

# Flower-ordering Website Design

---

Anastasia Germanova

# Project overview



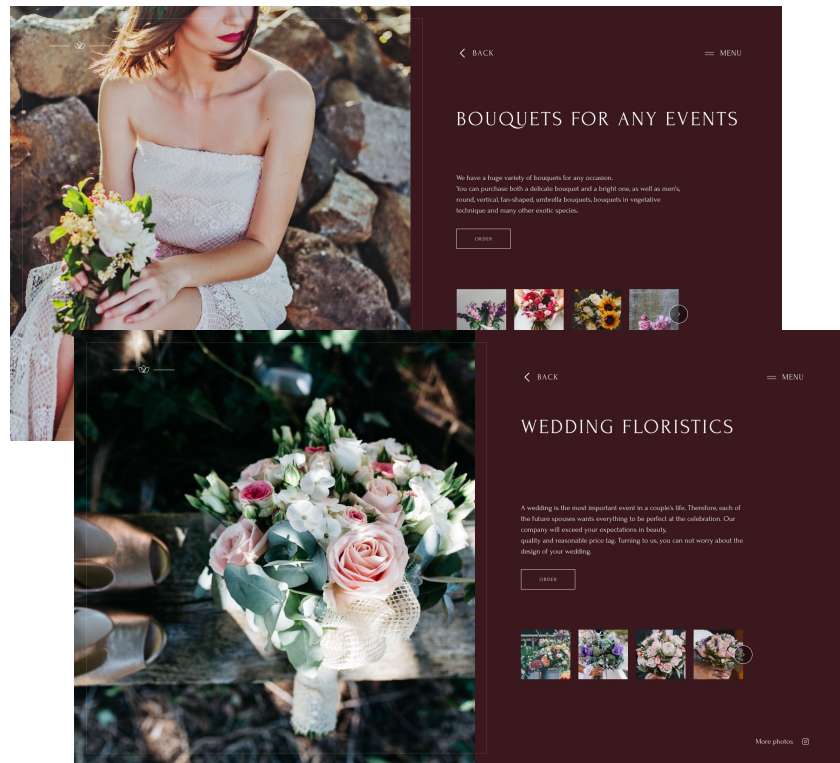
## The product:

"Spring" is a flower shop with a large selection of flower arrangements. The typical user is between the ages of 19 and 30 and most users are working, busy people. "Spring" s goal is to make shopping quick and easy for all types of users.



## Project duration:

May 2022



# Project overview



## The problem:

Available online shopping websites have cluttered designs, inefficient systems for browsing through products, and confusing checkout processes.



## The goal:

Design a Spring website to be user friendly by providing clear navigation and and fast composition selection process

# Project overview



## My role:

UX designer leading the Spring website design



## Responsibilities:

Conducting interviews, paper and digital wireframing, low and high-fidelity prototyping, conducting usability studies, accounting for accessibility, iterating on designs and responsive design.

# Understanding the user

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

# User research: summary



I conducted interviews with users, which I then turned into empathy maps to better understand the target user and their needs. I have found that many target users view ordering flowers online as something very difficult and inconvenient. Therefore, I considered the possibility of making the site more visual and easier to study the color catalog.

# User research: pain points

1

## Navigation

Shopping website designs are often busy, which results in confusing navigation

2

## Interaction

Small buttons on shopping websites make item selection difficult, which sometimes leads users to make mistakes

3

## Experience

Online shopping websites do not provide easy product selection

# Persona: Anna

## Problem statement:

Anna is a busy designer who burns at work and spends most of her time. She loves what she does.



Anna

**Age:** 32  
**Education:** PhD  
**Hometown:** San Francisco CA  
**Family:** Yes  
**Occupation:** Designer

*"Online shopping is my opportunity to save time"*

## Goals

- Bigger buttons and improved placement for more accessible navigation.
- Less cluttered navigation and layout for easier browsing.
- Accurate and inclusive sizing for improved buying confidence.

