My UX Process - In Detail

Josh Cooley | 10/12/2015

Example: Instant Checkmate - Dashboard Redesign

Contextual Inquiry - User Testing - Information Architecture - Personas - Interaction Design - Visual Design

Problem

The sole way the company was understanding its users was through analytics, leaving a void in understanding of who their users were, what they wanted, and what prohibited them from reaching their goals. The team was struggling to innovate new ways to obtain and retain users.

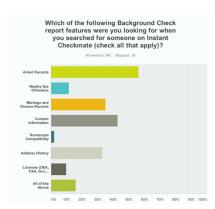
Proposal

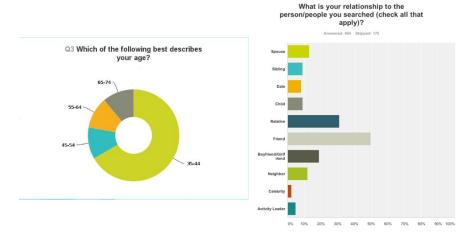
A complete redesign of the Instant Checkmate dashboard using user data and empathy as the foundation.

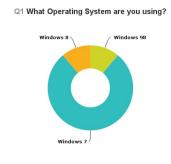
Process

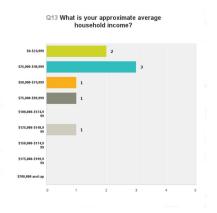
1. Survey

I coordinated with an email marketing team member to compose a SurveyMonkey email blast to our current registered customers. This was to get a good high-level idea of our user demographics.









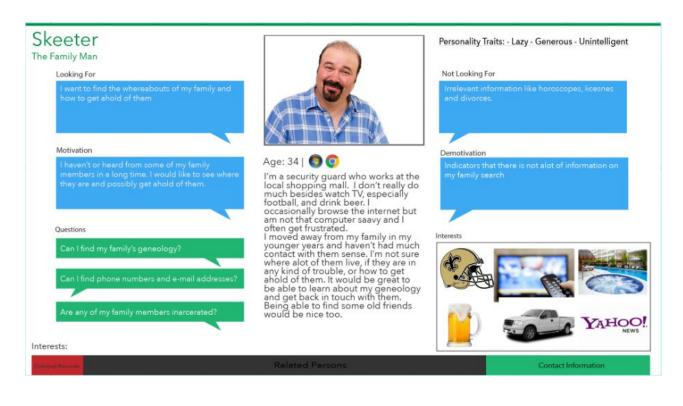
2. Contextual Inquiry

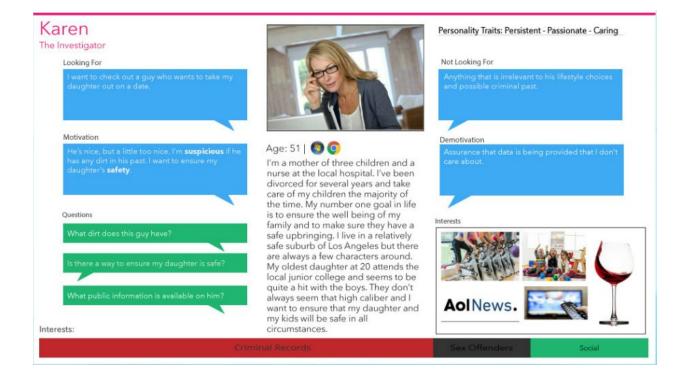
Using a web service called ethn.io, I set up a remote user testing environment to talk to real users who were about to use the product for the first time. I recorded and annotated all tests (40 in total) via Google Hangout and GoToMeeting. I used the "think-aloud" process, where I asked users to navigate through the site as if I wasn't there but annunciate their thoughts out loud. I would then drill down into interesting commentary or cognitive phenomena. After every 5 tests, I compiled and presented the results of my findings that included: usability errors, bugs, video snips of interesting interactions, and trends that several users repeated.

You can view one of my presentations <u>here</u>. (The video clips are blocked since I no longer have access to the private YouTube account where they were posted).

