



Attorney View Design

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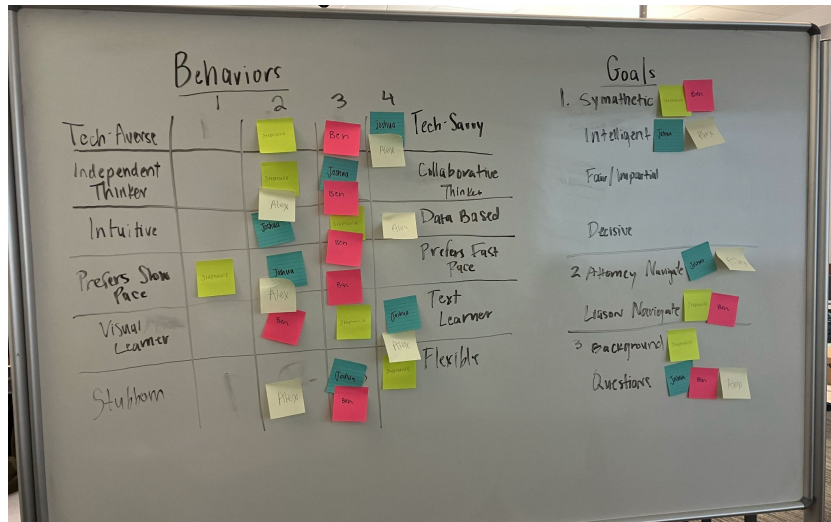
Problem:

Imagine being an attorney in a high-stakes civil trial. You're facing a panel of 60 potential jurors, trying to make critical strike decisions with limited time, little training, and overwhelming amounts of information. Jury-X, a company specializing in plaintiff-side civil litigation support, recognized this pain point: attorneys needed a tool that delivers clarity and confidence at a glance.

The Jury-X Attorney Dashboard is a direct response to this need. It simplifies three core areas of voir dire: Panel Overview, Trial Bias Notes, and the Peremptory Series. Our goal was to design a streamlined, intuitive, and courtroom-ready interface to support rapid judgment, reduce cognitive overload, and centralize communication and insights.

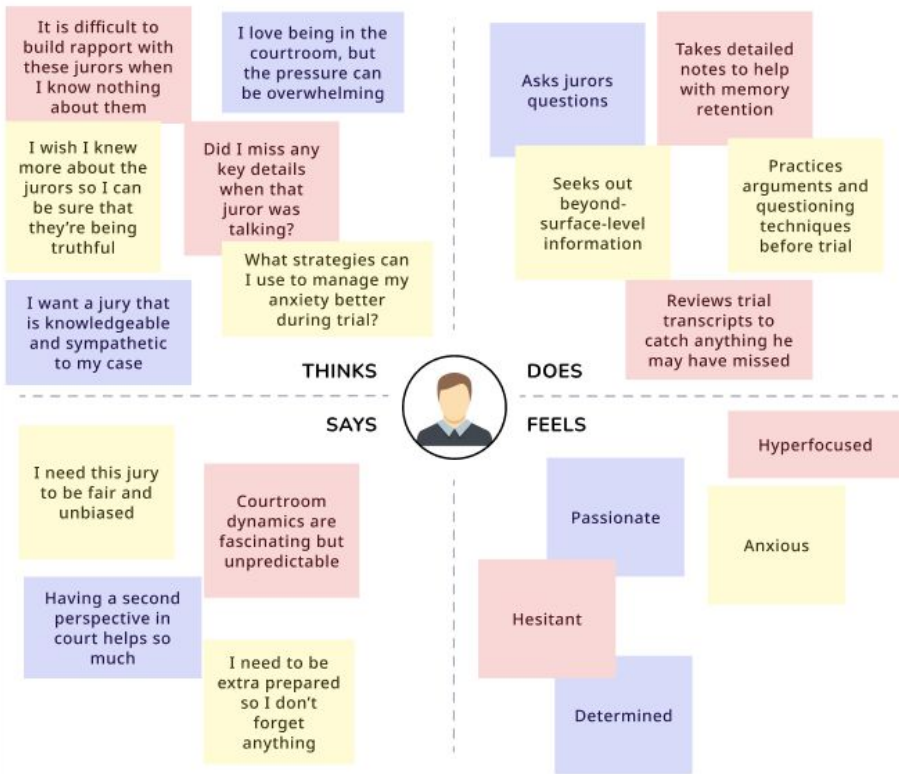
Knowing Your Audience

No matter what type of user you're creating for, rule number one of a project is to research, research, research!



