

TEAM 1

Challenge Card #1 – System architecture and UX



Problem — what is visible today?

Business employees and finance colleagues need to submit AP or Master Data requests, but they are not always sure which system to use, what information is required, what the SLA means, or how to check the request status. The experience is fragmented across separate tools such as SAP VM, Concur, e-invoicing and ticketing systems.

Business consequences — why does it matter?

When users are unsure how to act, they submit incomplete or incorrect requests, ask repeated questions and create new work for AP, Master Data and support teams.

Main users affected by the problem

- Business employees
- Local finance colleagues
- Accounting / master data stakeholders

What is expected from the team?

Understand what makes AP and Master Data requests difficult from the user's point of view: choosing the right path, submitting correct data, understanding status and knowing what happens next.

Important KPI for the business

First-time-right request rate — percentage of AP / Master Data requests submitted correctly without rework, correction or resending.

Baseline: 62% of AP / Master Data requests are submitted correctly the first time.

Target: 82% submitted correctly the first time — increase by 20 percentage points, which means a 32% relative improvement.

Working challenge

How might we improve the AP and Master Data request experience for business employees, local finance colleagues and accounting / master data stakeholders so that they can choose the right process path, submit requests correctly the first time and understand the next steps, while service teams can reduce rework and repeated questions?

Map stakeholders for your challenge

Use your challenge card and list all people or groups connected with the process.

Place them on the map based on:

Interest — how much they care about the problem or are affected by it.

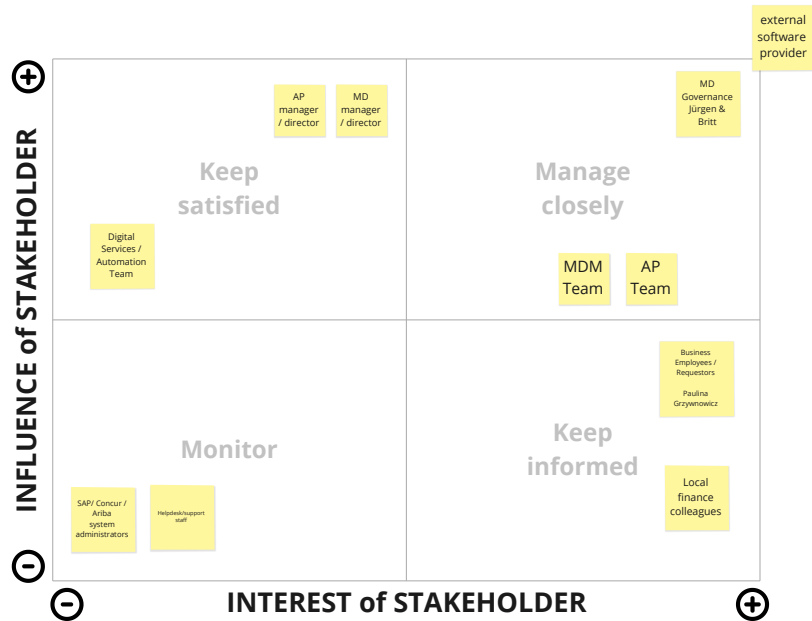
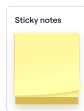
Influence — how much they can affect the process, decision or implementation.

Map four groups:

- **High interest / high influence**
Key stakeholders. Talk to them early and involve them closely.
- **High interest / low influence**
Main users or affected groups. Important for empathy interviews.
- **Low interest / high influence**
Potential blockers or decision-makers. They may not feel the problem, but can stop or enable change.
- **Low interest / low influence**
People to monitor. They may be less important for interviews now.

Output

Select **2–3 people or groups** you would interview first in the empathy phase.



TASK – DESIGN AN INTERVIEW

1. Use the stakeholder map from the previous exercise.
2. Choose one group to interview — preferably users.
3. Discuss:
 - What hypotheses do we have about the source of the problem?
 - What do we want to learn?
 - Which questions could reveal valuable and non-obvious information?
 - Which questions will help us learn stories, facts and real experiences?
 - Which question could reveal the "faster horse" — what users think they want?
 - What would be useful to see or experience first-hand?
4. Output: Brainstorm questions, then turn them into one coherent interview guide.



