

Desired Outcome

increase monthly active users

Opportunities

make me
engage into a
pet community

make me
feel
convenient

make me feel
credible and
professional

reward
me for
loyalty

create in-app
discussion forums

Page design

User experience

content

Offer awards

Design rules

introduce "Cutest
Pet Photo of the
Month" challenges

hold local
pet events

Rent a field

Offer food

create social
interaction
features

Engage staff to
support

Page design

User experience

design reordering
checkout process

Logic design

develop AI-
powered
recommendation

AI algorithm

Page design

design easy-
to-navigate
interface

Page design

UX

Engage staff

Web design

UX

provide in-
app
consultation

give detailed
product
information

content

Page design

show
customer
reviews

content

Page design

clarify pricing
system

content

Page design

create
professional
partnership

Pay for
partnership

get expert
endorsements

Hire experts

Ads

offer
subscription
discount

recognize
their feature
stories

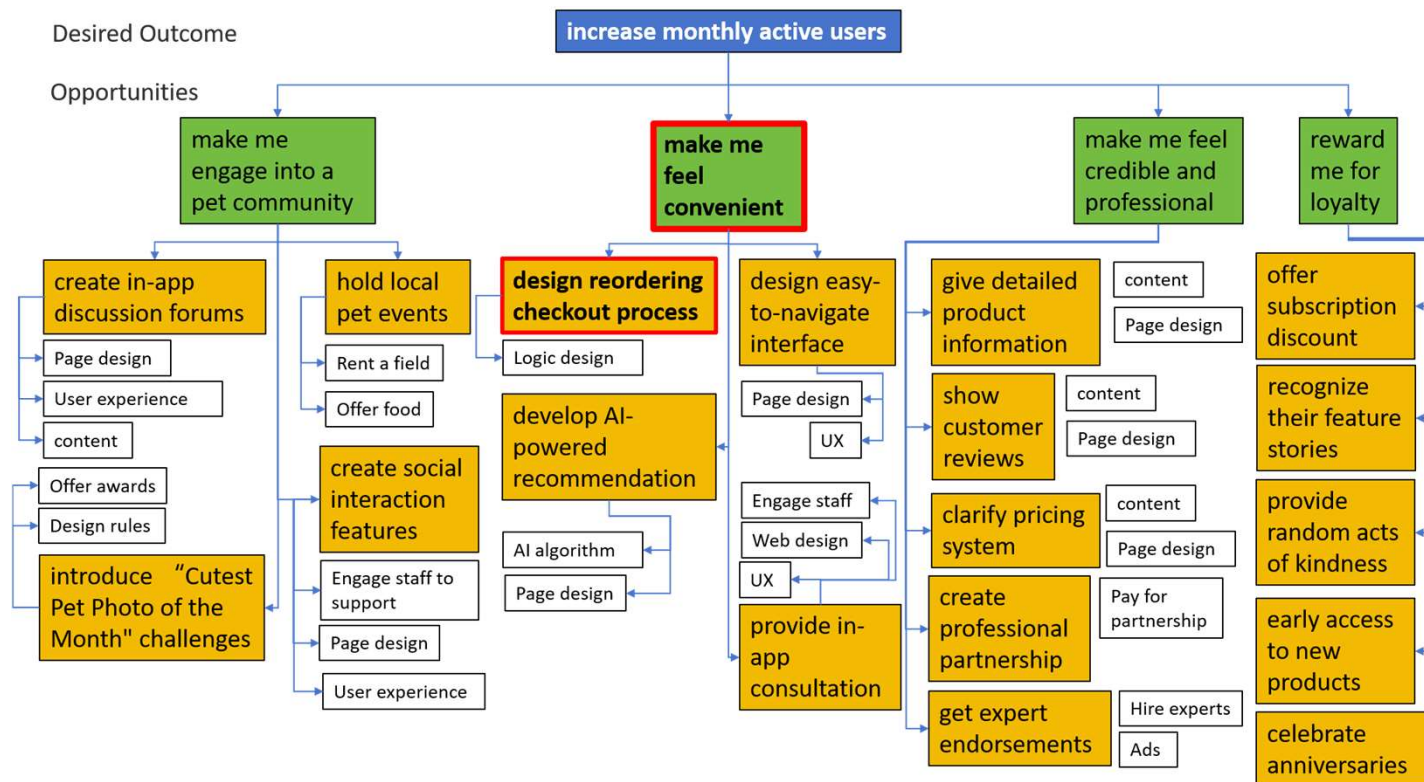
provide
