

Designing a First-Class User Experience for Affordable Care Act Enrollment

New York State Health Foundation March 19, 2012

Agenda

- Project overview
- Preview preliminary visual design
- Review Design Evaluation Prototype





Project Objectives

- 1. Develop first-class user experience (UX) design for health insurance exchanges operated by state and federal governments under the Affordable Care Act.
- 2. Design the UX based on an understanding of consumer needs and refined through user testing.



Public / Private Partnership





Robert Wood Johnson Foundation



CALIFORNIA HEALTHCARE FOUNDATION

The ATLANTIC Philanthropies

blue shield of california foundation





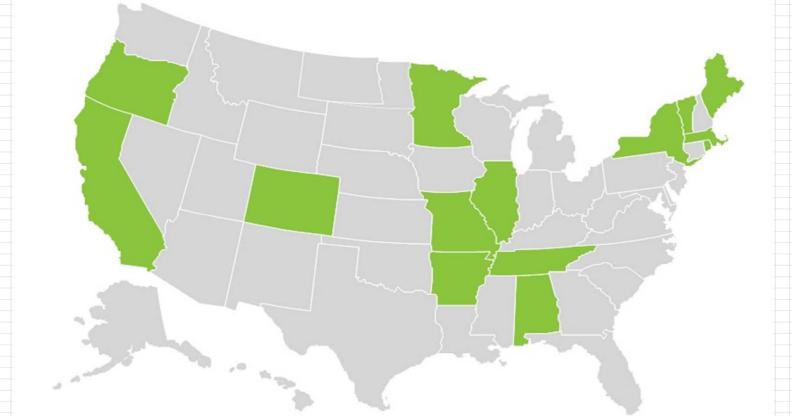
The Colorado Health Foundation







11 Participating States



AL, AR, CA, CO, IL, MA (RI, VT), MN, MO, NY, OR, TN

2014 WELCOME to coverage

UX 2014 Design Partner

IDEO

- World-class design and innovation firm
- Palo Alto-based with 10 offices on three continents.
- Market leader in simplifying design of complex systems; understanding and then translating needs and desires of end users



Project Scope

- Individual and family self-service enrollment
- End-to-end eligibility, enrollment, plan comparison and selection, premium payment and retention experience
- All health insurance affordability programs (Medicaid, CHIP, Exchange, Basic Health Plan); linkage to other human services programs
- Multiple pathways; support for assisters
- Design for diversity and ADA compliance
- Vendor neutral, system agnostic and customizable



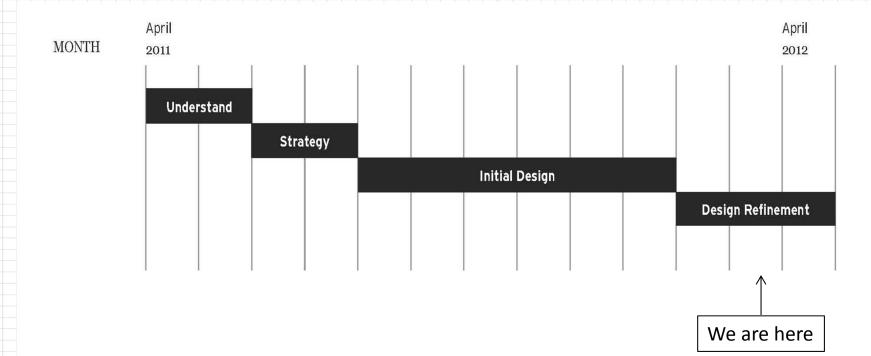
Project Deliverables Summary

User Experience Design Spec

- Information architecture
- Design principles
- Detailed design specifications, including page annotations, wireframe illustrations
- Visual design style guide: typography, color schemes, iconography and graphics
- Communications materials for sharing design
- Design reference click-through representing key design elements



