

Organic bird Case Study

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Project overview



The product:


Organic bird-feed mobile app



Project duration:

September 2023 - March 2024

Organic Bird



Organic Bird

Email

Password

Do not have an account? Let's create one


Enter without registration


Log in


Organic Bird

Products


Bird type



Small


Medium


Large

Seeds


Small


Medium

Project overview



The problem:

Many people experience uncertainty when searching for the perfect food for their bird.



The goal:

Creating a platform or service that provides clear information on bird food options, tailored recommendations based on bird species and individual preferences

Project overview



My role:

UX designer and UX researcher



Responsibilities:

- User research
- Wireframing
- Prototyping
- Dynamic interfaces

Understanding the user

- User research
- Personas
- Problem statements
- User journey maps

User research: summary



I conducted primary and secondary research by examining existing bird food companies through online searches. Initially assuming the bird food market was straightforward, I discovered complexities related to diverse bird species and owner preferences. Contrary to my belief in market saturation, I identified gaps and opportunities. This shifted my approach from mere combination to innovative creation, aiming to meet the specific needs of bird enthusiasts

User research: pain points

1

Pain point

Many people face uncertainty when trying to select the ideal bird food for their pets. The wide variety of bird species and diverse owner preferences contribute to this challenge.

2

Pain point

The existing market might not sufficiently address the specific needs of bird enthusiasts. The shift from a mere combination of existing products to innovative creation reflects the need for more tailored solutions

3

Pain point

Bird owners may face challenges in accessing comprehensive information about available bird food options

Persona: Gaby

Problem statement:

Gaby is a 24-year-old woman living in LA who is passionate about birds. She has two parrots as pets and loves spending time with them, but is worried about feeding them with the right food.



Name

Age: Gaby

Education: Master's degree

Hometown: LA

Family: Single

Occupation: Painter

"Life with animals is better"

Goals

- Help animals with much love and care
- Be a kind person

Frustrations

- "I do not know which type of food is best for my birds".

Gaby is a 24-year-old woman living in LA who is passionate about birds. She has two parrots as pets and loves spending time with them, but is worried about feeding them with the right food.

Persona: **Bob**

Problem statement:

Bob is an enthusiastic birdwatcher who needs to understand the nutritional needs of the birds he will be observing because he wants to be a responsible citizen with nature



Name

Age: Bob
Education: College
Hometown: Texas
Family: Married
Occupation: Farm boy

"Life is made to enjoy"

Goals

- Spend time with his family
- Contemplate nature
- Give the best corn in the county

Frustrations

- "As a birdwatcher, it is my responsibility to provide the best for the birds I observe."

Bob is a 56-year-old man living in Texas. He is a caring father and loves spending time with his children. As a hobby he is a bird watcher and twice a month he goes out with his friends to enjoy the beauty of nature, but he is concerned about the type of food he should buy to attract birds.

User journey map

[Your notes about goals and thought process]

