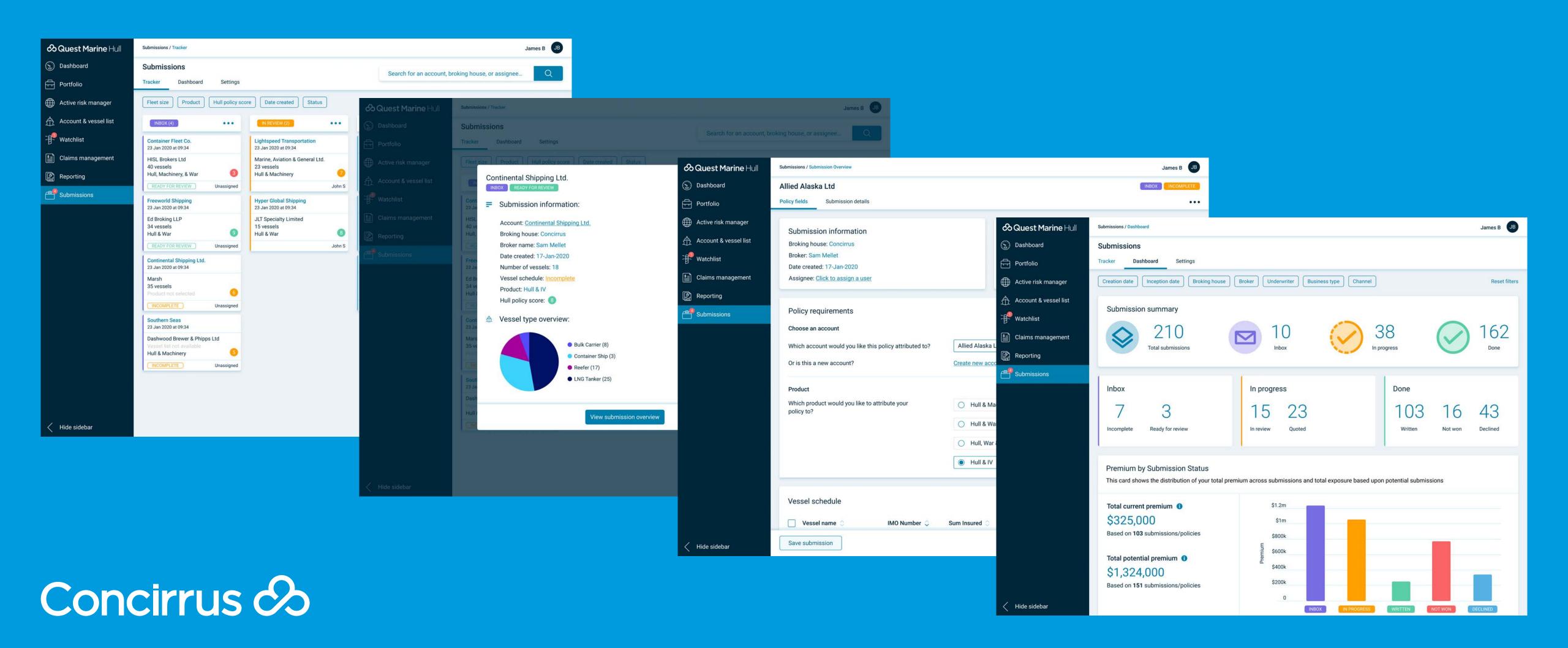
ON A SECRET SUBMISSION

Adapting to changes in the way people work caused by the Covid-19 pandemic





A submission is a proposal for insurance to an underwriter



Fleet Owner

An individual or organisation with one or more vessels that require insurance. They reach out to a broker to find a suitable insurance policy that will fit the specific needs of their fleet.

Broker

The broker will gather key
information such as vessel IMO
numbers and claims history and
package them into a submission.
This submission is then sent out to
various underwriters.

Underwriter

Underwriters will analyse all the information in a submission, decide whether it is a risk they are comfortable with, and then respond to the broker with a quote for insuring the fleet.

THE PROBLEM TO BE SOLVED



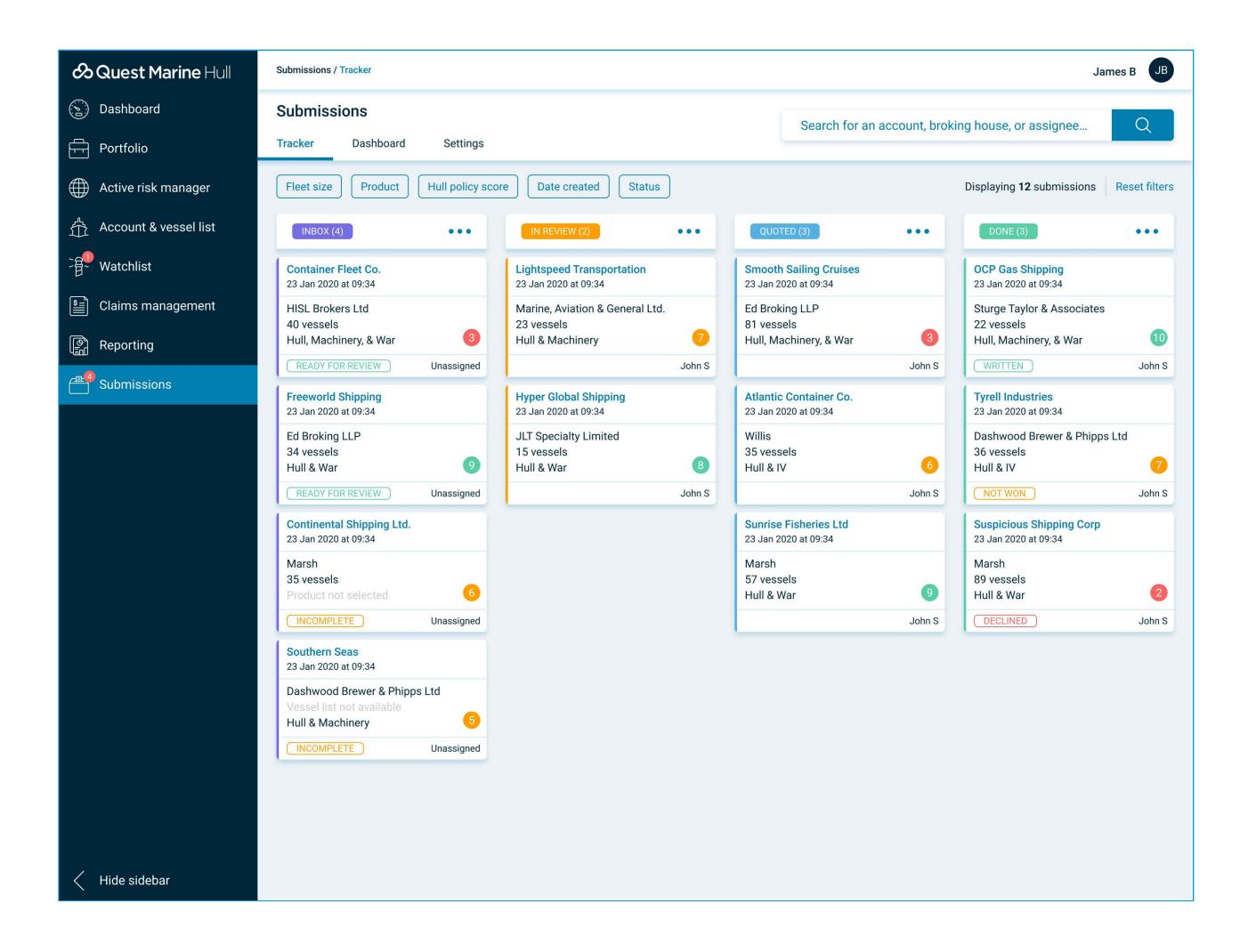
Early discussions about the problem space identified four main problems to overcome

- **■** Marine insurance is a bit old fashioned
 - Lots of printing things out, visiting people at their desks, and handing them lots of paper to look at
- Data has to be entered manually into one or more systems
 - Data from 'submissions' had to be manually entered into various systems before it can be analysed
- Submission data is sometimes missing, incomplete, or outdated
 - Sometimes vessels might be missing an IMO or other data, and that has to be hunted down manually
- No automated analysis of the data

Even once all the data is collected and entered, it still needs analysing to become useful information

WHAT DID WE WANT TO BUILD?





