# Design status update

LWA Marketplace Phase 1

Friday August 31 2020

Presenter: Shristi

In attendance: Miro, Boyd, Mike E, Mike G, Tanya, Shristi

## **User Interviews and Usability testing**

#### **User interviews**

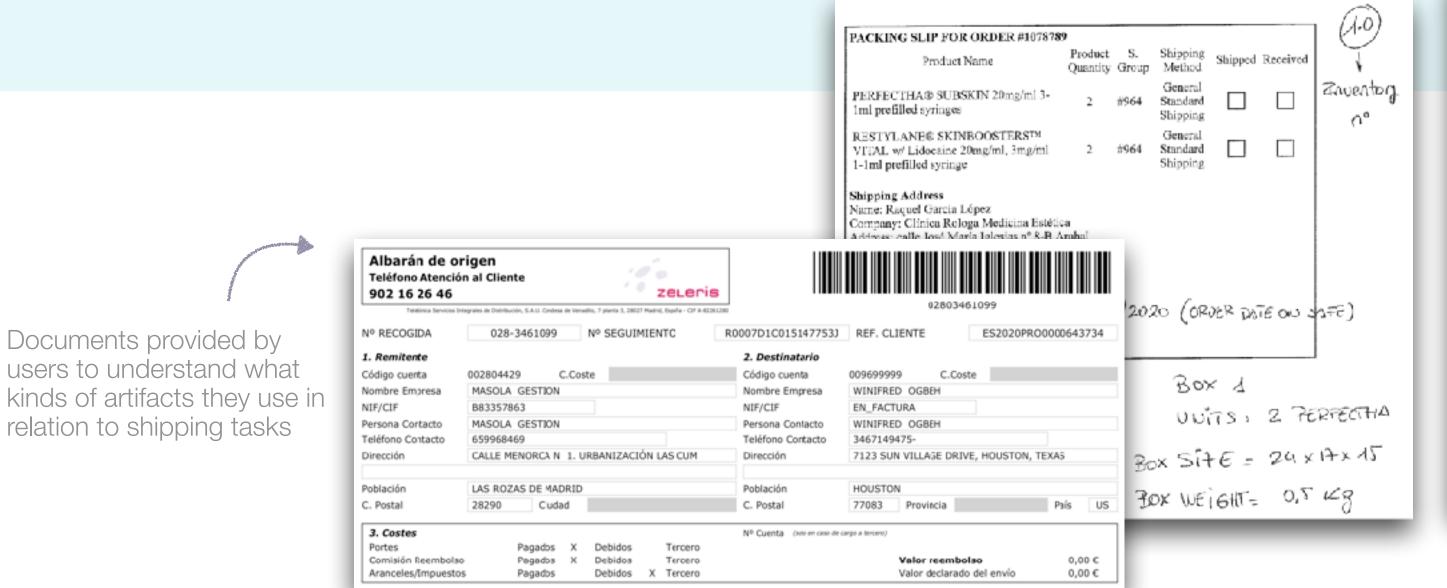
Documents provided by

users to understand what

relation to shipping tasks

User interviews provide context and understanding of the user's mental model

Provides rich context and removes assumptions about the user







Maria and Ramon, users from Spain

## User Interviews and Usability testing

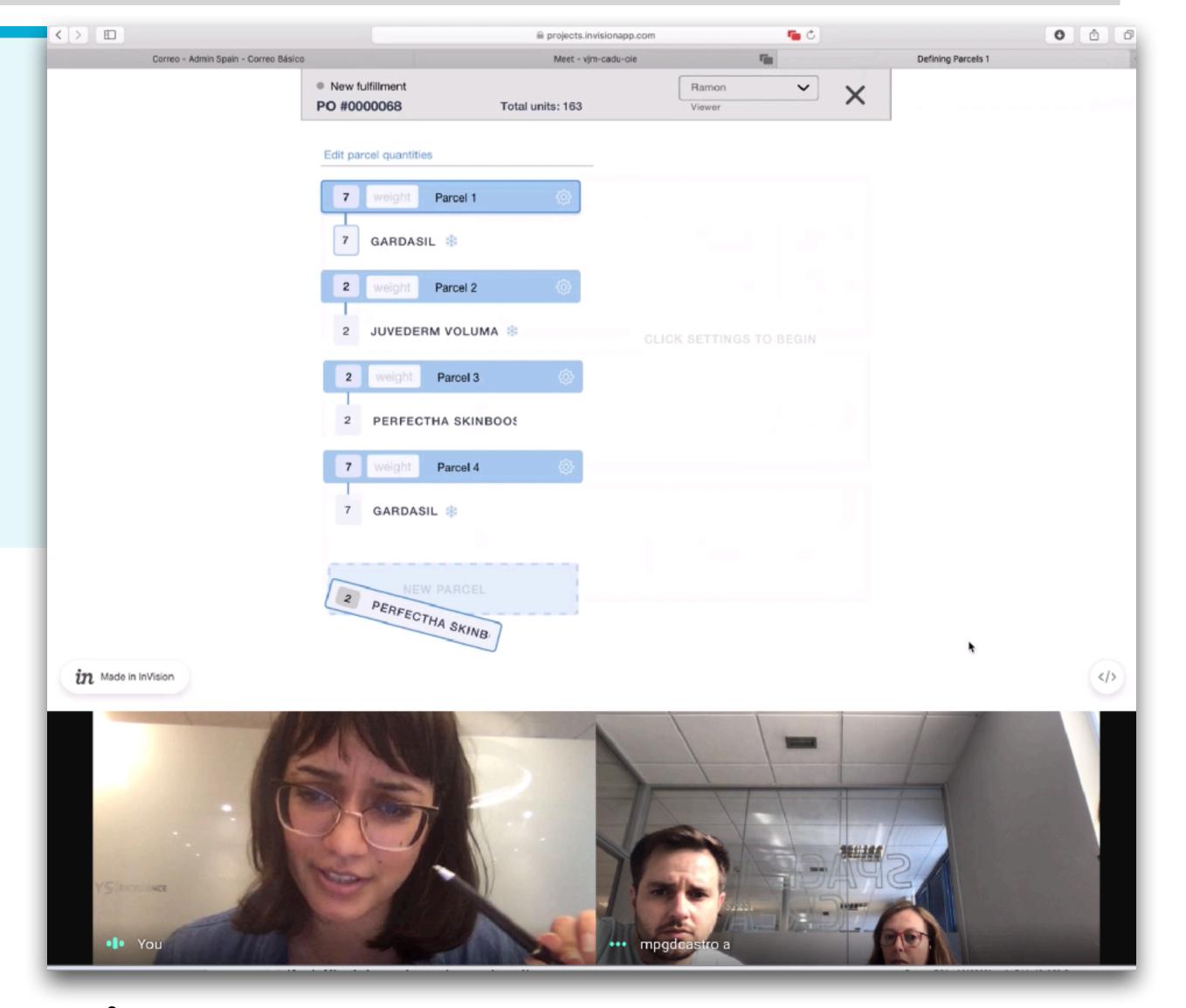
#### **Usability testing**

Allows us to validate our interface design in order to ensure it solves the user's needs'

Saves time and money for actual development

A typical usability set up with end users consists of showing a simple prototype of the interface and assessing users' understanding of the screen

Here operators are being testing on their ability to read information about parcels



## **Iterative timeline**

#### **Discovery and Understanding**

Competitor analysis

Doing user interviews to understand users' problems

Defining user personas and needs

Capturing UX requirements

**Sketching and Feedback** 

Sketching and wireframing ideas

Capturing stakeholder feedback

Providing engineers with wireframes

User testing and updating wire-

frames

Gathering React UI components

Handover

Interactive prototype to handover to developers

\*The goal is to have a visual solution that is foundational and inspirational, paving the direction for future phases in the product roadmap.