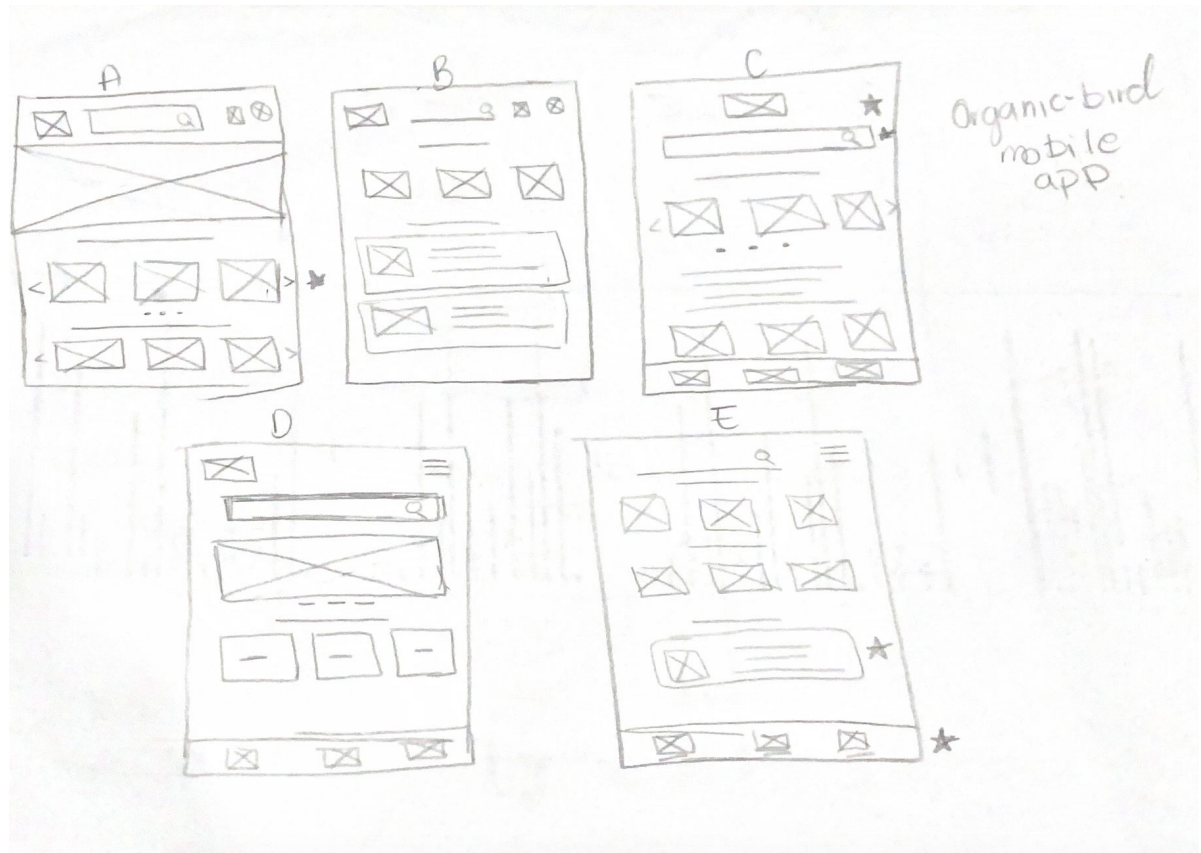
Persona: Bob

Collect the right food for the type of bird he want to observe.

ACTION	Select the bird type	Search bird food	Complete order	Get order	Select place to observe
TASK LIST	Tasks A. Search for regional birds to observe B. Select one C. Get information about that type	Tasks A. Open the app B. Look for the perfect food for the type of bird	Tasks A. Select items B. Verify order C. Submit order D. Get confirmation order	Tasks A. Wait until arrive B. Verify the order	Tasks A. Search for the perfect spot to watch B. Get all supplies needed C. Go to the spot
EMOTIONS	User emotions Excitement for this new adventure	User emotions Worried about choosing the right food Annoyed by so many options	User emotions Happy for finally find the perfect one. Annoyed by having to go to email to see confirmation	User emotions Happy to finally get the food Nervous about planning the trip	User emotions Excited to watch the specific bird
IMPROVEMENT OPPORTUNITIES	Area to improve	Area to improve Provide search filters Include images Include a bird section and the type of food for some birds	Area to improve Provide a simple flow	Area to improve Provide a track flow	Area to improve