3. Persona Creation

Based on the survey data and research, I was able to whittle down our user base into four key personas as follows:





Rich

The Power User

Looking For

Motivation

Questions

Interests:



Age: 58 | 🏭 👩

I am an entrepreneuer and sole operator of a small business called LetsWorkTogether Inc. My business focuses on recruiting reliable volunteers by means of social media to aide in disaster relief. Since my business relies heavily on the rapport of complete strangers around the coutrry, I spend alot of time doing research on the internet to find the right people. Leurrently use facebook and LinkedIn as primary tools to qualify people who sign up with my company.

to qualify people who sign up with my company.
I have previous experience using background check services, but none of thme have been able to offer me the depth in a report that I require. I am aware that these services cost money, and am willing to pay for them I am convinced that the information provided is worth my while.

Personality Traits: - Observant - Skeptical - Intelligent

Not Looking For

Demotivation

Interests



Contact Information

Julia

The Nosey One Looking For

I want to find out what other juicy details are available online for my friends and family. I would also want to check on people that come in contact with my children.

Motivation

Age: 34 | 🚱 🦲

I am a mother of twin girls and a part time student going trying to get my Associates degree in Psychology. I spend most of my time at home with my kids watching TV or browsing facebook and news articles online. facebook and news articles online. Facebook provides me with alot of information on what's going on in everyone's life, but I know the internet has alot more information on it that people aren't willing to publicly state. I'd like to be able to search my friends and family to find out what else is out there on them, just for fun. I'd also like to search any babysitters or parents of friends that my children go to play with.

Personality Traits: - Cheap - Nosey - Impatient

Not Looking For

Demotivation

The ad I clicked said "Free Lookup" so I wouldn't like it if I had to pay for anything. I would leave the moment something lead me to believe I had to pay.

Interests



Interests:

Sex Offenders

go to play with.

Marriage & Divorce

4. Affinity Diagram

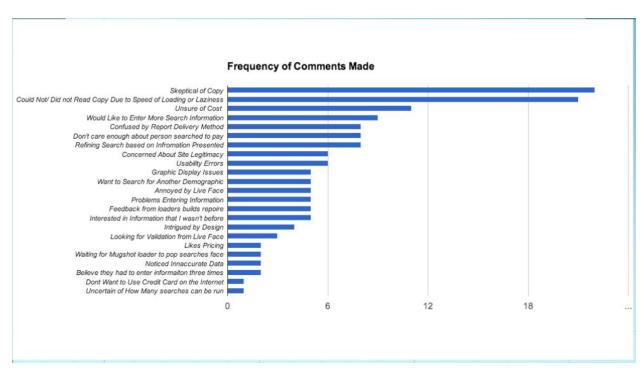
After transcribing all of my comments, cognitive phenomena, ideas and observations into sticky notes, I hosted a week long session of affinity diagramming sessions to create what was known as "the wall" to figure out what were the key needs and pain points our users were having. Here's a few snaps of some up close groupings:

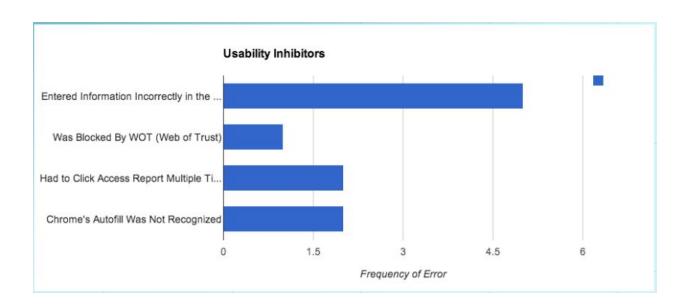






Some data from yielded from the sessions:

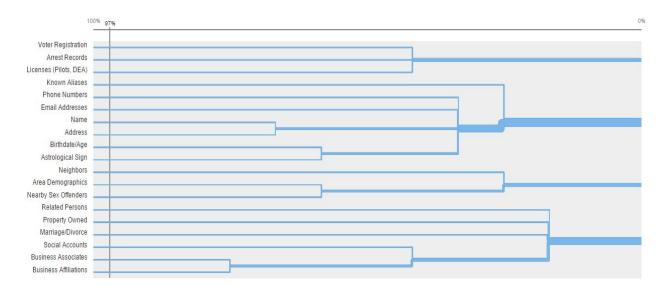




To retain this data and to build on it for future research, I transcribed and organized all of my notes here. I recommend viewing if hundreds of lines of user feedback is how you'd like to spend your afternoon (If so, we should hang out).

