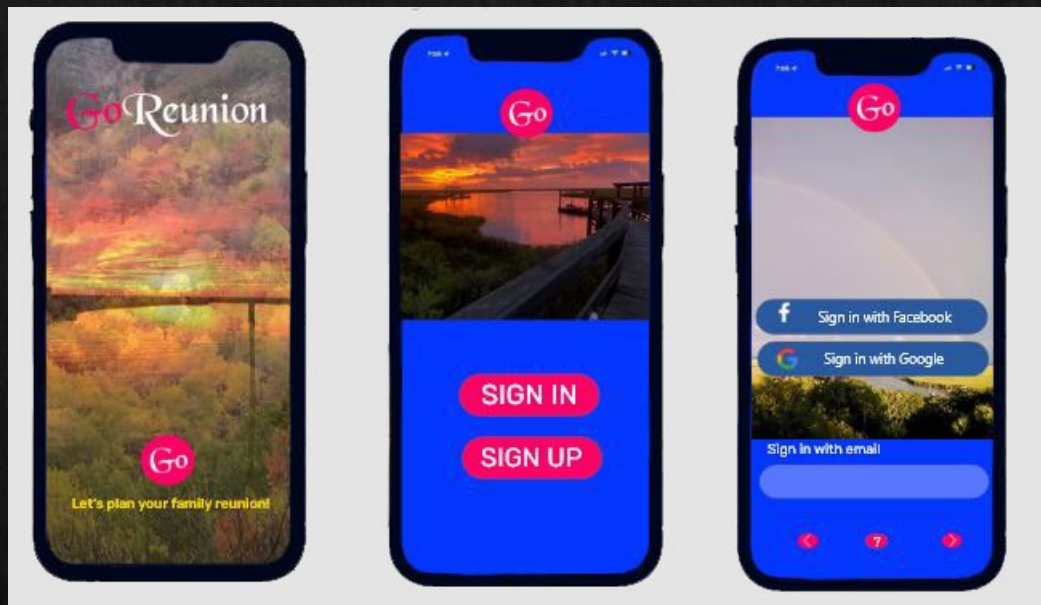


GoReunion

Case Study Summary

Lily Yang



01

PROJECT
BRIEF

02

THE PROCESS

03

CHALLENGE

04

FINAL
THOUGHTS





01

Project Brief

Project Type

The mobile app
for IOS and
Android devices

Project Timeline

Sept. - Oct. 2021

My Responsibilities

As a user experience designer,
I did:

- User research
- User empathy
- Site design
- Wireframe/Prototype
- Usability Test



02

The Process

Background

This application was designed and developed for my UX/UI bootcamp training assignment. By that time, I just came back from a family reunion with lots of good memories of the happy times together with families and relatives. But there were some unhappy events occurred that could be easily avoid if the collaboration were done beforehand. Making plan with different families can be time consuming with frustrations because everybody is busy. I thought there got to be something everybody can use. I googled and found none. So I decided to develop one just for planning family reunions.

User Research Methodology

- Planned and conducted 15 semi-structured user interviews for better timing control and less misunderstanding in Salt Lake City, Utah.
- I emailed the interview plan with objectives and questions to 10 users and face-to-face interviewed with 5 users.
- I got 7 emails back with feedbacks and answers to the survey questions.
- In total, I had 12 user interview data to work with.
- Synthesized my research using an affinity diagram. Tool to use is sticky notes in Miro.
- Created an empathy map for my potential user - Wonder Lee (the name used in Proto Persona). Tool to use: Miro
- Created a user persona for Wonder Lee. Tool to use: Adobe XD and User Personal Adobe XD Template



USER INTERVIEW INSIGHTS & AFFINITY DIAGRAM



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User Research Findings

The user research data reveals that:

- No one likes to spend a lot of time to make plans that changes again and again
- Not everybody uses Facebook to make plan
- Everybody uses a device but not the same
- Users would like to be able to collaborate with a centered and easy way to make plan

Based on the user research findings I generate the user insight and problem statement.

User Insight

Wonder Lee, a research professor of psychology, needs to collaborate with other family members for the future family reunion quickly and effectively because a well-collaborated and planned reunion will make her feel accomplished and spring a successful family reunion.

Problem Statement

As an organizer, Wonder Lee finds herself spending too much time to collaborate with other family members about the family reunion. Technology offers many choices but hardly she can just use one to get the planning done. She still has to collaborate people through time-consuming ways such as phone calls, texting and group chatting.

Ideation Design

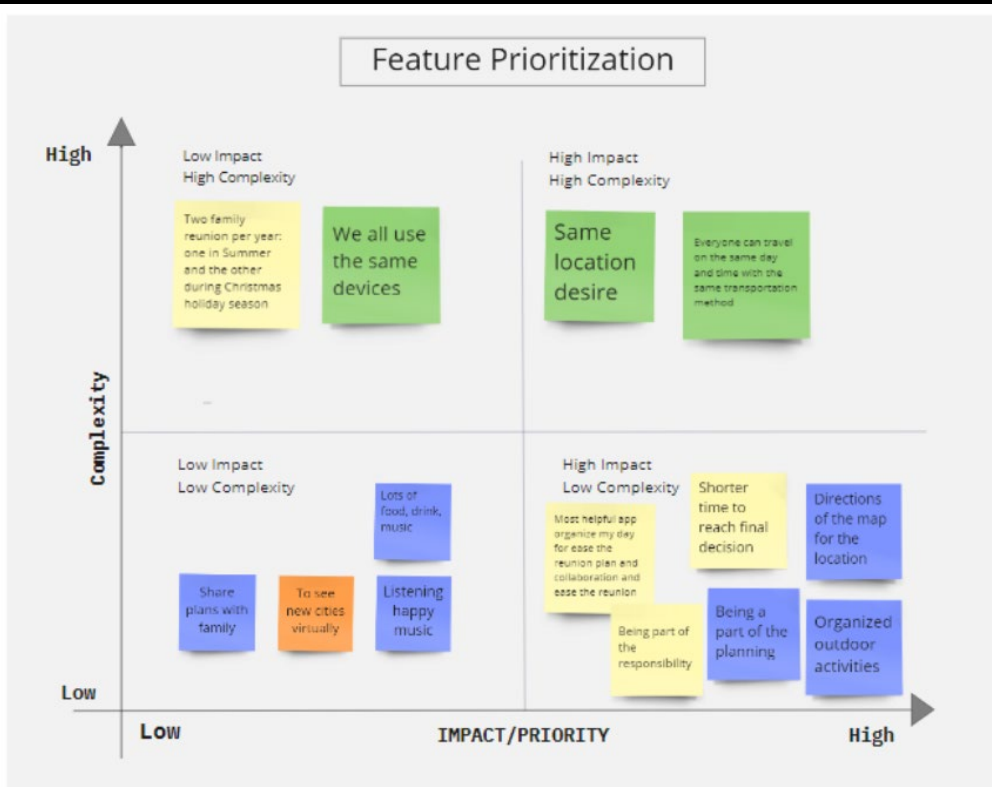
For brainstorming I used “I like, I wish, What if” approach to gather feedback.