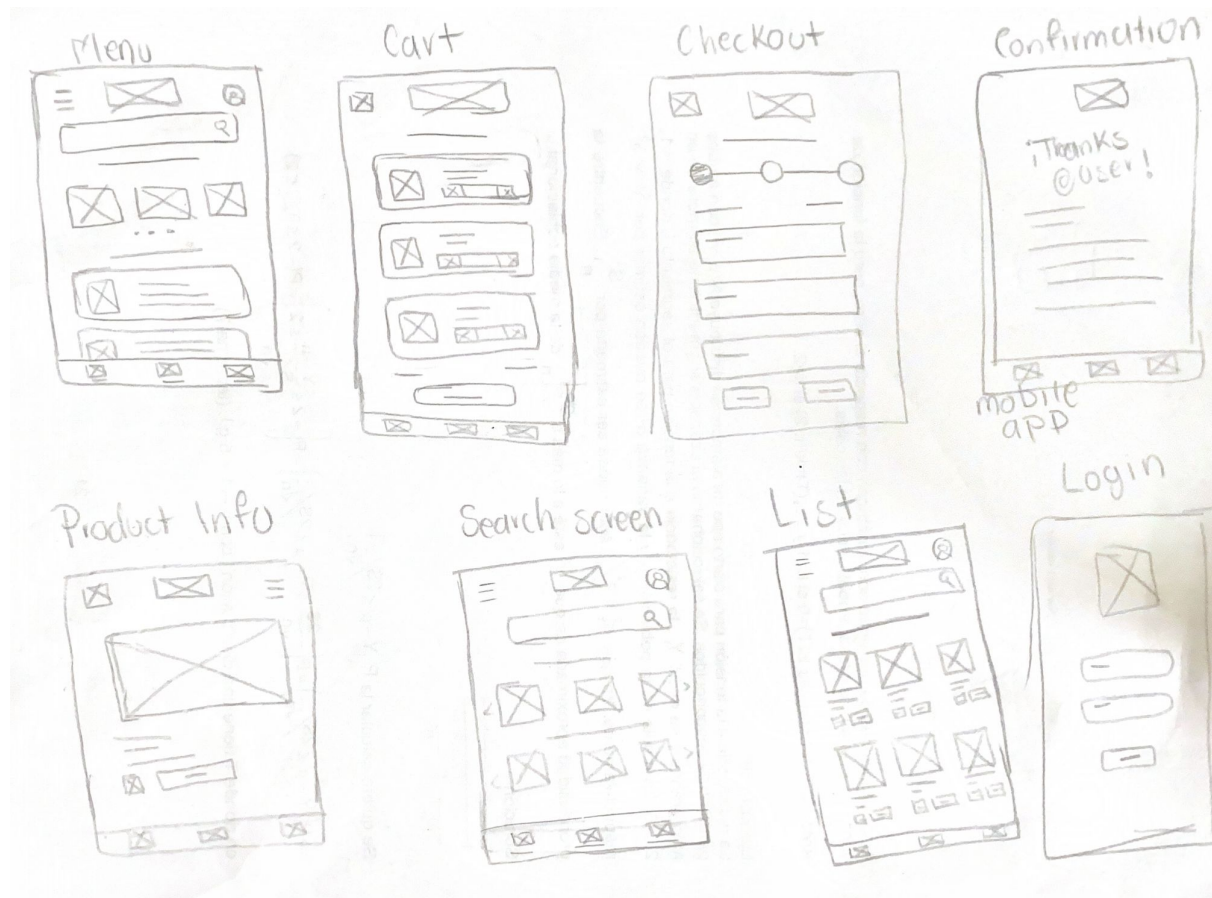
Paper wireframes

During the process of creating the paper wireframes, I discovered that it was harder than I thought because I usually only use Figma, and grabbing paper and pencil took me out of my comfort zone



Paper wireframes

At the end of the day, it was a really fun experience and I will definitely do it again for my future projects.



Digital wireframes

Label each entry to help users know what each entry means

This wireframe shows a mobile app screen for account registration. At the top is a placeholder for a profile picture. Below it, the text 'Account' and 'Personal Information' are centered. The form consists of three input fields, each with a label to its left: 'Name', 'Last name', and 'Email'. A 'Save' button is positioned below the 'Email' field. At the bottom, a navigation bar contains three icons labeled 'Home', 'Cart', and 'Account'. A yellow arrow points from the text 'Label each entry to help users know what each entry means' to the 'Name' label.

Account

Personal Information

Name

Last name

Email

Save

Home Cart Account

This wireframe shows the same mobile app screen as the previous one, but with a success message. A grey pop-up box at the top contains a checkmark icon and the text 'All the changes have been saved'. The form fields and navigation bar remain the same.