For this project, we were able to meet with our users remotely in groups listening sessions. In these sessions, we asked questions that helped clarify user goals and current pain points.

After meeting with our users, we created empathy maps that represented potential user cases based off of our listening sessions.



1. **Matthew** is a 34-year-old attorney who practices law at Morgan & Morgan. He entered the field of law initially interested in criminal law but ended up pivoting due to the high-stress environment. He struggles with jury selection when time is short or jurors are being dishonest, as well as because of his anxiety. He enjoys collaborating and finds that court is made easier when practicing with a co-counsel or jury consultants. He states that “When I’m in court, I’m in the zone and often miss a lot. It’s important to rely on others in these scenarios.”
2. **Dillard** is a 35-year-old lawyer who practices law in Florida. He is a charismatic guy who loves to talk to people. He isn’t a huge tech fan and prefers to focus on getting to know the jurors while the liaisons handle entering information. He hates shy people and doesn’t understand why they won’t “just talk.” He loves an office party and is known for his go-getter approach.
3. **Julie** is one of the more introverted attorneys in the office. She is known for doing good work but not talking much while she does it. She is well-liked throughout the office for her dedication and flexible approach, even though she can sometimes be a little old-fashioned in her approach to tasks. Julie makes valuable contributions to her team, and the rest of the staff adore her, yet she still prefers to eat lunch by herself. She loves her job and being able to help people in need, and she feels most confident in the courtroom.
4. **Timothy** is a 32-year-old personal injury lawyer at Morgan and Morgan. He is a tech-savvy and strategic thinker who prioritizes his clients’ needs while using modern legal tools to build strong cases. His ADHD makes him a self-proclaimed “disorganized genius” and a risk taker who is justice-driven in the courtroom. Alex values using the justice system as a tool for empowerment rather than intimidation; he watched his father struggle with receiving proper compensation after being hurt during his construction job and decided to become a modern-day warrior for the “underdog.”

Empathize with your user and create relatable personas

Including details with PURPOSE

- I chose not to include:
 - photos of people
 - age
 - race
 - gender
- Instead, included:
 - Comfort with technology
 - Time spent practicing law



"When I'm in court, I'm in the zone and often miss a lot due to my anxiety. It's important to rely on others in these scenarios."

EDUCATION	Juris Doctor (JD)
JOB TITLE	Trial Attorney
LOCATION	Tampa, FL
TIME IN PRACTICE	2 years

#lawenthusiast
#anxiouscharisma
#tech-lover

USER PERSONA

Matthew

ABOUT

Matthew is a trial attorney who has been practicing law at Morgan & Morgan for the last 2 years. He entered the field of law initially interested in criminal law but ended up pivoting due to the high-stress environment not being good for his anxiety. Although he loves his job, he struggles with jury selection when time is short or jurors are being dishonest, and his anxiety can often interfere with his ability to remember everything that was said. As a result, he finds that court is made easier when practicing with a co-counsel or jury consultants.

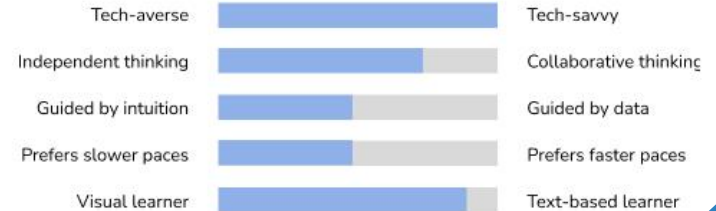
GOALS

- Selecting jurors that are intelligent and sympathetic to his plaintiff
- Wants to improve his ability to develop rapport with jurors