## Frustrations

- "I struggle with the size and placement of buttons."
- "Shopping website layouts and navigation are complicated and confusing."
- "Too many websites do not show flowers correctly, I don't understand if I want to order this bouquet or not."

Anna is a busy designer who burns at work and spends most of her time. She loves what she does.

But due to the heavy workload, Anna constantly remembers at the last moment about the birthday of a friend or her parents' anniversary and is urgently looking for an order for flowers.

Many sites are very bad at displaying photos of flowers. And I would also like to be able to choose flowers and have a consultant call who will confirm the availability / order / payment and delivery. Anna wants to be paid attention to when ordering.



# User journey map

I created a user journey map of Anna's experience using the site to help identify possible pain points and improvement opportunities.

## Persona: Anna

Goal: Easy flowers selection and online ordering

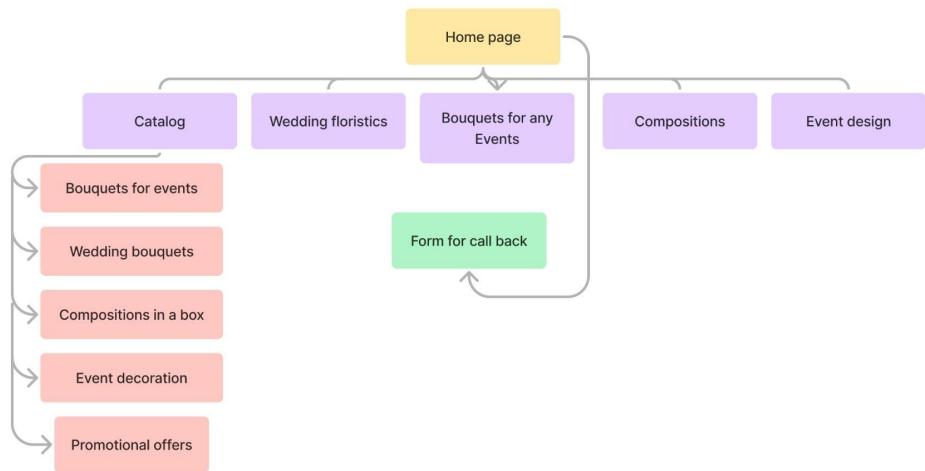
ACTION	Choose online shopping website	Browse catalog	Choose an item	Fill out a callback form
TASK LIST	Tasks A. Search for website B. Choose the most popular site	Tasks A. Browse the website to find items	Tasks A. Select catalog category B. Select composition	Tasks A. Review cart B. Add billing info C. Add shipping info D. Confirm order
FEELING ADJECTIVE	Excited to shop	Happy to be shopping	Nervous about choosing the right composition	Frustrated with checkout form
IMPROVEMENT OPPORTUNITIES	Create an online website for Spring with beautiful Home page	Add clear navigation	Add clear and picturesque photos of compositions	Add a simple callback request form instead of a large order confirmation form



# Sitemap

Difficulty with website navigation was a primary pain point for users, so I used that knowledge to create a sitemap.

