

Chris Laney
Director of Client Experience
boostDFM

Twitter: IMchrislaney

# "Managing a Client... Drupal Style"

# Parts of Managing a Client



- -Before the project begins (Contracts, Proposal)
- -During the project (PM Software, Regular Updates)
- -After the project (Followups, Case Studies, Awards)



# Before the Project

## Proposal

## 4 Parts of a Proposal

- About the Company/Staff
- Testimonials/References
- Cost/Timeline
- Agreement (Letter of Intent)

## **Proposal Information**

- 90% of creators of RFPs say they don't care about the order of information (They do care about length)
- Create a template for each different kind of client (RFPs, Project types, custom RFPs)
- Make sure your proposal tells the story of who you are (What makes it stick out?)



## Pretty Proposals





## proposal

Confidential Proposal
Worthy Cause Store
boostDFM Agency Services Proposal

March 3rd, 2014

Contact: Chris Laney
Address: boostDFM
731\* Merchant Court Suite A
Lakewood Ranch, Fl 34/240

Phone: 941,907,9293
E-mail: chris@boostdm.com
welbalte: www.boostdfm.com

#### About boostDFM Digital Agency

When we were Boest Studio formating and design) and Digital Frontiers Media (media development), we would often work together on projects for local and national brands. One day we realized that if we combined our strengths and services under one rod, we could form one of the top creative digital agencies in Scultiwest Floridg.

We are a ful-service award-winning digital agency. We are innovators, strategists, creatives, technologists, designers, marketers, and storytellers. Together we are divers by our passion to create unique, engaging experiences that cornect our clients to their customers. Our agency is well-respected and sought-after by high-profile clients on the Gulf Coast and across the courtry. We are known for our fresh ideas and clean design as well as our expertise in new stechnologies for all treatcher wells and social patients.

We work closely with our clients to research, design, develop, and manage brands, websites, mobile apps, advertising, marketing, and new digital products and strategies that attract consumer attention and drive results.

#### Culture & Vision

We value being the best at what we do. We are dedicated, focused, and a little obsessive about simplicity, quality, and intuitive function. We tove to solve problems and enjoy forging new paths through the digital space. We are design and technology geeks just as much as we are rock stars and superheroes. Or the inside.

We listen, learn, collaborate, and create. We fill whiteboards and sketchbooks, work late into the night and on weekends with the goal of finding the big idea, the best solution, the right message. And we live for the moment when everything comes together.

Our core values:

Simplicity: clean and intuitive design

Creative: fresh ideas combined with award-winning design experience

Quality: correct execution of the right creative

Responsive: act quickly and appropriately, deadline driven, around-the-clock availability

Innovative: new methods, designs, technologies, approach



Worthy Cause Store | Services Proposal

### IES

### Project Total \$23,350 - \$36,350

#### Phase 1: Discovery I Assessment I Findings

Pertinent research gathered from in-person meeting(s) with key personnel to understand the challenges facing the company, short and long-term goals, needs, likes and dislikes. In addition, a strategic direction will be assessed in comparison to the current strategy, addressing the challenge and solutions.

Phase 1 Cost: \$00.00

#### Phase 2: Design | Shop Downtown

BoostDFM will work with the findings from Phase 1 and begin design of the new application. This includes applying sketches to various other project applications to ensure cohesion and usability.

\_\_\_\_\_

#### Phase 3: Application Development

Once designs have been approved than boostDFM will embark on the development of the application. We will install the base web-oriented management system to communicate with your application so that you can manage your ann and view analytics.

NOTE: If additional functionality is required the price may change:

#### Site components: Application Core

Application Core
Theming/Mobile Theming
Mobile Services (Communication with App APIs)
Ansylics Configuration
Mapping/Goa-trageted Data
Stores Profile (Information, Coupon Updates)
Event/Calender Configuration
Push Aetrs Grid party through Parse.com)

Contingency/Project Management iOS Application Development Android Application Development

Shoppers Profile / Gaming Points Internationalization (Language Translation Management)





.00

Shop Downtown Application Proposal

## Contracts

## What's the difference between the proposal and contract?

- Legal Jargon
- Final Timeline
- Scope of Work
  - Design expectations
  - Development features
  - Development environment
- Payment terms
- GNU License





Web Contract Agreement

This Website Agreement is made by and between boostDFM ("Web Designer"), with its principal place of business at 7317 Merchant Court, Lakewood Ranch, FL 34240 and \_\_\_\_\_\_("Customer") with its principal place of business at

WHEREAS, Customer desires to retain Web Designer to develop the Website (the "Website") for Customer as de scribed in the Work Plan (as defined in Section I below);

WHEREAS, Web Designer desires to undertake the Design of the Web Design and agrees to do so under the terms and conditions set forth in this Agreement;

NOW, THEREFORE, for good and valuable consideration, the parties agree as follows:

Section 1. WORK PLAN. Web Designer has prepared a Work Plan for the Web Design, which includes the following

- (a) the specifications for the Web Design which comply with the requirements of the Customer's Request For Proposal and/or acceptable proposal;
- (b )a listing of all items to be delivered to Customer (the "Deliverables")

Web Designer shall deliver the Work Plan to Customer with this Agreement Customer shall have five (5) days to review and comment upon the Work Plan. Upon Approval of the Work Plan by Customer, it will be attached as Exhibit "A" and will become a part of this Agreement. Web Designer shall immediately commence Design of the Web Design in conformity to the Work Plan.