5. Card Sort

To determine the best information architecture for the application, I recruited more users with ethn.io for a card sort study using Optimal Workshop's Optimal Sort application. I received the <u>following data</u>:



I mainly used the best fit dendrograms to come up with my information architecture, as I was only able to get 12 legitimate responses.

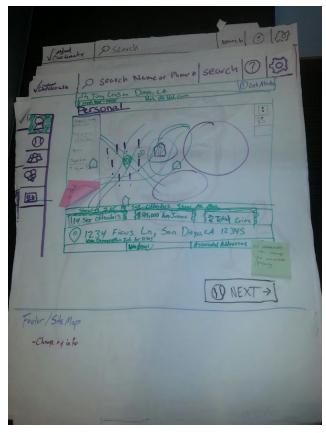
Based on this, I created the following navigation schema:



6. Sketch

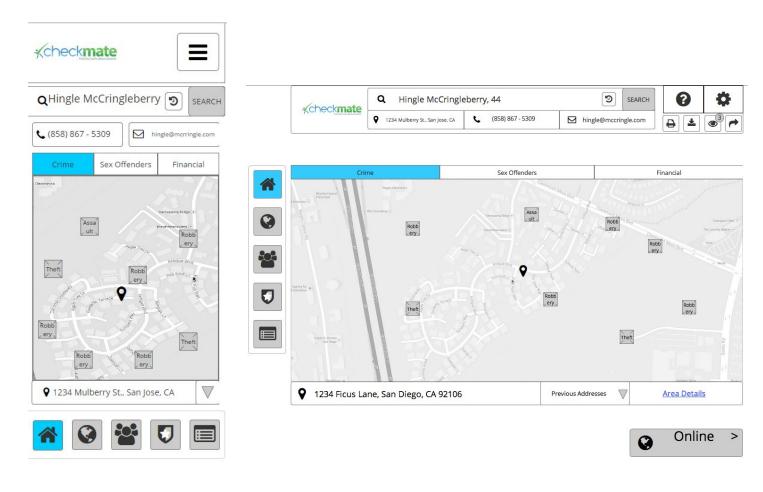
Sadly, many trees were sacrificed in the name of user experience to get this design to a state of my liking. I collaborated with a developer to ensure that my creativity didn't run out of bounds. Some sketches that made that cut are as follows:

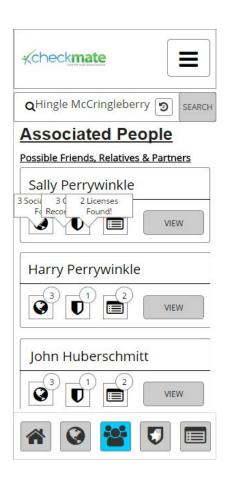


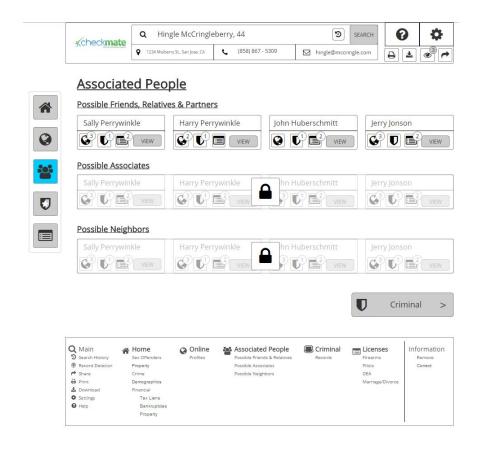


7. Wireframe/Prototype/Test

Using Axure, I digitized my sketches into more formal, mid-fidelity wireframes. I also incorporated basic interactivity so that I could run more user tests to identify any key bottlenecks at an early stage. The prototype can be found here (Password: Jc8675309). This was revised several times after gaining feedback from users. Some screenshots provided as follows:

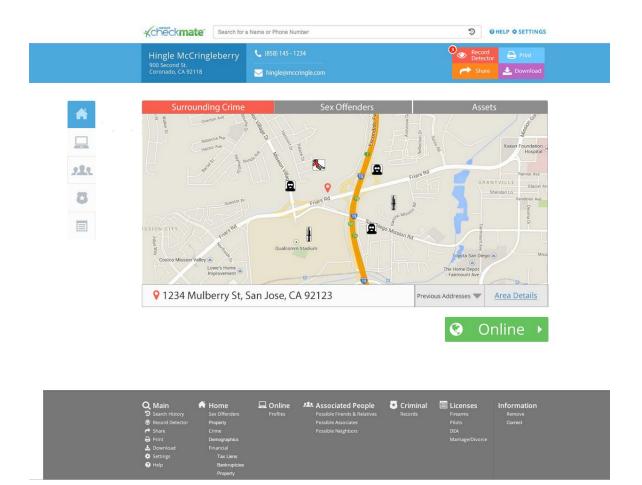






8. Visual Design/Prototype/Test

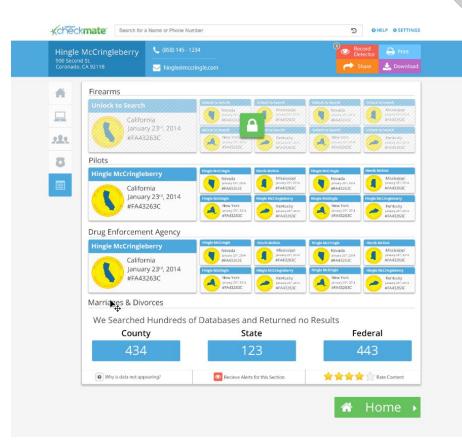
I then added the aesthetic layer to draw attention to desired interactions. Prototype can be found <u>here</u>. Aesthetics were tweaked based on user feedback. Some screenshots provided as follows:







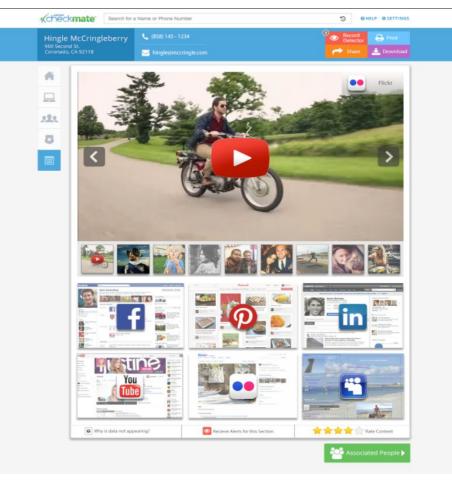




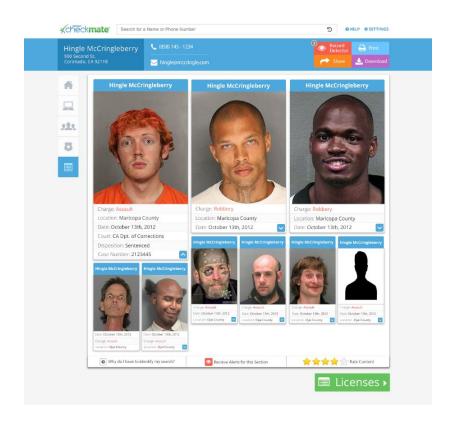












Takeaway

The design proposals were all phased in and A/B tested. The result yielded **over a 40% increase in conversion rate.** Further user tests confirmed a great decrease in frustration, and the customer support call center claims they had noticed a significant decrease in phone calls and negative reviews.