



Case Study - ILO

THE CLIENT

The International Labour Organization (ILO) is a United Nations (U.N.) agency.

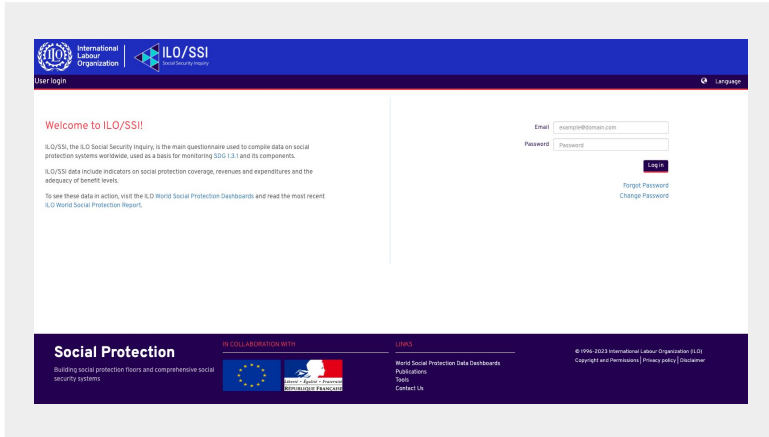
The goal of the ILO is to advance social and economic justice by setting international labor standards. The ILO has 187 member states and is headquartered in Geneva, Switzerland, with approximately 40 field offices around the world.

The standards upheld by the ILO are broadly intended to ensure accessible, productive, and sustainable work worldwide in conditions of freedom, equity, security, and dignity.



International
Labour
Organization

GOALS



- ILO/SSI, the ILO Social Security Inquiry, is the main questionnaire used to compile data on social protection systems worldwide, used as a basis for monitoring SDG 1.3.1 and its components.
- The goal was the redesign of the application, where the 3 basic options of an app can be fulfilled: Performance, Usability and User Interface.

THE PROCESS

01 EMPATHY / DEFINE

- Interviews
- Users roles list
- Interaction Flow
- Project Requirements

[Figma File](#)

02 IDEATE

- User testing
- Workshop with clients

03 UI

- Guide Styles - [Figma File](#)
- Design System - [Figma File](#)

04 PROTOTYPING

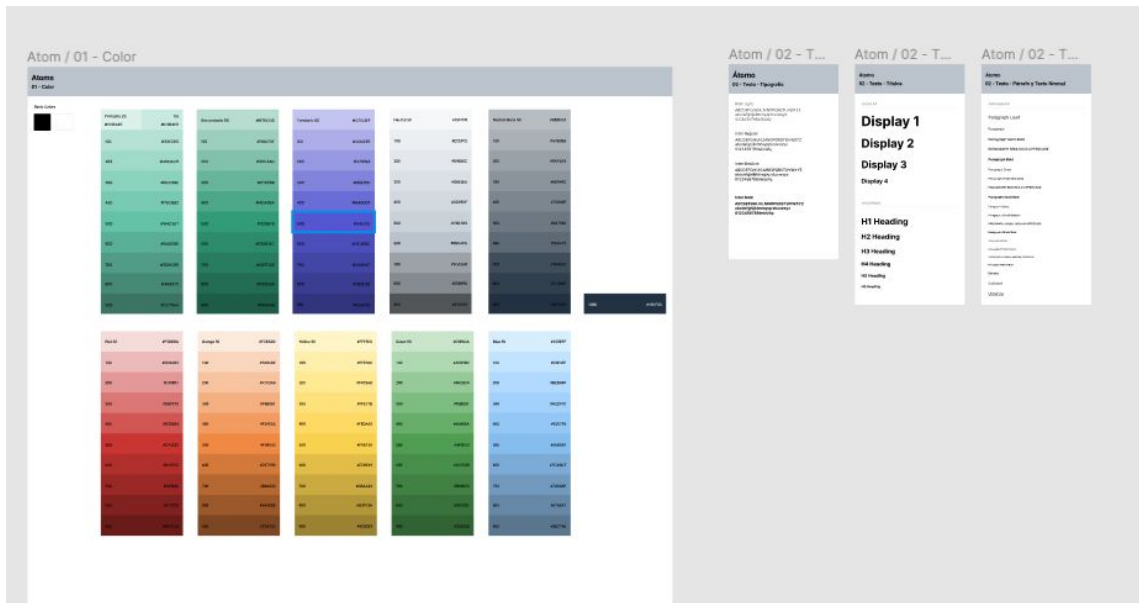
- Low-Fidelity Wireframes
[Figma File](#)
- High-Fidelity Wireframes
[Figma File](#)
- User testing
- Workshop with clients
- Final Documentation

03 UI

GUIDE DESIGN / DESIGN SYSTEM

As a personal initiative and tool for prototyping, I made my own design system, where you can configure and adapt the colors, fonts and shapes, so that it fits the customer's needs.