Brainstorming with “I Like, I Wish, What If” Method

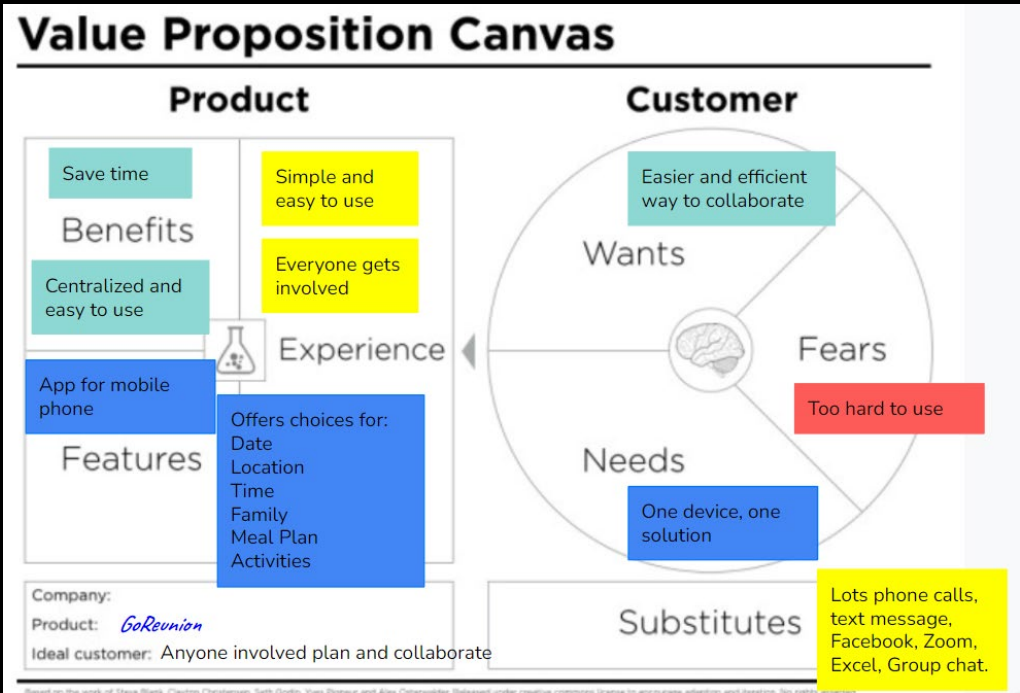
| I like | | | I wish | | What if | |
|--|--|--|--|---|---|--|
| Amazon, Google, Spotify, Audible, bank stuff | Summer time for reunion so kids are off school and adults are easier to ask for time off | Directions of the map for the location | Shorter time to reach final decision | Most helpful app organize my day for ease the reunion plan and collaboration and ease the reunion | Everybody has the same tastes of music and food | Everyone can travel on the same day and time with the same transportation method |
| Devices - Tablet - Laptop - computer - Mobile phones | Shopping on Amazon because it is easy | Pre-planned happy mily reunion | happier and positive collaboration experience | happier and positive collaboration experience | We all want to go to the same place for reunion | We all use the same devices |
| Organized outdoor activities | Camps in the mountains | | Two family reunion per year: one in Summer and the other during Christmas holiday season | | Everyone has the same habit | All white noise turns into beautiful music |

Followed by the feature prioritization process.

Feature Prioritization Process



The value proposition is created to show how this product fills user’s need and the reason why this appl is needed.



A full user persona is created for Wonder Lee.



"I love my family and extended families.
Wish I could see them more often."

Wonder Lee

ABOUT

Wonder, a psychology professor, married with 4 kids and lives in Salt Lake City with her husband. She has an open and happy personality. She loves animals and outdoor activities. She loves to get together with her families but do not like un-organized events or por planned family reunions.

GOALS & NEEDS

She needs to coordinate with other family members for the next family reunion and she wants to spend her time efficeintly and effectively to collaborate and communicate with other families.

PAIN POINTS

She is frustrated when everybody is not on the same page to plan for the reunion. Feels unsatisfactory and time-wasted if the reunion not going well due to the factor of poor coordinated and planned.

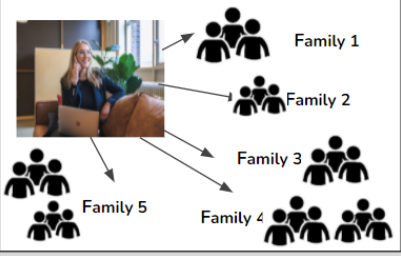


POTENTIAL SOLOTIONS

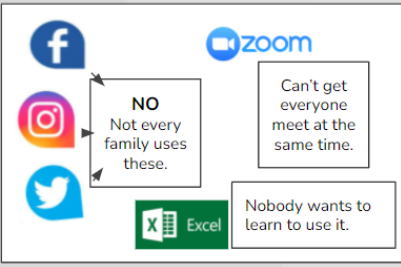
A potential solution to solve the collaboration problem is to find a way to communicate more effectively.

A storyboard of Wonder Lee is created along with the user journey map to see her experience step by step with individual interactions and her needs and emotions.


Persona: Wonder Lee




Wonder needs to collaborate with her extended families for the upcoming family reunion.



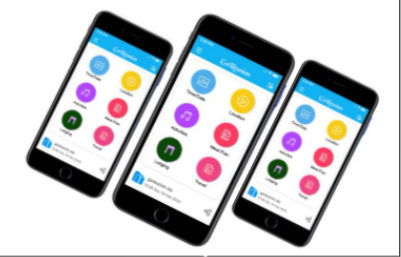
She needs to find a quick and efficient way to collaborate with others.



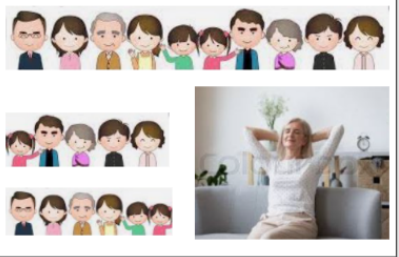
Using the keyword search through Google, she finds our app.



She tells everyone download the app and unzip it to install on the device,

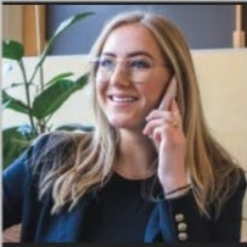


She gets everybody's input and feedback in a few days.



The collaboration is done, Wonder is relieved and relaxed, everybody is happy.

User Journey Map



User Name
Wonder Lee

Age
45 Years

Occupation
Psychology Professor

Location
Salt Lake City, UT

User Motivations
Wonder has a very busy life with a full-time teaching, 4 children, patients to consults. She loves her extended families and this year, it is her turn to organize the family reunion. She wants to find a quick and efficient way to collaborate with the other families.

UX Scenario

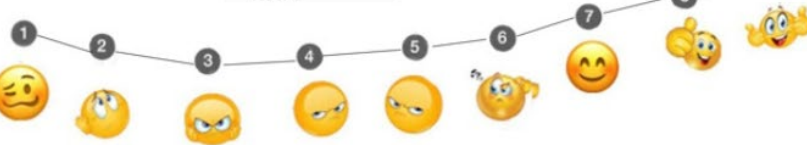
Wonder loves her extended families and she would love to see them twice a year, if possible. She is stressed for collaborating and organize this coming family reunion because it is her turn to do so. She knows how much time and efforts for the past year the other people spent on the collaboration. With her busy schedule, she wants to find a quick and time-efficient way to get this task done and everybody is happy with the final arrangement.

Goals

Find a quick and efficient way to collaborate with the extended families for the upcoming family reunion.

The Experience

| | | | |
|--|--|---|--|
| 1 Wonder is under time pressure to collaborate with the extended families | 3 Twitter and Instagram running into the same complications | 6 Using the key word searching with Google, she finds the app GoReunion | 8 GoReunion offers all the features she needs to organize the family reunion event |
| 2 Want to use Facebook but her sister does not use Facebook | 4 Suggest to use Microsoft Excel to organize things but nobody want to learn how to use it | 7 Download and install the app on the phones quick and easy for everybody | 9 She completes the family reunion plan in less than 3 weeks with every family's input |
| 5 She suggests Zoom for a virtual meeting but can't find the time that works for everybody | | | |



Competitor Analysis

I conducted a competitor analysis to gain more understand of the market needs and demands so I can develop better product with more effective UX design.