Section 2. PAYMENT. The total contract price for the Web Design shall be as set forth in the Work Plan and shall be payable in installations according to the payment schedule set forth therein. Each installment shall be payable upon completion of each project phase by Web Designer and accordance by Customer.

Section 3. CHANGES IN PROJECT SCOPE. If at any time following acceptance of the Work Plan, Customer should desire to change the specifications or other elements of the Work Plan, Customer shall submit to Web Designer a written proposal specifying such changes. Web Designer shall evaluate each such proposal and shall submit to Customer a written response within five (5) working days following receipt thereof. Web Designer's response shall include a statement of the availability of personnel and resources, as well as the effect the proposed changes will have on the price, delivery dates or warranty provisions of this Agreement.

Any changes to the Work Plan shall be evidenced by a "Work Plan Amendment." The Work Plan Amendment shall be signed by authorized representatives of Web Designer and Customer, and shall be deemed a part of this Agreement. If Web Designer does not Approve the Work Plan Amendment, he shall not be obligated to perform any additional services hereinunder.



## Are there more documents?



- NDA(Non-Disclosure Agreement
- Payment Terms Statement
- Project Scope Statement

_		Payment Terms Statement				
	Name of Company:					
	Project:					
	Total Cost:					
	Payment Terms:	Payment 1:	Date:			
		Payment 2:	Date:			
		Payment 3:	Date:			
		Payment 4:	Date:			
		Payment 5:	Date:			
		Payment 6:	Date:			

Initials:	

## Client Binder

## "boostDFM's no surprises binder"

- Project Management Outline/Personnel
- Original Proposal
- Contract
- Payment Terms Statement
- Project Scope Statement
- Maintenance & Hosting Agreement
- Change Order Form
- Post-Project Evaluation





# The Project

Project begins when contract is signed and start-fee has been paid

# Kick-Off Meeting

## "Everyone is involved"

- Architect
- Lead Developer
- Designer
- Copywriter
- Project Manager
- Sales Rep



## Design Collaboration

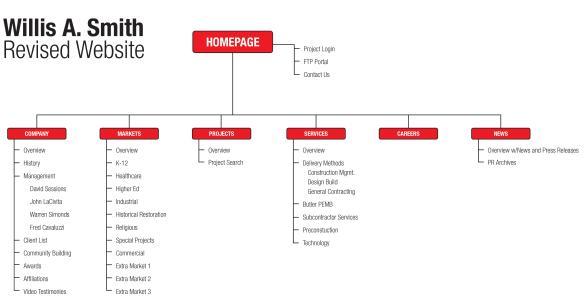
- Essential for designers and developers to work together to make sure the design doesn't call for "scope creep" or any other additional development concerns
- Use Project Management Software like Open Atrium to manage conversations and get everyone's opinions.
- Discuss all aspects of design including responsive designs, internal pages, unique pages



## Client Approvals Needed

- Once your team has discussed design, prepare for client approval.
- Sitemap and Designs must be approved before development begins (sometimes environment will be set up)

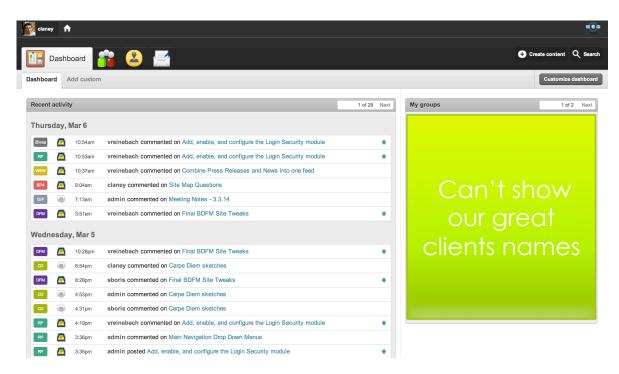






# The Importance of a Project Management Software

- Keeps track of all conversations
- Keeps files, approvals, and calendar all in one place
- Assignment of tasks



# Weekly / Biweekly Update

9

- Project Manager sets up a time either weekly or biweekly for updates.
- The contact is usually over the phone because it makes the situation more personable but email can be sufficient.
- Discuss progress and if there is anything else that is needed.