Submissions is a workflow tool set designed and developed as a module for our Quest Marine Hull product, and later scoped out for inclusion in our Quest Cargo product.

Its primary purpose was to modernise how marine insurance underwriters manage and assess incoming business in a post-Covid world where the traditional way of doing business was not currently viable.

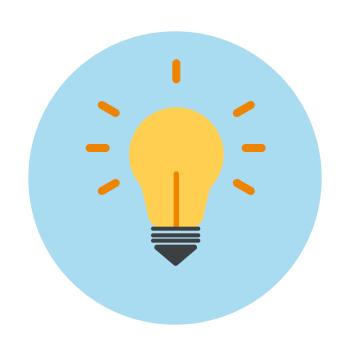
The key idea was to use Optical Character Recognition and Machine Learning to ingest data from emails and documents, and then scan them for relevant information such as financials, claims data, and vessel IMOs.

This information would then be automatically populated into a digital submission which could be improved with our own data modelling scores.

The submissions could then become a draft or quote policy at the click of a button. This would mean a policy could be assessed for risk in a matter of minutes from when it was received via email, with no manual data entry.



So why spend the time and resources building this new feature?



A New USP

Automatic processing of submissions is a feature none of our competitors offer. Getting it to market quickly provides Quest Marine Hull with a new USP.



Improved Stickiness

Integrating more tightly into additional parts of our customers' daily workflows means increased reliance on our products and improved customer retention.

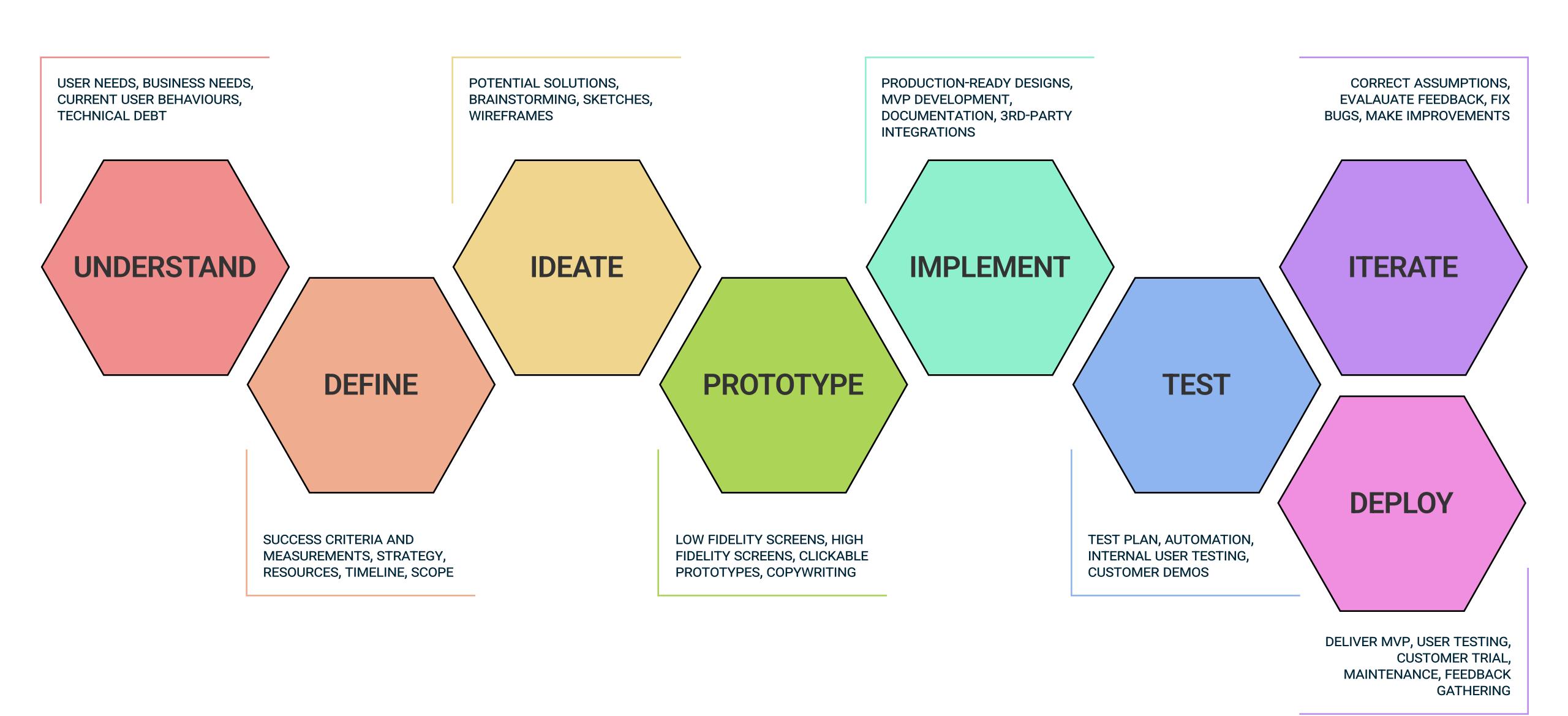


Increased Revenue

As a completely new piece of functionality, the submissions module could be an up sell to existing contracts and also bring in new business.

DESIGN AND DEVELOPMENT PROCESS







The proposed solution and how we could add value were defined early on in the discovery process



Ingest

Submissions are already being sent around by email. Using a dedicated email inbox we can ingest these emails and their contents to be analysed.

Analyse + Automate

Using technologies such as
machine learning and optical
character reconition we can scan
the incoming emails and
attachments for relevant data, and
automatically populate them into a
digital submission

Enrich

With our own data models and other third party data sources, we can clean the incoming data, find missing information, and enrich the submissions with additional information to speed up the decision making process.