Project Timeline



Deliverables: Understand Research Plan HCD Project Journey

Research Snapshot

Strategy

Strategic Frameworks Design Directions Mobile Recommendations

Initial Design

Wireframes Information Architecture Preliminary Visual Design

Design Refinement

User Experience Design Spec Reference Design Prototype Communication Materials



Understand : Human-Centered Design Research

Understand needs and desires of prospective users, and public and community-based agencies who interact with users as they flow in and out of the enrollment process

- Received in-depth briefings on the ACA
- Conducted field interviews with consumers in three states
- Talked with experts: frontline workers, state and federal staff, advocates and policymakers
 - Identified and learned from review of online Medicaid and CHIP applications and other analogues



Consumer Research



Isabella 30 FPL Jeff

Jefferson Parish

Orleans Parish

Don't tell me it's 10% of the amount. I need to know if I can afford it.

133-400%

<133%

FPL



I want to take advantage of everything available. Medicaid will pay for my gastric bypass surgery.



Yvonne 41



Orleans Parish

Case workers have no empathy for our situation. Their job provides them with medical care, they don't realize how important this is for us.

Judy 60

- 133-400% FPL

St. Charles Parish

I tried to look for a car online. I don't know how to do it. I'm afraid to log on. I might have a problem and do it wrong.



Greg 22

300-400%	
	•
	•
FPL	•
	•

Jefferson Parish

We got a computer when I was 16. That's when the internet started for me.



Strategy: Behavioral Segmentation

Helps to design a user experience that is responsive to people's different needs, desires and expectations.



Passenger Get it done for me

How they want to engage: Hands-off

How they want to feel: Unburdened

What they're willing to give up: Control for convenience



Apprentice Hold my hand

How they want to engage: Hands-on

How they want to feel: Like they're doing the right thing and making appropriate decisions

What they're willing to give up: Speed, convenience, and flexibility



Manager Keep me posted

How they want to engage: Only when needed for oversight and approval

How they want to feel: Confident and well represented; that their time is used effectively

What they're willing to give up: A certain degree of control over the process



Engineer Get out of my way

How they want to engage: Detail by detail

How they want to feel: Equipped to make decisions and changes when necessary

What they're willing to give up: Very little



Assister How can I best help you?

How they want to engage: Meet consumers where they are

How they want to feel: Like they're providing a valuable service

What they're willing to give up: Many of the easier cases



Design Principles

Grounded in user needs and serve to inspire creative solutions to address those needs



Give Me Direction



Keep Me Moving



Support Me My Way

💡 Be a Good Neighbor



Strategy Workshop

Held on July 12, 2011 in Palo Alto, CA and included participants from eight states



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Initial Design: Wireframes

Show placement of all information and functionality on a page

Ensure required data elements are included, everything fits, and the organization and flow works

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"Walk the Wall" Exercise

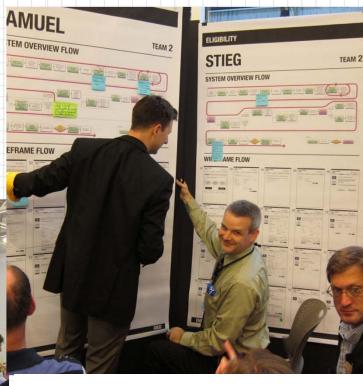




Design Workshop

September 12-13, 2011 San Francisco





with active participation from CMS and 14 states



Enrollment Vendor Briefing



October 28, 2011, Palo Alto • 44 representatives of 26 firms participated

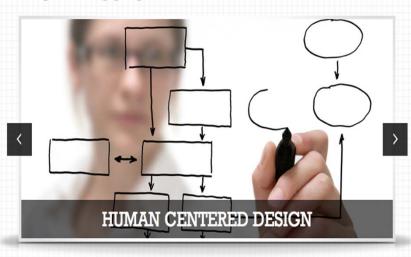


Project Engagement and Communication

- Series of webinars with states and numerous national associations
- Subject matter expert sessions
- Panel and conference presentations
- Public website with project updates to active mailing list: www.ux2014.org



