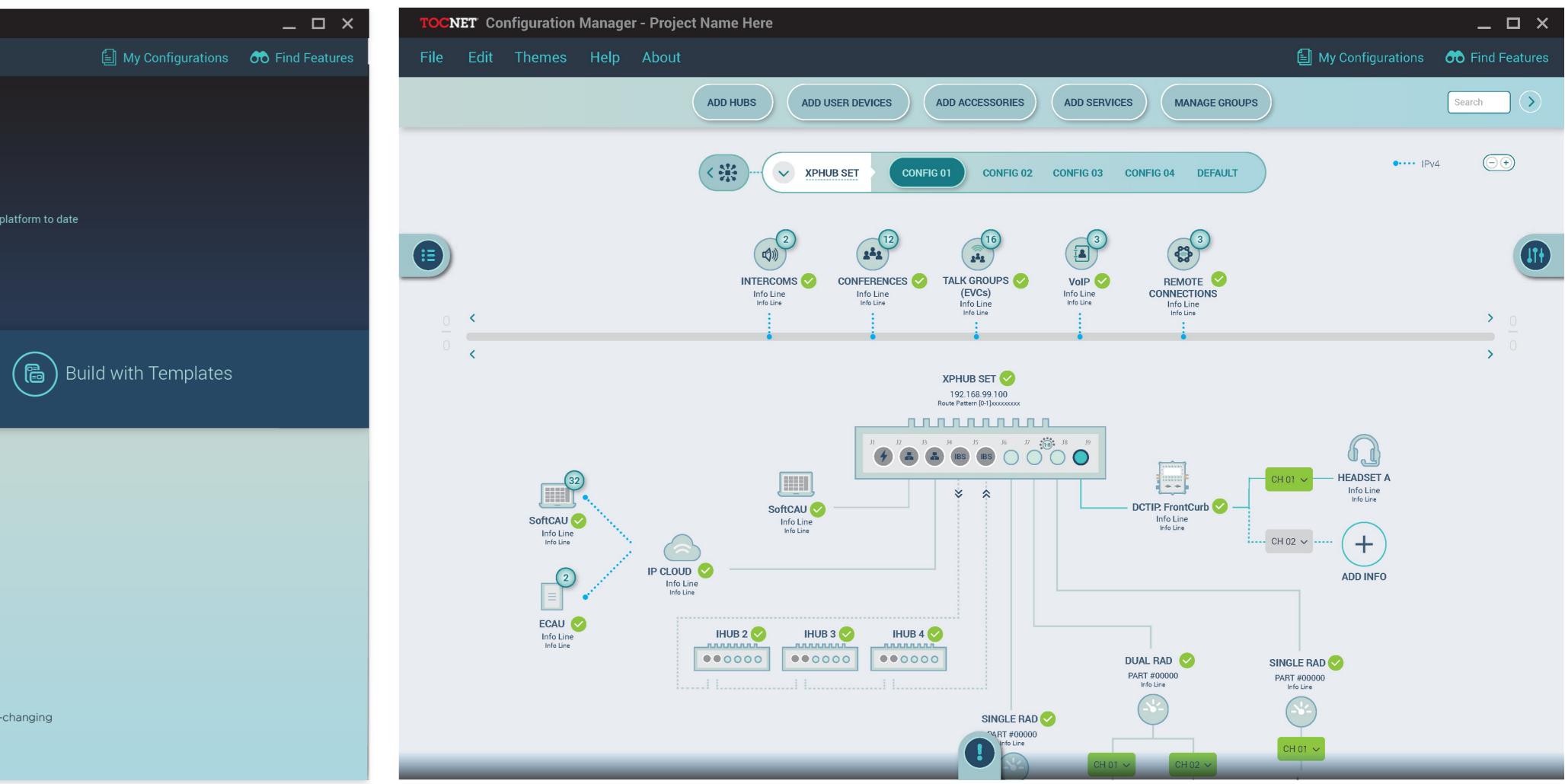


X-Hacker is a Interactive Cyber Strategy video game. As Trideum's first submission to the I/ITSEC Serious Games Contest, the game went on to become a finalist. By introducing cyber terminology to players in a fun context and with purpose, X-Hacker teaches players to think from a different perspective, to imagine the motivations, goals and methods of actual hackers – and learn the skills necessary to stop them!