PAIN POINTS

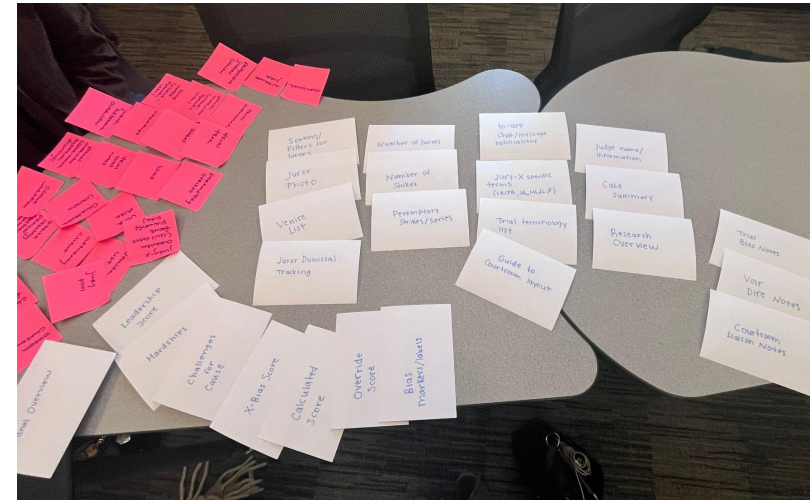
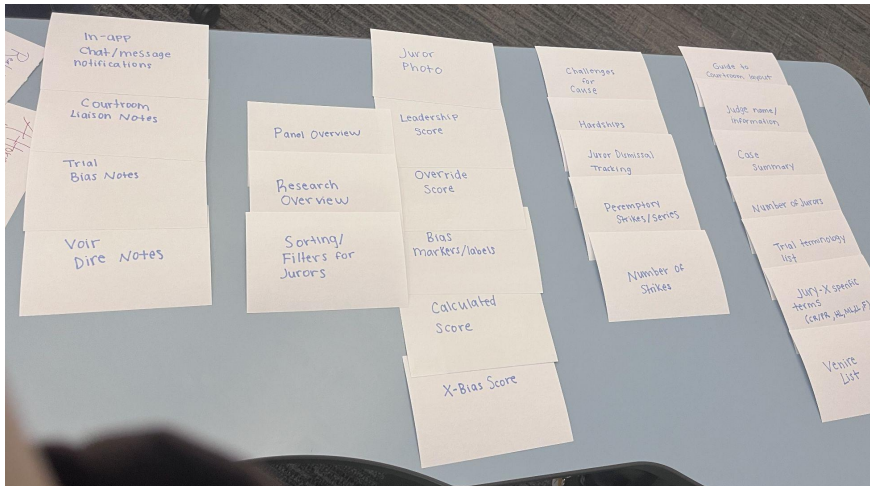
- Often finds it hard to get to know jurors whether it be his anxiety or dishonest jurors
- Struggles to remember everything that jurors say during questioning