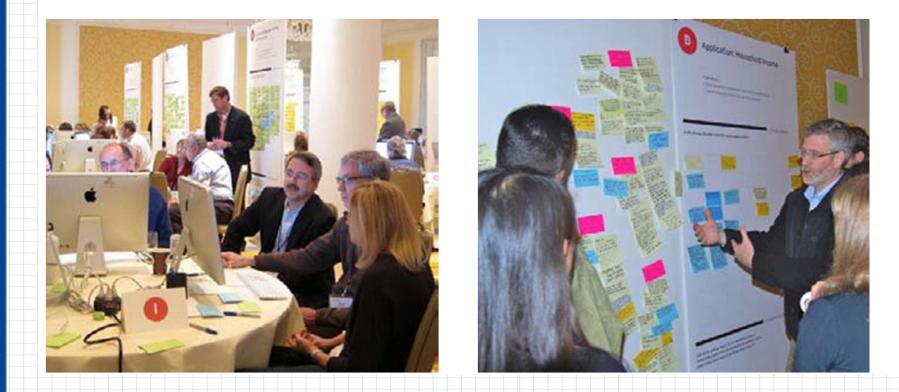
The Enroll UX 2014 project will provide federal and state governments with a human-centered user experience (UX) design for health insurance exchanges. The design will help people better understand and connect with coverage.





Design Refinement Workshop

Held on January 30-31, 2012, San Francisco and included participation from CMS and 18 states



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ENROLL

User Evaluation

High-level Insights:

- Navigational structure gave participants a sense of progress and accomplishment.
- General application flow was easy and manageable, especially when compared to paper applications.
 - All participants struggled on income page, especially with current and projected income.

- During plan selection, participants felt focused and appreciated the context provided with filters and questions.
- Participants liked the idea of indicating flexibility on certain questions.
- While comparing, participants liked that they could go deeper into plan details without having to switch views.



Design Refinement

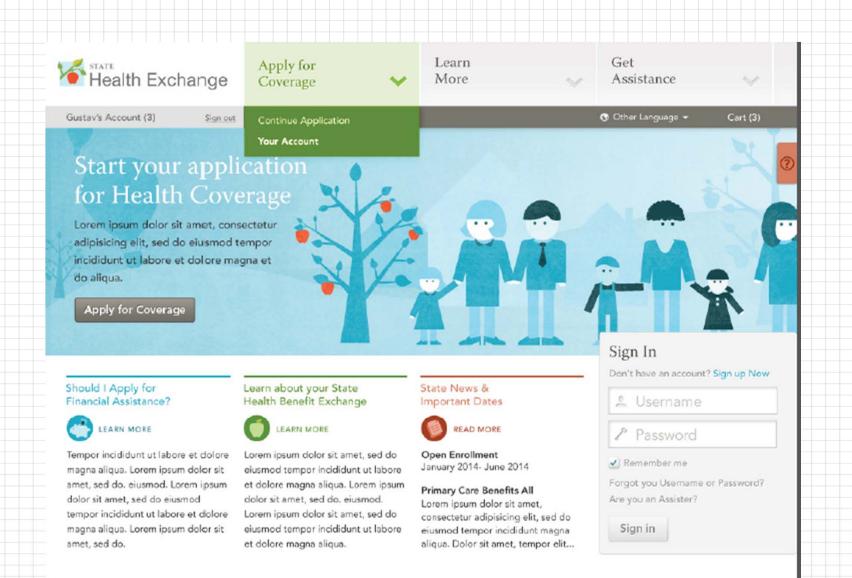
Defining the User Experience:

During Design Refinement, synthesize feedback, work across scenarios, finalize requirements and create a complete design system.

