

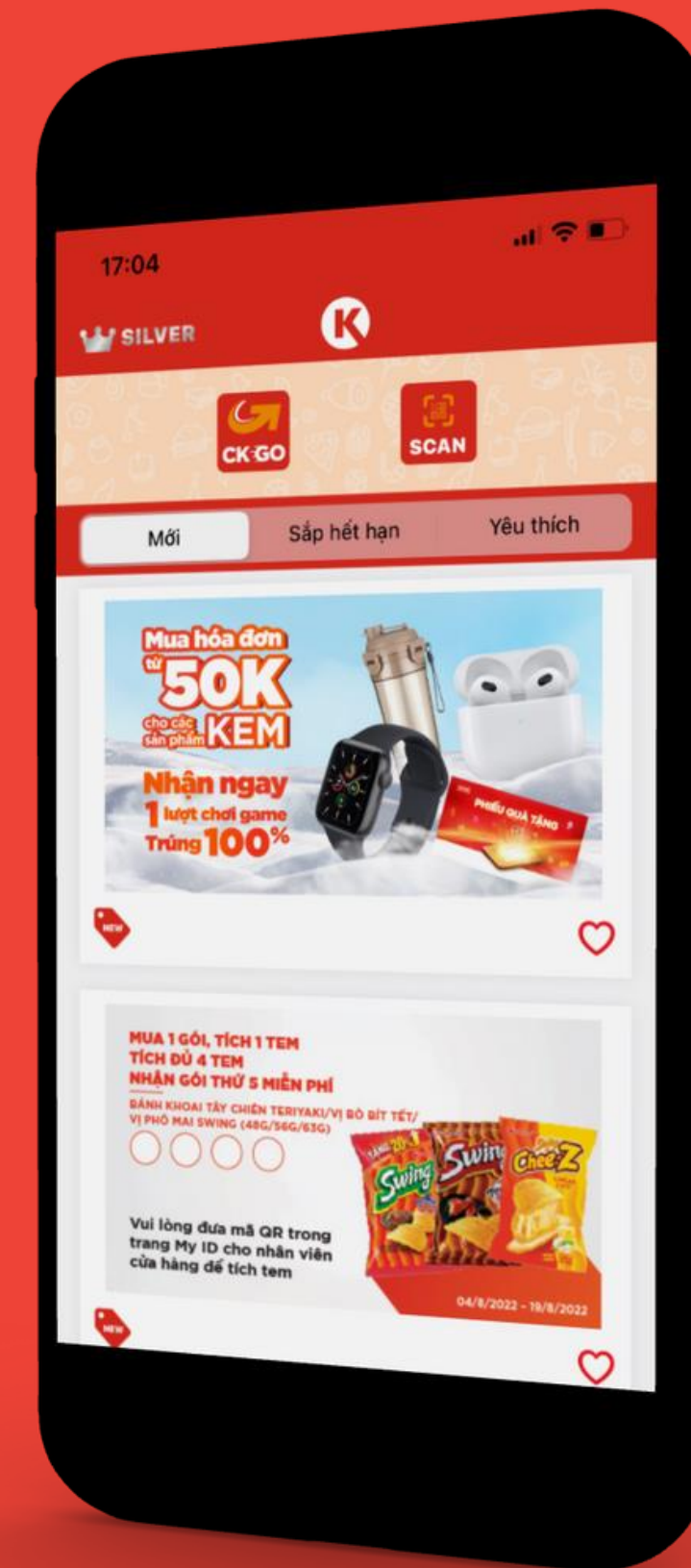
**CIRCLE K**

# BUSM4294 CLIENT DELIVERABLE

s3818334 - Bui Thu Huong  
s3818773 - Hoang Nguyen Gia Bao  
s3794831 - Luong Nguyen Thien Phuong  
s3871124 - Luu Vi Quan  
s3864005 - Thai Bao Son

Get started

Let's Go



Lecturer: Dr. Nguyen Tran Phi Yen

# ABOUT

Established in 1951 & entered in Vietnam market in 2008



- Leading convenience store player in Vietnam, accounting for 48% of brand share (Euromonitor 2022)
- Having approximately 400 stores located across key cities in Vietnam and 4000 employees (both office staff and store staff) (Circle K n.d)

## About Our Project

The project is aimed to assist Circle K tackle existing problems in customer in-store purchasing journey. Our proposed solutions are of great benefit for Circle K within three key pillars:



Revamp and elaborate Circle K's digital innovation initiatives – CK Club app



Enhance a seamless online-to-offline shopping experience with personalized offerings and communication



Opportunity for data collection and customer tracking, allowing better business decision-making and future strategies

### Best seller products & services



### Innovation Initiatives

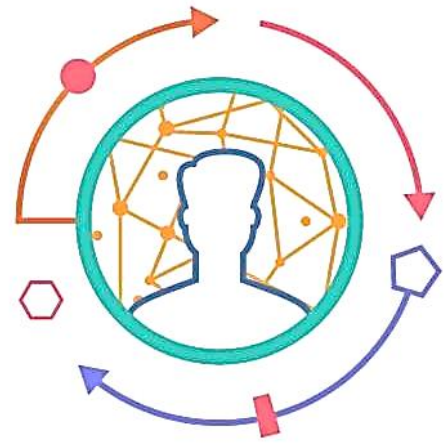


Circle K's brand-owned loyalty mobile app - CK Club

Initially launched in Vietnam on October 2021



# TARGET AUDIENCE



- 18-30 years old
- Urban & sub-urban location
- College students & first-jobbers

Online more than 3 hours per day on social media. Actively sharing daily stories for their network

Demonstrate interest with user-generated content on popular social media platforms

## Psychology

- Hectic life: less patient → Craving for convenience (Forbes 2020)
- Personal identity is the most crucial priority
- Usually being affected by surrounding people's lifestyles and word of mouth, also being influenced by online reviews
- Shopping engine is strongly driven by promotion



Familiar with technology, regular use of online platforms for quicker payment



Changing from offline experience to online experience using digital apps with a really blur border



Regularly make e-commerce/online purchase

## Characteristics & Behaviors

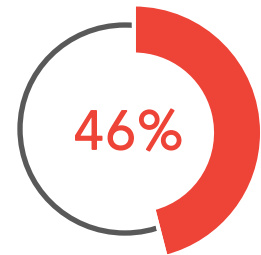
## Pain points

- Only aware of the promotions when cashiers notify at the check out area → have to give up long queue to grab the discounted product
- Long wait times to finish payment and check out process
- Have the purchasing intention of a specific product but unaware whether it's available in-store or not

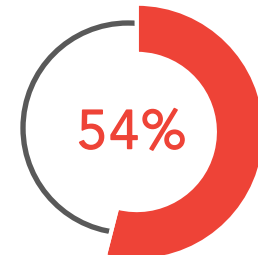
# MARKET TRENDS

## 01. CVS AS A SOCIAL HUB

Customers are increasingly opt for eat-in areas in CVS to hang out with friends, since it is more reasonably-priced relative to café' or restaurants (Euromonitor 2022)



Utilize eat-in space for food consumption



Hang out with their friends or be on the phone at eat-in areas

Q&Me (2018)

### CVS Strategic Approach



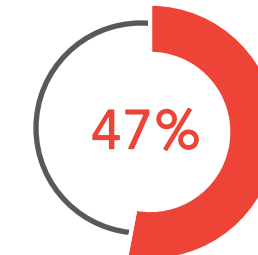
Revamp and expand dine-in areas in CVS



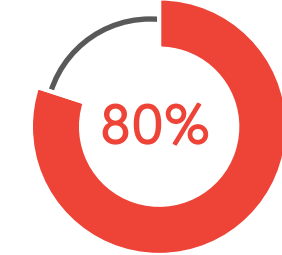
Introduce more new hot meals and branded food

## 02. DIGITALIZE LOYALTY & REWARDS SYSTEMS

As there is presently limited product differentiation among different CVS chains, loyalty programs are considered the main ROI accelerator for CVS players



Customers switch to competitors' services if they suffer poor customer service



Loyal customers conduct brand recommendation to family and friends

(Mobiquity n.d)