EXAMPLE QUESTIONS

- Tell me about the last situation when...
- What was difficult?
- Why was it difficult?
- How did you feel at that moment?
- How often does this problem happen?
- How do you deal with it today?
- What have you already tried?
- Why was the current solution not good enough?
- How much time or effort does it cost you?
- Where do you look for information or support?
- What keywords would you use to search for this topic?



HOW TO CONDUCT A INTERVIEW?

- Ask open-ended questions.
- Encourage stories.
- Do not suggest the answer in the question.
- Go deeper using the "5 Whys" method.
- Make the interviewee feel comfortable.
- Document answers: recording, notes or an AI note-taker.
- If possible, ask the person to show the problem and its consequences.



Choosing the Interview Group

Go back to the stakeholder map from the previous exercise. Choose one group — preferably users. Note who, why, and how many people.

Business
Employees
Requestors

Hypotheses & Goals



Stories & Experiences

"Tell me about the last time..."



Non-obvious & Deep

"What if...? Why specifically...?"



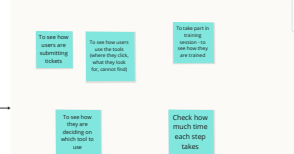
'Faster Horse'

What users think they want — vs. what they really need?



Observation & Experience

What do we want to see live? What will we ask the interviewee to show or demonstrate?



Stories & Experiences

'Tell me about the last time...'

Tell me about
the last time
you submitted
the ticket

How do
you enjoy
submitting
the tickets?

What did
you feel at
that
moment?

What do you
like about
the process
most?

What do you
dislike about
the process
most?

Sticky stack

What
was
difficult?

Tell me a story of
your previous
experiences with
similar ticket
submissions

Which
tools do
you use?

What do
you think
about the
tools?

What do
you like /
dislike in
tools?

Tell me a
story about
your training
on the tools

Non-obvious & Deep

'What if...?', 'Why specifically...'

How would you submit your tickets without the tools?

What would have made the process clearer or easier for you?

Why specifically do you feel unsure about what information is required?

What specifically is the main pain point for you? Where do you get stuck during the process?

What if there was an ideal tool - what would be the functionalities?

If you could add/remove something from the process, what would that be?

What if you knew exactly what are the next steps?

What if you could submit tickets with just a few clicks?

Sticky stack



Choosing the Interview Group

Go back to the stakeholder map from the previous exercise. Choose one group — preferably users. Note who, why, and how many people.

Business
Employees
/
Requestors

'Faster Horse'

What users think they want — vs. what they really need?

What
would
make you
happy?

What do you
want? How
would you like
to submit
tickets?

How would
you like the
process to
look like?

Sticky stack



Observation & Experience

What do we want to see live? What will we ask the interviewee to show or demonstrate?

To see how
users are
submitting
tickets

To see how users
use the tools
(where they click,
what they look
for, cannot find)

To take part in
training
session - to
see how they
are trained

To see how
they are
deciding on
which tool to
use

Check how
much time
each step
takes

Sticky stack



Hypotheses & Goals

What **hypotheses** do we have about the source of the problem?

What do we want to **learn**?

What would be useful to see or experience **first-hand**?

Sticky stack



We assume that the tool is problematic for the users

The tool is not user-friendly and ugly

There is an issue in communication between Data Governance and Users

Better understanding and navigating tools by Requestors

There is not enough training for the users to use the tools effectively

There is an information gap

The process flow is not clearly known

The process is to complicated for the users

There is no single source of truth

DEFINE: AFFINITY MAP INSTRUCTION

How to create an Affinity Map

1. Each team member reads one sticky note out loud.
2. The team discusses what the note is really about.
3. Place the note next to other notes that feel related.
4. Continue with the next notes and look for natural connections.
5. Create clusters of notes that describe similar problems, needs or situations.
6. When the clusters are visible, give each group a clear name.

Remember:

- Do not create categories too early.
- Let the material speak first.
- Use an "Other" area for notes that do not fit anywhere yet.
- Split groups that become too large.
- Create subgroups if one theme contains different angles.
- Name clusters at the end, not at the beginning.



ANALYSIS AND INTERPRETATION

From clusters to meaning

Affinity mapping is not only about grouping sticky notes. The most important part is interpretation.

For each cluster, ask:

- What do these notes have in common?
- What problem or tension do they reveal?
- What does the user need in this situation?
- What surprised us?
- What is repeated across different interviews?
- How does this connect to our original challenge?