✓ All the changes have been saved

Name

Last name

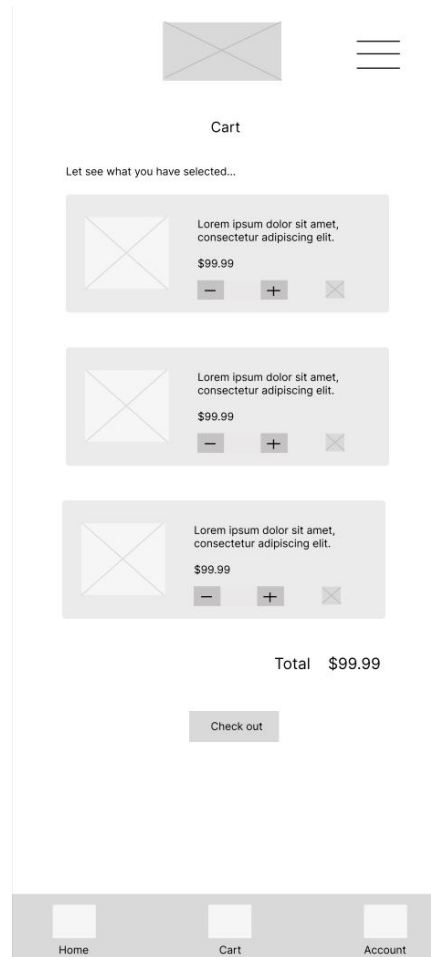
Email

Home Cart Account

Pop-ups inform users when registration is complete

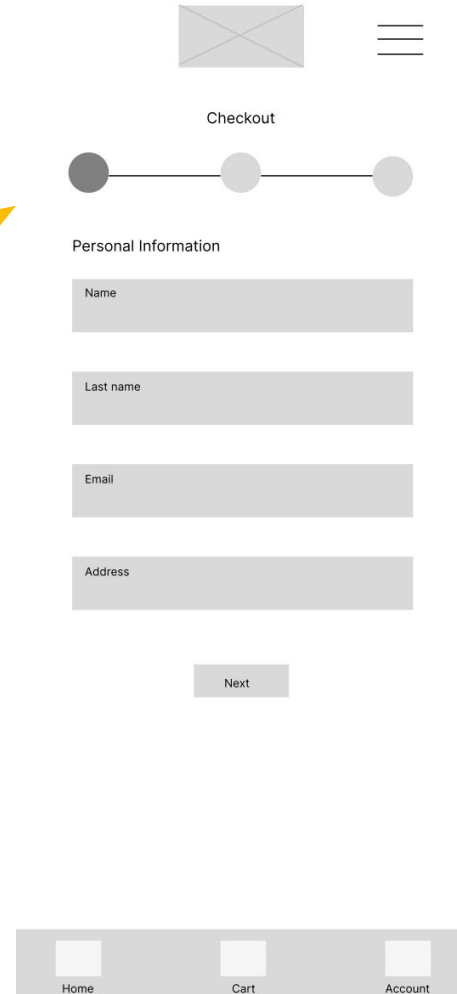
Digital wireframes

Buttons allow users to easily add or remove a product



Digital wireframes

Help users
recognise
which step they
are in

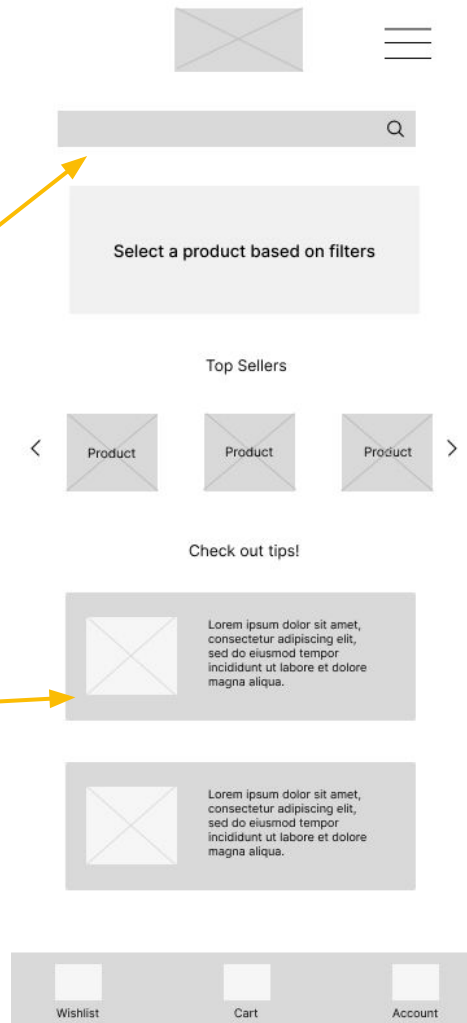


Digital wireframes