Bluescape

Virtual workspaces that facilitate team collaboration

Special Features:

- Collaborate in real-time or asynchronously
- Create and share content from anywhere on any device
- Connect physical rooms and remote participants



Connecteam

Enhance employee management
with the only all-in-one app

Special Features:

- Job tracking
- Electronic signature
- Mobile survey
- Biometric recognition



monday.com

Project management made easy

Special Features:

- Real time synchronization
- Referral tracking
- Rewards management
- Client management

Here is the link for the full competitor analysis report:

https://docs.google.com/spreadsheets/d/1UMsJPjgvZ_sjWyXbh4Ydy572Uj16PQY4qGTg2hmxEk/edit#gid=1229686124

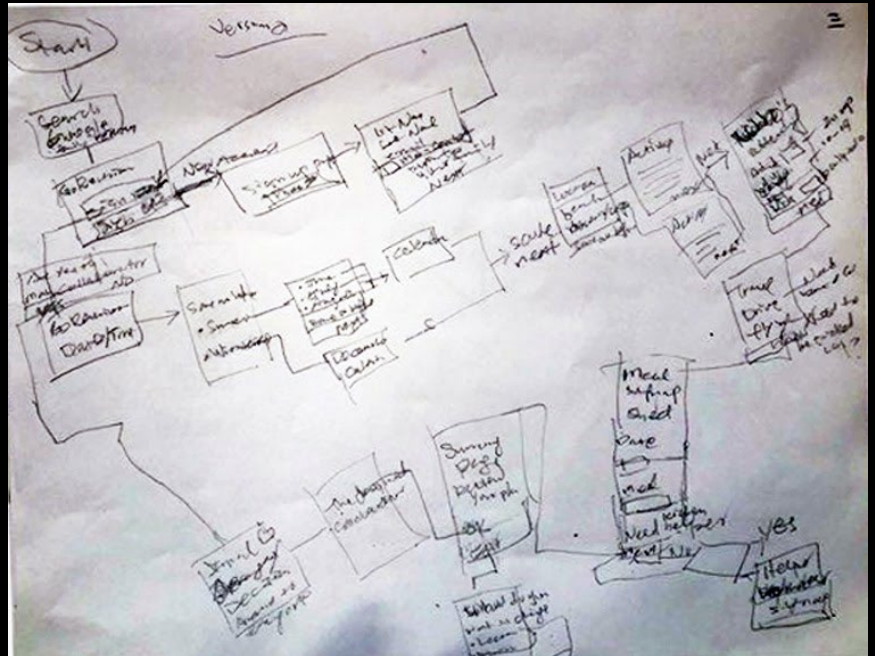
User Flow

User flow was created to see how Wonder is going to browse the app.

Version 1



Version 2



Competitor Analysis

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monday.com

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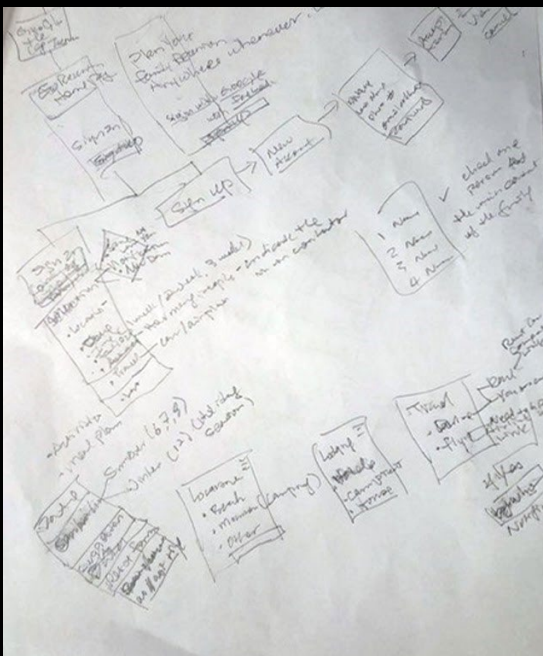
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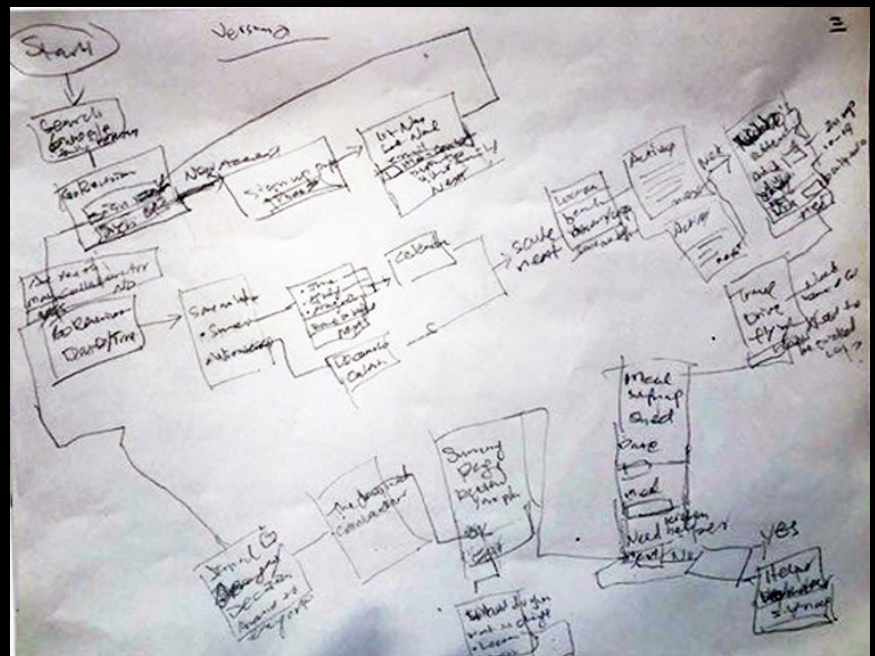
User Flow

Several versions of user flow was created to see how Wonder is going to browse the app.