Under each cluster, write:

- the main conclusion
- the user need
- the insight or discovery
- possible implications for the challenge



CONCLUSION: AFFINITY MAP INSTRUCTION

- Affinity mapping is a tool to organize ideas and identify patterns.
- It helps to move from a chaotic collection of ideas to a structured understanding of the problem.
- The process involves grouping related ideas together and then interpreting the clusters.
- The goal is to uncover insights and user needs that might not be obvious from individual ideas.

Category & Conclusion



Process complexity
Need for simplicity
the tool

How do you like working with our tool?

Unfortunately, working with the tool is sometimes difficult. The entire process of requesting a new feature — entering the data, waiting for approval, awaiting the internal registration, and completing the form again — is very time-consuming.

What should the ideal process look like in your opinion?

Ideally, it may not be possible, but if MDM could easily send tickets back for correction so they don't have to be created from scratch — because otherwise they get stuck somewhere — that would be great!

The ideal experience would feel like a guided conversation, not like searching through several systems.

I often hesitate because I am afraid my request will be rejected or delayed if I select the wrong category.

The process would be much easier if the system showed missing information before submission, not after review.

I often get stuck at category selection because the names sound internal and I do not know what they mean.

I do not like switching between tools just to complete one business task.

Conclusion:
Simplicity
needed

Time efficiency
Need of time-saving;
shortening the time of
submitting request

What do you consider the most difficult?

Maybe not the most difficult, but the most burdensome aspect is the time-consuming nature of the process that I mentioned.

What would make it easier for you to work with our tool?

Shortening the time needed to prepare tickets would make it easier, for example by removing the step of manually selecting internal registration.

When I choose the wrong path, the ticket comes back after two days and I have to start again. That is really frustrating.

Last time I submitted a vendor change request, I spent more time checking the process than filling in the actual data.

Conclusion: Can we shorten the time needed for this?

Can we delete this step? - its from me (mateusz :3)

Need for In-Tool Guidance

Did you receive proper training on how to use Level Up?

Yes, I did, and I think I understand the process. The idea of the tool itself and a dedicated team that verifies the data is good.

I usually start by asking someone in finance which tool I should use, because I also never used it before, settings in SAP VM, Concur or a ticket.

For requests I submit once every few months, I need guidance inside the tool because I do not remember the process.

I would like to see the next steps in plain language submitted, under review, waiting for approval, completed.

The training was too general. It showed where to click, but not how to decide which process applies to my case.

Conclusion: How can we make better in-tool guidance?

How can we make a self-explanatory tool?

Process complex
and Training
Clarity

When do you dislike the most about the current process?

The thing I dislike most is that MDM programs, errors and status back for confirmation because I submitted again from scratch. Internal registration is not working, and additional employees had to intervene.

I usually copy an old request from a colleague because it feels safer than following the official instructions.

I would like one entry point where I answer a few simple questions and the system tells us where to go.

The worst moment is when I submit everything and then receive a reply asking for something I did not know was needed.

I often do not know if I should create a new request, update an existing one or contact AP directly.

Sometimes I have an invoice issue, a vendor issue and a payment question, and I do not know whether these are three tickets or one.

The instructions are there, but they are written from the process perspective, not from my situation.

Conclusion: How can we make the process more transparent?

Lack of Process
Transparency &
Status Clarity

I get nervous when the request is urgent and I cannot see clearly what happens next.

When the SLA is mentioned, I do not always understand when the clock starts and what I can realistically expect.

Sometimes I submit a ticket and then send an email anyway, just to make sure someone has seen it.

The status is not clear enough. It says open, but I do not know who has it or what they are waiting for.

The hardest part is knowing what information is mandatory before I start. I often discover missing data only after I submit.

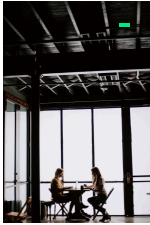
I like when the form gives examples, because then I understand what kind of information is expected.

Conclusion: Users need clear statuses and answers to what is happening

TASK – HOMEWORK FOR EVERYONE

Conduct one simple and short interview.

1. Contact a person from the selected group.
2. Explain that you are participating in a training and need real information for workshop work.
3. You can talk live, meet on Teams, or send the questions by e-mail or chat.
4. Use the questions prepared during the exercise.
5. If possible, ask follow-up questions and capture examples, stories and quotes.
6. Write your answers in Miro using sticky notes. Please use one sticky note for one piece of information. (Tip: You can use Miro's bulk mode to paste table rows and automatically turn them into separate sticky notes.)