File	Edit	Themes	Help	About
				TOCNET
				an SCI product
				SCI's TOCNET Configuration Manager - our most advanced tactical intercommunications configuration p
				Where would you like to start?
		Start	t a Nev	V Configuration Modify an Existing Configuration
				Quick start - enter your hub IP address to download your file.
				BROWSE
				Placeholder security assurance text:
				Certified for operation on government networks, mitigating the risks associated with ever- Information Assurance requirements

This digital interface redesign of the configuration manager for SCI's Tactical Operations Center Intercommunications System (or TOCNET) guides the setup of command post and vehicle intercommunication systems by leveraging a node-based representation of connections, with smart defaults, and laymen terminology to increase usability and efficiency for non-technical users.



ESCAPE ROOM: LOCK DOWN





Escape rooms showcase the value of working together as a team to solve complex challenges in a fast-paced environment – and that's what the Trideum UX team does every day. Our escape room experience teaches participants about common aspects of our UX process and tools or methodologies that we typically employ – while testing them on their ability to collaborate under pressure.



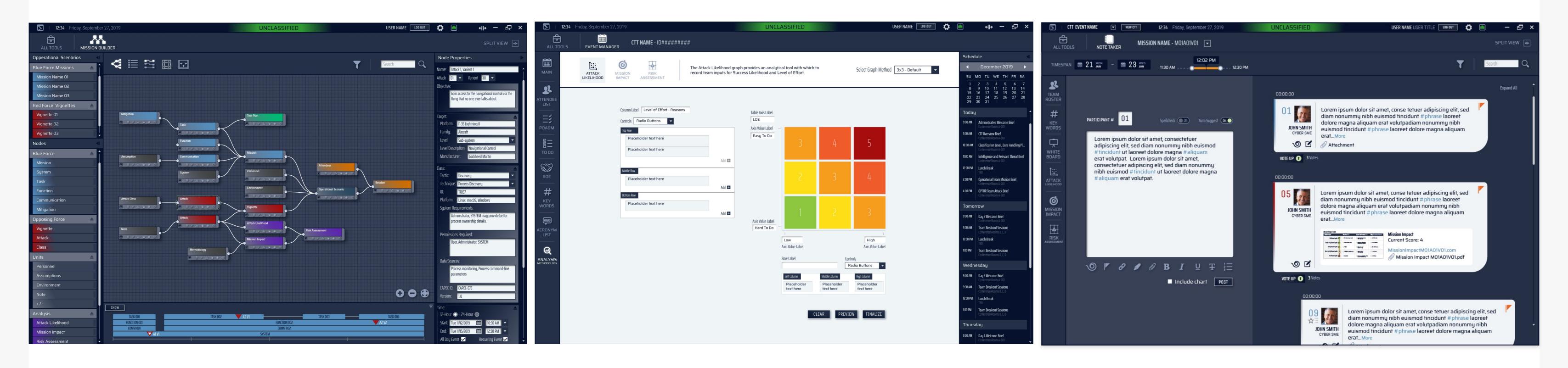




The BluVector Sensor is a high-performance, network-based cyber intelligence platform that utilizes machine learning methodologies and a variety of advanced analysis modules for detecting malware across enterprise gateway links. The sensor platform deploys to highdensity network aggregation points for passively ingesting tapped network traffic. The sensor seamlessly integrates with threat intelligence feeds for real-time correlation, dynamic analysis engines for offload sandbox execution, and Security Information and Event Management (SIEM) tools for rapid incident response.

