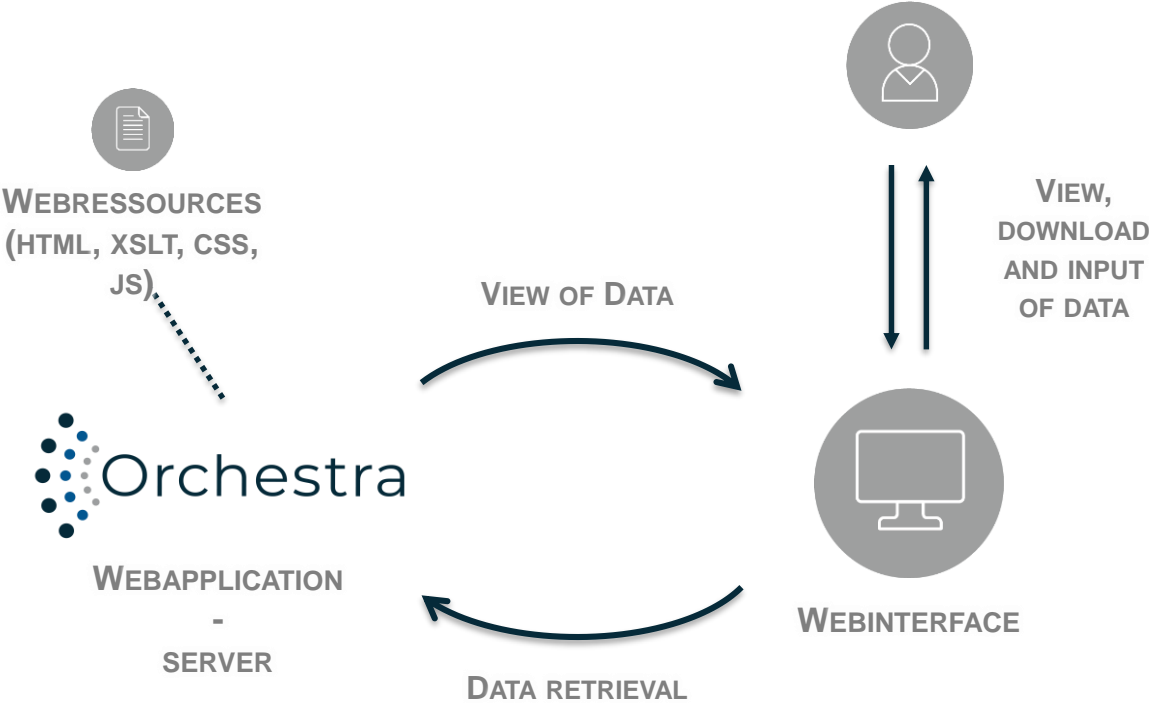


Human Interaction Tech Talk

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1. Introduction
2. Worklist
3. Events
4. UseCase
 1. Before
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5. Questions

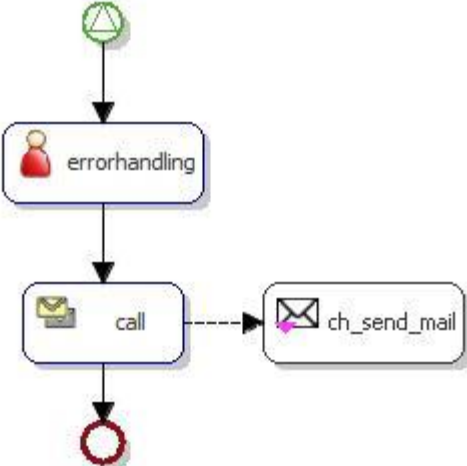
The idea behind the Human Interaction is, to give the users a way to interact directly with an Orchestra Process. The interaction is roughly one of two types: An employee or a group of employees starts an Orchestra Process or an Orchestra Process pauses and waits for a decision from an employee how to continue. To achieve these interactions, there are Human Tasks, which configure what kind of interaction is needed and what needs to be done. If triggered, those Human Tasks are maintained as WorkList-Items from a Work List Handler. This handler is running inside of Orchestra and provides a separate Web-Frontend for the WorkList-Items.