Help users search for the specific product

Help users easily identify their needs

Help to inform the user about information relevant to them



Digital wireframes

Help to sort
information to
make
navigation
easier for the
user



Digital wireframes



Organic bird

Email

Password

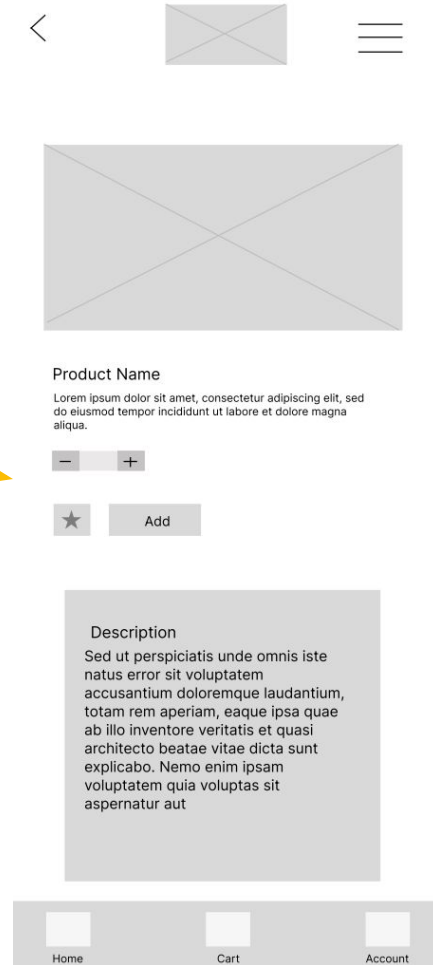
[Do not have an account? Let's create one](#)

[Enter without registration](#)