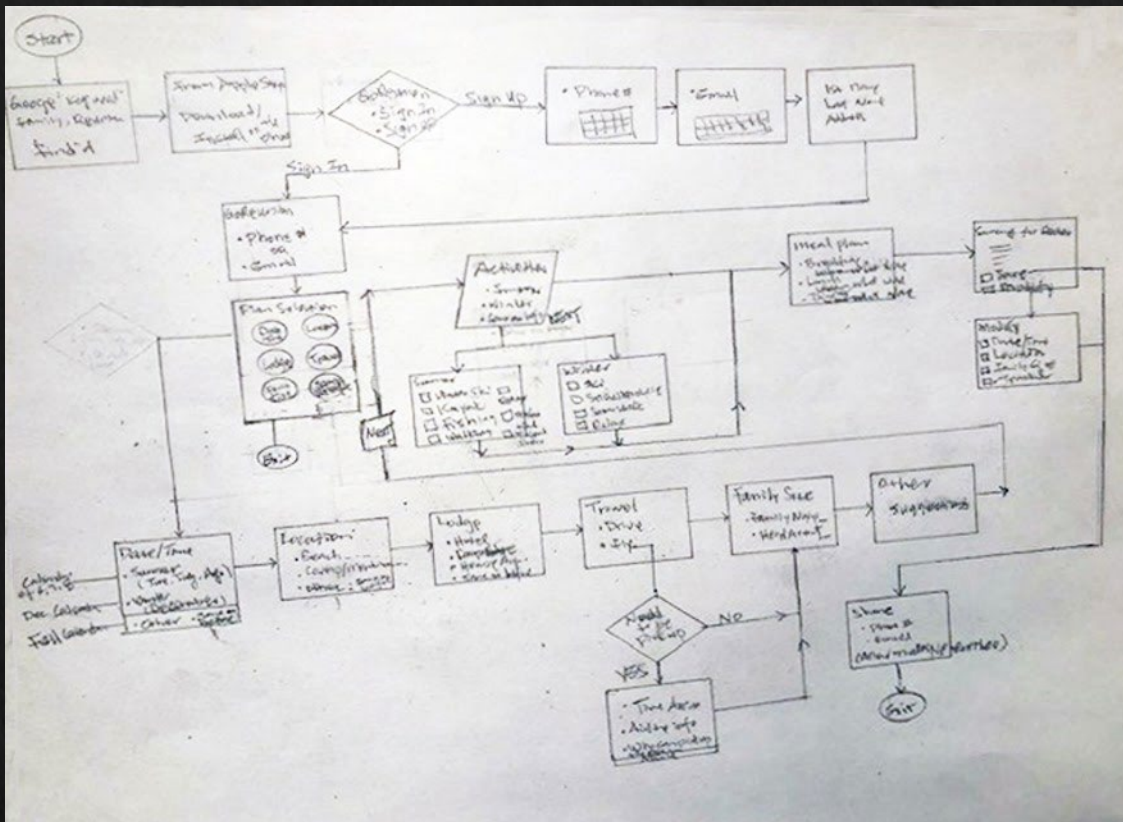
Version 1



Version 2

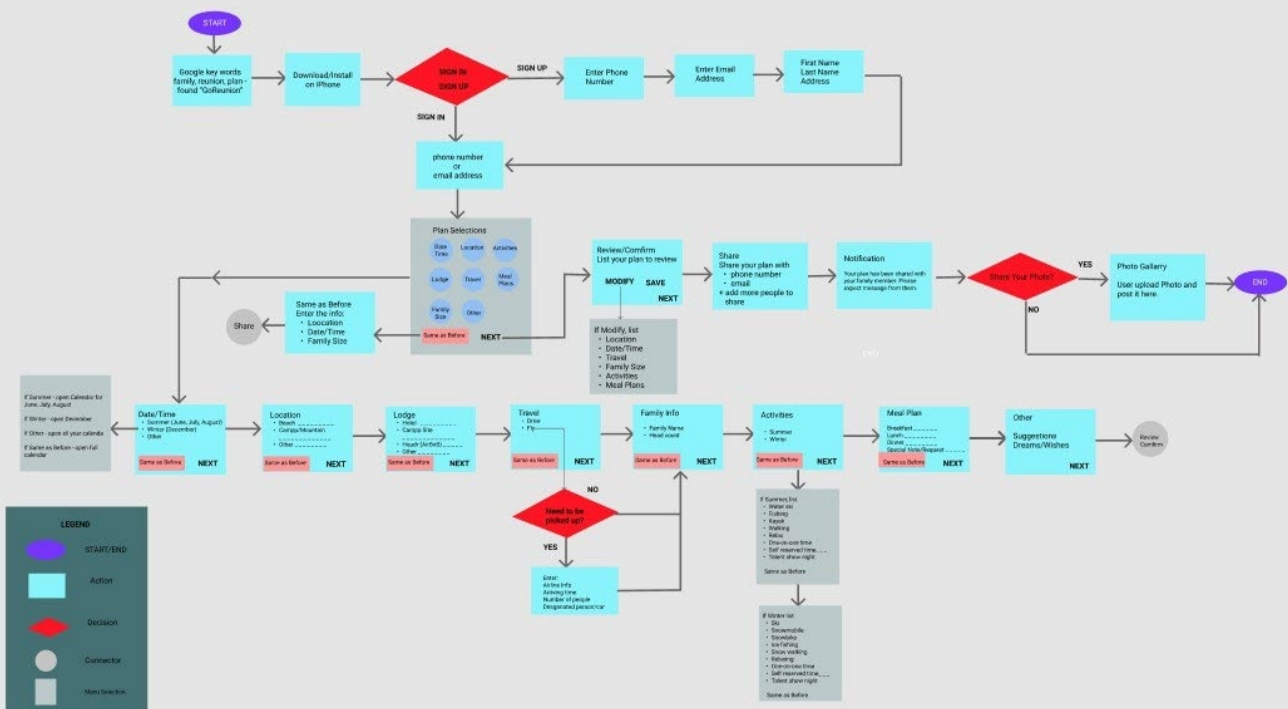


Version 3

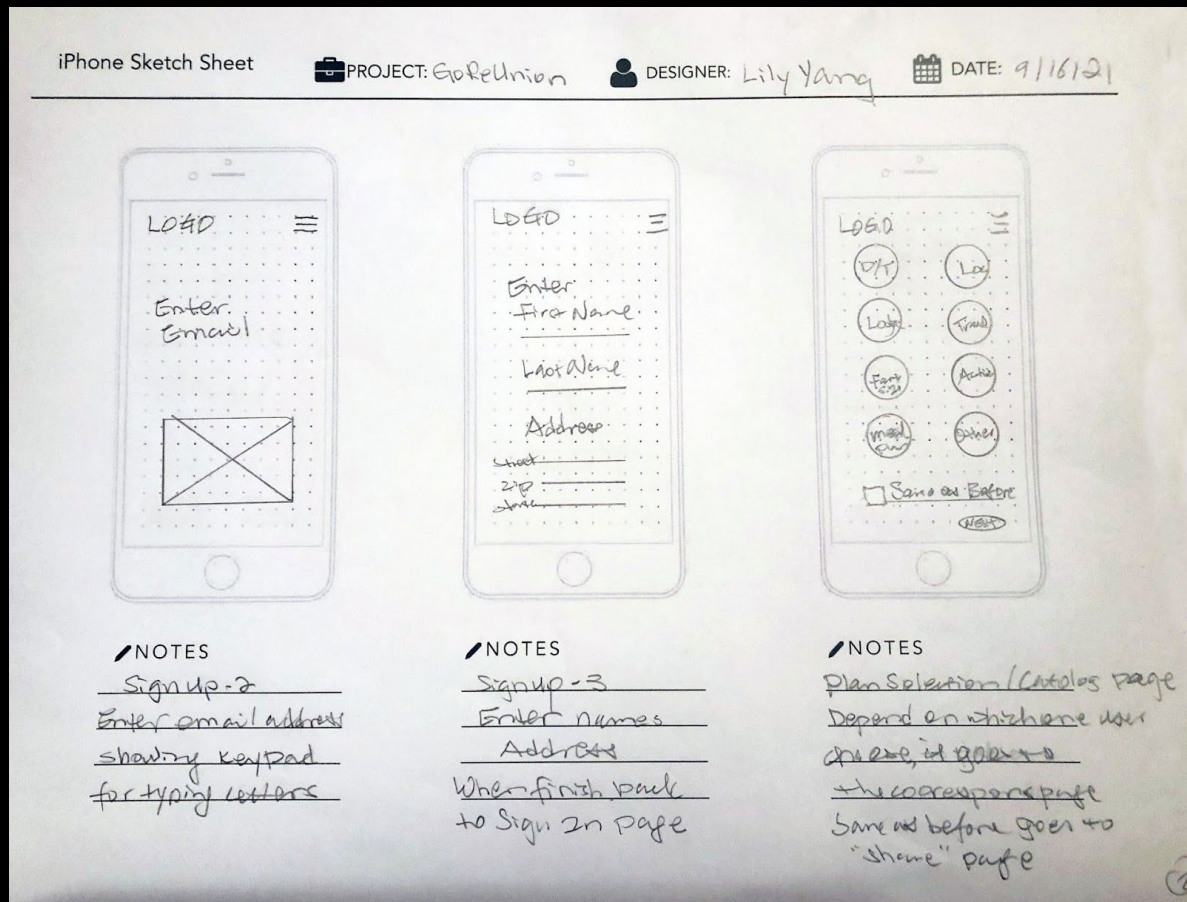
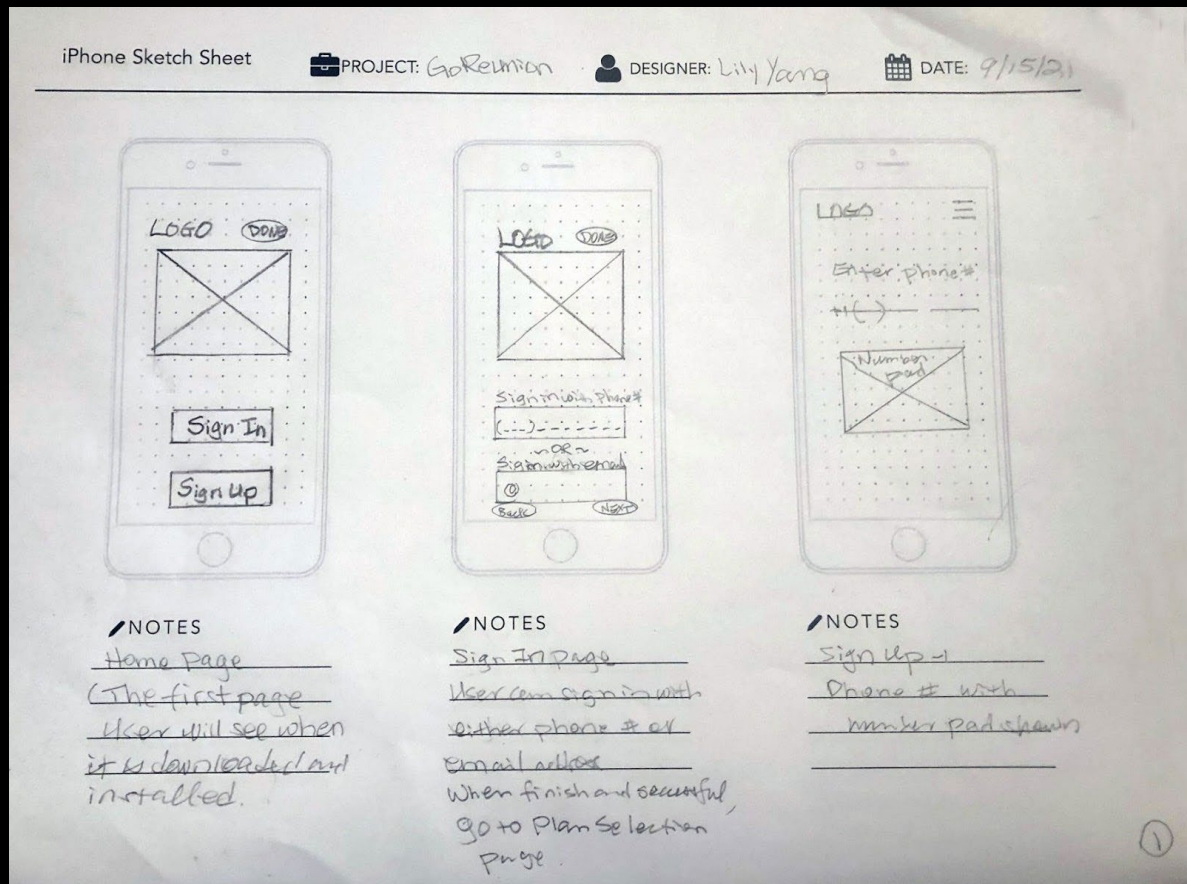