### CVS Strategic Approach

CVS focus on building **in-house loyalty program app**



Personalized rewards



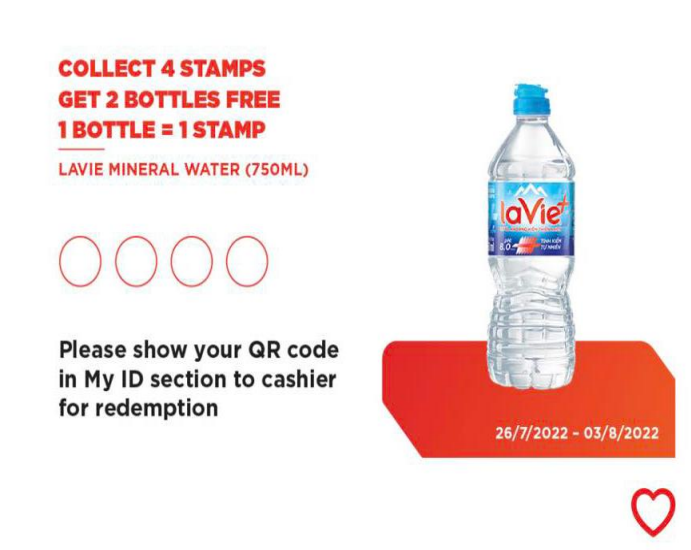
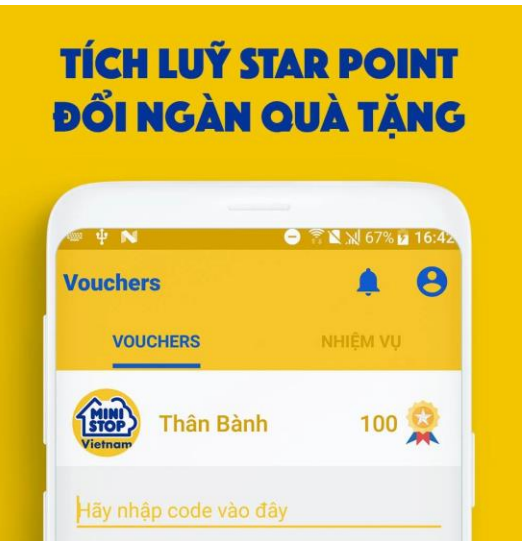
Ease of membership



Simplicity & Easy-to-use



# INNOVATION OPPORTUNITY – DIGITALIZE REWARDS SYSTEM



## Rewards Accumulation



**Pros:** Rewards can be used as discount on next bill



**Cons:** Customers tend to forget to redeem rewards, decreasing user active rate on loyalty apps

## Stamp Accumulation



**Pros:** Enhance the urgency as customers are motivated to return to CK to gain free gifts -> accelerate customer loyalty



**Cons:** Only work for famous and hero products of CK, as new and niche products stamp accumulation offer are not attractive enough

## Circle K Strategy



Increase frequency and in-store visits



Increase average active users on CK Club app and minimize risk of expired rewards

=> Focus on driving traffic to offline stores and expand its loyal customer base

# INNOVATION PROBLEM - CURRENT USER JOURNEY

## Customer Problems

### Problem 1

"I only found out that my favorite product is not in-stock after coming a long way to CK store"

### Problem 2

"I am only aware of ongoing promotions from cashiers at the checkout area, making me feel reluctant to give up the long waiting queue to collect the free product on shelves"

### Problem 3

"The check-out process takes too much time especially during peaked hours like after school or lunch time"



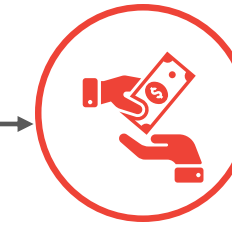
Make a visit to Circle K store



Add to cart



Conduct payment in check-out areas



Apply exclusive deals and promos



Scan QR code for loyalty program

## How Might We

“ How might we facilitate a **stress-free** customer experience for **Gen Z & Millennials** so that it will accelerate a **convenient** journey into and out of the store? ”

## Hypothesis

We believe that our target audience (shoppers from 18-30 years old) will find it more convenient and reassured if they can check the availability of a specific product and see which Circle K stores have that item in stock in advance.

We believe that our target audience (shoppers from 18-30 years old) will become further responsive to promotional campaigns if Circle K communicates those campaigns more directly to them and let them know whether the promotion is relevant with their needs at the moment or not.

We believe that our target audience (shoppers from 18-30 years old) will find the checkout process more time-saving if they can order ahead and pick up on the go.

# TEAM MEMBERS



Thai Bao Son –  
s3864005  
Marketing Lead  
Son demonstrates a wide range of knowledge and experience in marketing, which has been efficiently translated into our market know-how foundation and go-to-market strategy.

Luong Nguyen Thien Phuong –  
s3794831

Testing Lead

Given past working experience associated with clear understanding of the project objectives, Phuong has managed to propose strategic testing approach that is not only feasible for the project scale but also excellently meet client's requirements.



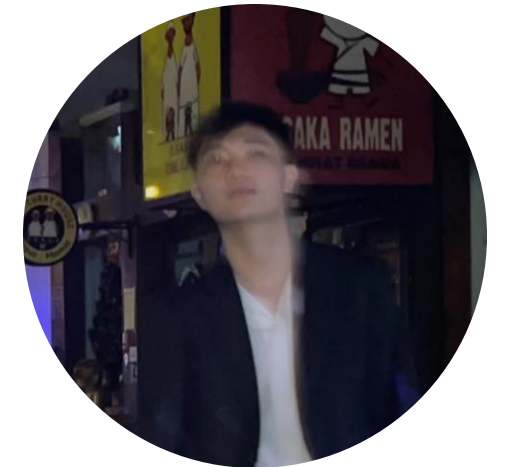
Bui Thu Huong - s3818334  
Project Manager

Acquiring great project management and leadership skills, Huong has truly understood the current business landscape of Circle K and its long-term strategy, and from that to develop a comprehensive execution plan to drive the project forward.

Hoang Nguyen Gia Bao –  
s3818773

Strategy Lead

According to the major in Eco Finance and experimenting in a corporate environment, Bao can conduct in-depth market research and take a quantitative approach to test hypothesis



Luu Vi Quan – s3871124  
Design Lead

With a strong background in marketing and UI/UX design, Quan has greatly delivered our expected user journey for CK Club app, as well as visualize our vision into user-friendly and practical app prototypes.



# TEST CARDS

## We believe that

We believe that our target audience (shoppers from 18-30 years old) will find it more convenient and reassured if they can check the availability of a specific product and see which Circle K stores have that item in stock.

## To verify that we will

- Conduct interview for 30 participants to measure the likelihood they will use the feature
- Create UI/UX prototypes demonstrating the features and collect feedbacks on 30 audiences

## And measure

The feedback of the answers on this feature and the interaction rates of the MVP

## We are right if

80% of the interviewees are satisfied and willing to try the product availability tracker

## We believe that

We believe that our target audience (shoppers from 18-30 years old) will become further responsive to promotional campaigns if Circle K communicates those campaigns more directly to them and let them know whether the promotion is relevant with their needs at the moment or not.

## To verify that we will

- Conduct A/B testing with 02 different promotion schemes, key messages and KV on 30 respondents
- Conduct interview for 30 participants regarding top 03 touchpoints of promotion schemes they easily come across

## And measure

The comparison of interaction rate of the two versions, the top promotion touchpoints answered by recipients, and the interaction rate of each touchpoints

## We are right if

More interactions is recorded on the new promotion scheme. The new promotion scheme results in higher conversion rate

## We believe that

We believe that our target audience (shoppers from 18-30 years old) will find the checkout process shortened if they could order ahead and pick up on the go

## To verify that we will

- Conduct interview for 30 participants to ask if they are willing to pre-order ahead
- Create UI/UX prototypes demonstrating the features and collect feedbacks on 30 audiences

## And measure

The average time users will spend waiting in the check out area before and after MVP