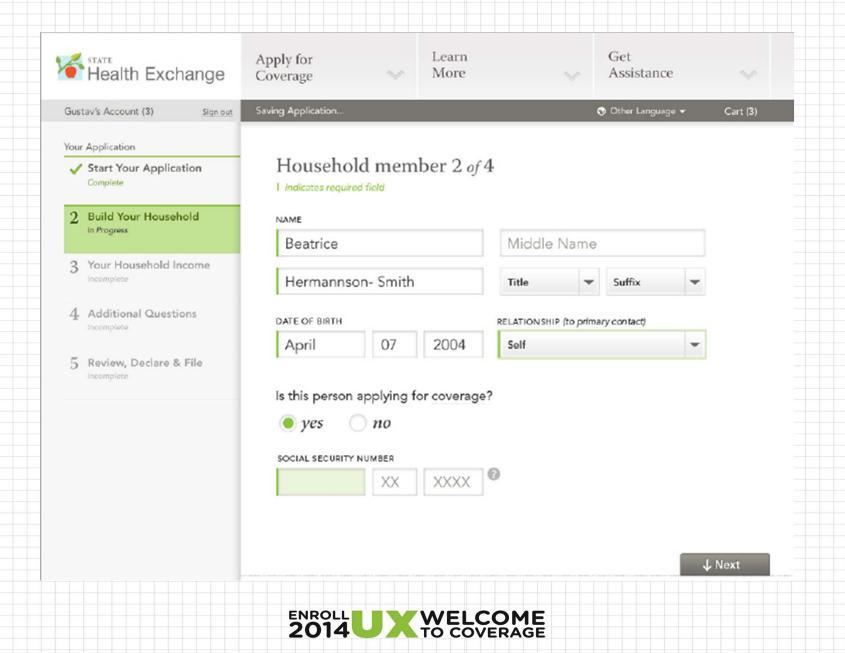


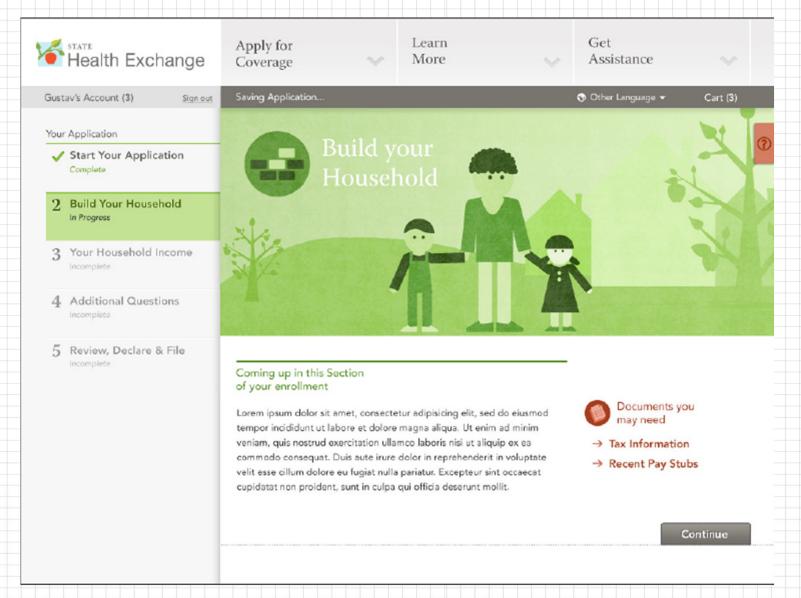
Preliminary Visual Design













Design Evaluation Prototype

- Focus of Design Refinement Workshop
- Tool to review the application flow, design elements and interactions, and to provide input on whether the design elements are scalable, flexible and configurable.
- Wireframe-based (does not represent visual design)
- Draft and not fully functional
- Placeholder language is used throughout
- Currently undergoing refinement



Prototype Scenario

- Family of three with current income below 135% FPL.
- One spouse/parent (Gustav) is a U.S. citizen who works full time at an employer that offers coverage to employees (but not dependents), so he is not an applicant.
- The other spouse/parent (Penelope) is an immigrant who has been in the country for less than 5 years, was recently laid off, and is now receiving unemployment compensation. She is eligible for the premium tax credit and cost sharing reductions.
- Their child (Beatrice) is a U.S. citizen and is eligible for Medicaid.



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Questions & Answers

For more information, contact: info@ux2014.org