CUSTOMER JOURNEY MAP: TASK

Map the current journey connected to your challenge

Work in your team and create a Customer Journey Map for the process your challenge is about.

Steps:

- 1. Start with the stages of the process.
- 2. Review the proposed stage names on the board.
- 3. If you do not agree with them, change the names so they better reflect the real process.
- 4. Add touchpoints for each stage.
- 5. Add user actions — what the user is doing.
- 6. Add pain points — what is difficult, unclear or frustrating.
- 7. Add insights — what patterns, needs or improvement opportunities you see.
- 8. Mark the most important moments that should be improved first.

The goal is not to create a perfect map.

The goal is to understand where the experience breaks and where improvement can create the most value.

HOW TO READ THE JOURNEY MAP

Stages

The main steps of the process, for example: Discovery, Request, Approval, Onboarding, Service Usage. They show the journey from the beginning to the end.

Touchpoints

Where and how the user interacts with the service, system, team or communication channel. Examples: email, service portal, meeting, form, internal communication.

Actions

What the user is doing at each stage.

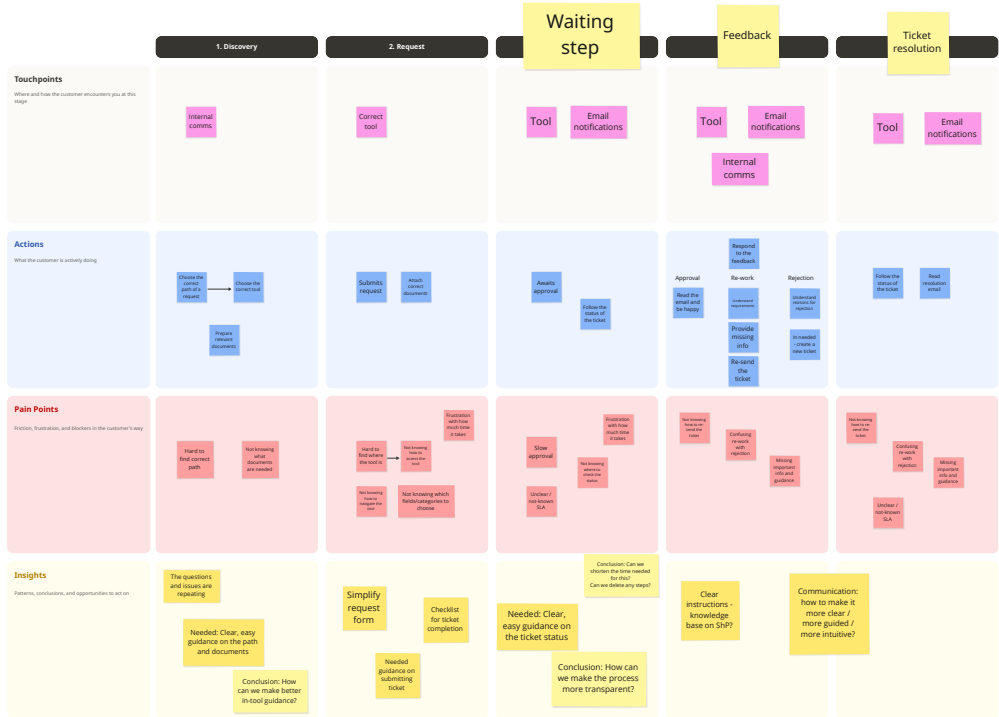
Examples: searching for information, submitting a request, waiting for approval, using the service.

Pain Points

Friction, frustration, confusion, delays or blockers in the user's experience. This is where the process becomes difficult or unclear.

Insights

Patterns, conclusions and improvement opportunities. This row helps us translate observations into decisions about what should be improved.



Prioritisation Matrix instruction

How to work with the Matrix

1. Review your needs, problems, insights and key questions.
2. Place each idea into the relevant region.
 - higher = stronger impact on user experience
 - left/right = stronger impact on the challenge goal and KPI
3. Review effectiveness of the team.
4. Select the best 3-5 top right ones as your priorities.



Prioritising Needs & Insights

Choose what matters most

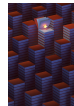
How we prioritise the needs, problems, insights and conclusions that shape our solution work.