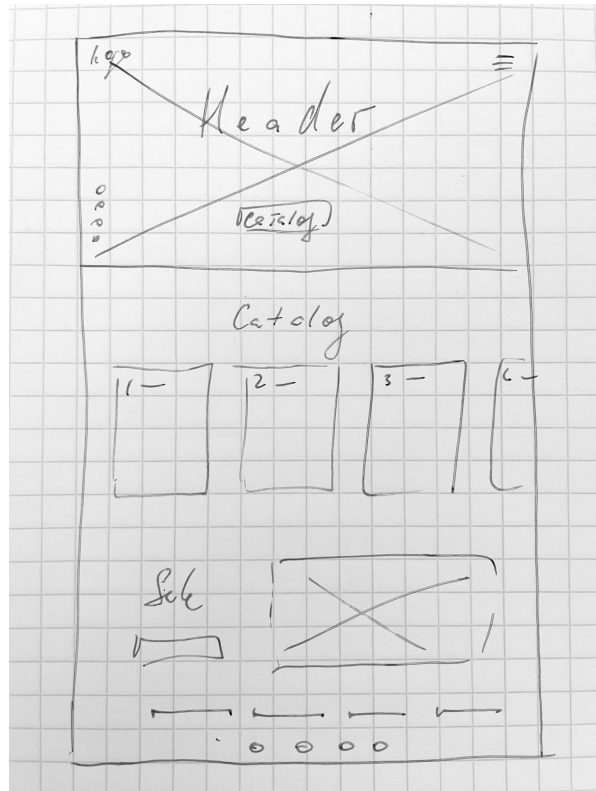
My goal here was to make strategic information architecture decisions that would improve overall website navigation. The structure I chose was designed to make things simple and easy.



# Paper wireframes

Next, I sketched out paper wireframes for each screen in my app, keeping the user pain points about navigation, browsing, and checkout flow in mind.

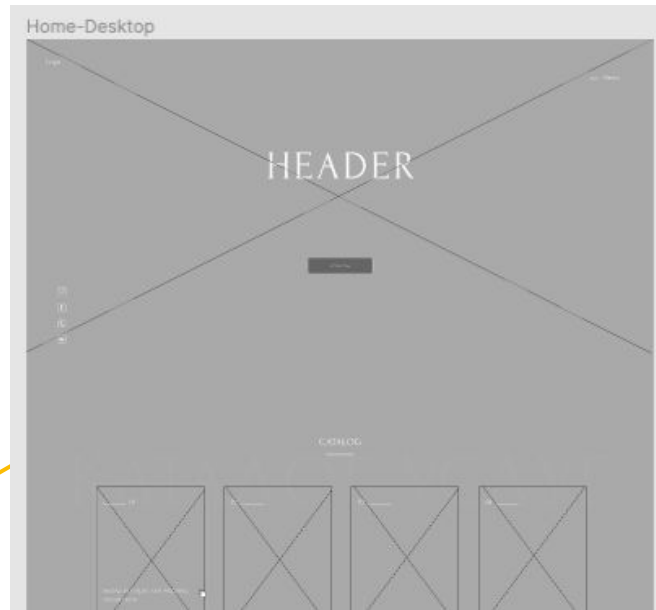
The home screen paper wireframe variations to the right focus on optimizing the browsing experience for users.



# Digital wireframes

Moving from paper to digital wireframes made it easy to understand how the redesign could help address user pain points and improve the user experience.

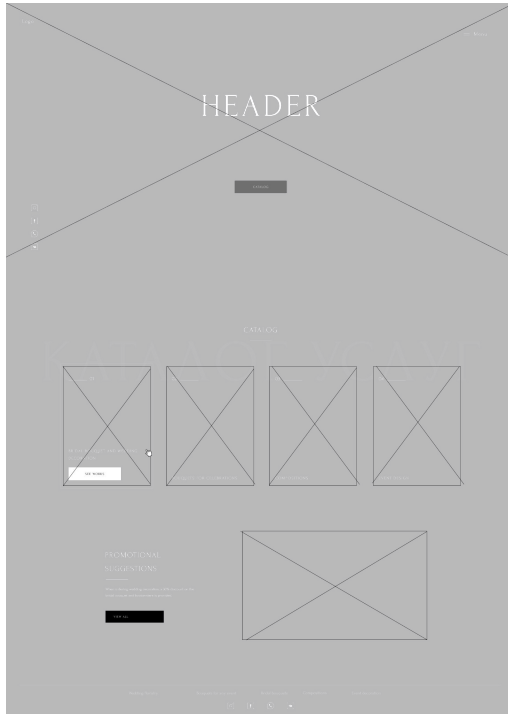
Prioritizing useful button locations and visual element placement on the home page was a key part of my strategy.