Final version is digitalized with Figma.

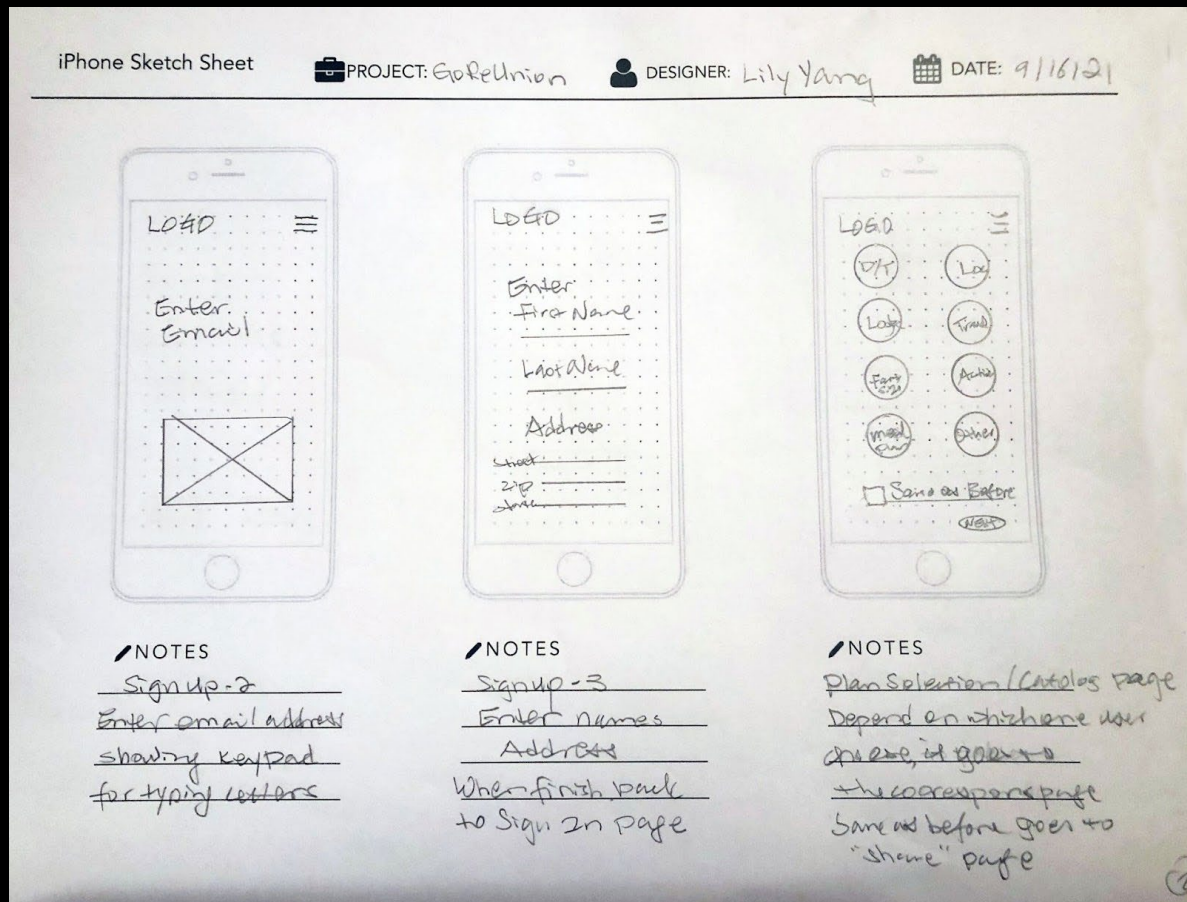
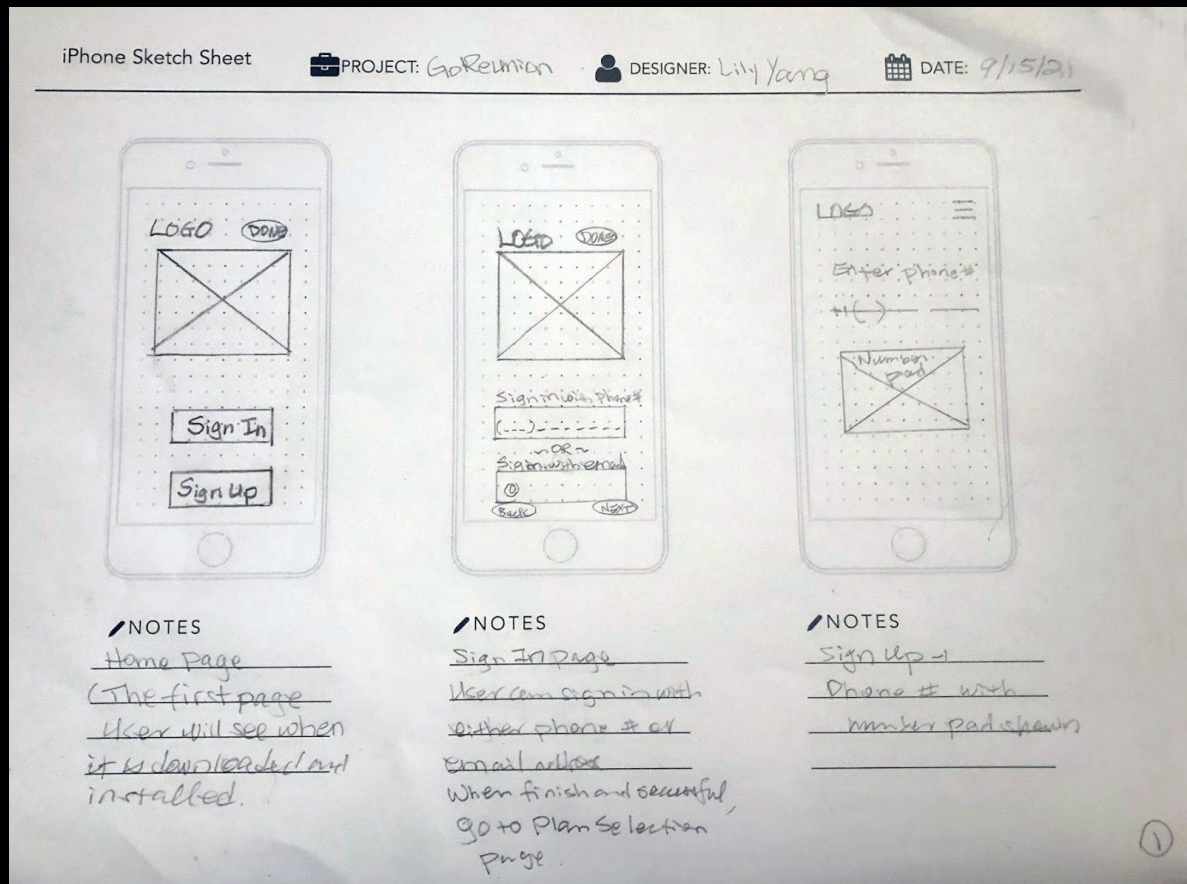
Version 4