Consider needs to determine which benefits are most important.

- 1. Impact on the user experience
 - How strongly does this need / problem / insight affect the user's experience?

- 2. Impact on the challenge goal and KPI
 - How strongly would it support the original challenge, business goal and KPI?

Key question: Which needs or insights, if addressed, would cause the biggest positive impact for users and the challenge goal?



Challenge Card #1 - System architecture and UX

Problem - what is the problem?

Business value - what is the business value of this problem? How does it affect the business? How does it affect the user experience?

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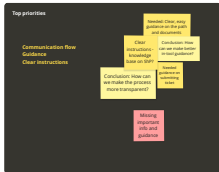
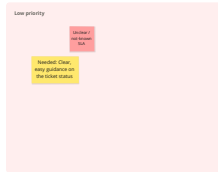
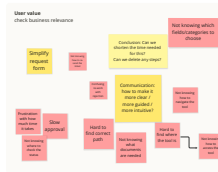
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High

Impact on user experience

Low



HOW MIGHT WE...

KPI: requests are submitted correctly the first time reduce rework and repeated questions

How might we guide the users so that they easily submit the tickets correctly the first time while we support the service team to have less rework and repeated questions?

How might we guide the users to have 100% tickets submitted correctly the first time so that the users have clarity and confidence while we support the service team to have less rework and repeated questions?

How might we increase the number of tickets submitted correctly the first time so that the users have clarity and confidence while we support the service team to have less rework and repeated questions?

How might we design a ticket submission experience that makes it almost impossible to submit an incomplete or incorrect ticket, so most requests can be understood, routed, and processed without manual support intervention?

How might we improve user's satisfaction scores?

How might we move from users submitting tickets to users being guided to the right outcome automatically, so support is needed only for complex or exceptional cases?

Sticky notes



Task: Create 3 "How Might We..." Questions

Turn your top priorities into strong design questions

Based on the highest priority needs, problems, insights or conclusions from your needs, create 3-5 "How Might We..." questions that will guide your solution.

A strong HMW question should:

- address one of your top priorities
- connect to the original challenge and KPI
- improve the user experience
- support the desired business or service outcome
- be ambitious enough to generate many different ideas
- be ambitious enough to generate impact and improvements

A weak question should be a difficult, unrealistic or too specific - one that is too narrow or too broad.

Questions should be based on the original challenge, business goal and KPI.

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How to formulate a strong HMW question

Use this structure

How might we [action] for [user / stakeholder], so that they can [desired user outcome], while we support [challenge goal / KPI / service outcome]?

Example:

How might we simplify the request process for internal clients, so that they can submit complete requests faster, while the service team reduces rework and clarification requests?

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Example:



Impact on challenge goal and KPI

High

RULES FOR IDEATION

- We stay consistent to our challenge from the previous session**
Keep your focus on the goal we defined earlier. Proactively search for answers to the "How might we?" challenge from the previous session. Build on previous work, ideas, progress, and continue moving forward together.
- There are no bad ideas — only better hypotheses**
The more, the better — regardless of the idea itself, the better. Brainstorming often starts outside the comfort zone.
- We generate ideas together**
By not judging, comment your ideas while we are creating them. Evaluation will come later.
- We generate, not generate**
It's not about the ideas, it's about the process. A good idea should be what, for whom and how.
- Brainstorming is a starting point, not the end**
Think of ideas as further creativity. The questions: how might we...? are not the end.
- Look for inspiration everywhere**
Our examples from other industries, technologies, services, startups and unexpected contexts. Inspiration often comes from connecting other worlds.
- Speed matters**
We will work in short bursts and short breaks. This process helps us avoid overthinking and generate more ideas.
- Support others and yourself — leave your ego outside**
Encourage each other's ideas and, make a safe space for experimentation. Your idea or idea can't be outside the door — we will invite it back later, during evaluation.