Easy access to shop products

Homepage is optimized for easy browsing through the catalog of images

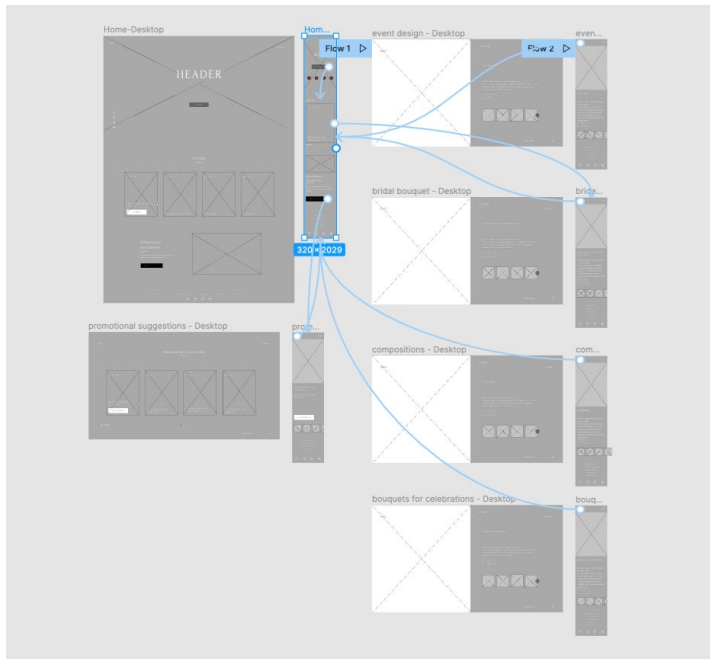
# Digital wireframe screen size variation(s)



# Low-fidelity prototype

To create a low-fidelity prototype, I connected all of the screens involved in the primary user flow of adding an item to the cart and checking out.

At this point, I had received feedback on my designs from members of my team about things like placement of buttons and page organization. I made sure to listen to their feedback, and I implemented several suggestions in places that addressed user pain points.



View [Spring low-fidelity prototype](#)

# Usability study: parameters



## Study type:

Unmoderated usability study



## Location:

United States, remote



## Participants:

5 participants



## Length:

20-30 minutes



# Usability study: findings

These were the main findings uncovered by the usability study:

1

## **Callback popup**

Users wanted a clear  
callback popup

2

## **Catalog**

Users wanted more  
high-quality photos

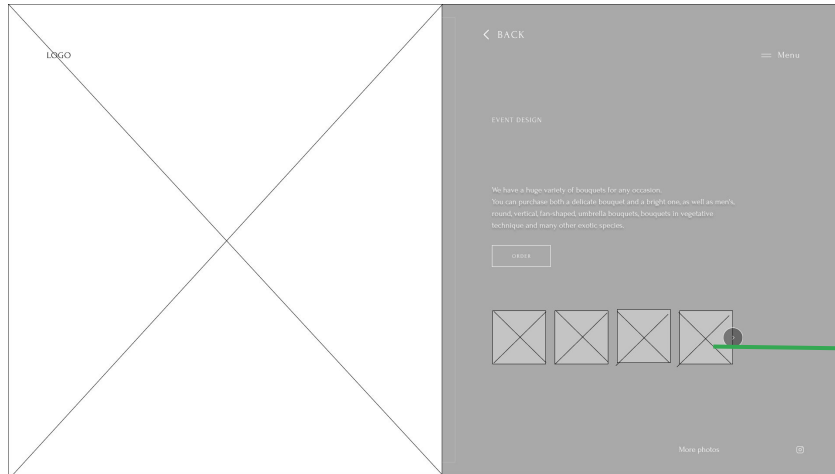
## Refining the design

- Mockups
- High-fidelity prototype
- Accessibility

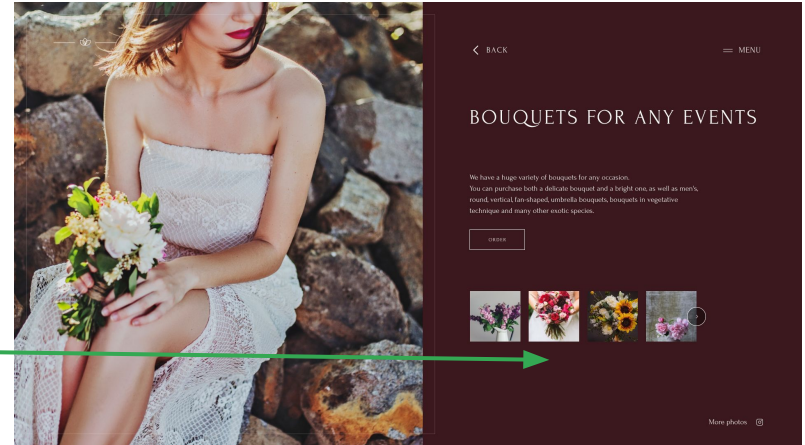
# Mockups

Based on the results of the usability study, one of the changes I made was to add as many high quality photos of flower arrangements as possible.

Before usability study



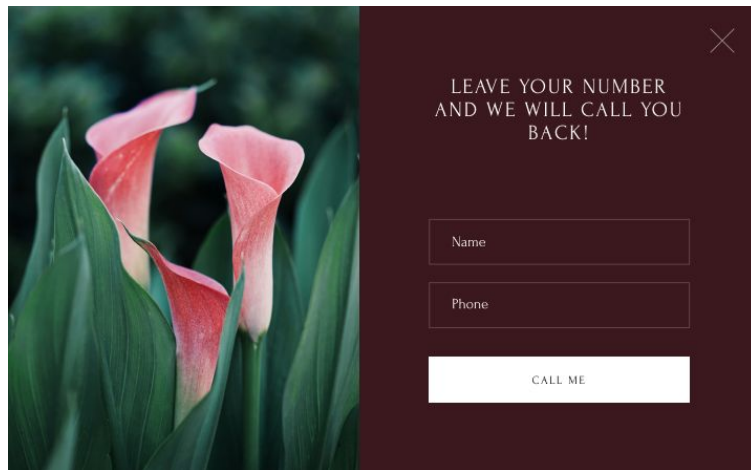
After usability study



# Mockups

Based on the results of the usability study, I've made changes to improve the callback process.

After usability study



A mockup of a callback form overlay. The form is dark red with white text and input fields. It is positioned over a background image of pink calla lilies. The form includes a close button (X) in the top right corner, a title, two input fields for 'Name' and 'Phone', and a 'CALL ME' button.