## We are right if

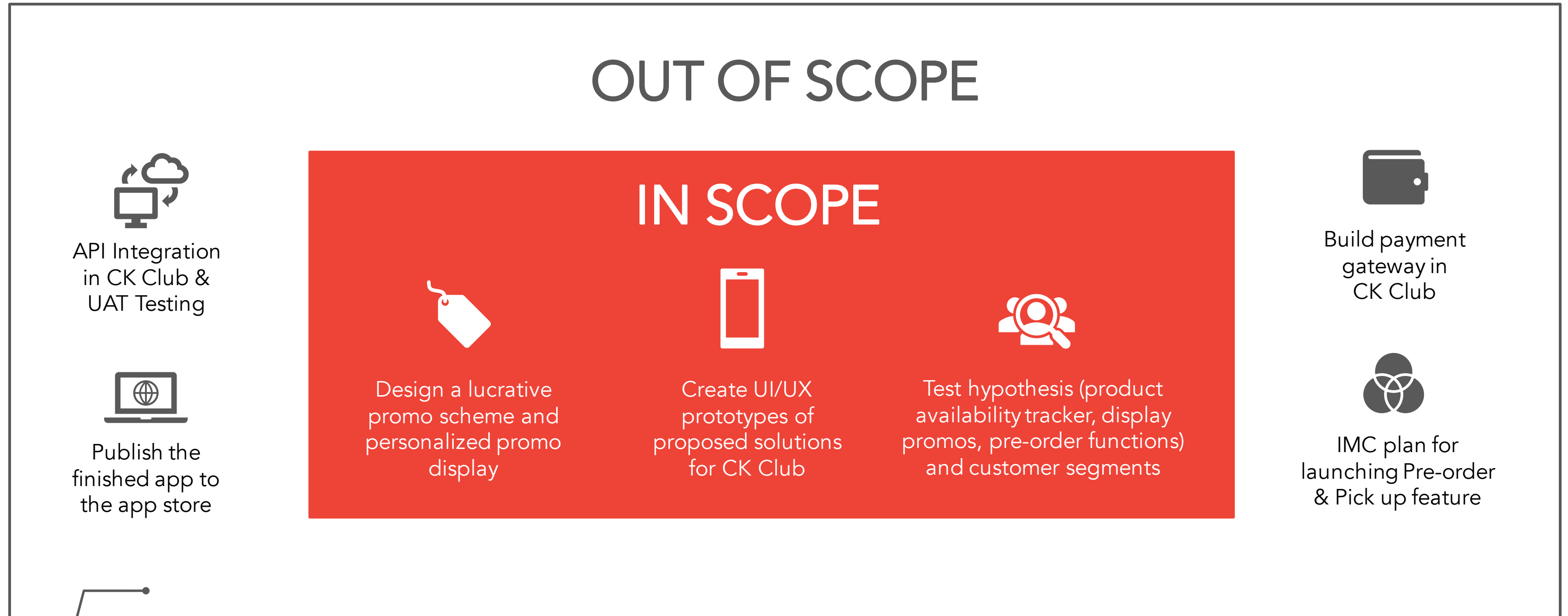
80% of respondents agree to pre-order their food in CK Club app prior to their store visits



# RESEARCH STRATEGY

	Source of data	Type of data	Data collection method	Sample Size
Test 1: Product availability tracker	Primary & Secondary	Quantitative & Qualitative	Online survey, interview, market reports, articles	<b>Online survey:</b> 107 respondents <b>Interview:</b> 30 participants
Test 2: Personalized promo display	Primary & Secondary	Quantitative & Qualitative	A/B testing, interview, market reports, articles	<b>A/B testing:</b> 100 users <b>Interview:</b> 30 participants
Test 3: Pre-order & Pick-up	Primary & Secondary	Quantitative & Qualitative	Online survey, interview, market reports, articles	<b>Online survey:</b> 107 respondents <b>Interview:</b> 30 participants

# SCOPE OF THE PROJECT



=> Require extra effort, time, as well as financial and human resources, which can highly affect the project timeline and deliverables

# HYPOTHESIS 1 – Product Availability Tracker

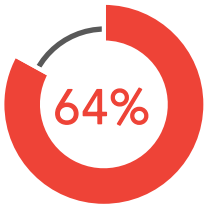
## LEARNING CARD

### We observe that

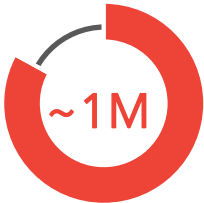
#### Primary Research

- 54% indicate that Circle K frequently runs out of products that customers want.
- 91% of respondents want to check the availability of their intended-to-buy products prior to store visits

#### Secondary Research



Actively search product availability before in-store purchases



Customers use their phone to enhance in-store shopping experience



consumers in 2021 in for merchants which have delivery app, real-time inventory & digital profiles (PYMNTS 2022)

### From that we learned

Circle K's TA have experienced wanted products being sold out frequently and tended to switch to other CVS accordingly. Respondents have showed high interest in the new feature to track products in advance.

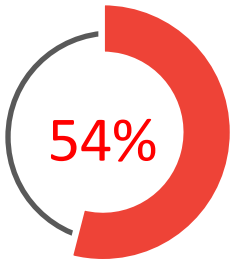
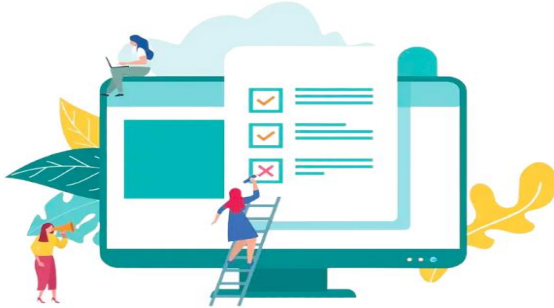
### Therefore we will:

Focus on developing CK Club app real-time product availability tracker so that our TA can have a convenient and pleasant shopping experience at Circle K.

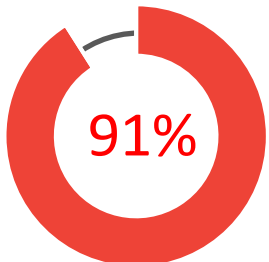
## Primary Research (n=107)

### Type of survey

Online survey & Open-ended response



Products out of stock

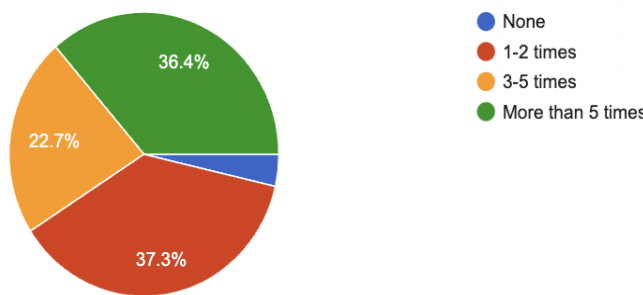


Interested in the product availability tracker

### Where we got our data

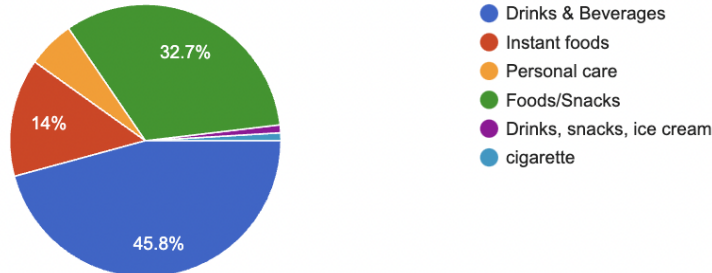
How many times have you visited the Circle K store in the past month?

