Case Study: Codestreet Dealer Pool

A deep dive [sic]

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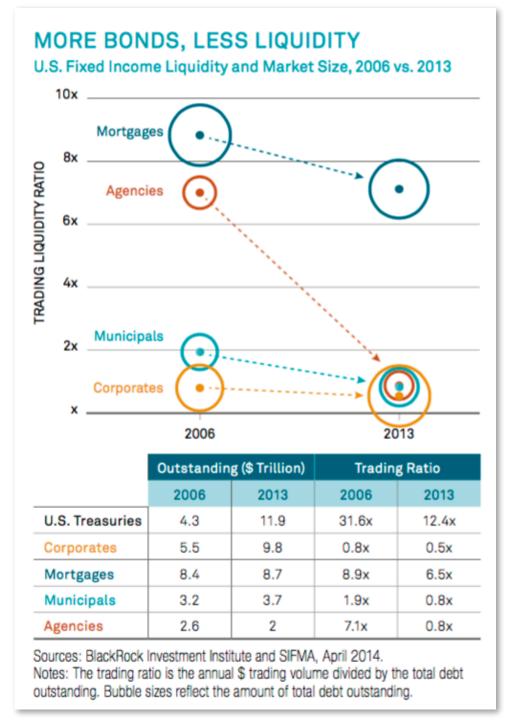
The Problem

Market conditions in the past decade have caused corporate bond liquidity—and broker's margins—to diminish significantly.

Codestreet's Teamwork provides a robust platform on which a broker can increase matches between their buyers and sellers of credit more efficiently – but only within the confines of the broker's environment.

Codestreet had all the data, and could leverage this to create far more trades if only there was a way of crossing the boundaries between brokers.

I had the good fortune to lead a UX team in collaboration with SMEs and developers to conceive of a way to do this.



Source: Blackrock

The Goal

What if you could somehow network all Teamwork brokers so they could find matches?

This would increase access to liquidity through a 'virtual balance sheet' of all brokers on the Teamwork system.

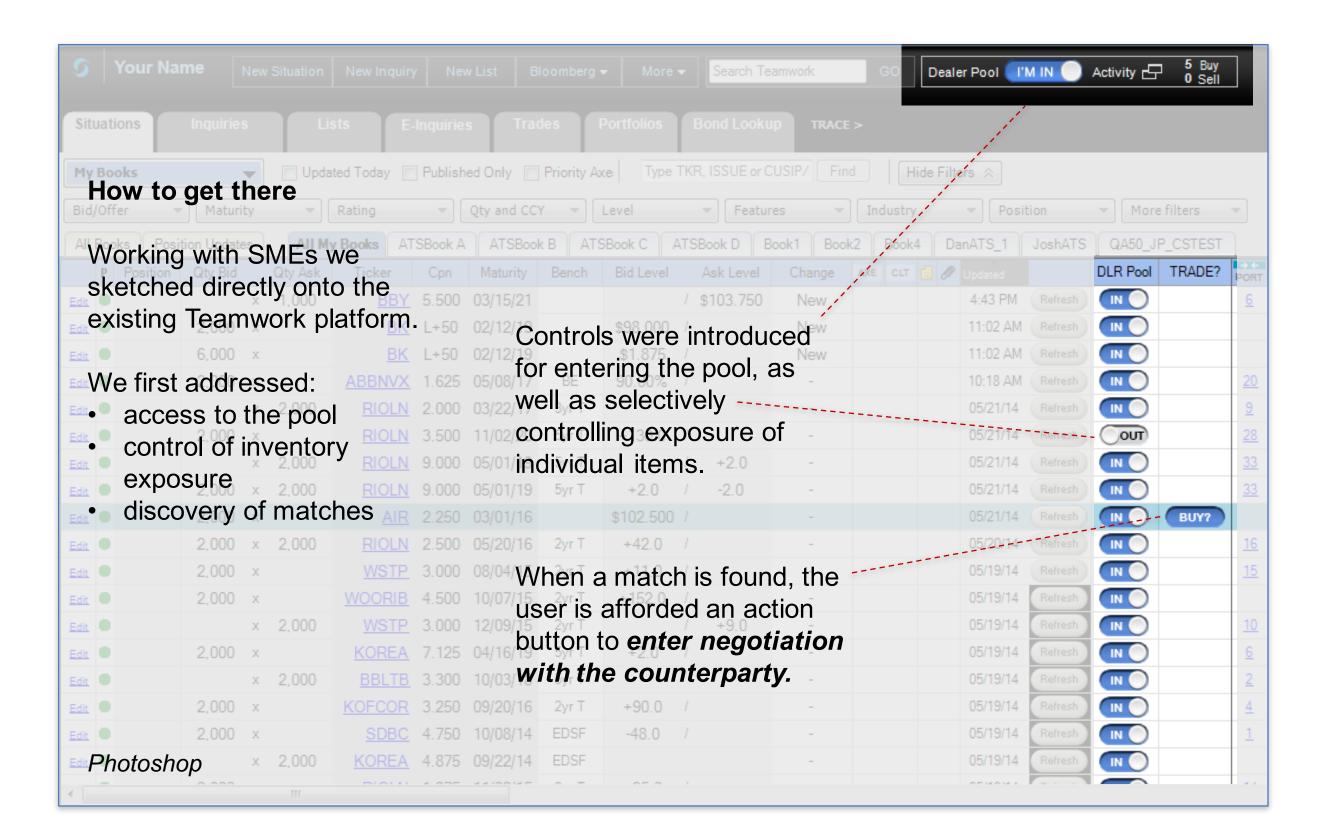
They would be able to anonymously pair up and negotiate trades with one another.