Log in

Digital wireframes

Buttons allow
users to easily
add or remove
a product



Digital wireframes

Label each
entry to help
users know
what to write
down



Registration

Name

Last name

Email

Confirm email

Register

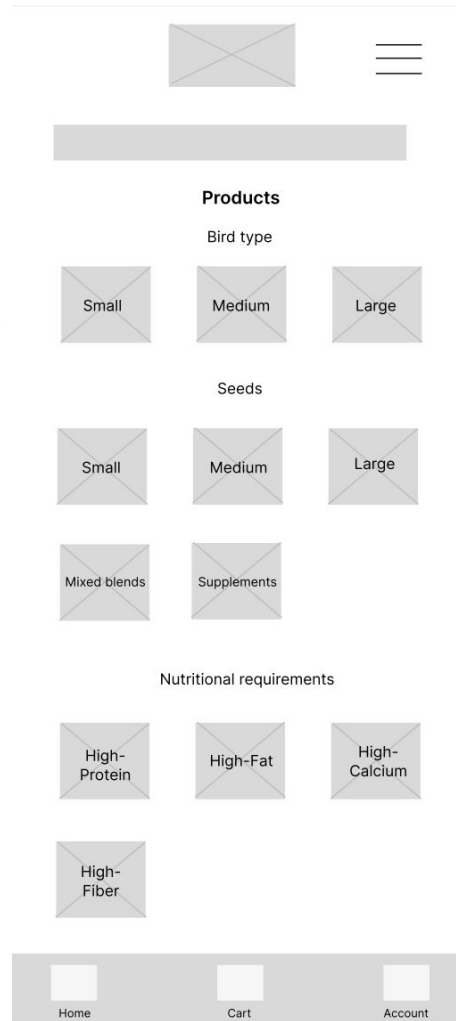
Digital wireframes

Dropdown
helps users
select an
option instead
of writing

A digital wireframe of a reminder app. At the top is a grey box with a diagonal 'X'. Below it is the word 'Reminders' followed by a plus sign. Under 'Reminders' is a dropdown menu showing 'Daily' with a downward arrow, and a time field showing '4:00 p.m.'. Below this is a section labeled 'Message' with a text input field containing the text 'It is time to feed the birds!'. At the bottom of the form is a 'Save' button. At the very bottom of the screen is a navigation bar with three icons: a house icon labeled 'Home', a shopping cart icon labeled 'Cart', and a person icon labeled 'Account'.

Digital wireframes

Have a container for every need. Help users choose the right product.



Digital wireframes



A sidebar helps
users navigate
more easily

Low-fidelity prototype

<https://www.figma.com/proto/4qohUlr8qDFjMAVlpghQBq/Untitled?type=design&node-id=508-8&t=vtMP0jiZoSmZH6IL-1&scaling=min-zoom&page-id=0%3A1&starting-point-node-id=508%3A8&show-proto-sidebar=1&mode=design>

Usability study: findings

In the course of my usability studies, I conducted two distinct sessions, the first being a moderated study and the second an unmoderated one. The initial moderated study presented a challenge in maintaining a neutral posture when participants deviated from the correct task execution. Despite this challenge, the findings provided valuable insights into user behaviors and pain points. Building on these insights, the unmoderated study proved to be a more relaxed and gratifying experience. Implementing corrections based on the suggestions gathered from the first study, the second session received positive responses, indicating an improvement in user satisfaction.

Round 1 findings

- 1 It was really hard to find the reminder section.
- 2 Navigation was not user friendly
- 3 Check out section was simple and direct.

Round 2 findings

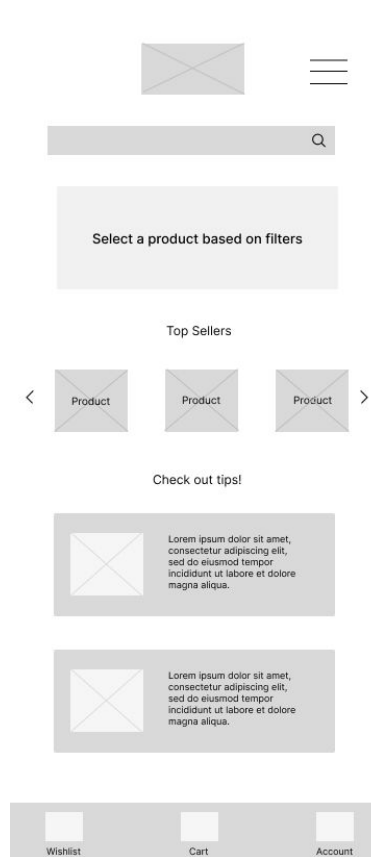
- 1 Sidebar helps users to navigate easily
- 2 A larger font helps users to find things easily.