- Guide Styles - [Figma File](#)
- Design System - [Figma File](#)

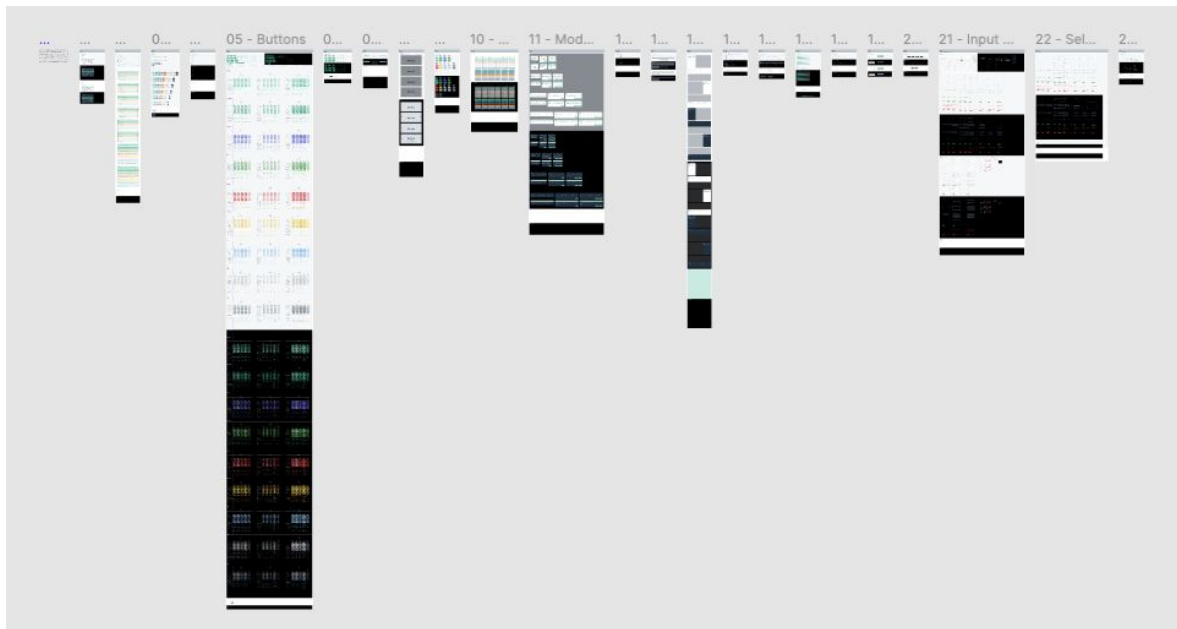


03 UI

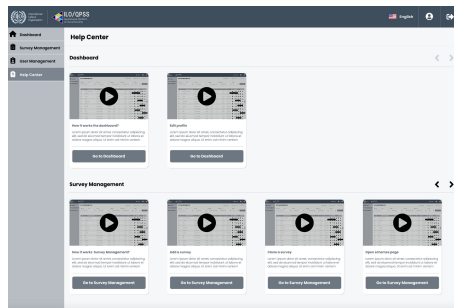
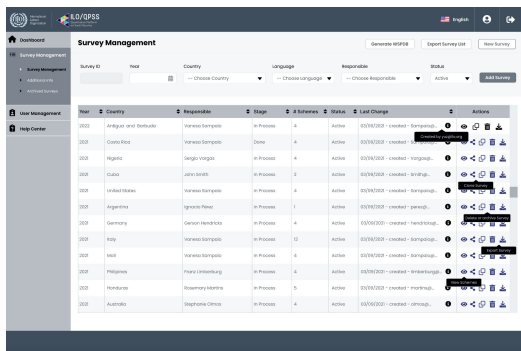
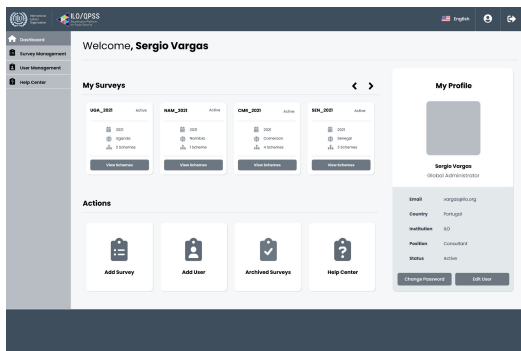
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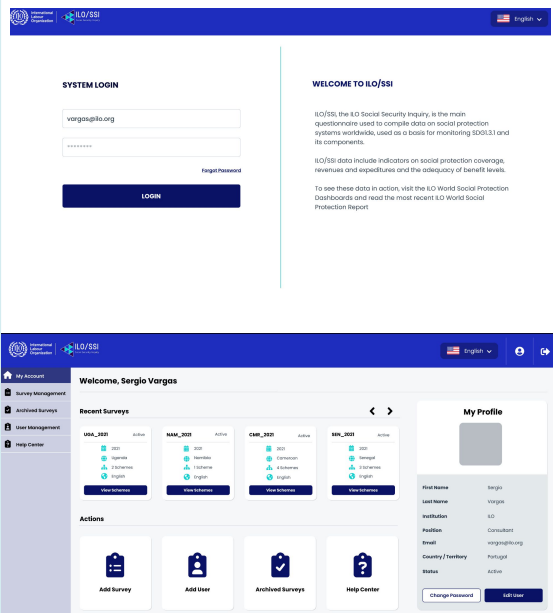
LOW-FIDELITY WIREFRAMES

The main goal was to show the client the functional part of the website. As a proposal was made for a restructuring of the information architecture, the idea is to show how this idea will work.

Two working sessions were held with the client and different changes were applied to the new proposal.

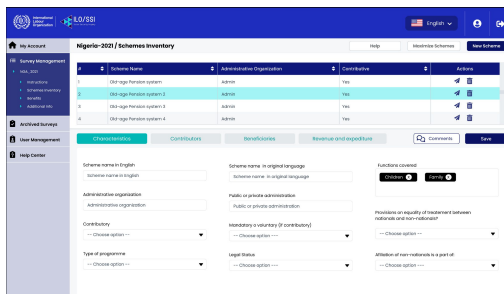
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- High-Fidelity Wireframes [Figma File](#)

O4 PROTOTYPING



HIGH-FIDELITY WIREFRAMES

Once the low-fidelity wireframes were approved, different workshops were held to define the different visual parts: iconography, colors, typography and the inclusion of the new logo, changing the branding.



- Low-Fidelity Wireframes
[Figma File](#)
- High-Fidelity Wireframes
[Figma File](#)