Tyler Juror Self Check-in

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Abstract
Depending on the county, courthouses can have anywhere from 60 to 600+ people arrive when summoning jurors. For courthouses dealing with a large amount of people, their check in lines could be held up by people who are having issues checking in while dozens of people behind them need only seconds to check in.

With our system, courthouses should be able to provide a better check-in experience for their jurors while at the same time reducing wait times during the whole process.

To measure our progress throughout the project, the amount of inputs needed to login and the amount of screens the program had were both our metrics. The lower these two were, the closer we were to reaching a good level of simplicity.

Architecture
The application was created using Visual Studio with AngularJS. This allowed us to create the User Interface and also the various systems at work behind the scenes.

We use various services to capture the various user inputs and save them to their respective profiles, allowing the courthouse to see that they are checked in, and as well as any of the responses to questions asked during the process.

The system was modeled after that of airport check-in systems, which provide their customers with an easy to use interface to get them out as fast as possible.

Impact
Our system will give courthouses a way to keep the flow of traffic moving when it comes to large amounts of people checking in at once.

It directs anyone that has any issues with their information, checking in, or anything that requires special attention to the Court Clerks so that the kiosk will be free for the next user to attempt checking in.

The actual process of checking in with the system was made to be as simple as possible in terms of the User Interface, flow of information, and with as little required inputs as possible.

If the user has their barcode with them, they could check in with as little as 4 screen inputs after the initial scan.

Results

Summary
During the semester, the team worked very closely with the developers at Tyler Technologies to get the application running and deployed. Once the project is deployed, Tyler will be modifying it to work with the various courthouses that are looking to implement the check-in system.

The minimum amount of inputs required to successfully check in to the system has been reduced to only 4 inputs, given that the user is using their barcodes to check in. One feature that we wished to include in the application was to allow courthouses to easily modify various options in the check-in process to better accommodate for that particular courthouse.

The team would like to thank our faculty advisor, Dr. Razo, and everyone at Tyler Technologies for training us on the material needed to complete the project, as well as their guidance in how best to approach various aspects of development.