random acts
of kindness

early access
to new
products

celebrate
anniversaries

Problem frame up is in the next slide



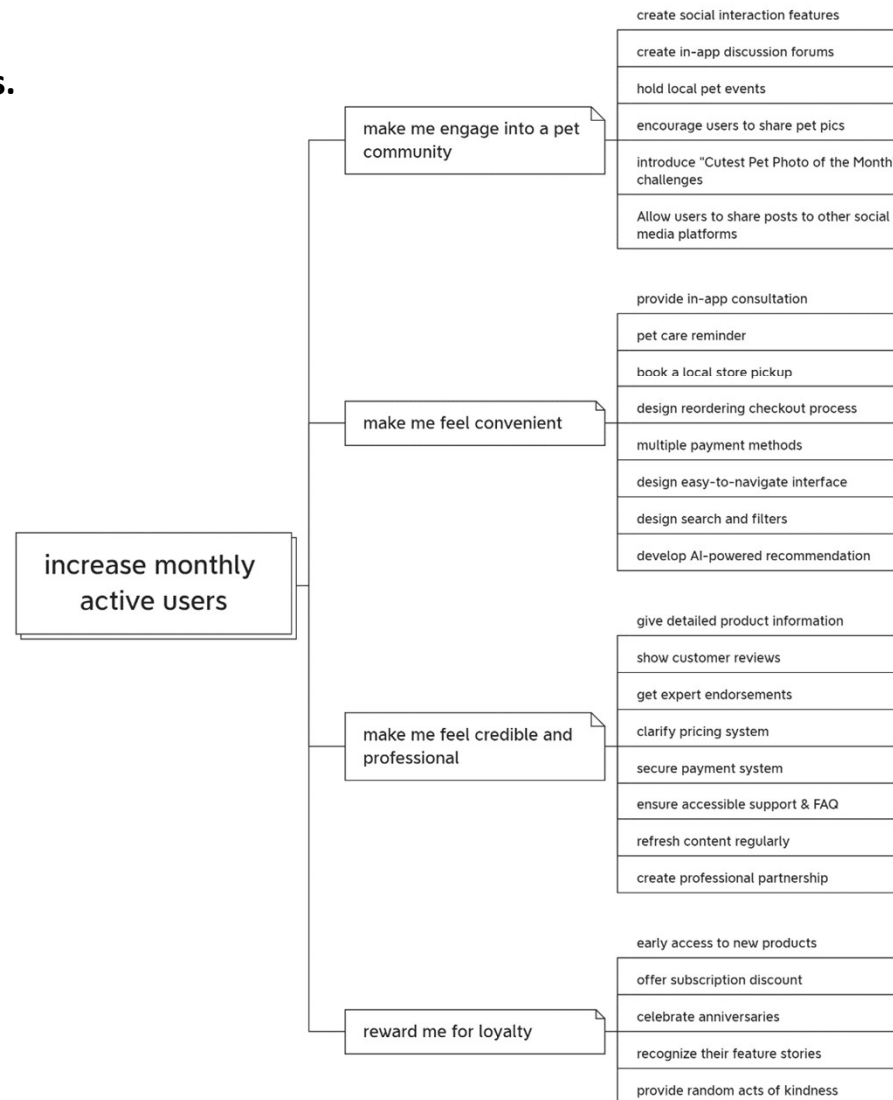


The problem of ***making users feel convenient*** is the priority as it's the core feature that solving users' problems and making profits directly. Compared with it, others are more intangible for a long term contribution though the solutions to the problem of making users feel credible seems more easy to do.

Solutions in this problem are more achievable, and I prefer first **designing the reordering checkout process**. For its function, it enables users to repeat the same operations as the last time which is super useful in pet service like showering and trimming fur. For its cost, all can be done in software level and will not involve too much members.

Due to the layout of PowerPoint, I remove some solutions in every opportunities to fit the page and add experiments.

My complete OST without experiments part is attached as an image here.



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