10X THINKING

- Most organizations try to make their products, services or processes 10X better.
- They optimize what already exists.
They improve the current process.
They fix existing issues.
- But 10X thinking often helps us make the same assumptions.
- 10X thinking means asking a different question**
- Not "How can we improve this a bit?"
But "How could we make this 10 TIMES BETTER, FASTER, CHEAPER or more valuable for the user?"
- 10X ideas may feel unrealistic at first — and that's the point.
- This forces us to:
- change perspectives,
 - question current assumptions,
 - look beyond existing processes,
 - imagine a radically better experience,
 - search for new ideas to create value.
- Before exercises, we will use 10X thinking to push our ideas beyond obvious improvements.**

SILENT IDEA GENERATION

- Your task: generate as many ideas as possible individually and silently.
- You have 10 minutes.
- Work with your partner "How might we...?" challenge and follow the instructions.
- Instructions:**
- Read your "How might we..." challenge carefully**
Read and try to understand what problem you are generating ideas for.
 - Build off your own ideas**
Write down every idea that comes to your mind — including obvious but strange, unrealistic, too simple or even "banned" ideas (like, illegal, unethical).
 - Write your ideas quickly**
Don't write only the ideas that are "good". For example, "better communication" is a common idea. Describe what could actually be done, for whom and how.
- After 10 minutes, I will give you additional inspiration to help you create your ideas faster.

GROUP BRAINSTORMING

- Your task: share your ideas and build on them as a team.
- You have 10 minutes.
- This is not a presentation.
This is not a decision-making moment.
This is not a session for approval.
- Instructions:**
- Read your ideas to the group**
Briefly explain what you wrote, but do not try to defend or "sell" your ideas.
 - Listen to others with curiosity**
Do not judge, evaluate or discuss whether the idea is realistic yet.
 - Build on each other's ideas**
Use other people's ideas as inspiration for new directions.
 - Generate the ideas**
Ask yourself: "What would this idea look like if it was 10 times better, faster, cheaper or more valuable for the user, and how could it impact my life by 10x?"
 - Add new ideas to the board**
Keep writing. Every new idea should become a separate sticky note.
- Best: create more, stranger and bolder ideas than any one person could generate alone.

Copy and paste here your HMW questions

KPI: requests are submitted correctly the first time
reduce rework and repeated questions

How might we guide the users so that they easily submit the tickets correctly the first time while we support the service team to have less rework and repeated questions?

How might we increase the number of tickets submitted correctly the first time so that the users have clarity and confidence while we support the service team to have less rework and repeated questions?

The recommendation:
How might we design a ticket submission experience that makes it almost impossible to submit an incomplete or incorrect ticket, so most requests can be understood, created, and processed without manual support intervention?

The recommendation: think beyond ticket submission
How might we move from users submitting tickets to users being guided to the right outcome automatically, so support is needed only for complex or exceptional cases?

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TASK: ANALYSE IDEAS ON THE MATRIX

Use the idea evaluation matrix on the Miro board.
Place each idea on the matrix according to two criteria:

Vertical axis:
Impact on solving the problem and improving KPIs

Horizontal axis:
Impact on user experience

- Instructions:**
- Read all ideas generated by your team.
 - Discuss what each idea could change for the user and for the organization.
 - Place each idea on the matrix.
 - Look for ideas with the strongest combined potential:
 - high impact on the problem and KPIs,
 - high impact on user experience.
 - Select **2 ideas** that your team wants to develop further.

Output:
2 selected ideas with the highest potential for prototyping and testing.

Challenge Card #1 – System architecture and UX

Problem — what is visible today?
Business employees and Finance colleagues need to submit AP or Master Data requests, but they are not always sure which system to use, what information is required, what the SLA means, or how to check the request status. The experience is fragmented across request tools such as SAP MM, Concur, e-receivers and Booking systems.

Business consequences — why does it matter?
When users are unsure how to act, they submit incomplete or incorrect requests, ask repeated questions and create new work for AP, Master Data and support teams.

Main users affected by the problem

- Business employees
- Local finance colleagues
- Accounting / master data stakeholders