The goal is to understand and (more importantly) agree upon the problem statements we are solving for. This not only guides us to the right solution but also the simplest solution.

The goal is to **generate many ideas** and use feedback to vet them until we reach a holistic solution that solves for all user needs.

Potential overlap in timeline

due to agile nature of doing

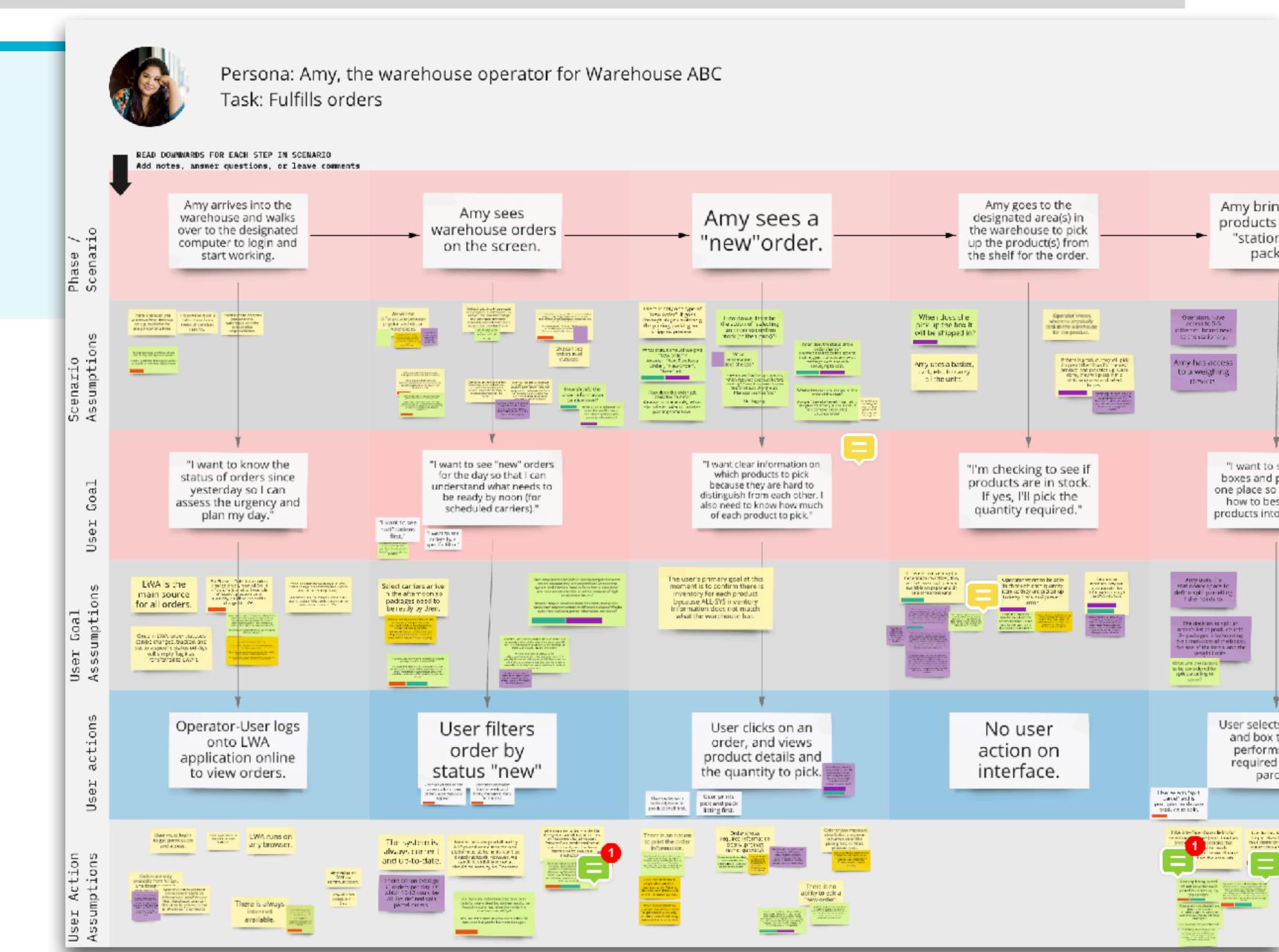
design work

**Testing and Prototyping** 

## Iterative timeline, example of the type of work produced

#### **Discovery and Understanding**

The goal is to understand and (more importantly) agree upon the problem statements we are solving for. This not only guides us to the right solution but also the simplest solution.