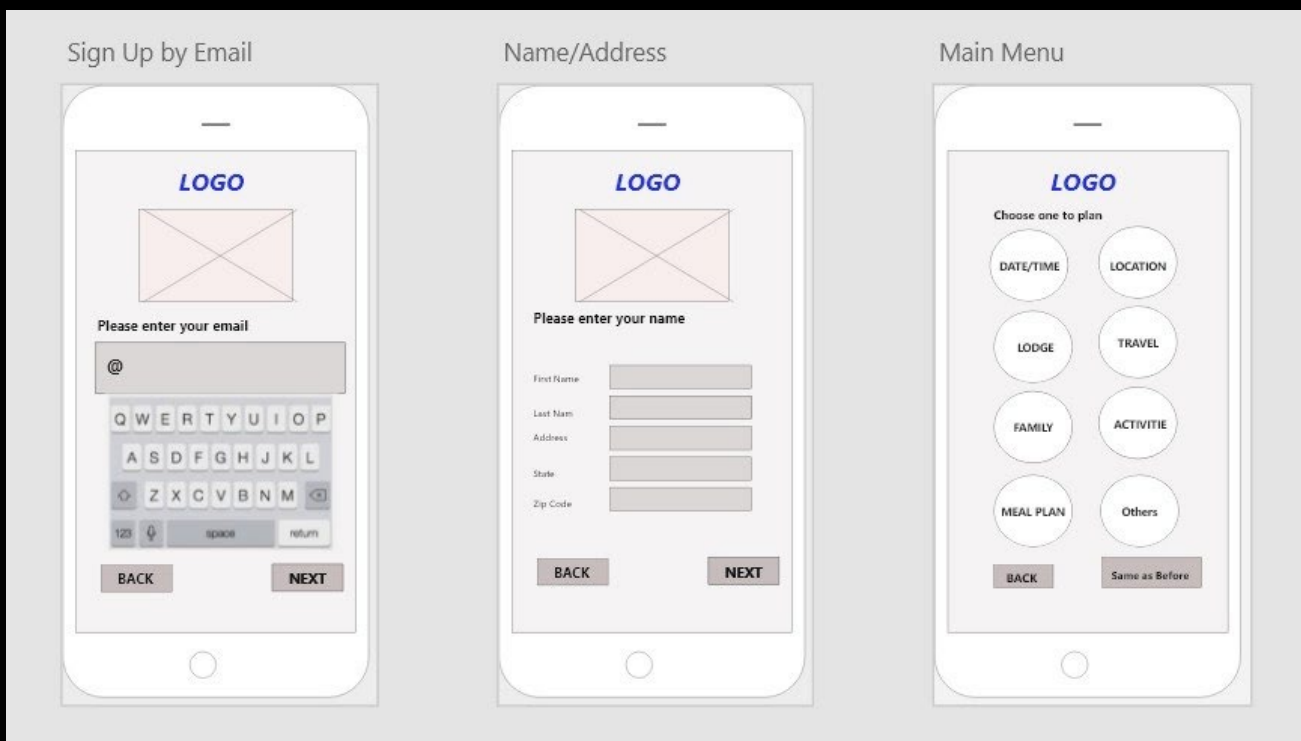
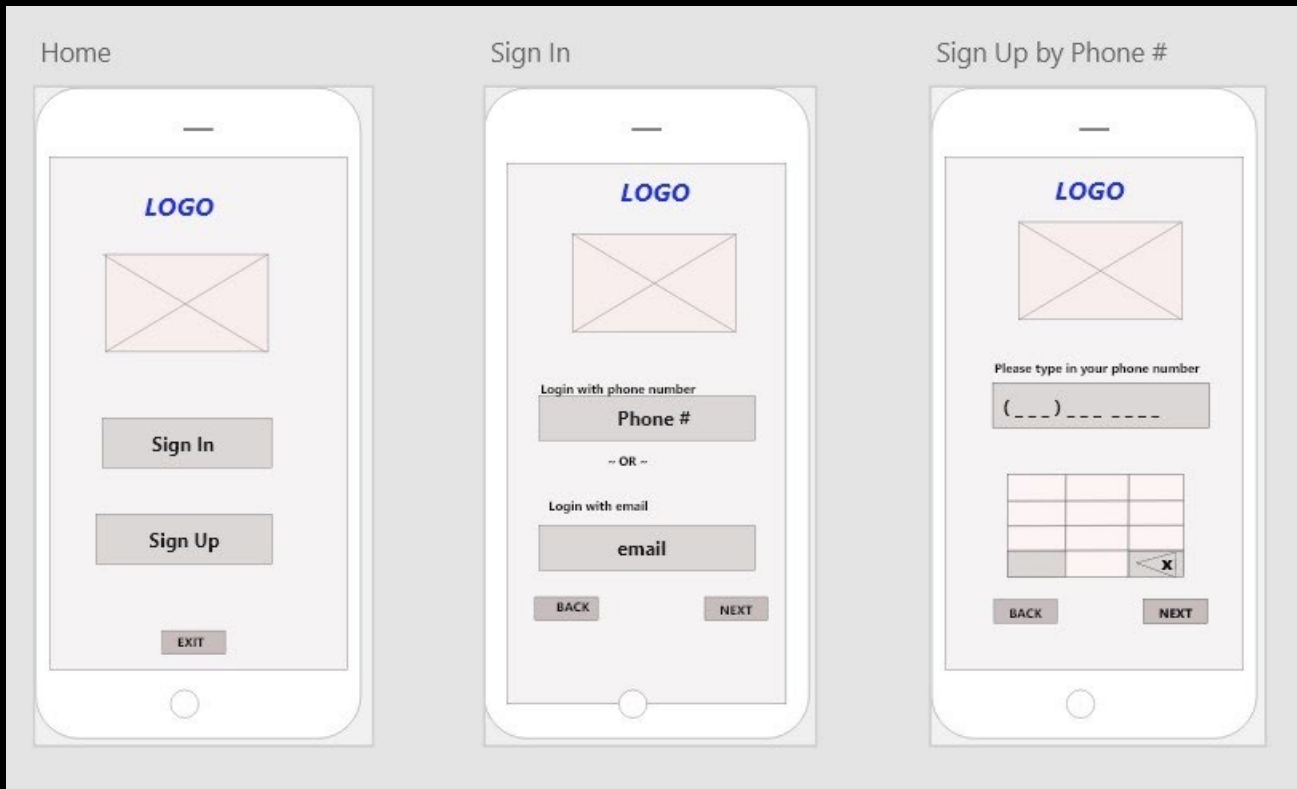
Wireframes were sketched for visualization of this product.