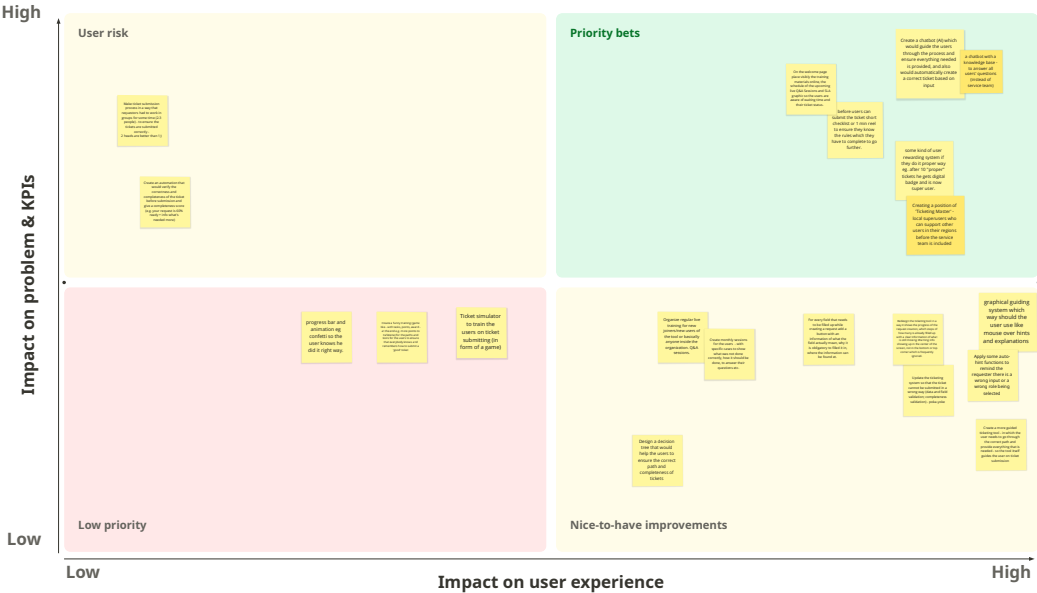
What is expected from this team?
Understand what makes AP and Master Data requests difficult from the user's point of view: choosing the right path, submitting correct data, understanding status and knowing what happens next.

Important KPI for the business
First-time-right request rate — percentage of AP / Master Data requests submitted correctly without rework, correction or reworking.

Baseline: 62% of AP / Master Data requests are submitted correctly the first time.

Target: 82% submitted correctly the first time — increase by **20 percentage points**, which means a **32% relative improvement**.

Working challenges
How might we improve the AP and Master Data request experience for business employees, local finance colleagues and accounting / master data stakeholders so that they can choose the right process path, submit requests correctly the first time and understand the next steps, while service teams can reduce rework and repeated questions?



TEST YOUR PROTOTYPE

Test your prototype or MVP with a user from another team to check if your Test Card experiment gives useful evidence about your hypothesis.

What to do:

1. Set the context

- Who is the user?
- What problem does the prototype solve?
- What hypothesis and success criteria are you testing?

2. Give a task (don't explain too much)

- Ask the user to complete a realistic scenario
- Let them interact naturally with little guidance

3. Observe carefully

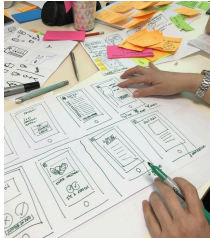
- What is clear vs confusing?
- Where do they hesitate?
- What questions or reactions appear?
- What do they do differently than expected?

4. Ask for feedback

- What worked / didn't work?
- What was unclear or missing?
- What would improve it?
- Did you meet your success criteria?

5. Draw conclusions

- What to keep, improve or change?
- What did you learn about your hypothesis?
- Continue, adjust or stop?



USER:
GL/AP/FINANCE
colleague

Ariba
request
being
stucked

Chat cannot answer
complex questions and
does not have information
about about multiple tools
and business can loose
customer's vendors

You should be
able to collect
the
information at
the first time

user should always
have a chance to
speak with a real
person as some
people will always
prefer a human
contact

BOT should
provide more
detailed
quesations

Missing
info to be
provided

What is annoting
that user needs
to use multiple
tools to give
information.

reaction:
annoyed,
disappointed

chat bot should
be able to check
live informatio
and know all the
tool we are using

The presentation
is good, training
materials. But
users like quicker
solution

BOT should
provide
screenshots with
the information
needed

bot should
serve like a
single point
of source

the solution
should be
developed in
cooperation with
other teams

for the first time is fine to
have a customer survey
satisfaction. After
multiple queries it is
annoying and maybe one
single yes or no question
is enough

Design an experiment for your selected idea

Use the **Test Card** to turn your selected idea into a simple experiment.

Your goal is to decide **which key hypothesis should be tested first** and how you can verify it in the most reliable way during the test session.