BEHAVIORS

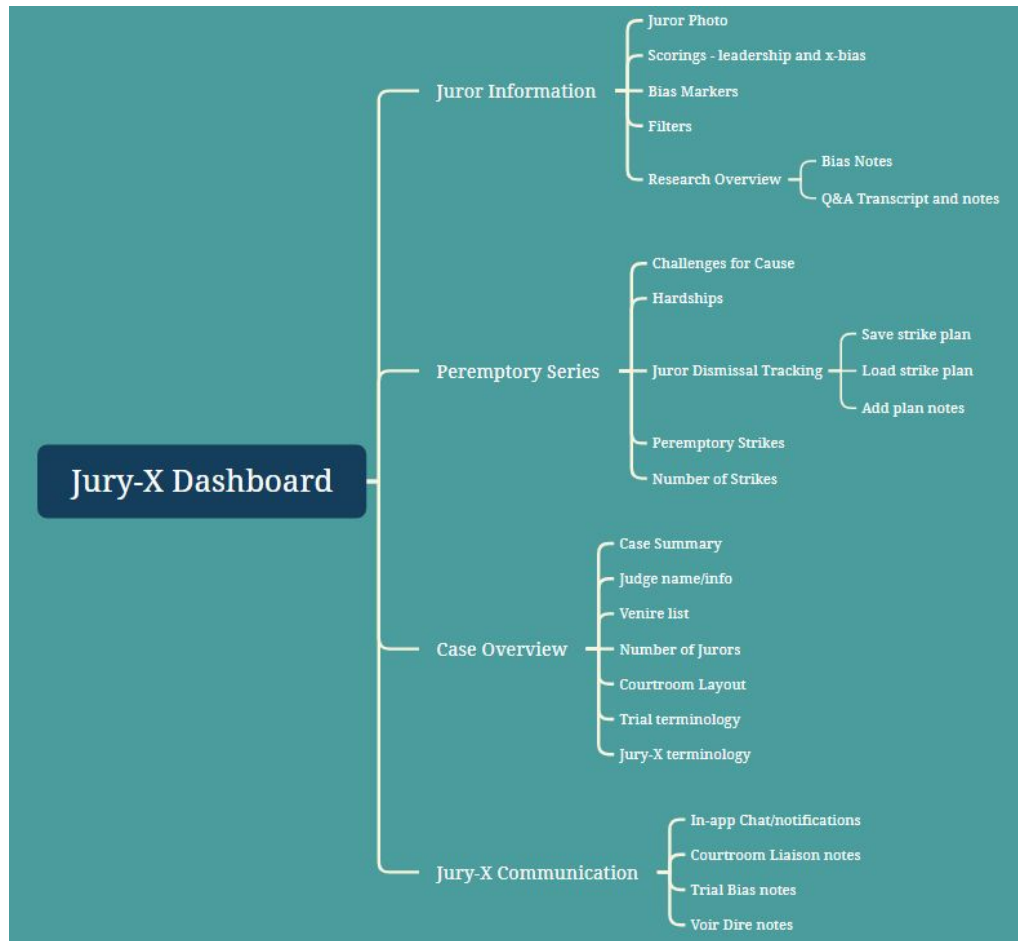


Card Sorting

Organizing elements into different subsets to improve information architecture



Collaborative card sorts help you to see things from new perspectives and find patterns that you may not have found on your own.

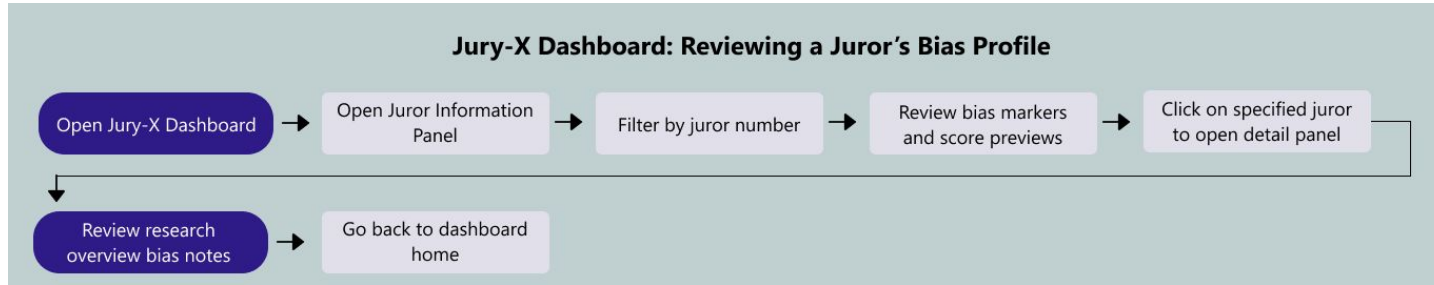


Card Sorts → Hierarchy Outline

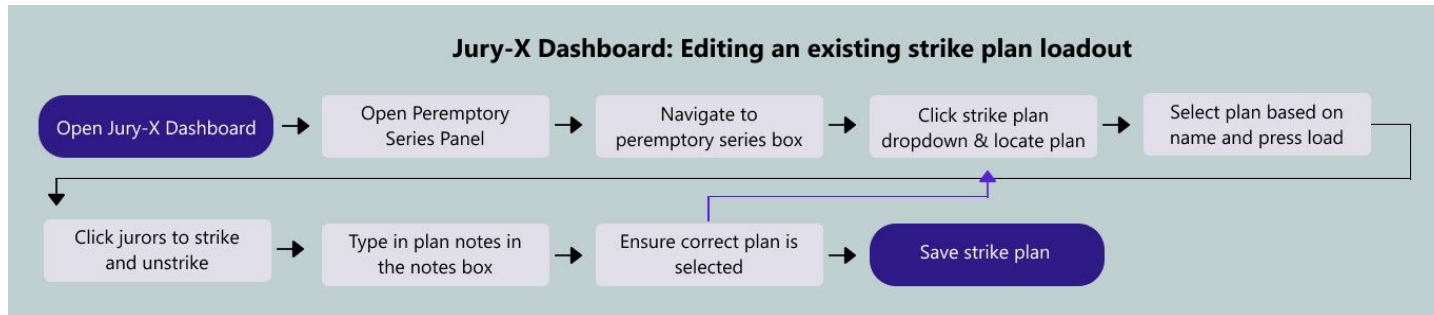
User Flows:

How users get from A to B.