Refining the design

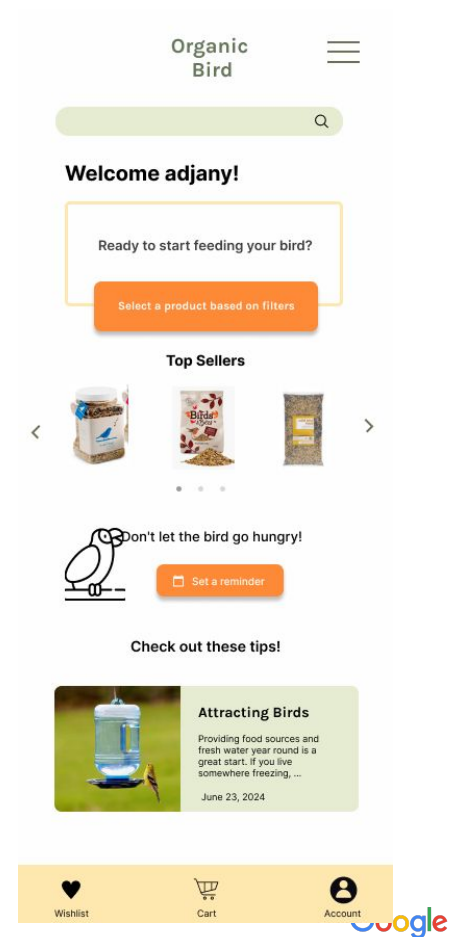
- Mockups
- High-fidelity prototype
- Accessibility

Mockups

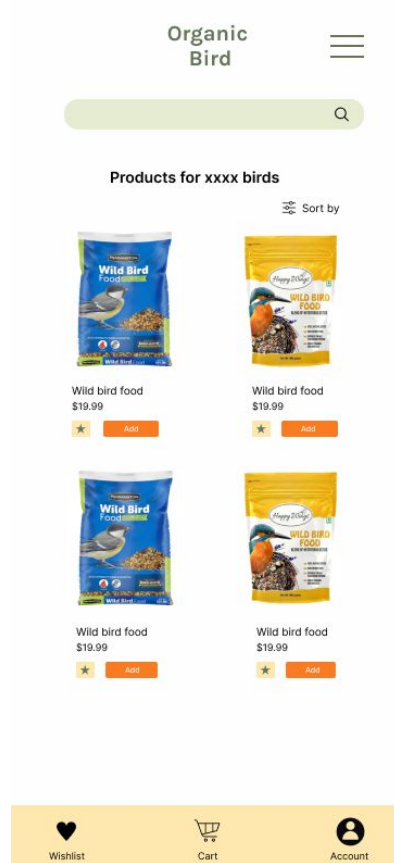
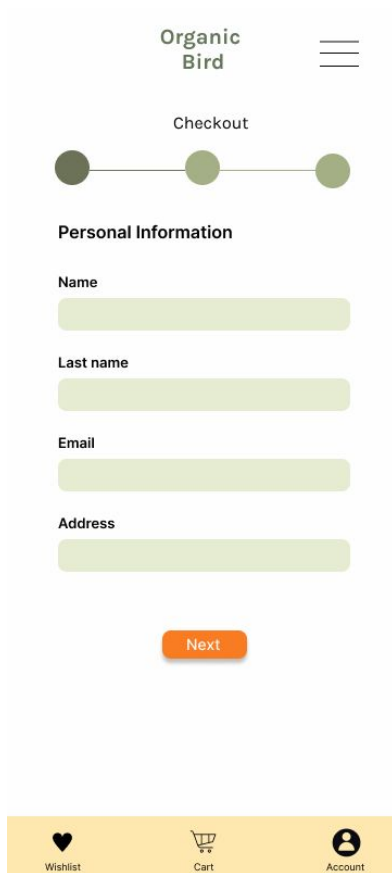
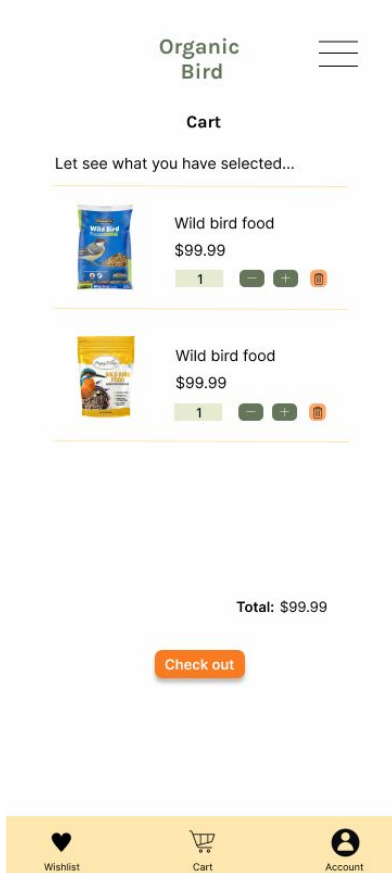
Before usability study