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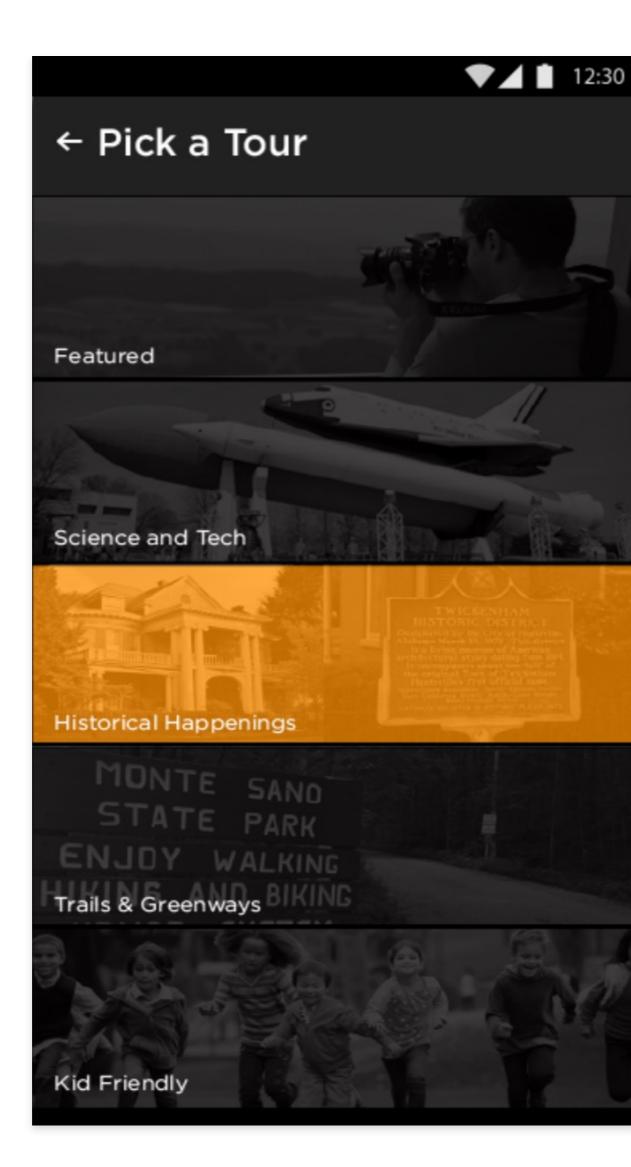






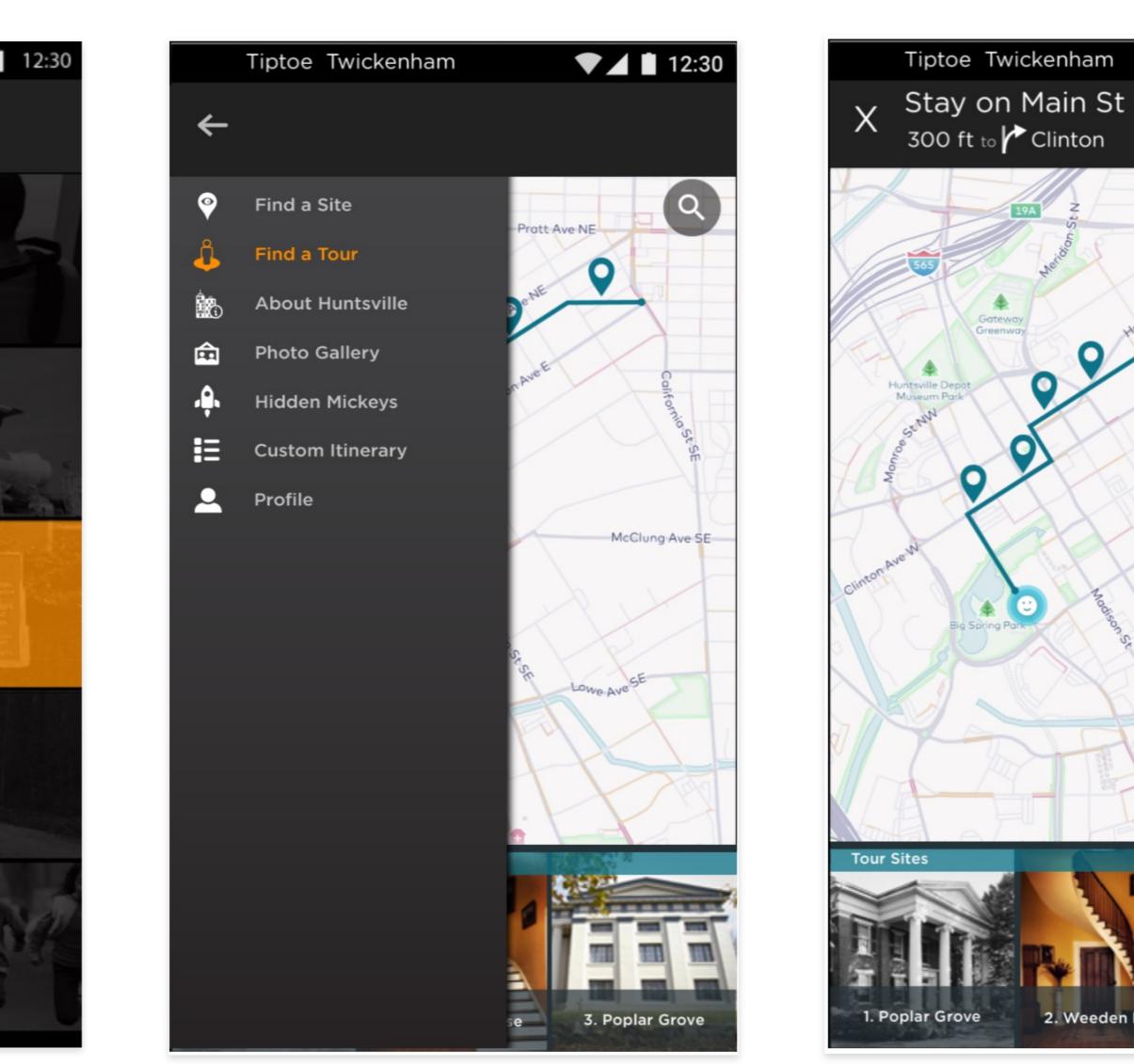
Nexus Cyber Table Top (CTT) Tool enables the acquisition and engineering communities to define and execute CTT exercises while leveraging the strengths of automation and machine learning to bring clarity to cyber vulnerability and risk analysis. Developed with a user-centered emphasis and directed by the processes detailed in the Department of Defense Cybersecurity T&E Guidebook, Nexus standardizes the execution of CTT events and the evaluation of mission critical systems, enabling cybersecurity and domain experts to increase the quality and throughput of investigative recommendations, and providing decision-makers with timely and actionable information.