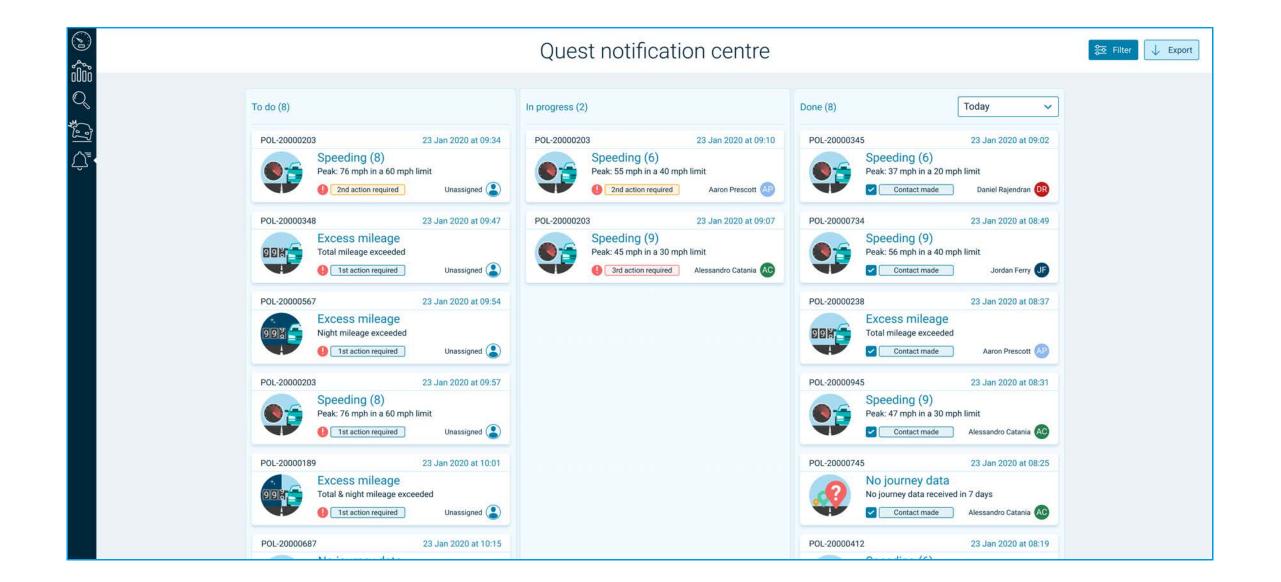
Having defined the problems, we were able to set the scope of what we wanted the product to achieve

- Integrated seemlessly with Quest Marine Hull
 - The new submissions module would be built on top of our existing platform, and should share it's technology stack and design language
- Trello-style workflow interface
 - Data extracted from emails should be displayed as individual cards with key data such as fleet name, risk score, and product type visible at a glance
- Enhanced and detailed views
 - Each submission should have additional views where a complete set of data attributes can be reviewed and edited
- **Automatic policy creation**

Users should be able to automatically create policies from any submission that fits their risk appetite profile

THE FOUNDATION





A lot of time and effort had been dedicated to our cross-product component library in Figma, which would later become the basis for Stratus, our product and engineering design system.

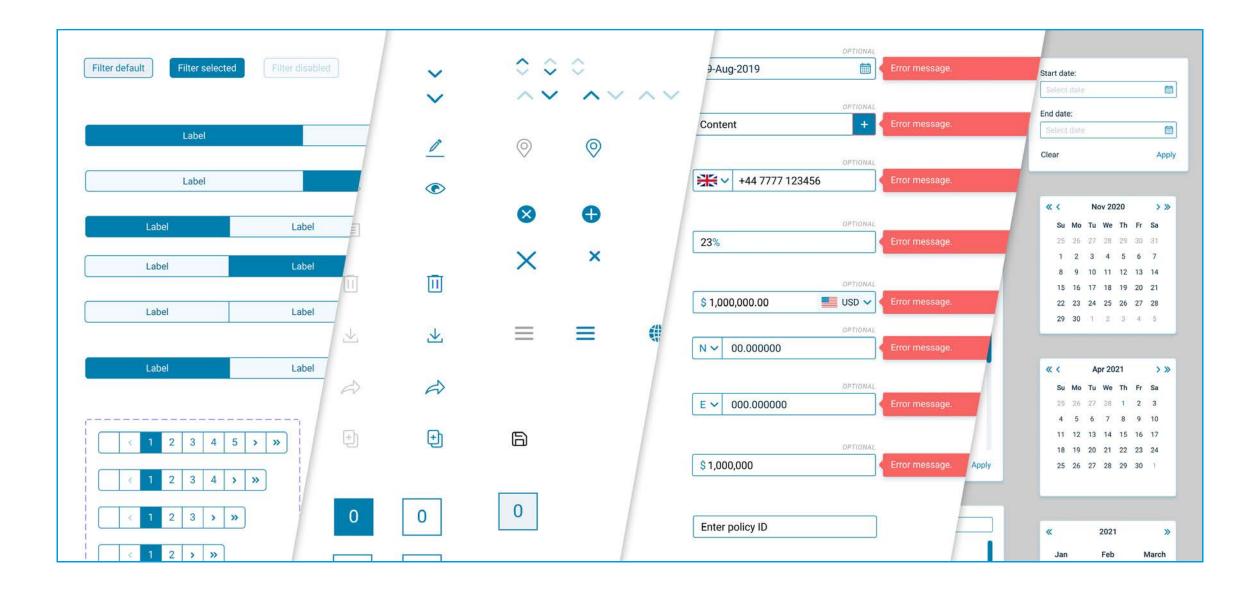
Whilst submissions would require some completely new UI components, many would come from Quest Marine Hull, and were already built in a way that meant they could be easily reused for the submissions module MVP.

This would greatly speed up development of the initial high fidelity designs, as I could reused menus, icons, navigation elements, and more.

A primary feature of Quest Automotive was it's notification centre, a card-based work flow tool that allowed call centre operatives at our client car insurer to pick up various notifications and progress them from one state to another.

This is multi-column card-based layout was the planned base for Submissions, where each card would represent a single incoming email that had been converted into a submission.

The submissions could then be progressed from one column to another as they changed status and were eventually resolved.





The project goals were initially very business driven, but the product team had their own

BUSINESS GOALS

Rapid development

Our aim was to have a working MVP within 3 months

Active trials

At least two existing Quest Marine Hull customers to agree to a trial

Trial conversion

Customers should convert to a paid license at the end of the trial

PRODUCT GOALS

Accurate

Data must be populated in the right fields 100% of the time

Fast

The time to ingest and analyse emails should be less than 10 minutes

Platform agnostic

The module should integrate with our other SaaS products with minimal rework

As with any team taking on a new project, there are often some hurdles to overcome

Lack of product familiarity

I was hired to work on the Automotive product and had spent only a small amount of time with the Marine products

Availability of internal resources

Our data science team are always very busy and wouldn't have capacity to support the data modelling activities we required

Short time frames

We needed to produce an MVP very quickly to capitlise on how business was rapidly changing

Lack of domain knowledge

I'd had very little exposure to the way marine insurance operated, since joining Concirrus

Solid support structure

Utilise a cross-functional team who have familiarity with Quest Marine Hull

Decrease reliance on internal resources

Integrate with a third party to support modelling and analysing the incoming submission data

Optimise for fast design

Reuse existing layouts, designs, and components from existing Quest products

Learn from the best

Spend time speaking with internal subject matter experts, existing clients, and our working group

TOOLS OF THE TRADE



As a design team we used a few key applications during the various stages of our design and development



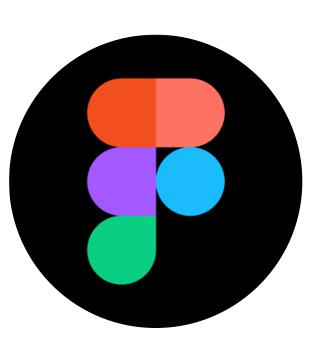
Flows & Journeys

We use previously used LucidChart for mapping flows, journeys, and other diagrams. Recently we've moved to using Miro, and additionally use it for brainstorming and other collaborative sessions.