110 responses

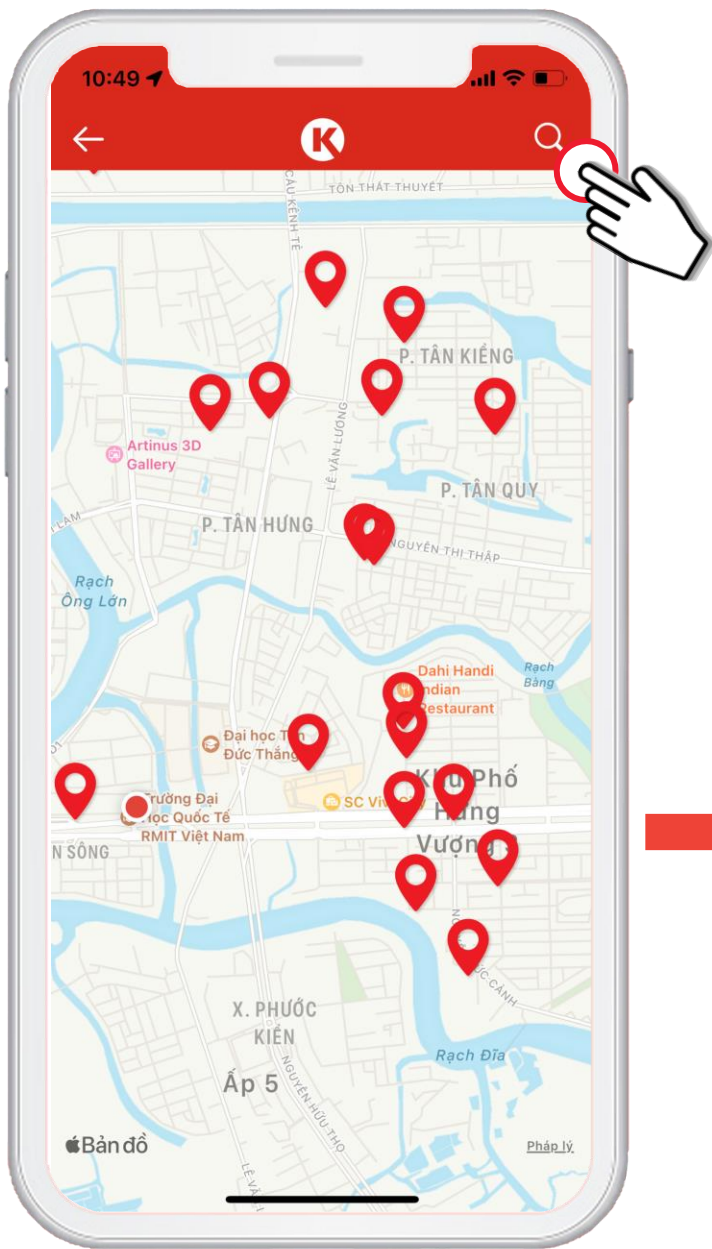


What products or items do you often buy at Circle K?