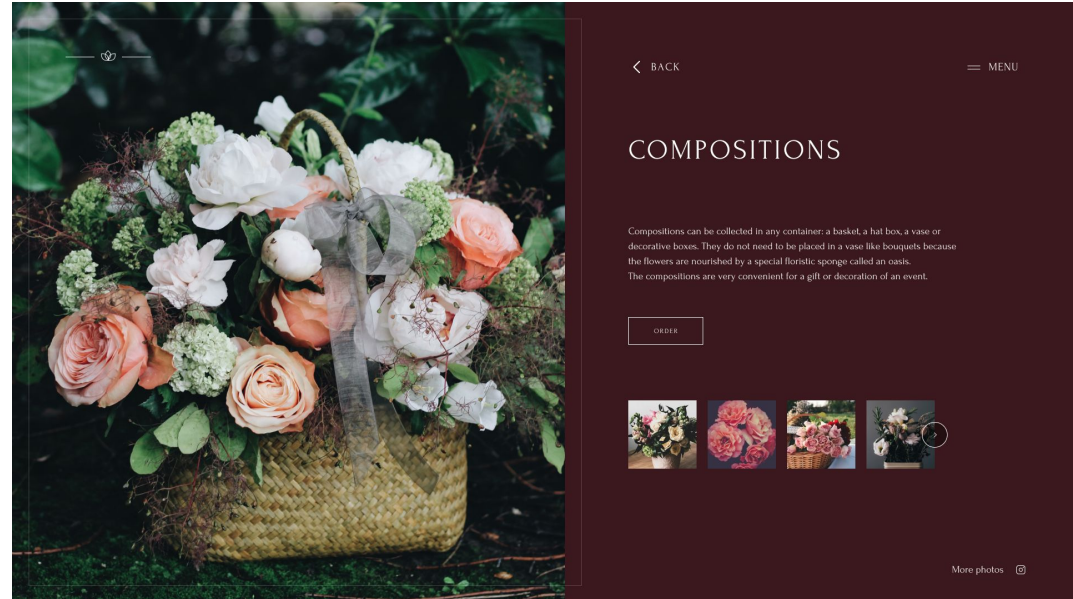
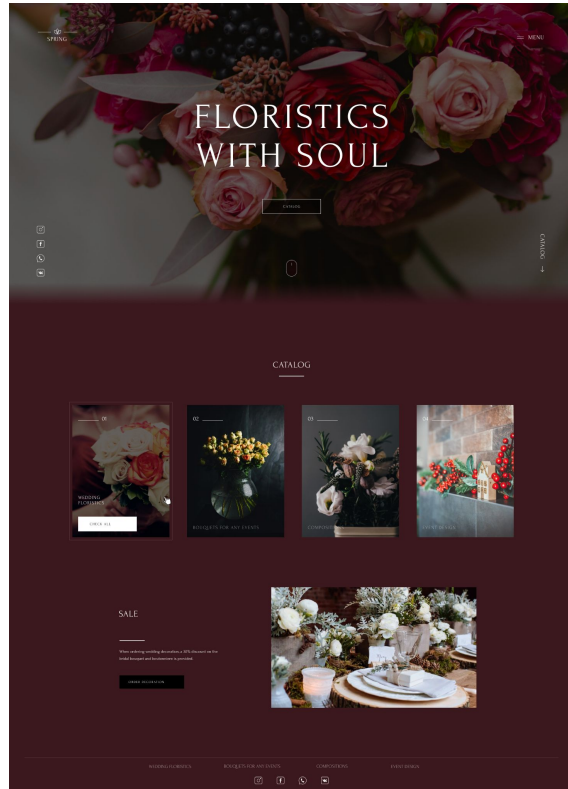
LEAVE YOUR NUMBER  
AND WE WILL CALL YOU  
BACK!

Name

Phone

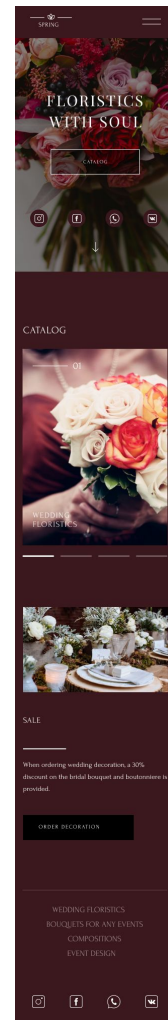
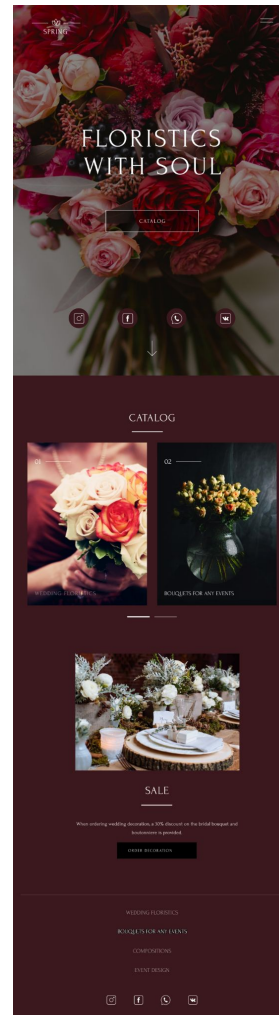
CALL ME