Low Fidelity

When we do very early stage
layouts and designs, we often
rough things out on pen and paper
before translating the basic
structures into Balsamiq, to create
general layout ideas.

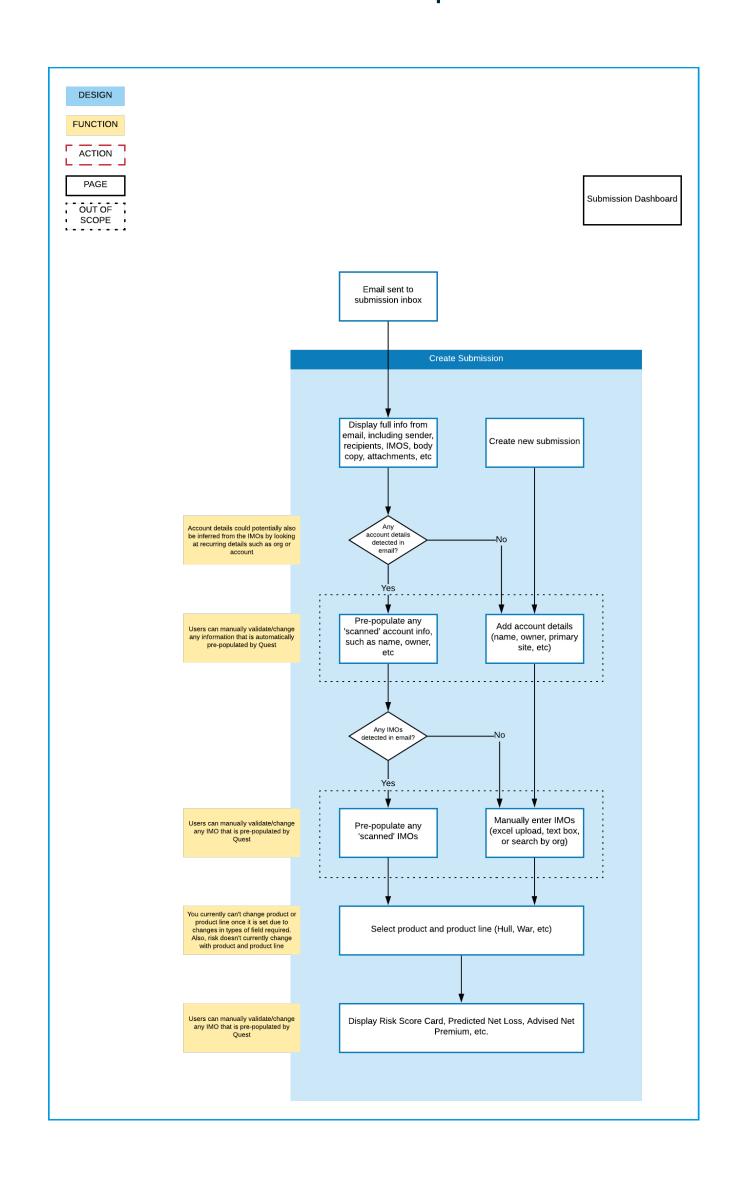


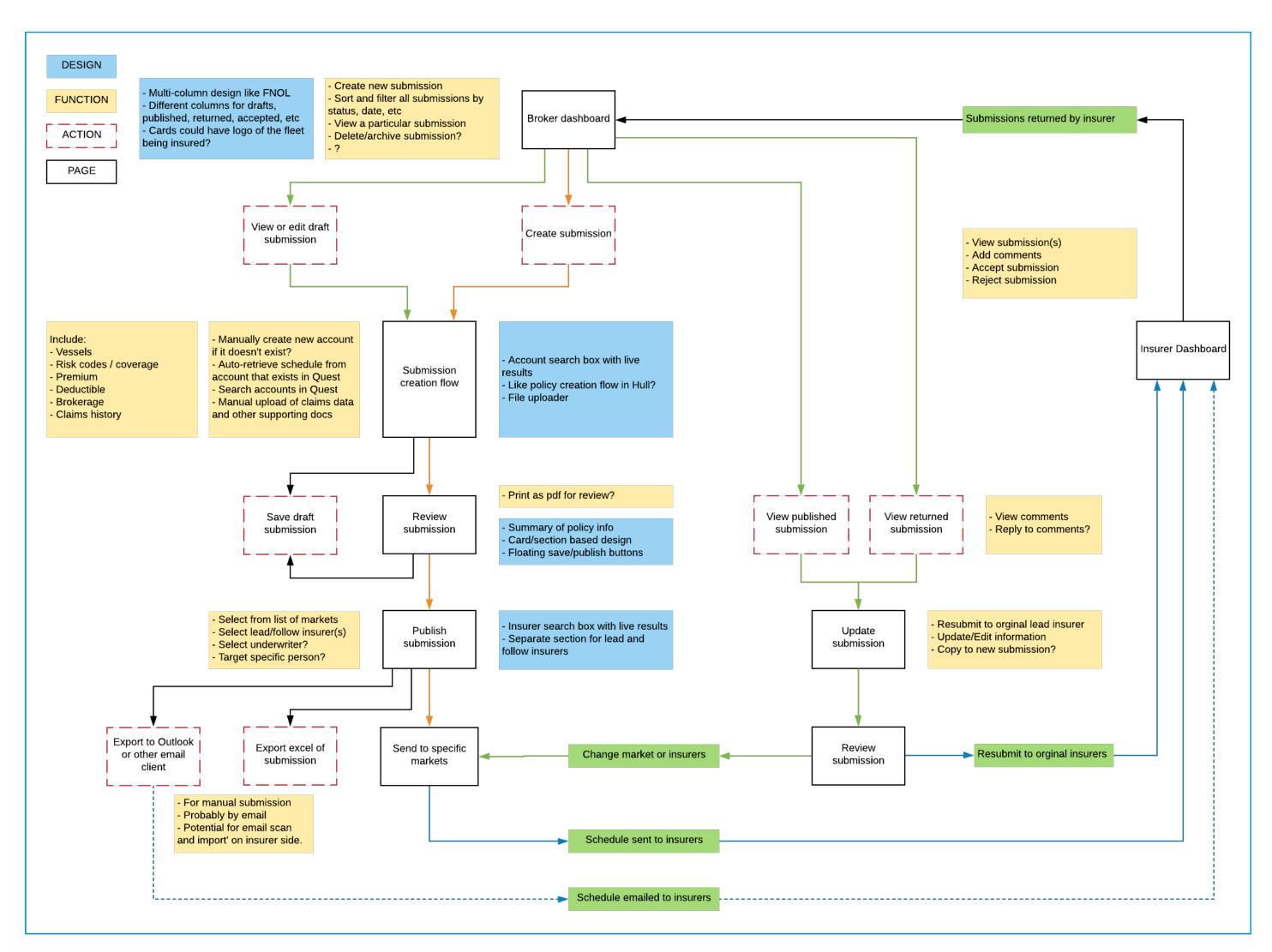
High Fidelity

For our final designs and clickable demos we exclusively use Figma, as it allows us to collaborate quickly and easily across product streams and time zones.