The Challenges

Posting any information about a trade goes against the prevailing wisdom of never sharing information outside of a brokerage, which could negatively distort their pricing advantages. There was a *lot* of resistance from our users. We would need to:

- Create an intuitive and natural negotiation experience.
- Prevent information leakage
- Foster and reinforce integrity
- Time box the negotiation
- Provide speed bumps and safety switches for erroneous inputs

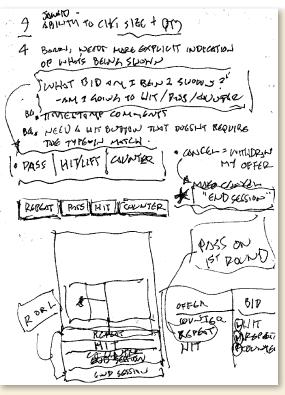
'I'm In' – The Starting Point



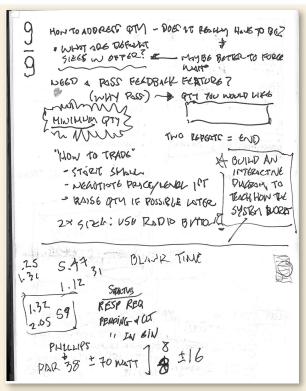
Discovery - Picturing Negotiation

Next, we began the discovery process, addressing the core workflow and required steps involved in a trade negotiation.

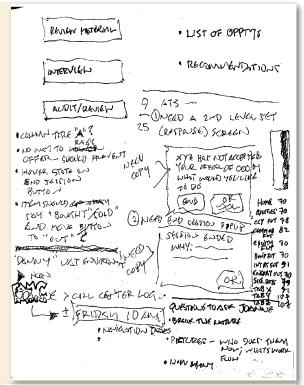
Here are some examples from my notebooks during interviews with SMEs and stakeholders.