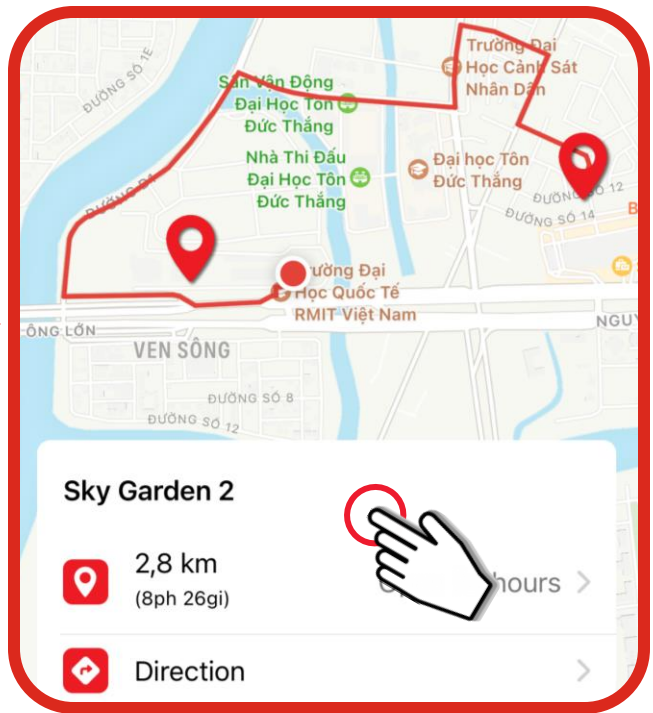
107 responses



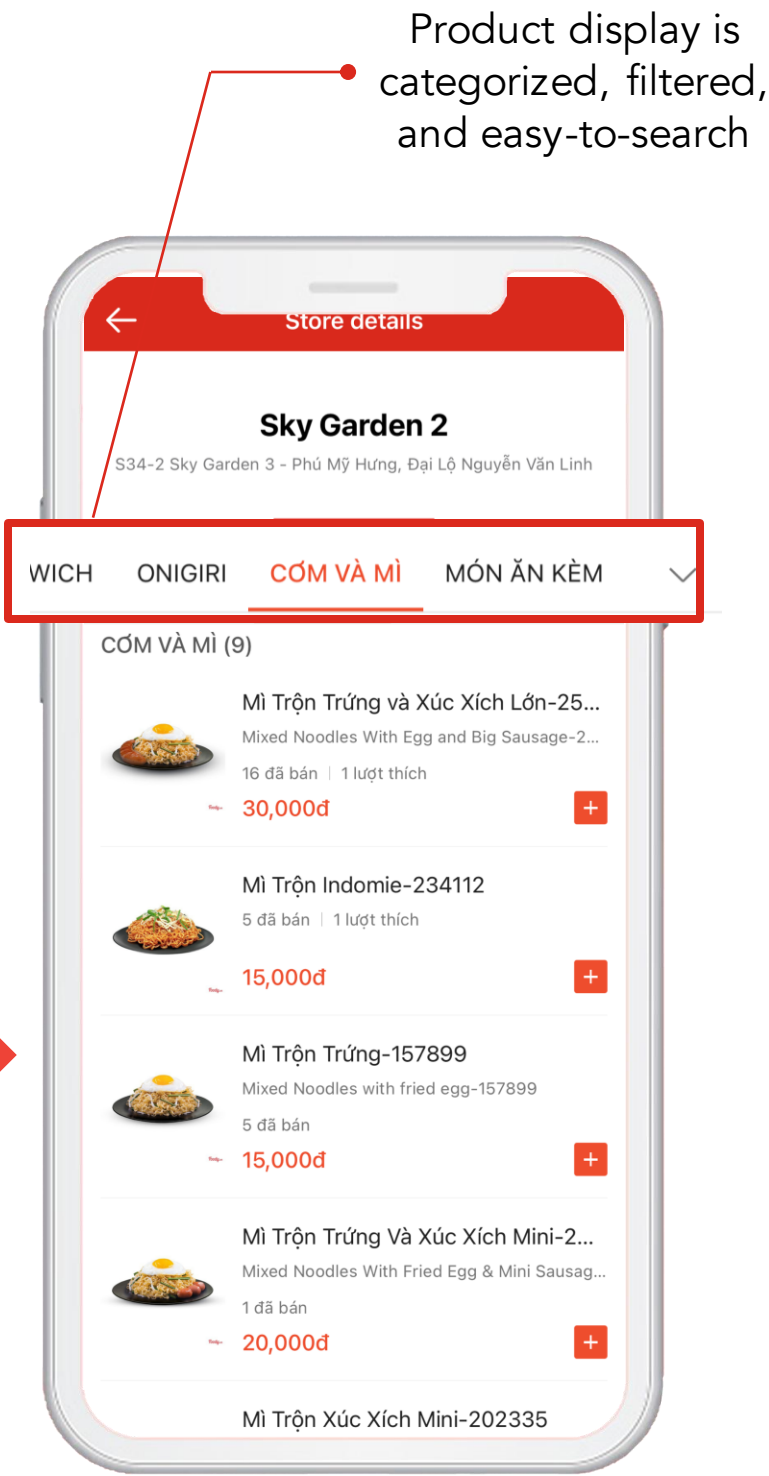
# RECOMMENDATION 1



View CK stores near you on the map

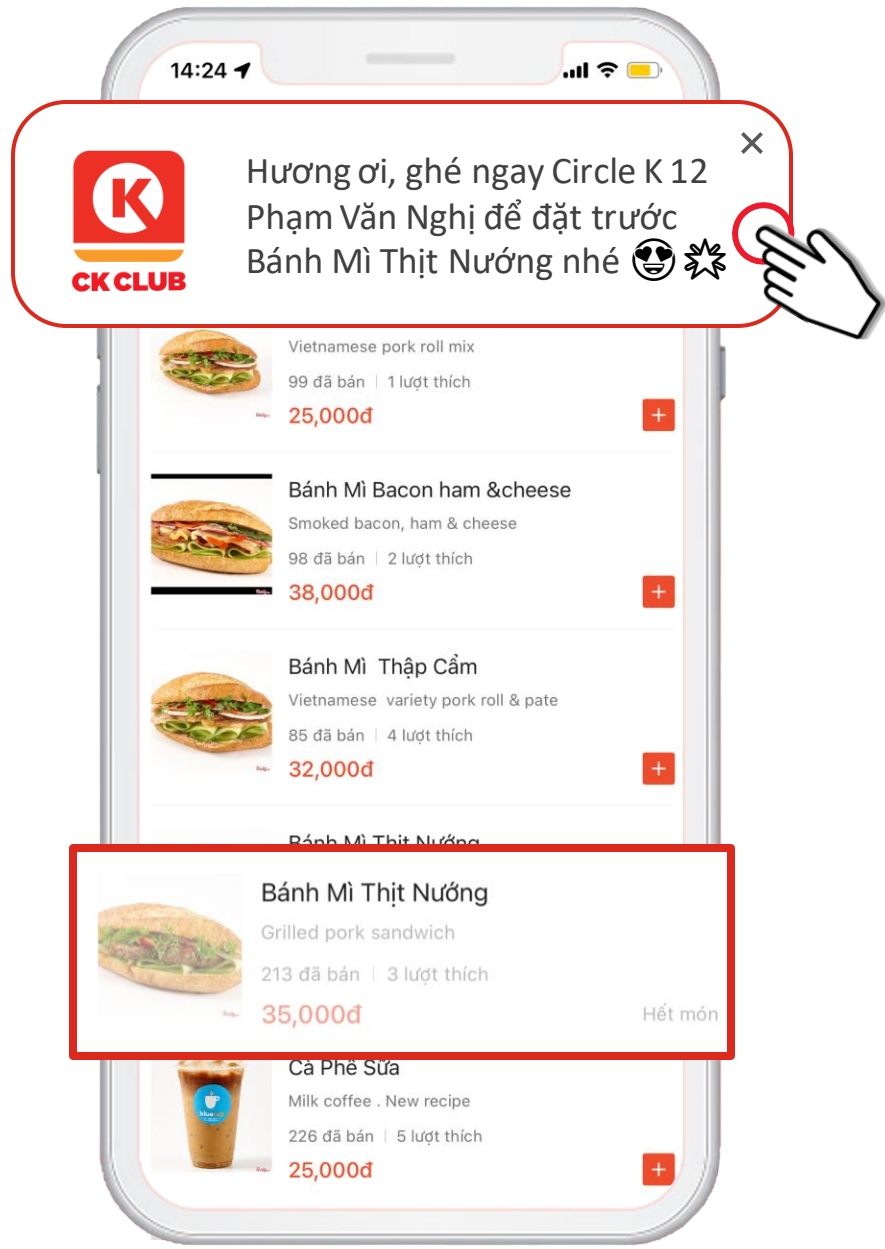


Click on your chosen CK store



View real-time product availability

Receive a pop-up noti recommending to other CK stores in case your chosen product is out-of-stock



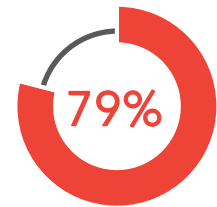


# HYPOTHESIS 2 – Personalized Promo Display

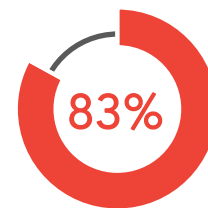
## LEARNING CARD

### We observe that

The majority of our target audience dislikes the promotion since it is not pertinent and customized (wrong interested product)  
Current promotion display is not received positive sentiment in AppStore's review (Appendix 1)



Buyers only use promotion if it is customized to their prior encounters (Marketo )



GenZ shoppers would share customized offers with friends (SheerID 2022)

### From that we learned

**Personalized promotion** is crucial as it proves that CK know how and when interact with their customers, enhancing customer experience, gain an advantage in terms of brand loyalty and customer satisfaction while boosting the revenue.

### Therefore we will:

Develop customized promotions and notifications for CK app to effectively catch our TA's attention then generate an order

## A/B TESTING ON: Promotion Scheme, Ways of Display, KV

Q: Do you prefer a message that includes your name + your exclusive deal or a promotion scheme + CTA?

Offer A



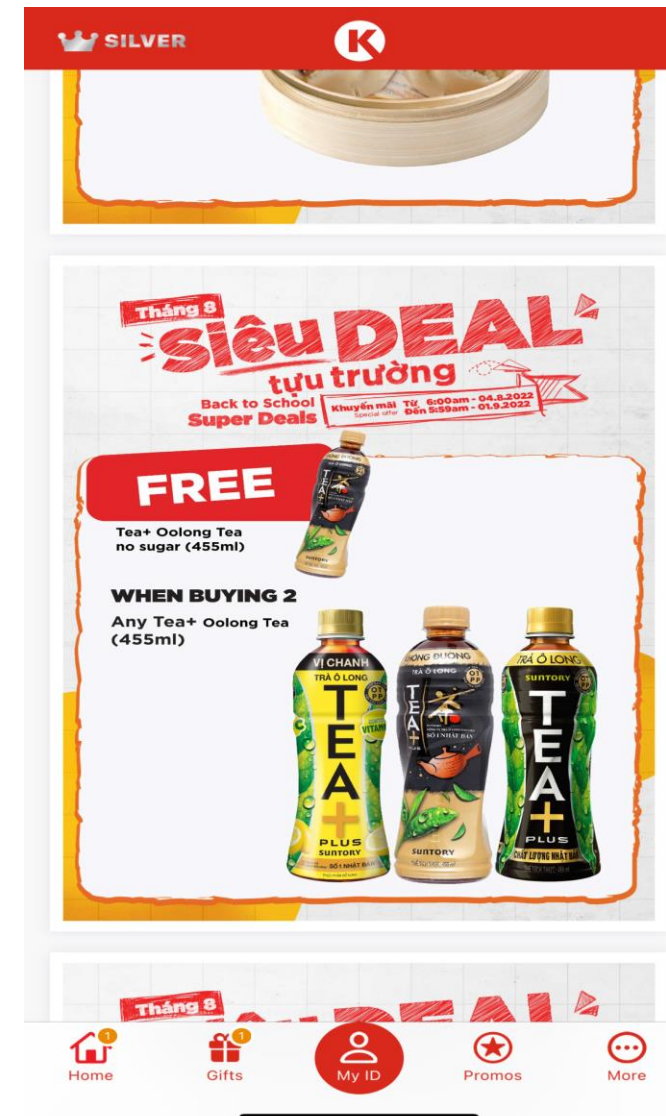
Hương ơi bạn được tặng ly cà phê sữa nè, đừng quên ghé CK lấy nhé ☺️🌸  
**LẤY NGAY**

Offer B

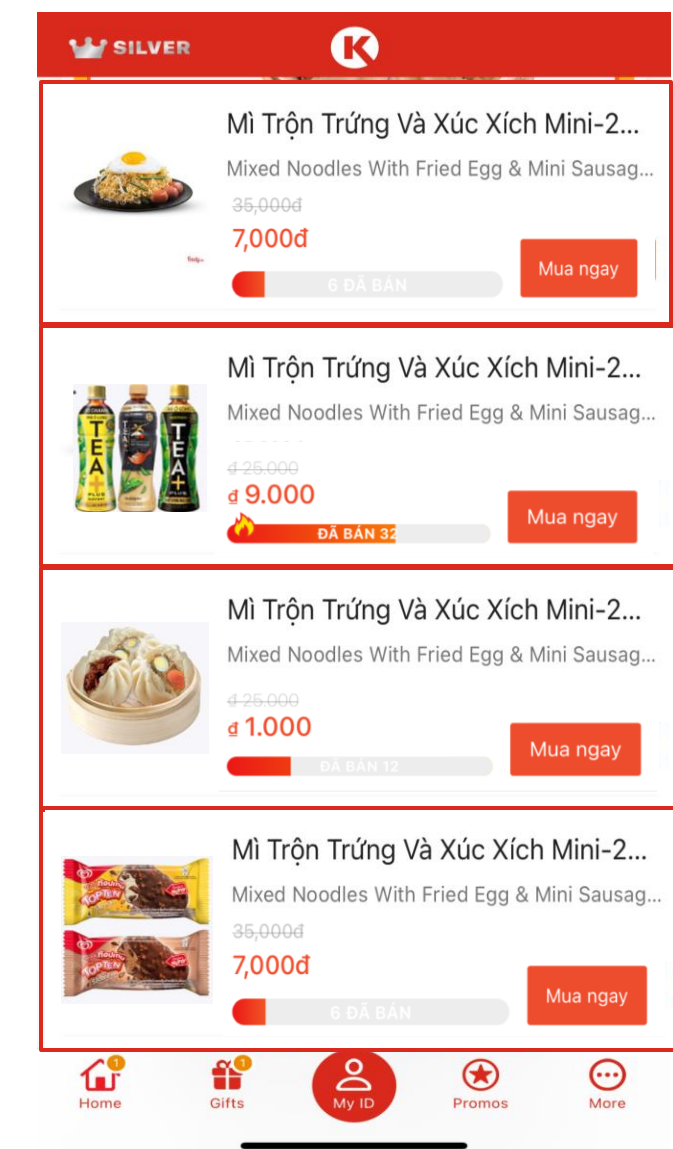


CK bao 80% cho team chưa kịp pha cà phê sáng nay, đến CK liền nào bạn ơi ☺️🌸  
**LẤY NGAY**

Offer A



Offer B



# RECOMMENDATION 2

## Reason to change

Brands can give **better, more relevant content** to customers with customized promotion.  
→ Customers can **buy more conveniently** when they receive tailored customer service.