Some examples of the early user flows I mapped out to better understand the problem

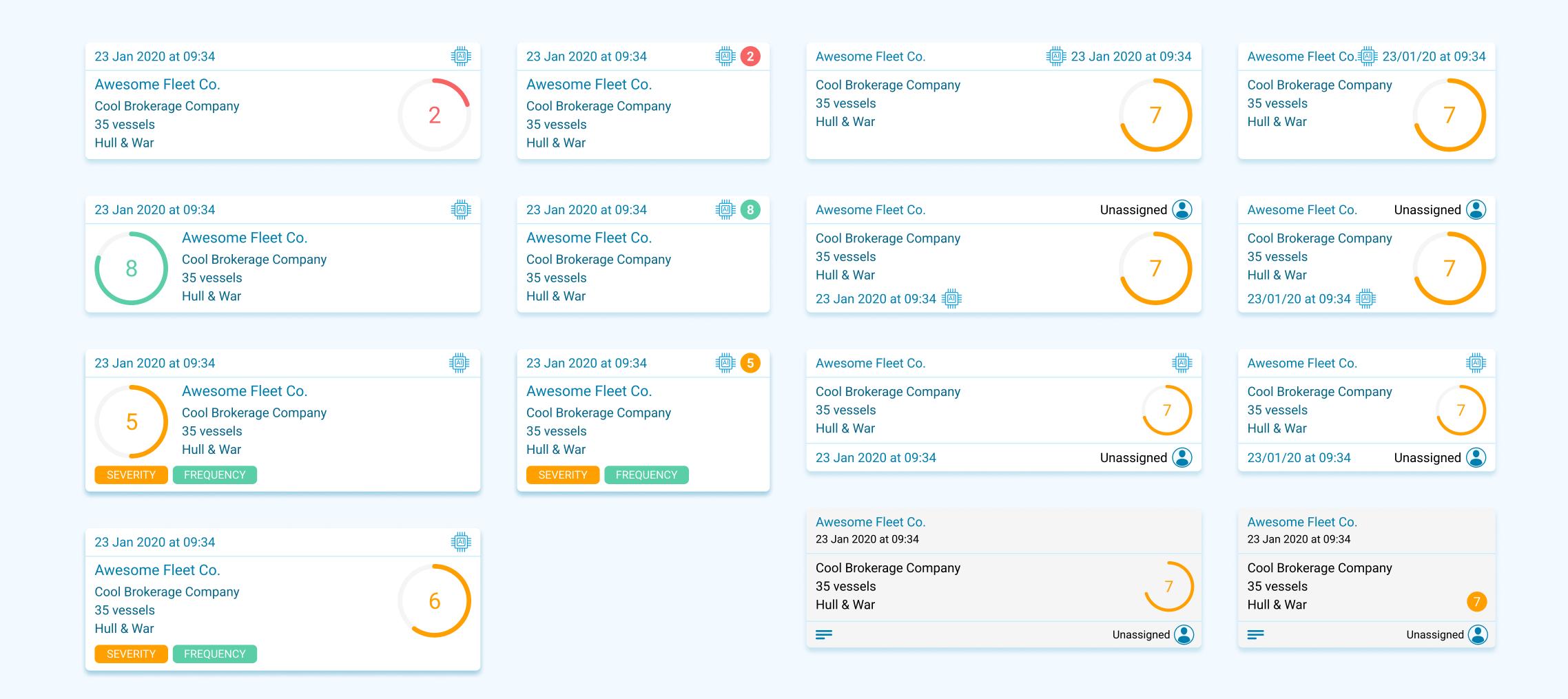




EXPANDING THE DESIGN

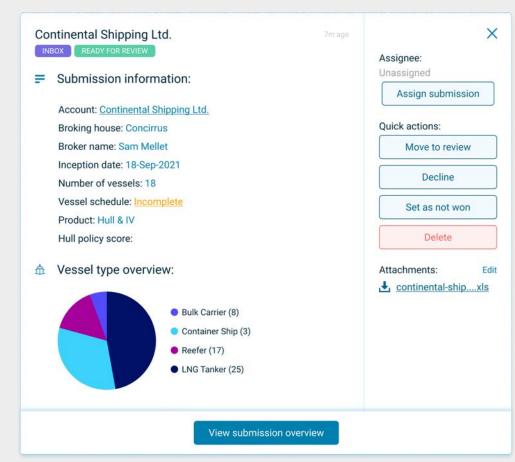


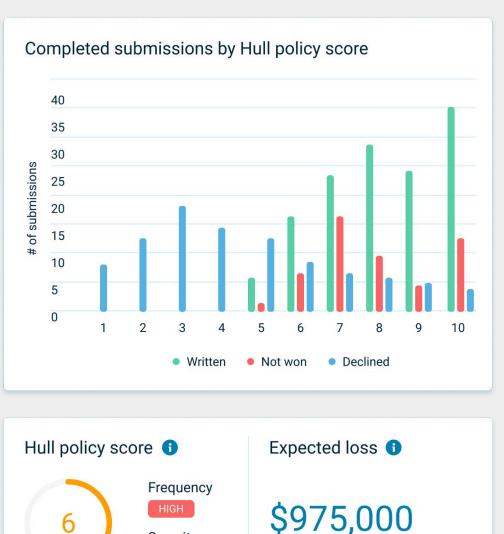
I started designing from the bottom up, iterating several times on the cards that would form the tracker



UI WORK



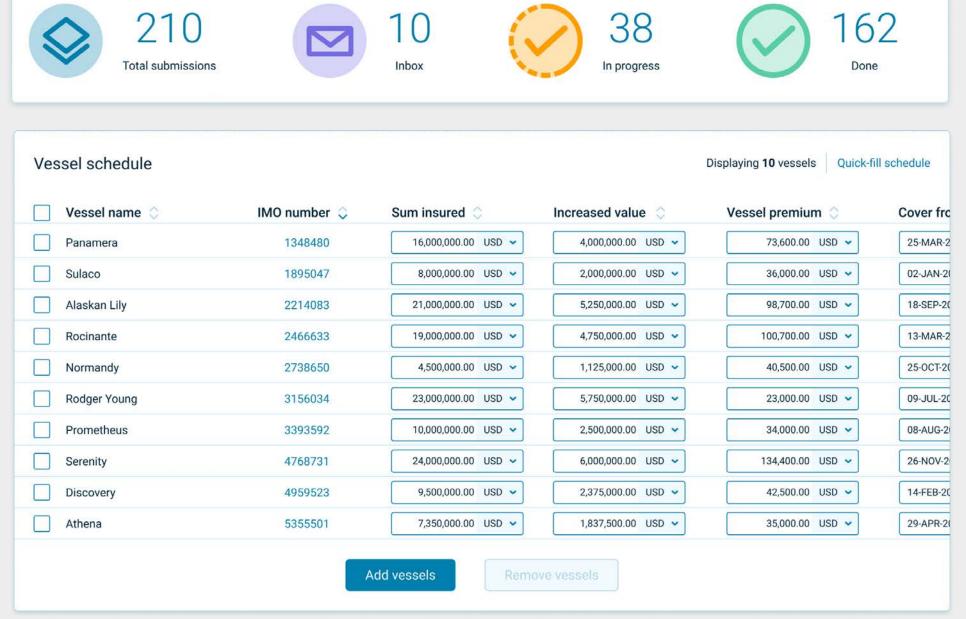


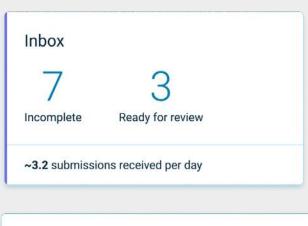


Severity

Submission summary







81 vessels

Hull, Machinery, & War



Not won by Reason

Total 59 submissions/policies



Not won

Quoted price not accepted by client (11)