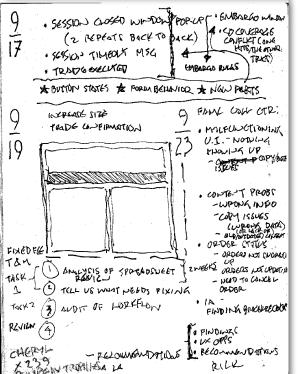






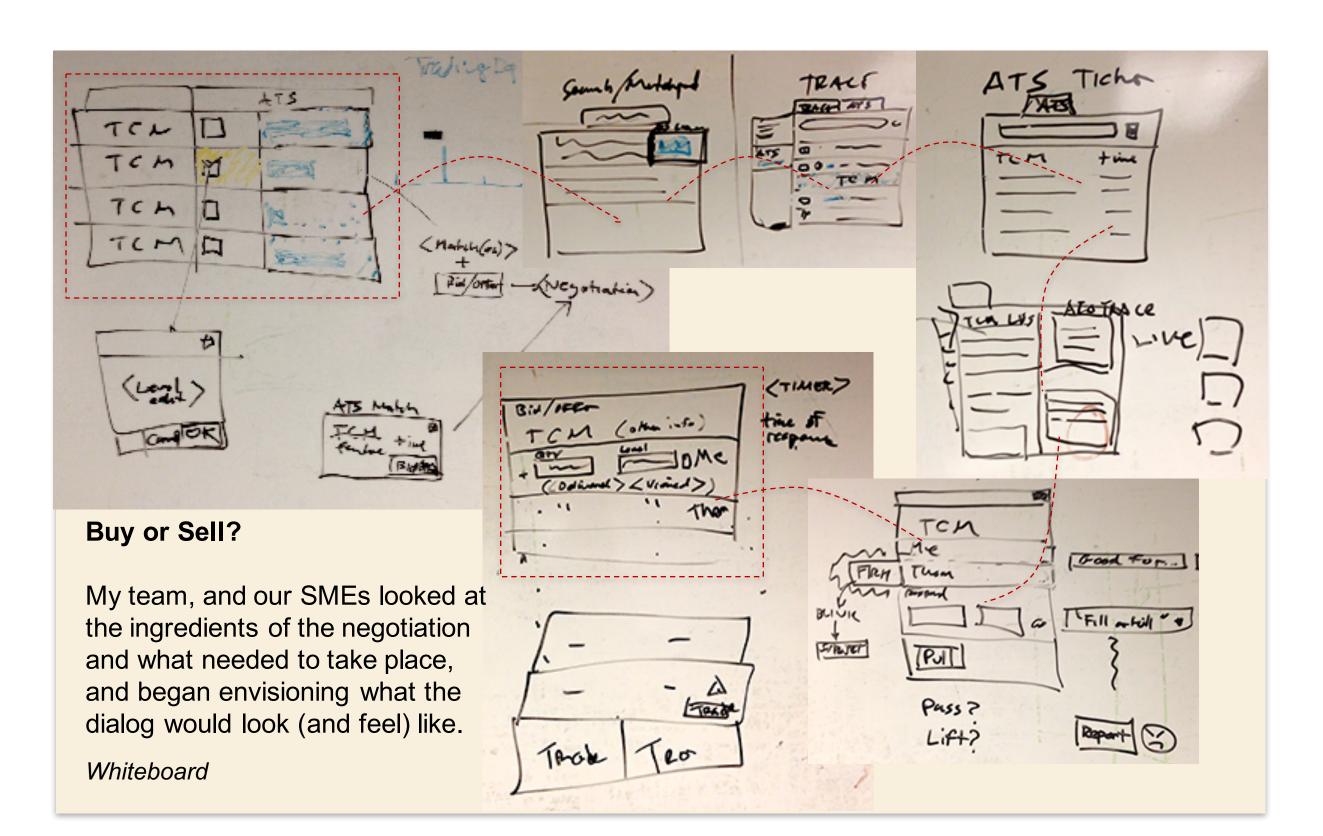






Pen and Paper

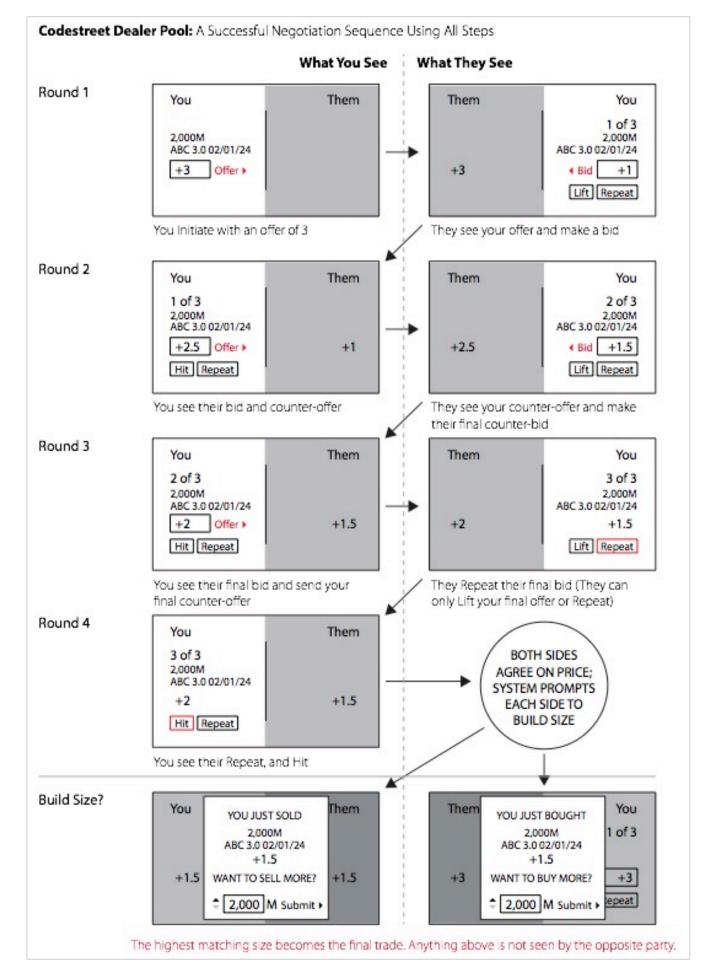
Brainstorming - The Negotiation Dialog



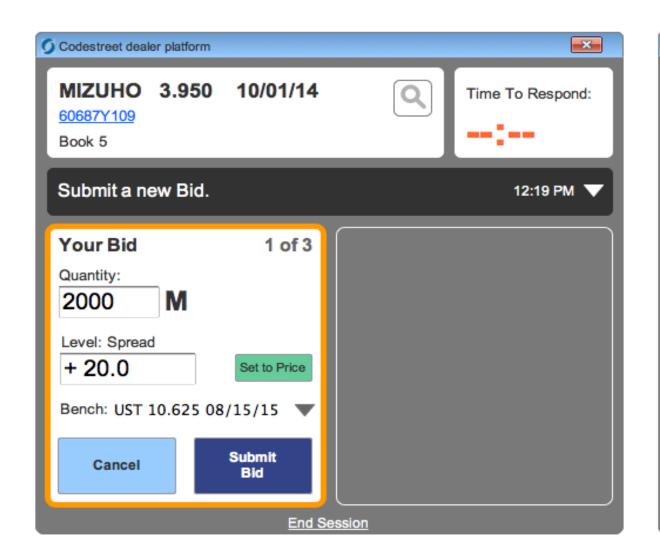
The Storyboard