## Objectives

Adapting relevant and engaging material to the preferences and needs of TA creates an experience and positive feeling  
→ Both of which are predicted to drive sales.

## Recommendation

### A/B Testing on "Back-to-school"

#### Promotion: special deals & pop-up notification

- Revamp ways to notify and special deals for "Back to School" from Sep to Oct
- Shoot personalized notifications at after school hour (12PM & 5PM) so students can claim coupons and go to CK to pick up the exclusive offer
- Launch special combo "BFF back to school" milk tea, coffee, breakfast for a group of friends at a special price

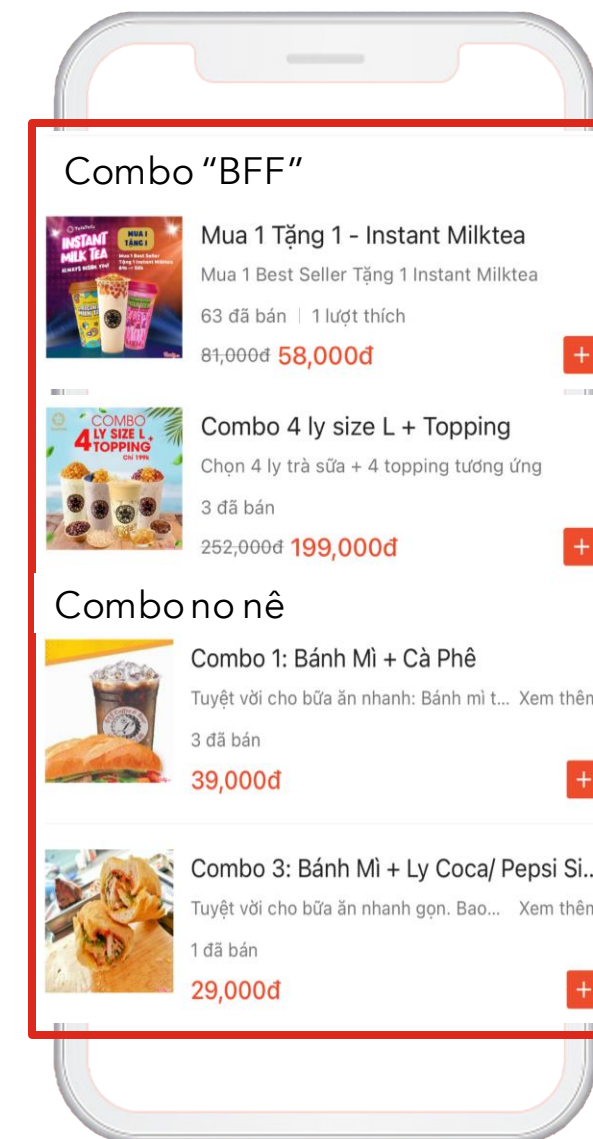
## Suggestion

### Step to make personalized promotion:

- Gather information on clicks, time spent browsing, abandoned shopping carts, and past purchases
  - Collect information, developing analytical abilities, and developing systems that are adaptable
- Make one-time-use vouchers that can only be used by customers who meet specific criteria.

### Special Combo "BFF Back to school" milk tea, coffee, breakfast for a group of friends at a discounted price

Layout list of combo deals of milk tea, coffee, instant noodles, breakfast



Biết Hương thêm trà sữa nên Circle K dành riêng deal hời này cho Hương nè, đừng quên ghé CK lấy nhé 😊🌟

LẤY NGAY

### Personalized notifications for only qualified TA



List out criterias that customers are eligible to receive a personalized offer



Only qualified customers will get a special offer with their name and CTA "Redeem now"



Shoot personalized notifications at after school hour (12PM & 5PM) so students can claim coupons and go to CK to pick up the exclusive offer



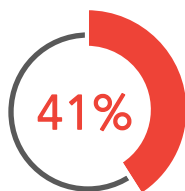
# HYPOTHESIS 3: Pre-Order & Pick-Up

## LEARNING CARD

### We observe that Primary Research

- 50% customer using online payment
- 32% customers interested in Circle K's promotions/discounts when using online payment

### Secondary Research



C-store customers demands an order-ahead option, especially young customers (Datassential 2021)



US click and collect increased by 106.9% post-pandemic, at \$72.46billions (Business Insider 2021)

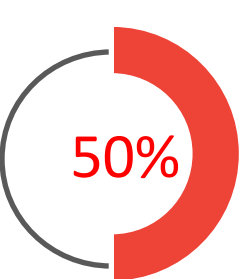
### From that we learned

Circle K marketing should focus on mobile app's promotions/discount contents to encourage Student/staff who mostly use Online Payment and interested in promotions.

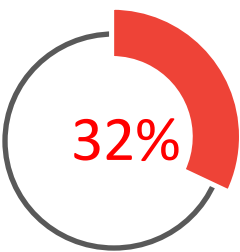
### Therefore we will

Run marketing campaign content "Grab and go with Circle K" services to attract customers using services frequency on apps. Besides, releasing promotions/discounts on Circle K mobile app on break's time frames to attract TA using the app.

## Primary Research (n=107)

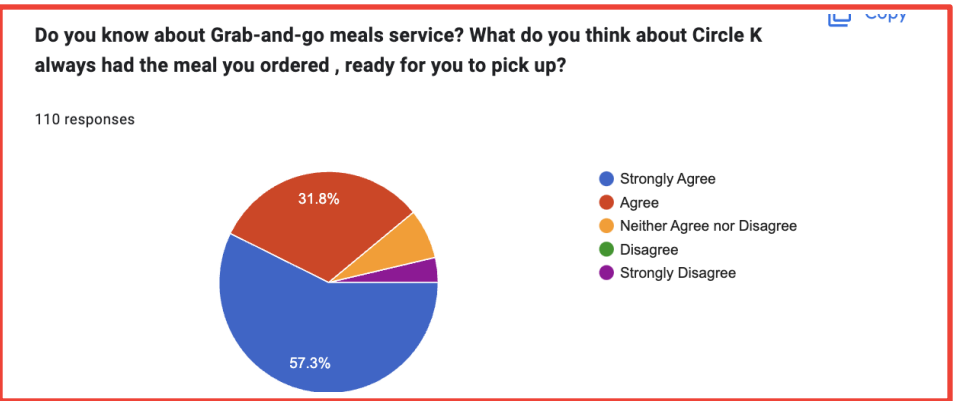
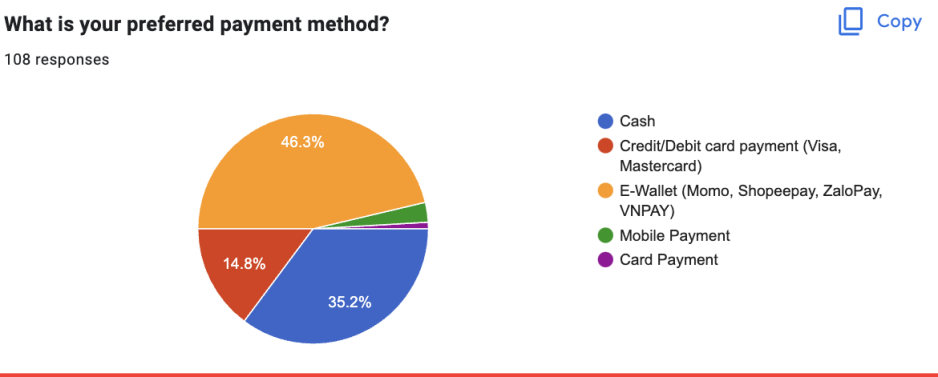
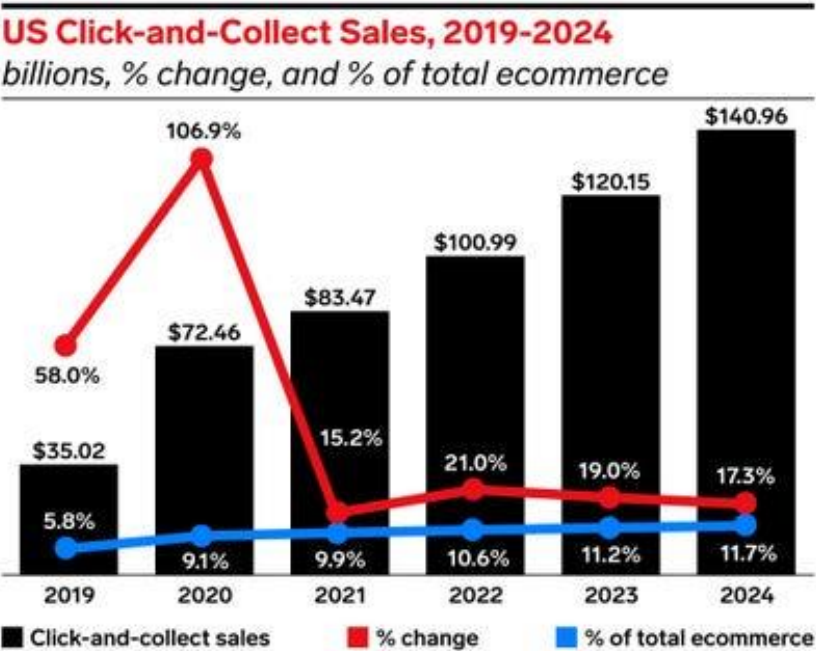