T&Cs not accepted by client (3)

Quoted deductible not accepted by client (6)

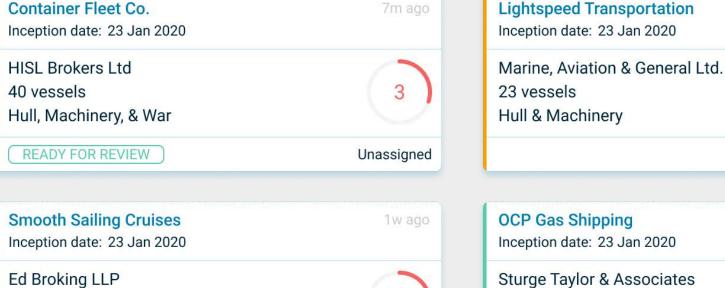
Declined

4d ago

John S







John S

	OCP Gas Shipping Inception date: 23 Jan 2020	3w ago
	Sturge Taylor & Associates 22 vessels Hull, Machinery, & War	10
	WRITTEN	John S

GATHERING INITIAL FEEDBACK



We had numerous resources for getting initial feedback on the value proposition of our Submissions tool



SMEs

We first talked to our internal
Subject Matter Experts who had
experience working at or with
marine insurance underwriters, to
best understand the problem that
potential clients are facing.



Existing Clients

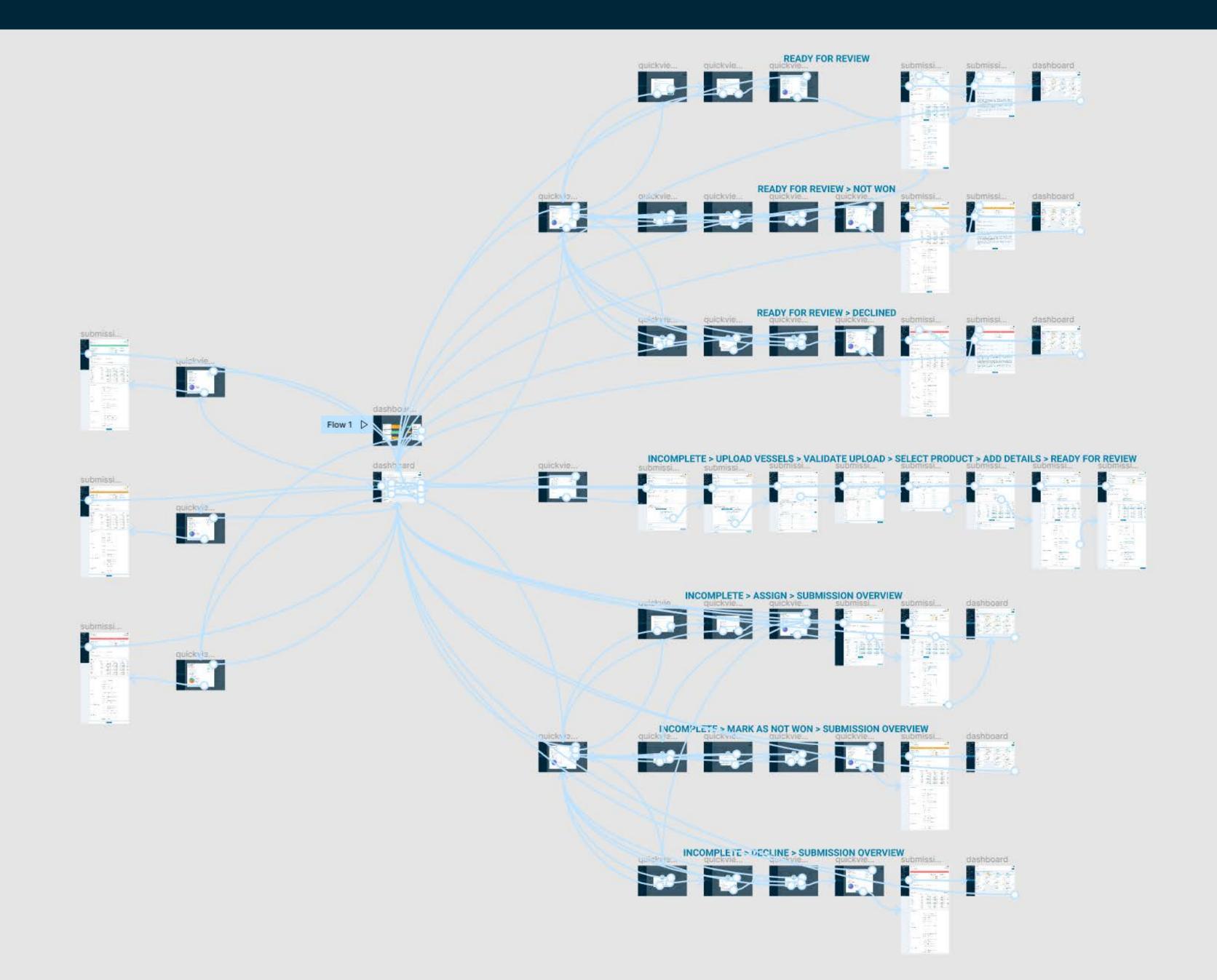
We then spoke to some of our existing underwriter clients who use Quest Marine Hull and might be interested in participating in a trial of the product, and helping to train our data models.



Working Group

Finally we assembled a 'Working Group' that consisted of team members familiar with our potential trial clients and their business, but were not necessarily marine insurance SMEs.





CONTINUOUS IMPROVEMENT



As design and development of the submissions module continued, we made sure to gather regular feedback



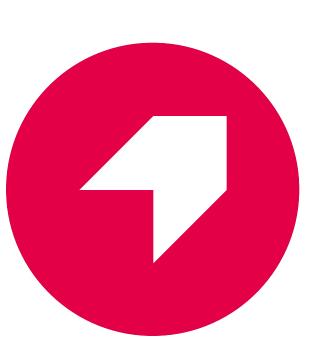
Internal

We ran regular usability testing sessions with our working group, starting with low fidelity designs, up until we had a clickable prototype. This helped identify early usability and design issues so they could be remedied.



External

With high fidelity designs and a clickable prototype complete, our SME was able to engage with our potential trial customers and prosopects, validate our solution and gather feedback, so we could integrate it into the MVP.