Your conditions

- In the next session, you will have:
- 1 hour to build a simple prototype, MVP or test material
- At least 1 tester from another team to test it with

Be creative with the prototype

- Your prototype does not have to be built only in Miro.
- You can use any format that helps you test the hypothesis, for example:
- a clickable mock-up, a process sketch, a simple form, a storyboard, a landing page, a service script, an email/message draft, a dashboard mock-up, a role-play, or even a very simple MVP.
- The prototype only needs to be good enough to help someone react, understand, use or evaluate the idea.

Design an experiment for your selected idea

Complete the Test Card

- 1. We believe that...**
Write the most critical hypothesis behind your idea.
- 2. To verify that, we will...**
Describe the smallest prototype, MVP or experiment you can prepare in 1 hour.
- 3. And measure...**
Define what you will observe, ask or count during the test.
- 4. We are right if...**
Define the minimum result that will tell you the idea is worth continuing.

What can we test quickly that will give us the strongest evidence for making a decision?



Create a chatbot (AI) which would guide the users through the process and ensure everything needed is provided, and also would automatically create a correct ticket based on input

automatically generate a correctly structured ticket based on the user's input

the chatbot can support and guide users so that there is less work for the service team (at least 10%) and there are more correctly submitted tickets (10%).



The experiment is well designed. Before the workshop, check whether you can create and add a **Channel Agent** to MS Teams using your current company permissions and licences. Teams currently supports agents that can answer questions in a channel, but users usually need to invoke the agent, and creating/publishing one may require access to Copilot Studio, appropriate permissions and approval from IT. Human escalation can also be configured, but it is not guaranteed to be available to a regular user.

[Microsoft: Channel Agent](#), [Microsoft: connecting an agent to Teams](#).

If this is not possible during the workshop, I recommend running a **Wizard of Oz simulation**:

- Create a dedicated MS Teams channel.
- Ask users to post their questions there.
- A team member copies each question into ChatGPT or another AI tool and posts the generated answer back in Teams.
- If the team member already knows the correct answer, they can respond directly.
- Give users a clear option such as **"I need human support"** to simulate escalation to an employee.

Users should not be told who is producing each response during the test. The purpose is to simulate the chatbot experience and observe whether they are willing and able to use this channel instead of contacting the service team directly.

In Step 3, measure:

- the percentage of queries resolved without human escalation,
- the percentage requiring human support,
- the number of direct contacts with service agents,
- user satisfaction and perceived clarity after the conversation.

Option 1: Channel Agent

A Channel Agent can be created directly inside a Teams channel.

Users ask questions by mentioning it:
@HR Support How can I submit a request to change an employee's personal data?
The agent can use information from:

- messages posted in its channel,
- meeting transcripts and approved summaries,
- the channel's Planner board,
- web search, if enabled by the organization.

To add it:

1. Open the relevant Teams channel.
2. Select **Open agents and bots**.
3. Find **Channel Agent** and select **Add**.
4. Users can then ask questions by @mentioning the agent.

Channel Agent is currently in public preview. To create and interact with it, users need a Microsoft 365 Copilot subscription, membership in the relevant channel and access enabled by the IT administrator. It cannot answer questions in conversations containing external users. [Microsoft: Channel Agent requirements](#)

Option 2: Custom agent for the experiment

For this experiment, a custom agent may be more suitable. You could create it in SharePoint or Copilot Studio and provide it with:

- a specific role and instructions,
- HR procedures and supporting materials,
- examples of typical requests,
- a structured process for guiding requesters,
- rules defining when human support is required.

The agent can then be added to the selected Teams channel. Users interact with it by writing, for example:

@HR Request Assistant I need to change my bank account details. What should I do?

Microsoft supports adding custom SharePoint agents to Teams channels and using them through @mentions. The agent only uses information that the individual user is permitted to access. [Microsoft: Share a SharePoint agent in Teams](#)

Recommended test setup

- Teams channel: **HR Request Support**
- Custom agent with instructions and relevant HR knowledge
- Requester asks a question using @HR Request Assistant
- Agent guides the requester toward resolving the issue
- The requester can select or write **"I need human support"**
- The team measures completion time and the number of human interventions

One important limitation: standard Teams agents normally respond only when explicitly @mentioned. If the agent needs to monitor every channel message and respond automatically, a more technical custom Teams bot, appropriate message permissions and probably IT involvement would be required.

For the workshop, I would still prepare the **Wizard of Oz simulation as a backup**, because access to agent creation may be restricted by TÜV's licences or IT policies.