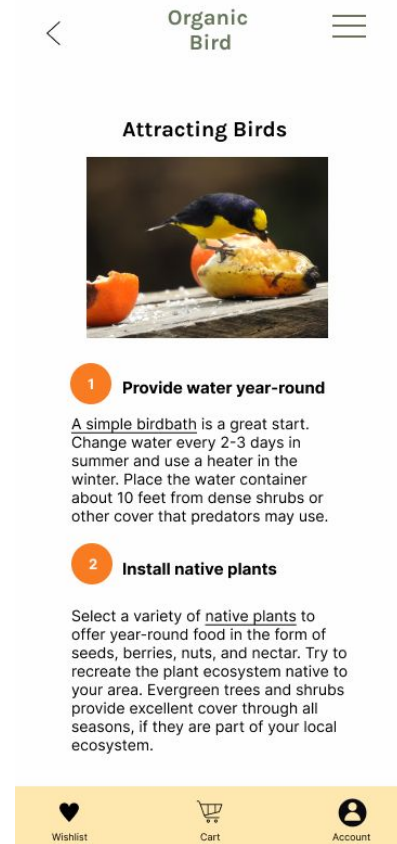
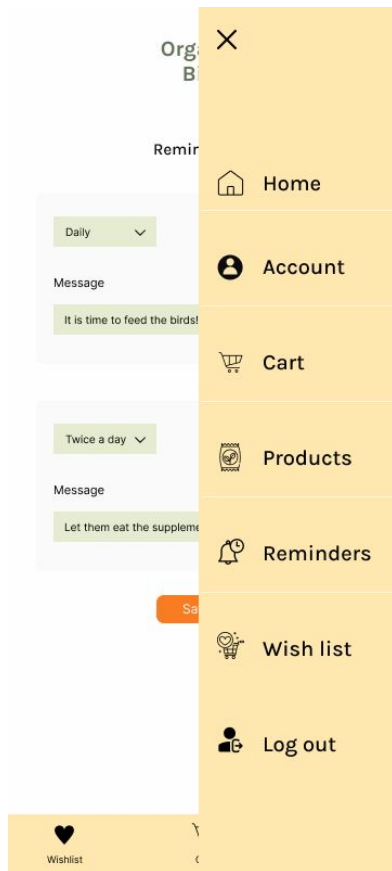
After usability study



Mockups



Mockups



High-fidelity prototype

<https://www.figma.com/proto/4qohUlr8qDFjMAVlpghQBq/Untitled?type=design&node-id=593-639&t=lhcqzW9J76jWj60C-1&scaling=min-zoom&page-id=0%3A1&starting-point-node-id=593%3A828&show-proto-sidebar=1&mode=design>

Accessibility considerations

1

Implementing straightforward actions ensures an intuitive user experience, benefiting individuals with cognitive or motor skill challenges by simplifying navigation and interaction within the design

Going forward

- Takeaways
- Next steps

Takeaways



Impact:

"I like the way everything has been implemented, it is simple and direct and also having a reminder section is a plus in my life."



What I learned:

Conducting usability studies was an enjoyable experience that underscored the unpredictability of user interactions. It emphasized the significance of staying open-minded and not taking feedback personally, crucial aspects for a UX/UI designer focused on delivering genuine value to users. The process of creating paper wireframes and brainstorming exercises became instrumental for connection with my creativity, facilitating a more innovative and user-centered approach throughout the project.

Next steps

1

In the next phase of this project, a priority would be given to enhancing accessibility features, recognizing their critical role in optimizing the overall user experience. I would conduct a thorough accessibility audit, implementing improvements such as text alternatives for images, keyboard navigation enhancements, and ensuring compatibility with screen readers.

Let's connect!



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