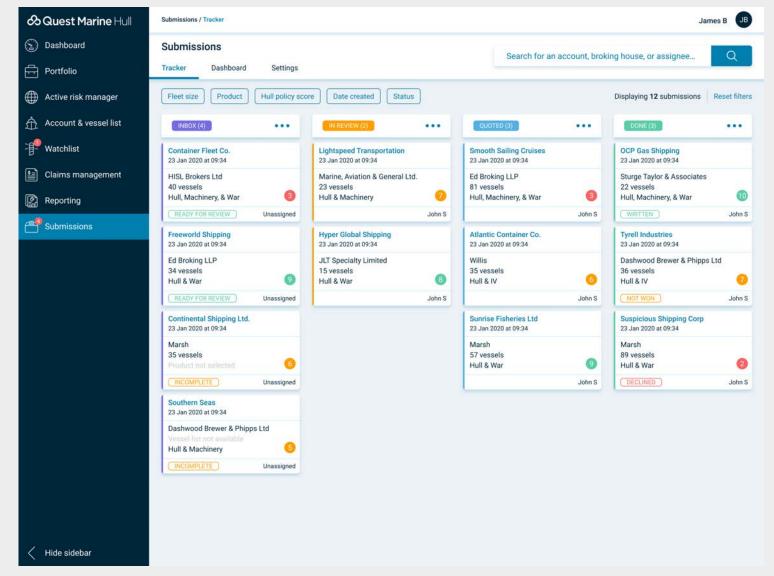


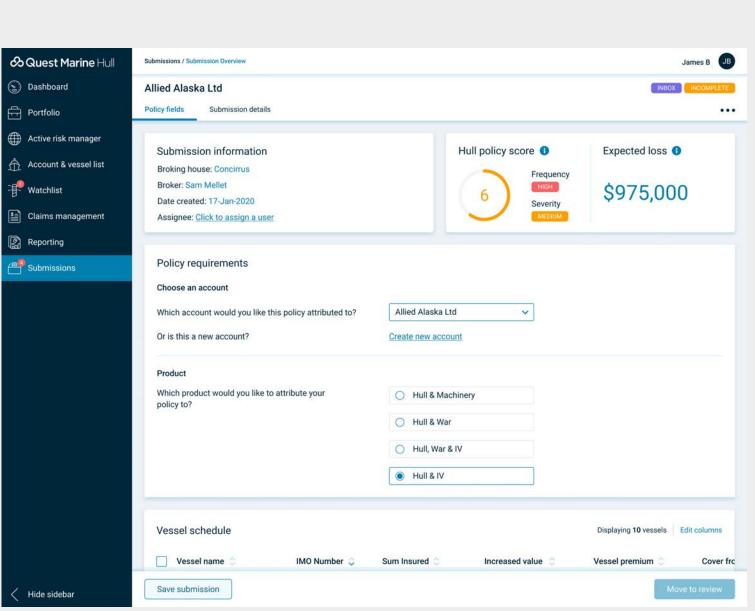
Analytics

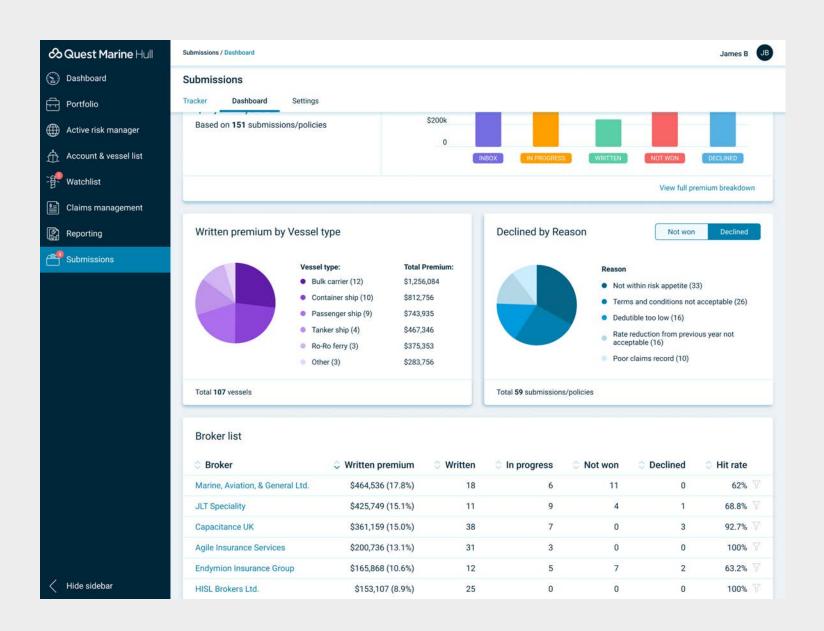
To gather information on usage, user journies, account activity, and more, we used Pendo, a product analytics app. This allowed us to create multiple custom dashboards and reports to monitor usage of the submissions module.