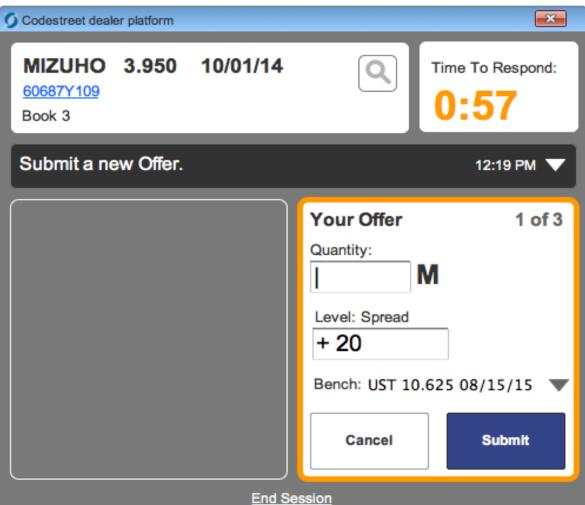
As we clarified the process, we formalized the negotiation into a series of steps from which we could plot, and understand, potential outcomes.

This is an example of a successful trade sequence.



The Prototype





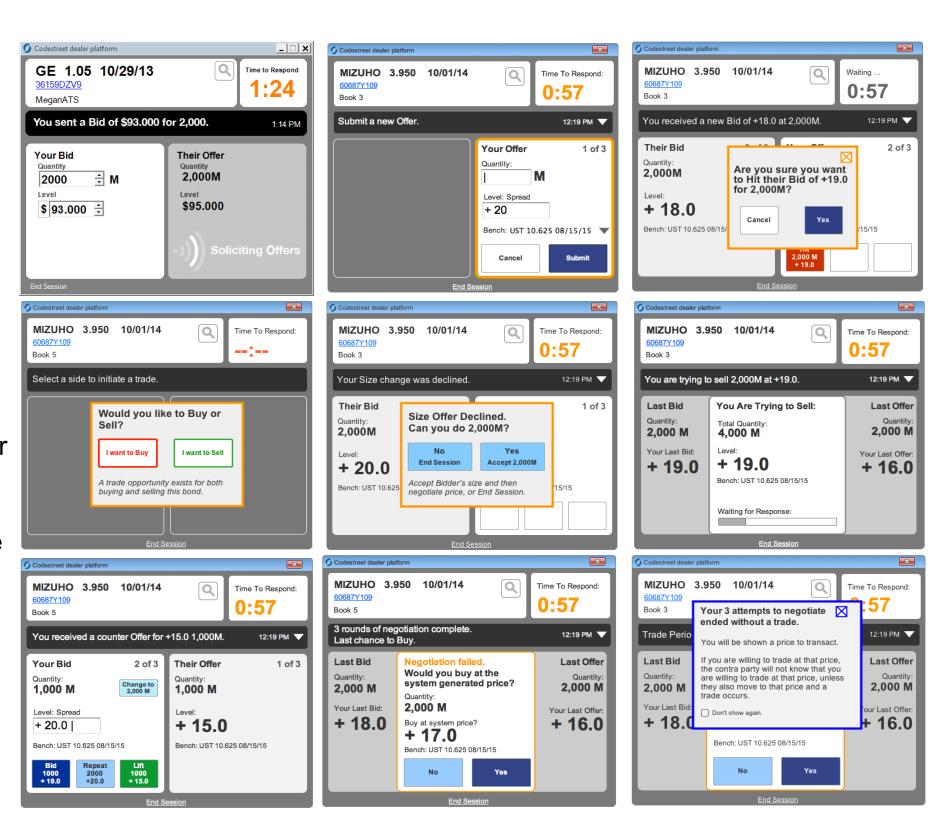
As concepts developed, we moved to Axure and built high-fidelity wireframes. This allowed us to simultaneously discover and accommodate new requirements and workflows while establishing the visual language of the system.