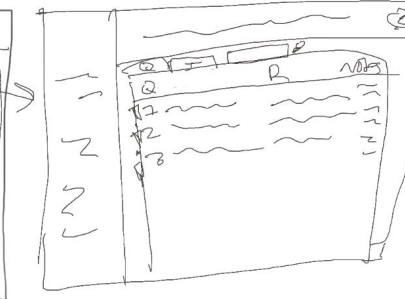
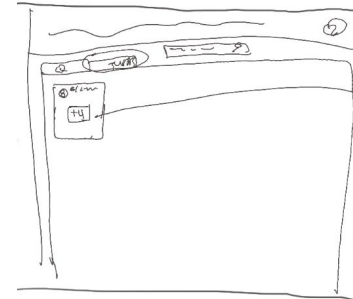
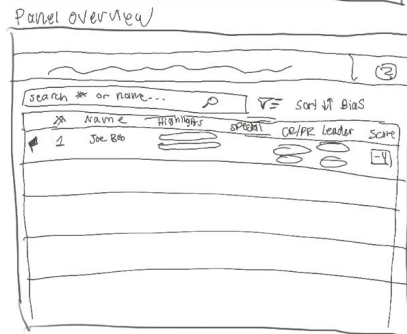
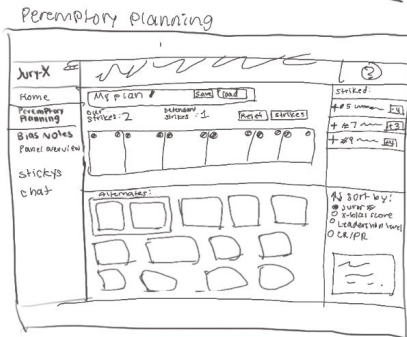
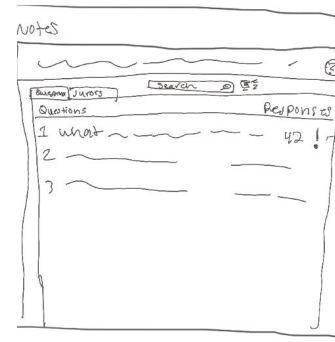
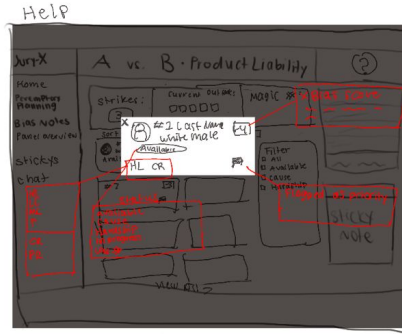
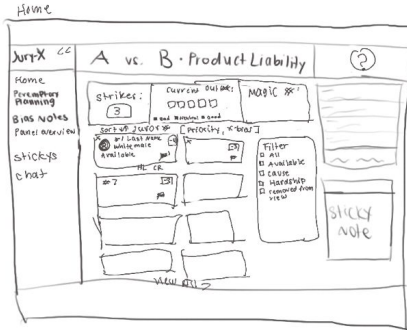
- Reviewing bias profiles