Use online payment



Interested in Circle's promos/discounts

## Secondary Research

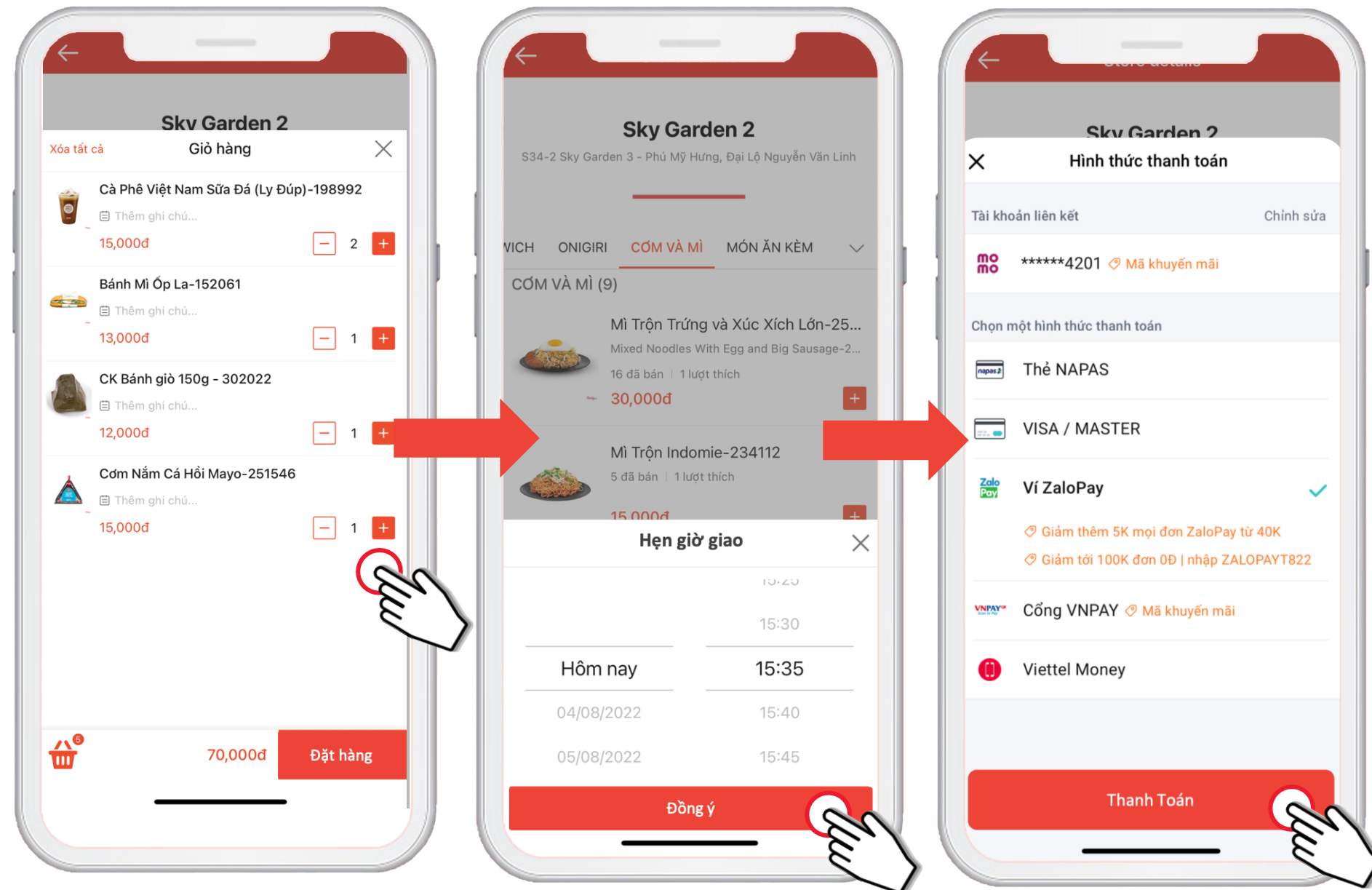


## Most Popular Click-and-Collect Retailers



# RECOMMENDATION 3

## Integrated Marketing Communication Plan



Add to cart

Chose the pick up time

Conduct online transactions

### Big Idea

"One-step pick up, order ahead"

Office staff and students are diligent and hardworking individuals who follow a routine of completing tasks, assignments,..

### Campaign Key Message

Understanding that our T.A prefer a **fast and quick** shopping experience at Circle K to fit into their tight schedules. Therefore, we aim to make their visit **as convenient as possible**.

### Promotion/Discounts

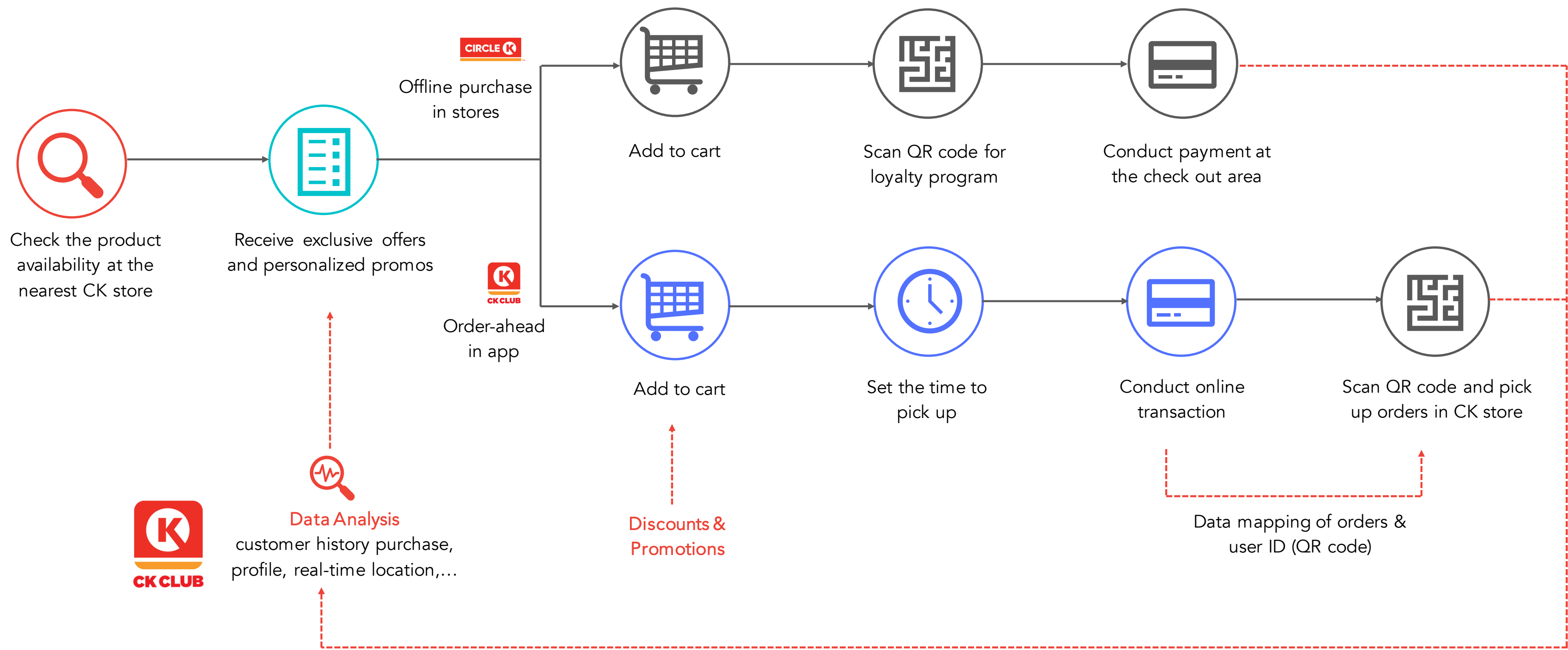
- Download CK Club and receive 20% off your first Pre-Order transaction!
- TGIF! Order ahead at CK Club to get 20% off (Every Friday from 6am – 6.pm)