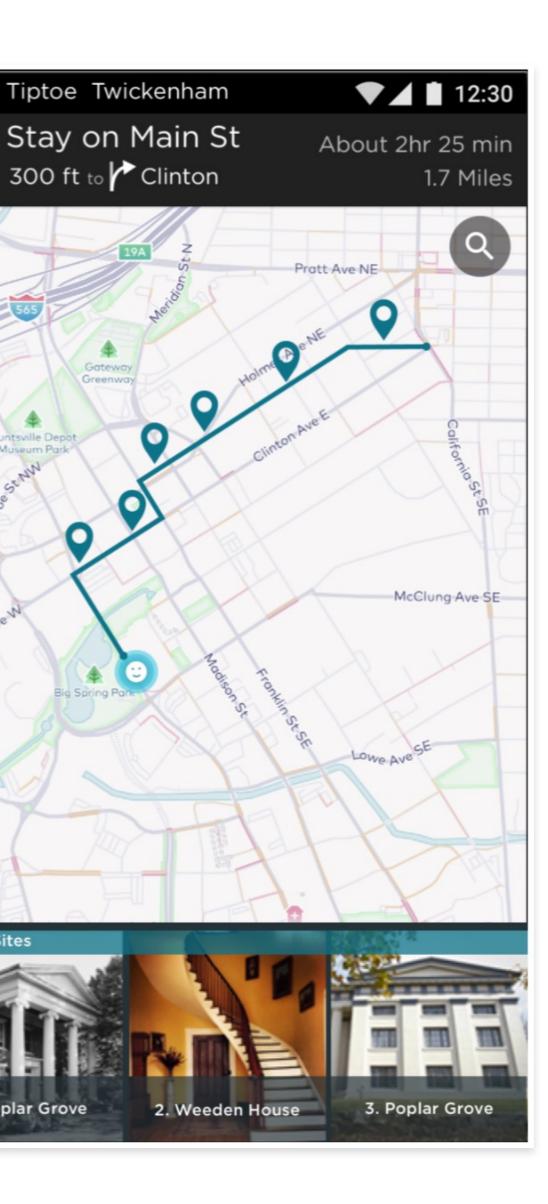
# EXPEDITION HUNTSVILLE



A pocket tour-guide for the Huntsville newcomer or tourist, Expedition Huntsville is a conceptual mobile application designed to help the user discover and navigate key areas of interest, historical information, and interesting happenings in and around the city of Huntsville, AL.







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# CONTACT

INFO

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