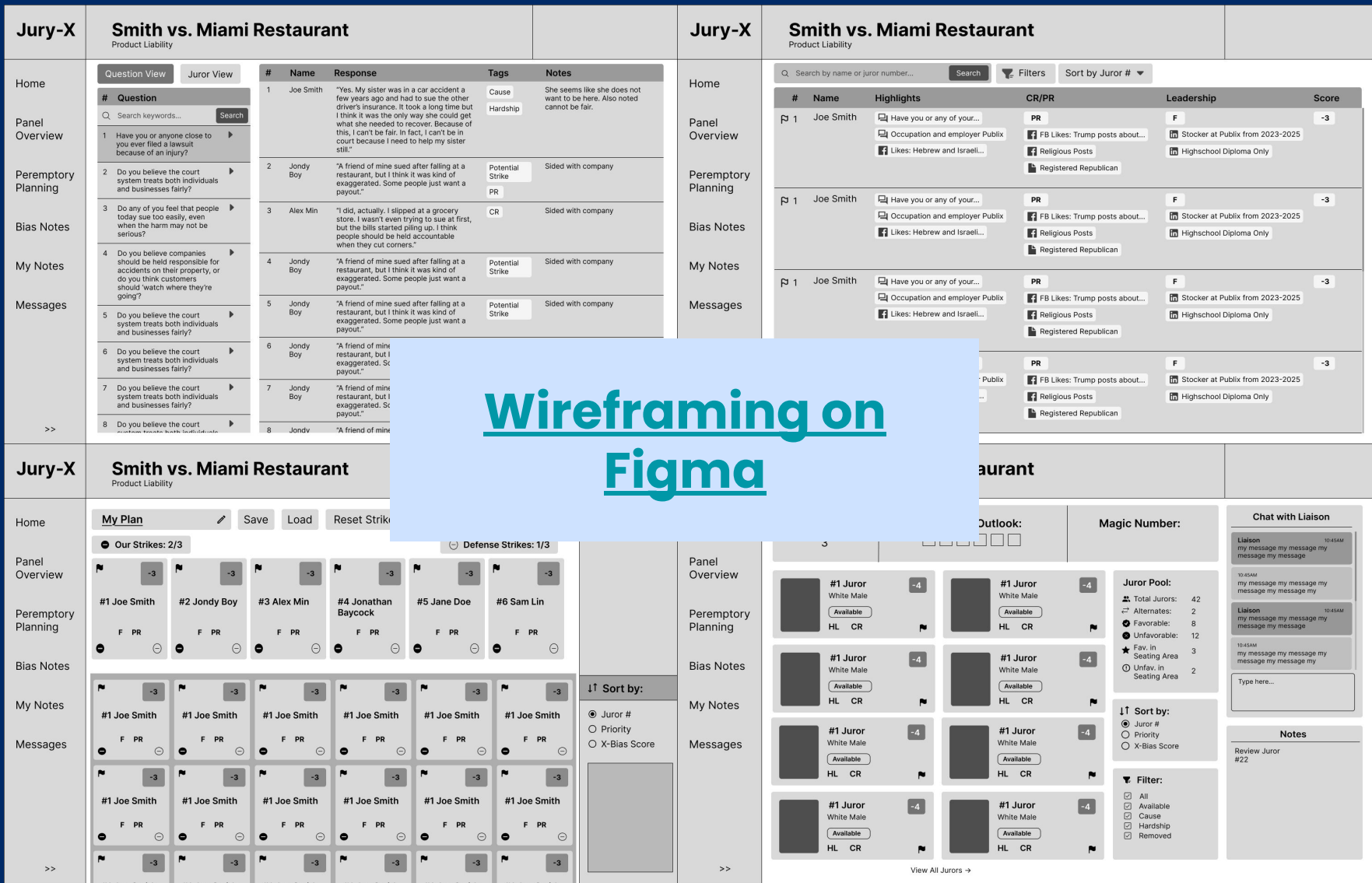


- Editing strike plans



It starts with a SKETCH!





UI Kit and Style Guide

Style Guide:



Color Palette:

Primary Colors



002A67



2D82C0



667EA4



CEE2FF



D9D9D9

Accent Colors



BE4444



F2AAAA



E0A72B



FFF5D4



44BE52



CCF8D1

Fonts:

40px Bold Poppins

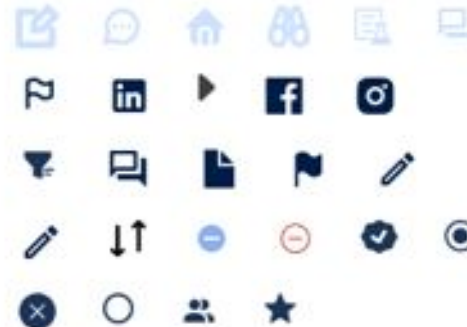
24px Semibold Poppins

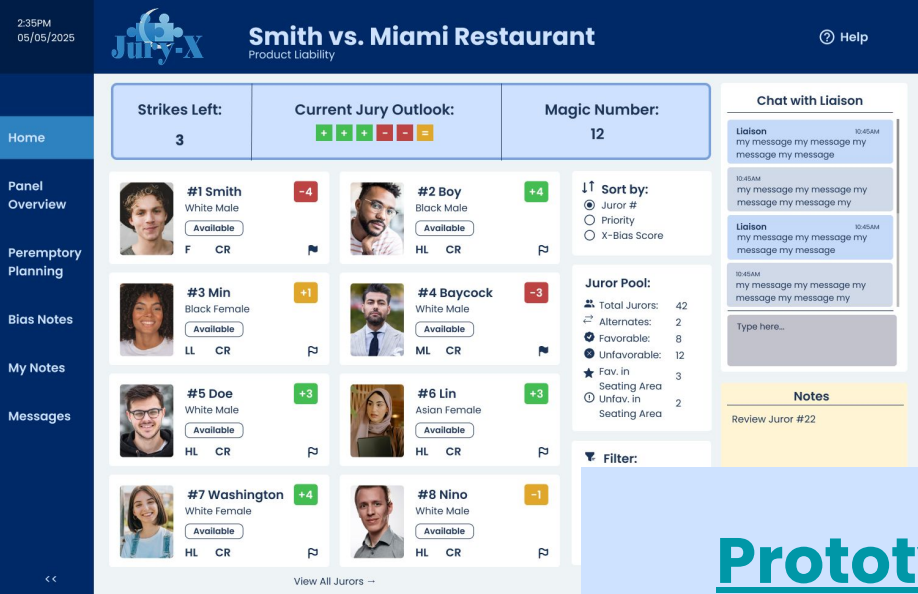
20px Regular Poppins

18px Regular Poppins

16px Regular Poppins

Icons:

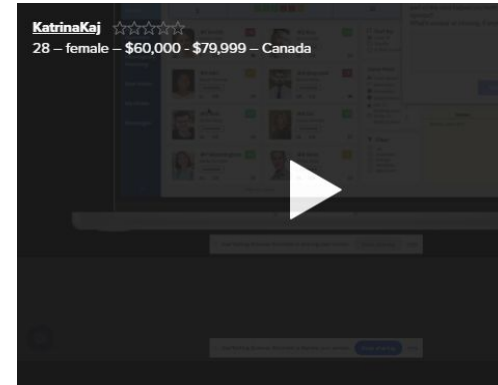
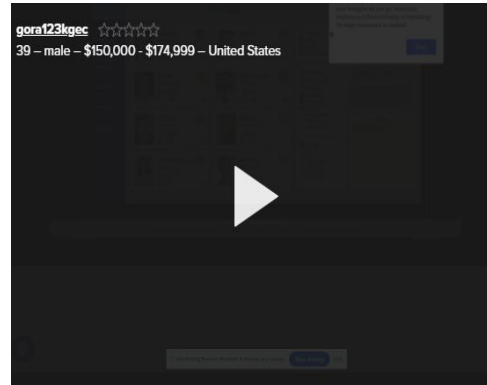
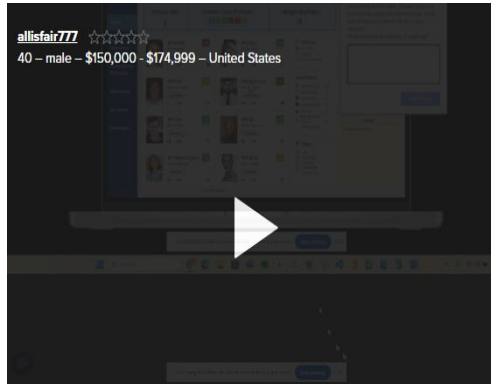




Prototyping on Figma

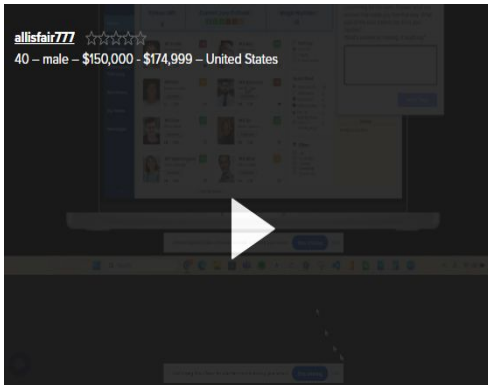


Usability Tests:



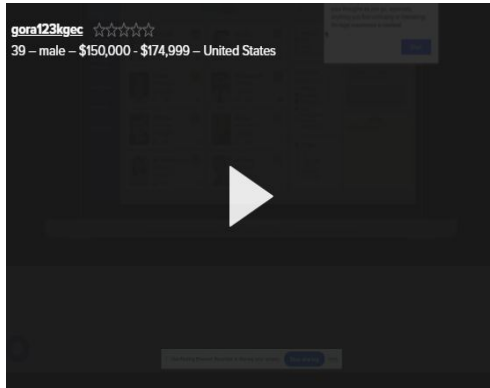
Three unmoderated remote tests were conducted using UserTesting.com. Tasks included identifying red-flag jurors, using filters, and simulating strike plans. Participants (both legal-adjacent and general users) succeeded at core tasks but wanted more tooltip hints and clearer Save/Load plan buttons.