### Channel





# USER JOURNEY



Product Availability Tracker

Personalized Promos DisplayPre-order & Pick-upUser FlowData Flow

# LONG-TERM STRATEGY

## Business Strategy

## Marketing Strategy

5 years



Aim for a seamless **online-to-offline** customer experience driven from the combination of (1) **digitalized physical store design**, (2) **integrated super app**, and (3) **unified customer database**.



Enhance our customer acquisition by implementing **data-driven** personalized strategy.



Utilize our **data strength** for **personalized performance-oriented campaigns** to tap directly to customer demand, drive even more traffic to our online and offline touchpoints and convert them instantly.



Develop a community of **convenience-first lifestyle** embedded with our story of a digital-first convenience network

3 years



Execute data-first digitalization strategy and set up multiple touchpoints for sustainable data collection, from both online and offline sources



Implement centralized data lake powered by a Customer Data Platform for our 360 degree customer analysis.



Design IMC campaign with key message of "digital to convenience", "seamless online-to-offline shopping experience"...



Build brand position as a digital-first convenience network.

1 year



Build up a strong foundation for our digitalization journey with trend-aligned and quick-win digital initiatives.



Constantly test, learn and fail fast, focus on enhancing our customer experience, hence strengthening our customer retention



Short and effective, performance-oriented marketing campaign to promote our quick-win initiatives



Constantly collect feedback from customer viewpoint

# PROJECT STRENGTHS AND LIMITATIONS

## STRENGTHS



4 out 5 members major in Digital Marketing which allow for deeper insights and ideation



Broad connection to real enterprises since all members are working as week



Manage to have scheduled team meetings with clear and open communications for discussion



Clear and pre-set timeline for an overall view of project to ensure deadlines committed

## LIMITATIONS



Limited technical knowledge and readiness to prepare a demo video of proposed MVP to seek feedback



Limited time and space for team meetings as 5 members live away and go to work in weekdays



Limited resources for research since our ideas are quite new to the current market



Test results of feature usability are limited as there are only 2D UI prototypes

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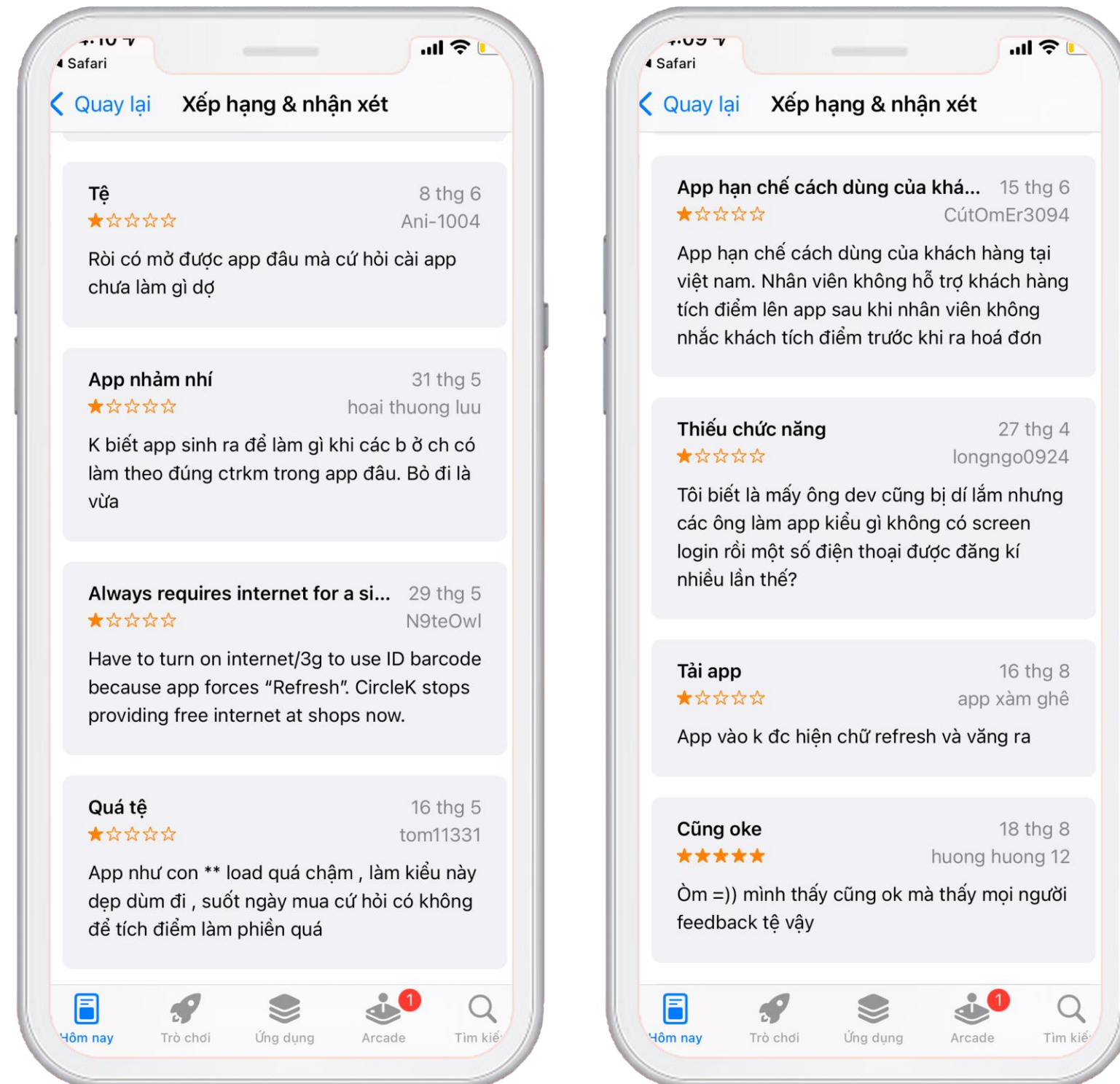
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# APPENDIX

## Online Survey

Survey link: <https://bit.ly/3QFqaFx>



Appendix 1: Customer Review about CK Club app on App Store

# APPENDIX

Task	Description	Number of consultants	Hours of consultation	Total fee
In-depth market analysis and Interview with Circle K	In-depth research on Circle K and evaluating the competitive market. Discussion with Circle K to clarify the company's current situation and discussing on possible outcomes of the project	5	9	6,750,000
Research on initiatives and approaches	Brainstorming possible strategic initiatives and deliverables to execute the plan. Outlining top approaches and planning on testing them	5	10	7,500,000
Hypothesis testing and analyze test results	Execute testing our ideas on targeted audiences by interviewing with surveys and observation. Evaluating on test results based on required standard and customers' responses	5	15	11,250,000
Modify, Develop and Launch feature	Modify and Develop the features based on customers' response as well as meeting client's requirements. Enhanced the features focusing on UX/UI design	5	13	9,750,000
Create How-to-use vides and evaluate on user experience on media channels.	Launch instruction videos of features on social media channels and evaluate on the result of the features	5	8	6,000,000
Total		5	36	41,250,000

## Appendix 2: Estimated Project Cost

# TIMELINE