Wireframes were sketched for visualization of this product. Total are 9 pages with two shown here.

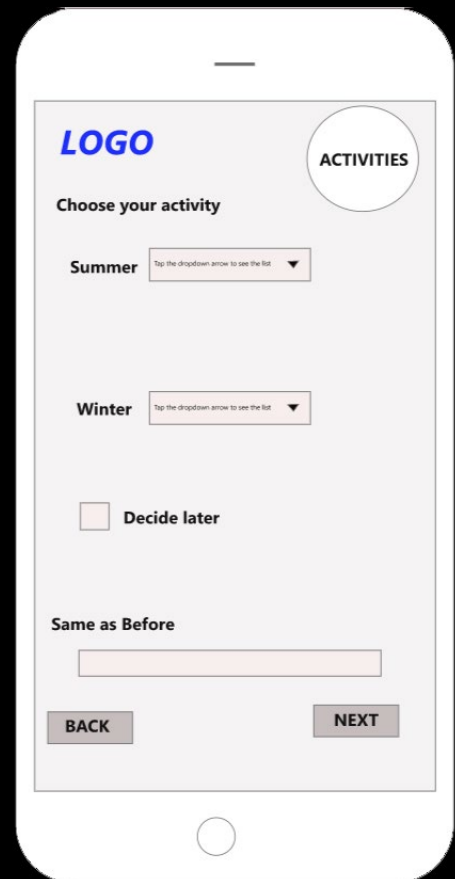


Low-Fidelity digital wireframes and prototype were created in Adobe XD.



Here is the link to the clickable digital prototype in Adobe XD

<https://xd.adobe.com/view/cc284f11-e4d0-4b56-bc20-c01d619268f2-997b/screen/31b2aa79-2ce3-4011-a01b-79397a5b2bfc?fullscreen&hints=off>



Usability Testing & Findings

A lean usability test plan was created to test the lo-fi wireframe prototype. This testing plan has specific goals and objectives with tasks.

Lean Usability Testing Plan - Lily Yang

Goals/Objectives:

I am doing this test to find out how the first design stage of *GoReunion* app will go. My objectives for this test are:

- (1) If I can improve the logic flow
- (2) anything in the content missing for a normal family reunion event
- (3) Any visual or navigation changes before I move into the next stage of the development.

Target Users:

I plan to target mom/dad, young grandparents, single woman or man, anyone who might have to collaborate or plan family reunions.

Target Locations:

Due to the COVID situation, I will email my testing plan to several people and also test a few family members.

Questions to be answered:

Is this app easy to use?
Does it meet your need for a family reunion planning or collaborating?
Can you complete the 6 tasks? Easy or hard, any difficulties?

Here is the link for the app:
<https://xd.adobe.com/view/6878348a-3d2d-447b-a4e9-da6c3f995d49-3d2b/>

Task 1: User can get in the prototype app on the device

| | |
|-------------------|--|
| Goal/Output: | |
| Assumptions: | |
| Steps: | |
| Success Criteria: | |
| Notes: | |

Task 2: User can find the SIGN UP page

| | |
|--------------|--|
| Goal/Output: | |
| Assumptions: | |

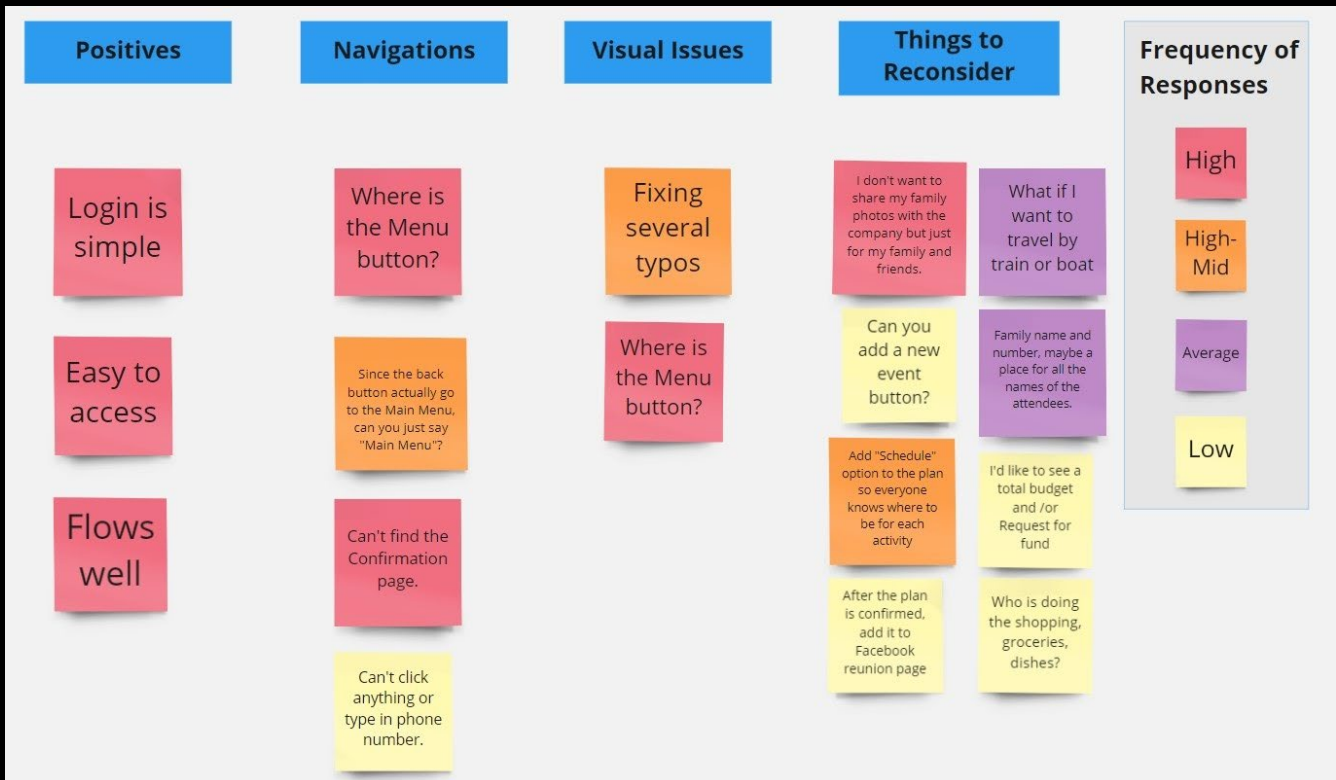
Here is the link to view the whole usability testing plan.

<https://documentcloud.adobe.com/link/review?uri=urn:aaid:scds:US:7a412b92-5ecf-47fa-960f-86770c71fe4f>