Usability Test 1:



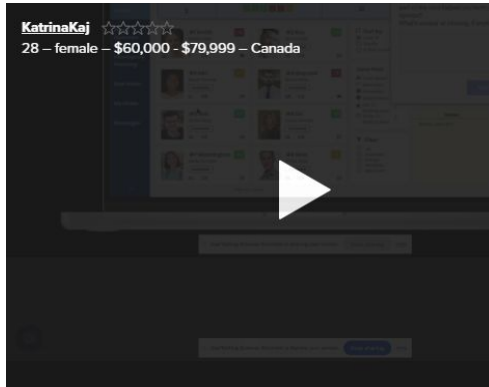
The participant found the Jury-X dashboard intuitive, praising its clean layout, color-coded X-Bias scores, and fast access to strike options and background indicators. They quickly identified concerning jurors using color cues and tags, appreciating the simplicity and visual clarity of the design. They noted that sections like the Bias Notes and Panel Overview were easy to navigate and helpful in decision-making. The Peremptory Planning tab was described as straightforward, though they encountered a minor limitation when all strikes were used. The user felt confident using the tool in a real trial setting and valued the prioritization of essential information. However, they recommended breaking complex tasks into smaller, separate tests to improve clarity during user testing. Overall, they described the experience as positive and effective for fast-paced legal use, especially praising the ability to filter and sort jurors rapidly under pressure.

Usability Test 2:



In this user test of the Jury-X Attorney Dashboard, the participant was asked to explore the interface and provide feedback on clarity, usability, and features. The user navigated through the dashboard with minimal confusion and demonstrated a clear understanding of its core purpose: to assist attorneys in evaluating potential jurors quickly. They appreciated the straightforward layout and found the categorization of jurors and their bias scores helpful for making rapid decisions. While interacting with various pages, the user responded positively to features like flagging, score indicators, and strike planning. However, they occasionally repeated phrases or paused to interpret unfamiliar elements, suggesting minor improvements in icon labeling or onboarding guidance. Overall, the test revealed that the interface was intuitive even for a non-attorney and succeeded in surfacing relevant data without overwhelming the user. The user also praised the visual organization, which helped reduce the cognitive load during their exploration.

Usability Test 3:



This participant appreciated the Jury-X dashboard's ambition but found the interface occasionally confusing. They noted that identifying jurors with strong biases was helpful due to individual comments, tags, and notes, but said the system lacked clarity around the legal context — specifically, which side the attorney was representing. Without that, interpreting color-coded scores (positive vs. negative bias) was difficult. The user struggled with the strike planning section and suggested a glossary to explain features like strike types and symbols. They also proposed visual aids like pie charts to better summarize juror risk distribution. Despite the confusion, they felt the dashboard held strong potential, especially in sentiment analysis, juror notes, and public profile highlights. They emphasized that improved onboarding, simplified terminology, and clearer framing would help first-time users understand and trust the system more. Overall, the user found the system useful but in need of polish for courtroom-level confidence.

User Test Reflection:

Key takeaways from the user tests

+

- Great color scheme
- Thoughtful organization
- Simple graphics make it easy to understand
- Good interactivity

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- Strike button is hard to click on
- Confused a bit about extra placeholder card names (e.g joe smith repeated)



Iteration A → B

Improving the hitbox of the strike button according to feedback.

Final Prototype

Try it out!



Final Reflection

This has been the most complex and rewarding design problem I've tackled so far. Designing for attorneys in real-time decision environments forced me to balance data density, clarity, and speed. I developed empathy for both tech-savvy and tech-anxious users, and I learned how to structure systems around judgment rather than exploration.

I now feel confident not only in building clean UI, but in aligning interaction design with stress-tested mental models. If given more time, I would have liked to have less placeholder text.