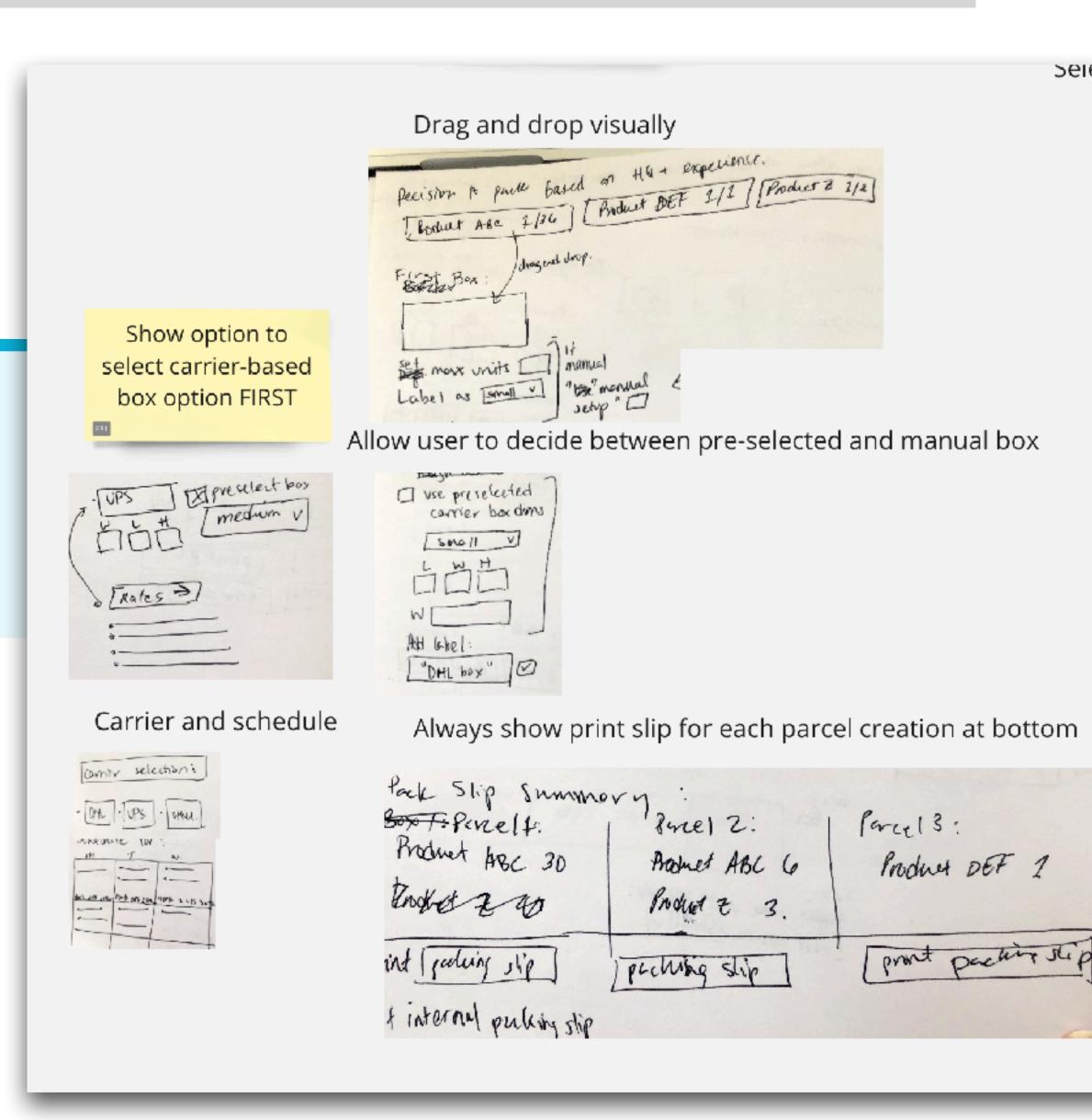


## **Iterative timeline**

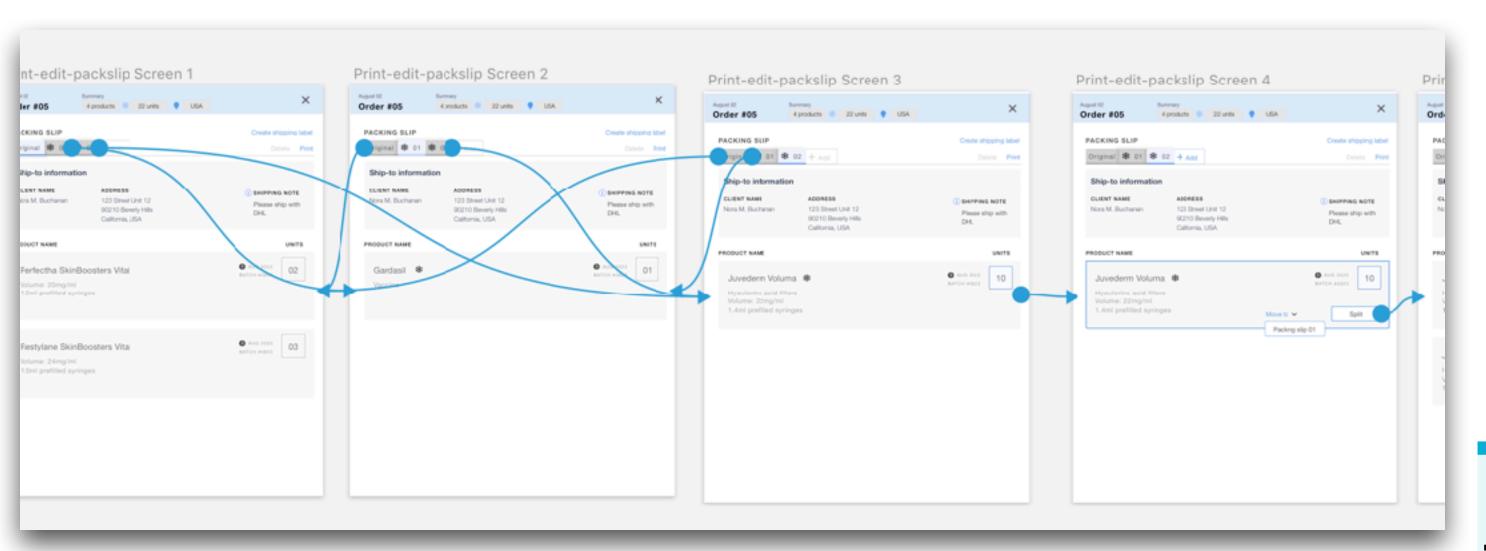
#### **Sketching and Feedback**

Sketching and wireframing ideas
Capturing stakeholder feedback
Providing engineers with wireframes

The goal is to generate many ideas and use feedback to vet them until we reach a holistic solution that solves for all user needs.



## **Iterative timeline**



Link to prototypes

https://bit.ly/2QP84ok

inspirational, paving the direction for future phases in the product Thank you! roadmap.

### **Testing and Prototyping**

User testing and updating wireframes

Gathering React UI components

The goal is to have a visual

solution that is foundational and

#### Handover

Interactive prototype to handover to developers