The Build

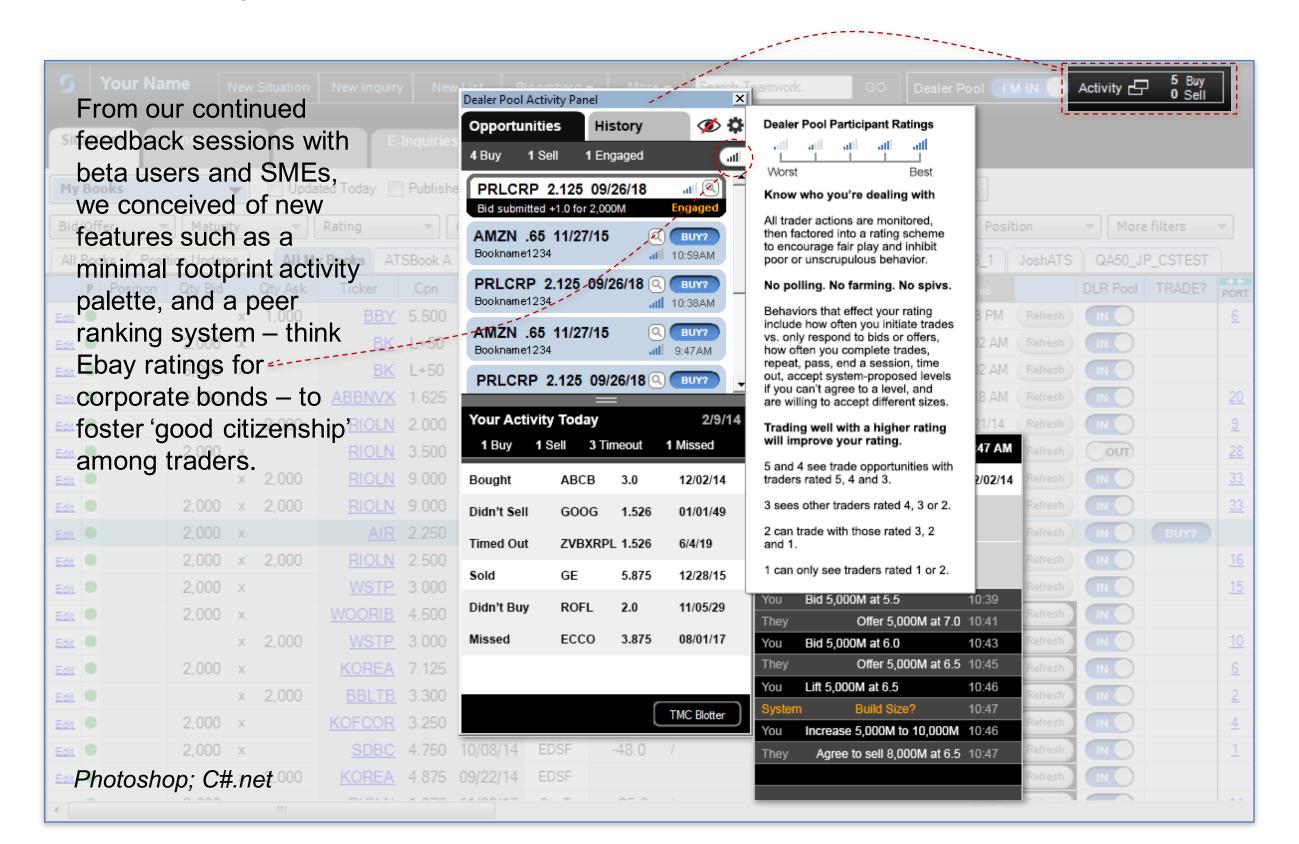
The development team was part of the prototyping process, so we were able to quickly shift to code, creating a component library and building a working extension to the Teamwork platform.

Using this, we were able to demo end-to-end walkthroughs to our users, from whom we were able to get feedback and refine the process, making improvements to usability, layout, messaging, and functions.

C#.net



Ideas and Improvements



Making Noise

As momentum grew we needed to generate buzz. I was able to leverage my skills in communications design to develop messaging and guerilla marketing tactics to increase awareness of our emerging platform.



Epilogue

Teamwork's success, and especially its extension to the Dealer Pool, was directly responsible for TradeWeb's acquisition of Codestreet on March 1, 2016.

They are in the process of incorporating it into their repertoire of fixed income products, and will be relaunching it in the near future.