# Mockups: Original screen size



# Mockups: Screen size variations

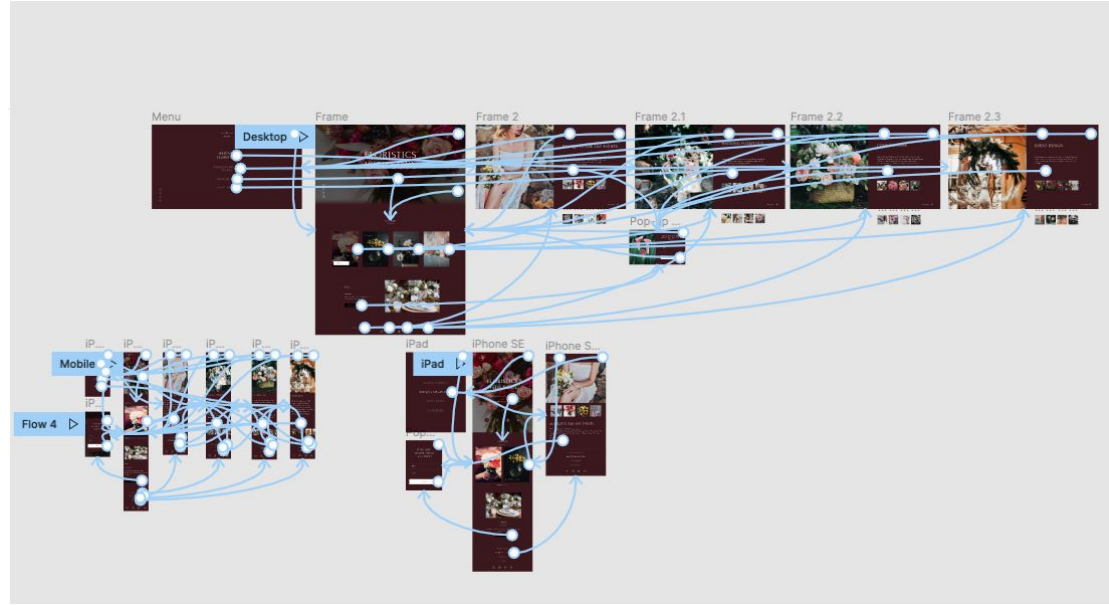
I included considerations for additional screen sizes in my mockups based on my earlier wireframes. Because users shop from a variety of devices, I felt it was important to optimize the browsing experience for a range of device sizes, such as mobile and tablet so users have the smoothest experience possible.



# High-fidelity prototype

My hi-fi prototype followed the same user flow as the lo-fi prototype, and included the design changes made after the usability study, as well as several changes suggested by members of my team.

View the Spring [high-fidelity prototype](#)



# Accessibility considerations

1

I used headings with different sized text for clear visual hierarchy

2

I used landmarks to help users navigate the site, including users who rely on assistive technologies

3

I designed the site with alt text available on each page for smooth screen reader access



# Going forward

---

- Takeaways
- Next steps

# Takeaways



## Impact:

Our target users shared that the design was intuitive to navigate through, more engaging with the images, and demonstrated a clear visual hierarchy.



## What I learned:

I learned that even a small design change can have a huge impact on the user experience. The most important takeaway for me is to always focus on the real needs of the user when coming up with design ideas and solutions.

# Next steps

1

Conduct follow-up  
usability testing on the  
new website

2

Identify any additional  
areas of need and ideate  
on new features

# Let's connect!



Thank you for reviewing my work on the Spring app!

If you'd like to see more, or would like to get in touch, my contact information is provided below:

Website: <https://germanova.site/>