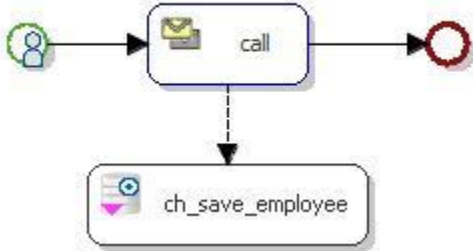
Orchestra WorklistUI : markus

Prozess Starten			
suchen			
Datum	Priorität	Betreff	Typ
02.11.2019 22:58:21	1	Delegate Error	errorhandling
03.11.2019 13:18:33	1	Delegate Error	errorhandling
03.11.2019 13:18:43	1	Delegate Error	errorhandling
03.11.2019 13:18:53	1	Delegate Error	errorhandling
03.11.2019 13:19:20	1	Check request	CustomerAgent
03.11.2019 13:19:21	1	Check request	CustomerAgent

Human Interaction as an Outbound Event



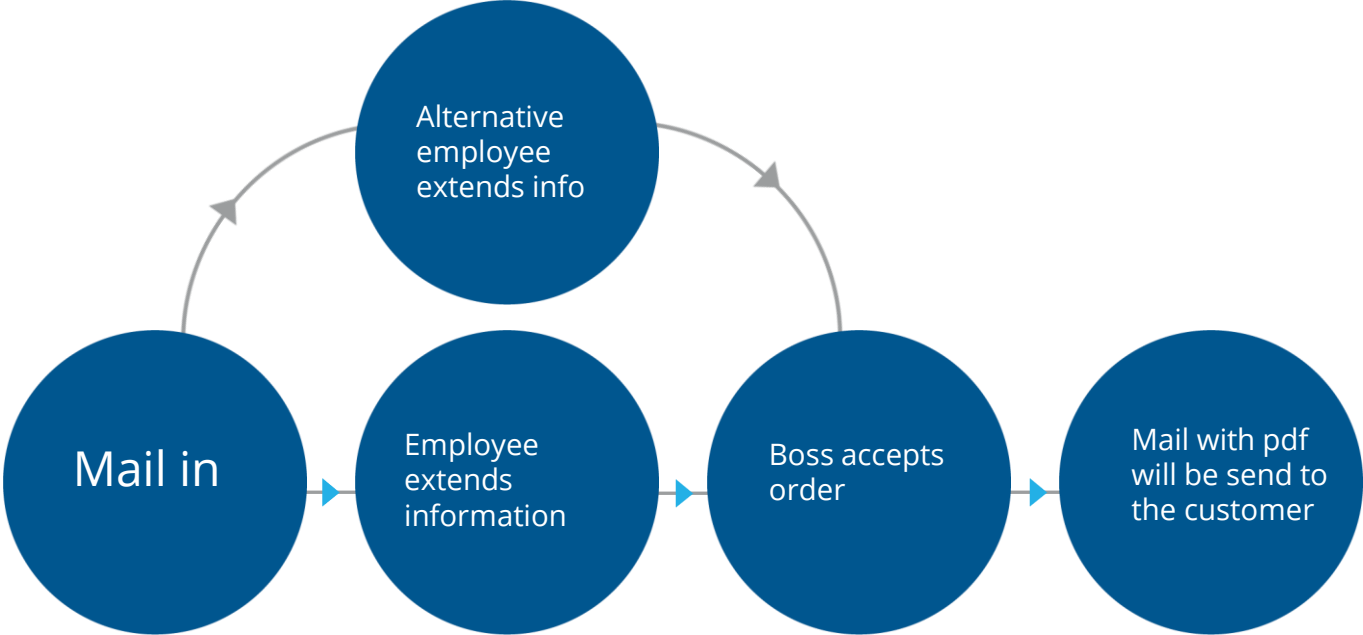
Human Interaction as an Inbound Event



Use Case - Before



Use Case - After



The image features a blue gradient background that transitions from a darker blue at the top to a lighter blue at the bottom. A circular pattern of 16 white dots is centered on the page, with the text "Thank You!" placed in the middle of the circle.

Thank You!