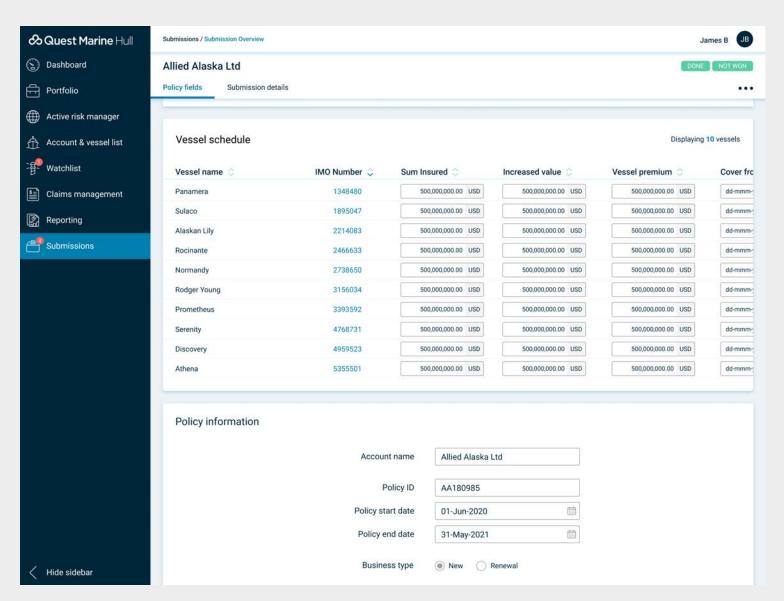
SCREENSHOTS

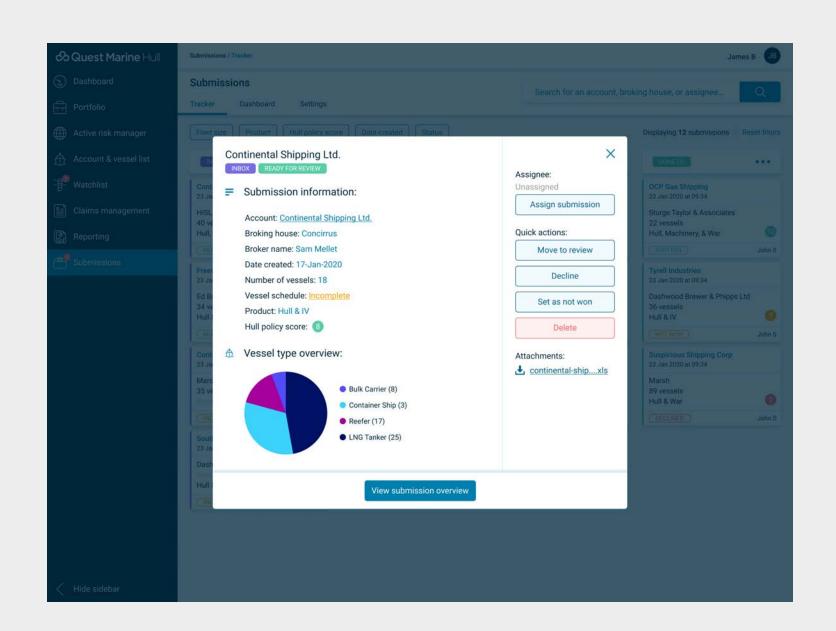


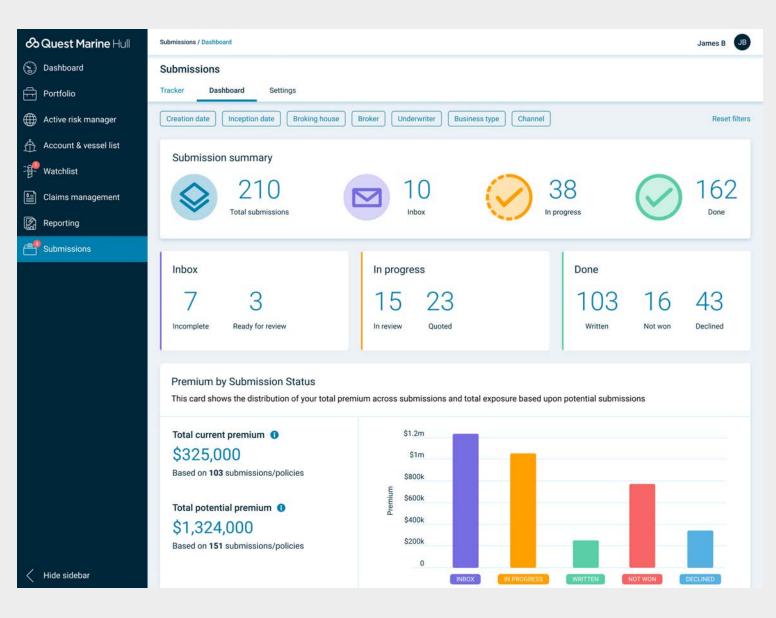














We had an MVP of the submissions module ready for customer trials within our 3 month window

- Deployed to two customers
 - We ran a rolling two-week trial period with regular interaction between customers and our sales and product teams
- **Teething problems**
 - The data models that analysed and ingested data from emails still required training as we'd mostly built them using 'perfect' examples of submissions
- **Rapid fixes**
 - Switched from 2-week to 1-week sprints to deploy fixes and improvements more quickly to our trial customers
- Tour guides

 Using Pendo we were able to create lots of in-app guides to educate users on features, and guide them around the submissions module

PRODUCT IMPROVEMENTS



Switching to 1-week sprints helped to rapidly improve the product experience and back-end performance

	At Launch	At 3 weeks	At 6 weeks	
Accuracy	65%	92%	100%	
Ingestion Time	~5m	~3m	<2m	
Maximum Fleet Size	~70	~200	>377	

MEASURING SUCCESS

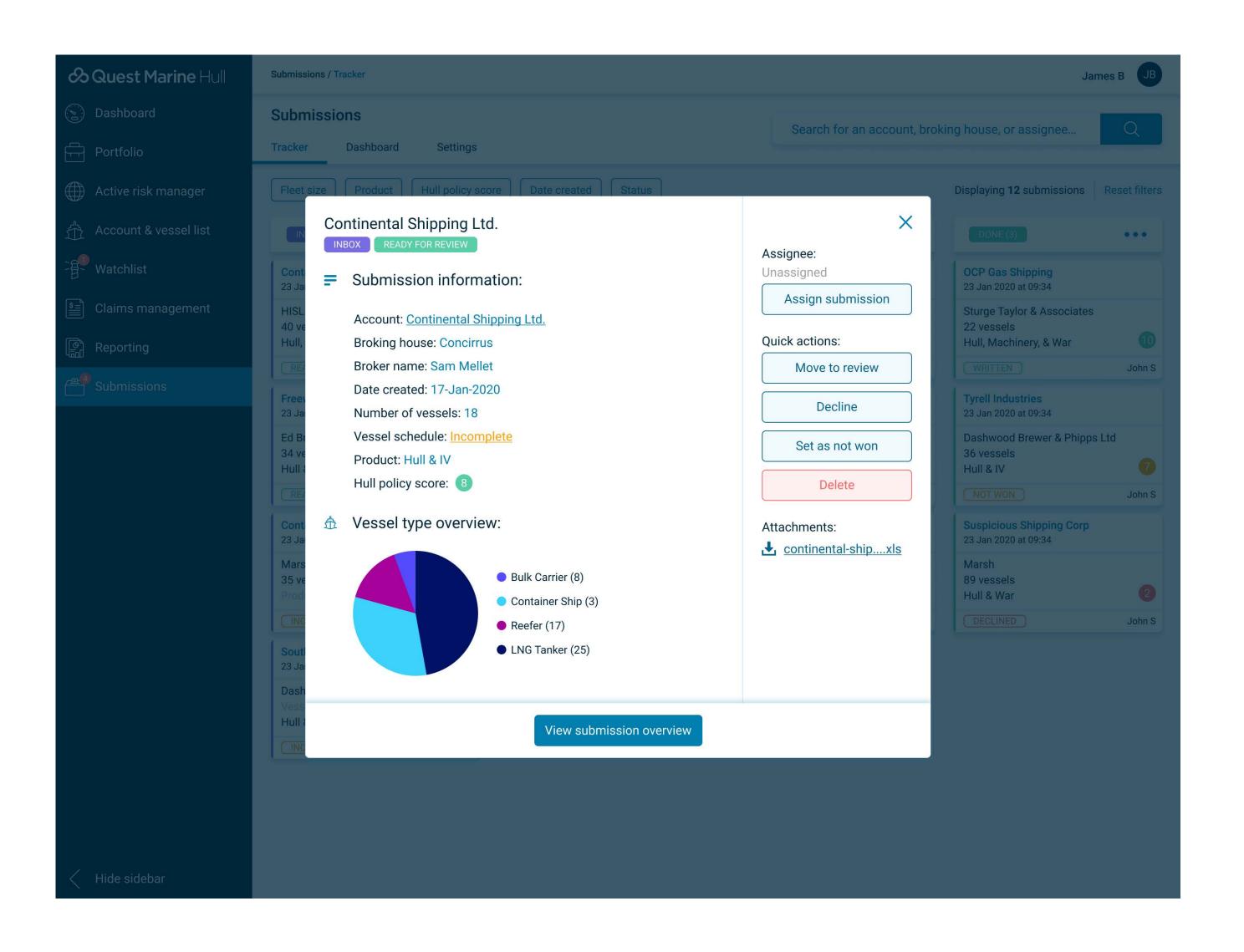


At the end of the trial period, we reviewed our initial goals before planning further roadmap development

- Rapid development
 - MVP was completed within the time frame, but not deployed to trial customers for another month, due to additional testing and refinement
- Active trials
 - We started our trial period with our two customers, and had two more interested towards the end of our trial period
- Trial conversion
 - Both customers converted to a paid license at the end of the trial period, thanks to consistent improvements to the product and regular communication
- **Net Promoter Score**
 - By the end of the trial period we had a NPS of 9

WHAT THE CUSTOMER SAID





It could be a real game changer...
if it works like you say it does

- During early discussions with existing customer

We can see the value in it, but we're just not getting it yet

- Early on in the trial period

We would find it difficult to return to how we were doing things before

- Three months after converting to a paid license