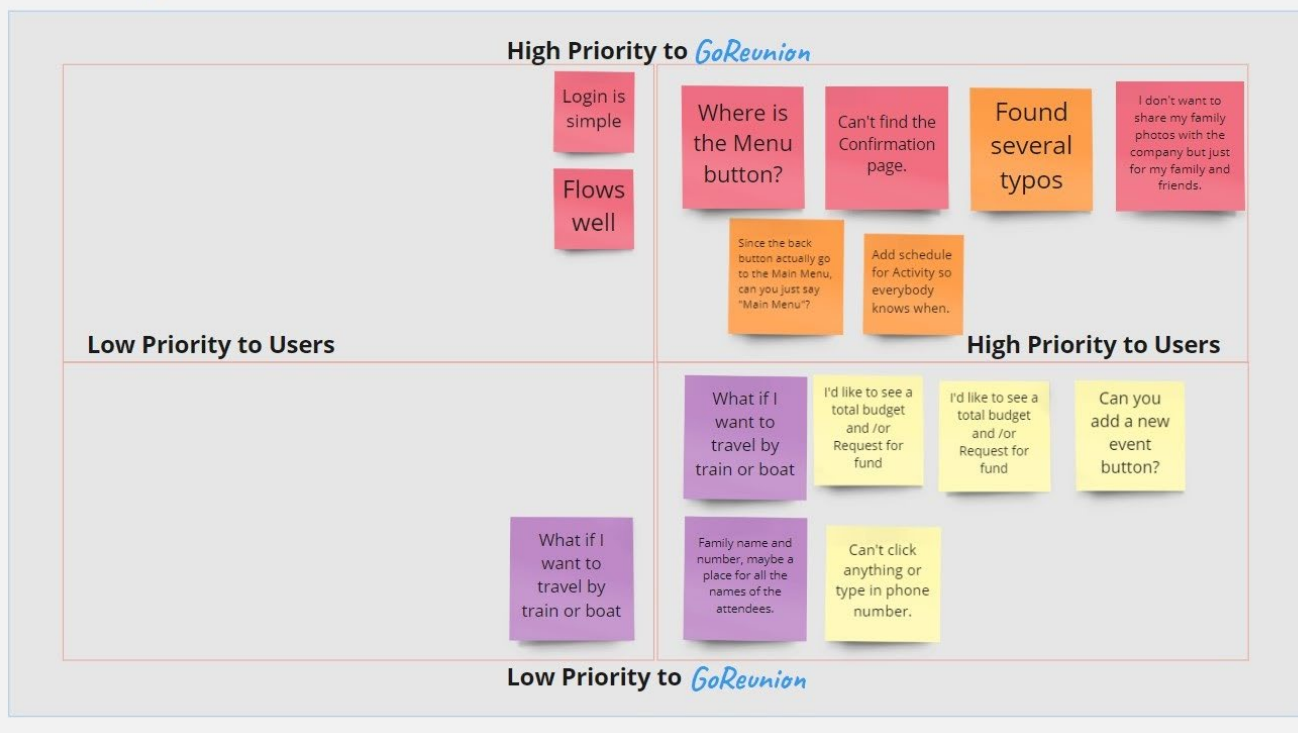
Here is the video of usability testing. It is too big to upload it here. You may view it with the following link:

<https://vimeo.com/610981293>

User data and feedback were organized and prioritized in Miro.



Priority Matrix



Guerrilla User Test Result Summary

FINDING (What I have learned from the usability guerrilla test)

NEXT button does not mean the same thing to everybody.
The NEXT button on the Login page takes users to the Main Menu, but some user did not know that so they felt no way to get to the Main Menu.

SOLUTION (What I have done to fix it)

I changed the NEXT button on the Login page to “Let’s Plan”. When user taps, it will go to the Main Menu page. Somehow, my design needs to improve and make it more intuitive to the user.

FINDING (What I have learned from the usability guerrilla test)

Several typos almost everyone found and reported.

SOLUTION (What I have done to fix it)

I fixed all the typos. Lesson learned here is to avoid the embarrassment later, always double-check, triple-check before you put it out there for others to see.

FINDING (What I have learned from the usability guerrilla test)

Can't find Confirmation page.

SOLUTION (What I have done to fix it)

I noticed that each page title is too small and users have to look carefully or I have to point out that they are on the correct page. I will update the page look and make sure users will know which page they are landed on by using colors or bigger fonts for the page title. I also should have a page for Preview and a page for Confirmation. Right now they are on the same page.

Guerrilla User Test Result Summary

FINDING (What I have learned from the usability guerrilla test)

Adding a map to the Travel page.

SOLUTION (What I have done to fix it)

I think it is a good suggestion but I am not if it is necessary. I would say both Location and Travel pages could add in map function. I bet the developers are going to hate it. In order to make sense for using the map, it has to be based on the location selection.

FINDING (What I have learned from the usability guerrilla test)

Due to the privacy issue, not everyone feels comfortable to share pictures.

SOLUTION (What I have done to fix it)

I changed the option of sharing photos, either with the company or with family members or friends with a provided email address.

FINDING (What I have learned from the usability guerrilla test)

Logically, the whole thing flows well. Functionally, users want some other features to be added in.

SOLUTION (What I have done to fix it)

Features such as who is in charge of washing dishes, shopping for groceries, I think the family might want to figure that out after the plan is done. For family name and # of attendees, it might be a good idea to add the names. Total budget and fund request, it might be useful features. I will think about it and see if I will add it and where to. As for adding a New Event button, I think that might be a function update for this app. Maybe later.

Here is the link to the updated version of digital prototype in Adobe XD

<https://xd.adobe.com/view/6878348a-3d2d-447b-a4e9-da6c3f995d49-3d2b/>



Now the mid-high fidelity wireframes are ready for another usability test. A usability test with a scenario and tasks is created.

Scenario:

Wonder Lee needs to make a plan for the upcoming family reunion even during the Christmas season. She wants to find an easy-to use collaborate app on the phone so she can get this task done. She googles and finds GoReunion and decides to give it a try.

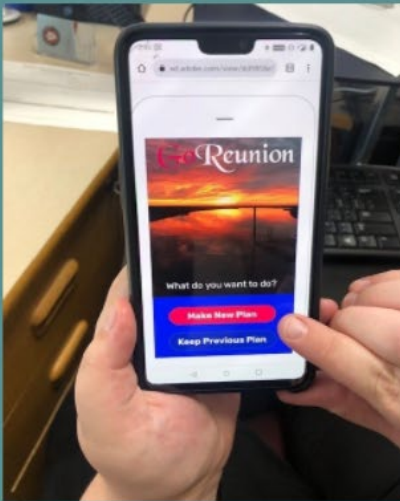
Task 1: Sign up an account with GoReunion, login and access the main menu.

Success: Yes ☐ No ☐ (If No, please specify why?)

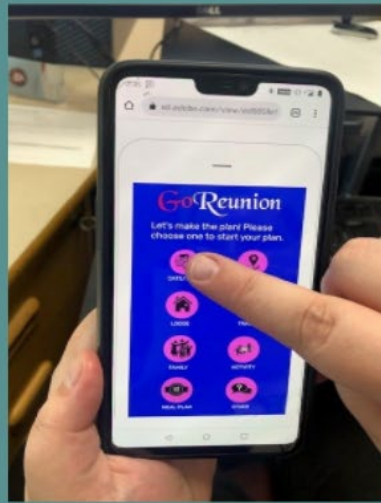
Task 2: Find December calendar and let everyone know she will be in charge of the dinner on Christmas Day.

Success: Yes ☐ No ☐ (If No, please specify why?)

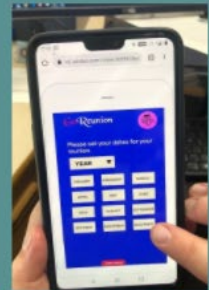
Usability Test Screenshots



GoReunion
Make Plan
page



**GoReunion
Main Menu
page**



Calendar Page

[illegible]

The modified and updated version of the digital and the clickable prototype in Adobe XD can be viewed with the following link:

<https://xd.adobe.com/view/dd9858e5-d280-4308-b2fe-2856825d48fc-88cb/>

What a journey! This is my first UX project. I have learned so much about the whole UX design process along with many new tools such as Miro, Figma, and Adobe XD. Every phase of this project is a different challenge and the big reward is to gain so much UX design knowledge and problem-solving skills on this journey.

Now I gain a new perception for why the website needs to be created with user-centered and focused approach. Because of the mobile technology develops so fast, I also agree that all website designs should take “the mobile first” approach for any product development.

Here is link to view the updated high-fidelity app prototype. In this version, I had updated all images with my own photos and built more prototype flows.

<https://xd.adobe.com/view/c0dd213d-5c1c-4892-96ea-7815e3f3c7eb-958e/>





This application is just finished phase I. As for phase 2, I would like to build more features such as some kind of voting system for everybody to chose either dates or locations.

I would also like to meet and talk to stakeholders and see the potential marketing for this application.

A desktop version is in the future. I plan to build a desktop version of the application for those who chose to use desktop computers only.

The more usability tests should be done to see if anything needs improved and maybe update the design with a more mobile-app feel. The current version still looks a lot like website on the desktop.

THE END

Thank you for viewing my case study.

Lily Yang

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