# Giving access to Dev

- Give the client access to the development environment
- Set expectations on development, theming and timeline.
- This is optional but gives client control of feeling like progress is being made during the project. It also shows transparency with the client.



# Training & Revisions

- Make sure Revisions are scheduled correctly with multiple instances of working with the client.
- Typically, boostDFM gives 1-2 weeks of revisions.
- The week before launch, give client access to dev environment to make content changes. 48 hours before launch, no changes can be made to site.
- Launch is typically during low traffic times.
   Weekdays in the evening. (SET expectations on revolving or clearing cache)





# After Project Launched

## The First Month

- The first week is always the longest and most difficult. At boostDFM, we never launch a site within two weeks of each other so that you can focus on the post-launch work.
- Make sure you are going through maintenance and hosting agreement negotiations. Needs to be signed within first 30 days.
- boostDFM offers 30 days of support (up to 3 hours) at no additional cost



## 30-60 Days After Launch

- 30 day meeting. (Postpartum Meeting)
  - What went right/wrong?
  - Did we meet expectations?
  - Are there additional digital opportunities
- Have client fill out Post-Project Evaluation
- Begin Case Study Meetings
  - Meet with developers for dev information
  - Meet with design team to find out if they believe expectations were met
  - Meet with sales team and project manager

# The Case Study



## Why do a case study?

- Make sure you met all the client requirements
- Did you stay within the budget/hours
- Able to track what was done right or wrong in design/development/pm process
- Can use it for future projects as reference of cost, modules used, and timeline

# The Case Study Cont...



What does a case study look like

- 6-7 Pages long
- Includes
  - Summary
  - Design
  - Technical Overview
  - Overview of Project
  - Future Opportunities

# The Case Study Cont...



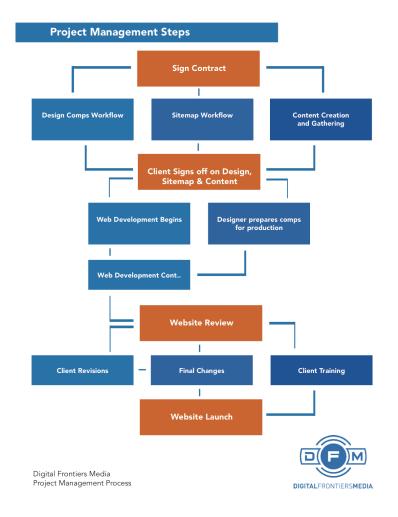
- Summary includes everything in less than a paragraph
- Design includes a paragraph/sentences about initial designs, design comps and approval process, handoff development
- Technical Overview includes platform, theme, key contributed modules, custom built modules, added features with change order forms.
- Overview of Projects is everything including Project Management
- Future Opportunities includes maintenance and hosting, phase 2 opportunities, other media opportunities

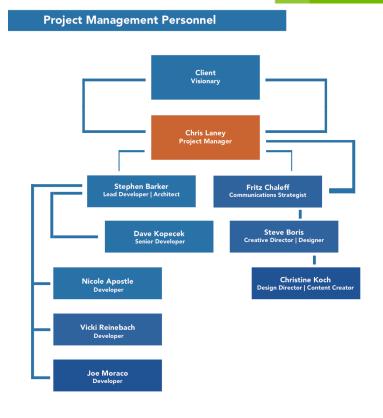
## Final Steps



- Minimum Send an email to client once a month following up unless there is ongoing work than continue regular calls
- Make sure you do a 6-month evolution if they are on a maintenance and hosting agreement.
- Upload your Case Study to Drupal.org
- Send case study link to your customer









## Additional Documents





NAME:

#### **POST-PROJECT EVALUATION SURVEY**

Please complete this brief survey to help us evaluate and improve our project management performance. If more space is needed for responses, please attached additional pages.

	Degree of Satisfaction									
Completeness of Work Scope Comments	-	2	3	4	5	6	7	8	9	High 10
2. Quality of Work Comments	_	_	_	_	_	_	7	8	9	10
S. Schedule Performance Comments	1	_	_	-	_	6	7	8	9	10
1. Budget Performance  Comments	-	_	_	_	5	6	7	8	9	10
5. Communications Comments	-	_	_	_	_	_	-	8	_	
5. Overall Performance  Comments	1	_	_	-	_	6	7	8	9	10
7. How likely are you to recommend us?  Comments	-	_	_	_	_	6	7	8	9	10



#### Change Order Form (Feature or Out-of-Scope Request)

Date: Project Effected: Request: Cost: **Delivery Time: Additional Notes:** Approved By: Chris Laney, Digital Frontiers Media Print Name: Date:



## Questions

Chris Laney

Twitter: @Imchrislaney

Email: <a href="mailto:chris@boostdfm.com">chris@boostdfm.com</a>

Website: www.boostdfm.com