Universal Cinemas 2 Case Study Order mid-movie food online

Order IIIId-IIIOVIE 1000 OIIIIIIe

Mrunal Kumavat

Project overview



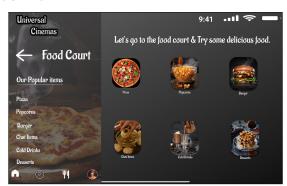
The product:

This product is for people who are busy with their schedule and not able to go to movie hall for book movie tickets. So, this app will help all those people to book tickets online and also order food from food court.



Project duration:

October 2021 - November 2021







Project overview



The problem:

Universal Cinemas app will help people to book movie tickets online from anywhere and anytime. And also users can choose favourable seats and can order food menu through app in-advance. There are many food options user will get and also provided all type of online payment methods..



The goal:

The main goal is to provide clear and smooth process to book online movie tickets. And order food items from app itself through food court.



Project overview



My role:

UX designer



Responsibilities:

List the responsibilities I had throughout the project - user research, wireframing(paper to digital), prototyping(low to high), mockups, mobile ui designing, desktop ui designing with wireframes, etc.



Understanding the user

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

User research: summary

11.

Initially, I started looking for many applications related to movie tickets booking. I researched on movie patterns, theaters, how the screen works and the whole process is, how online payment is useful and as well as how to order food menu through the app.

But then I conducted some research, and I got many new ideas, solutions and corrections. According to that I changed the options, menus and many things. I showed my app to many friends, people and I got wonderful response.



User research: pain points



Pain point

- Not able to go to movie hall only for book tickets.
- 2. External food items not allowed.

2

Pain point

- 1. If movie is not screening on that day, so user will not get update about it, until user reach there and check out.
- 2. Quantity is less.

3

Pain point

- Usually cannot get suitable seats, due to booking.
 But food rates are
- 2. But food rates are little expensive.



Pain point

- . Cannot book tickets early for a movie in case of offline process.
- Want to stand in a queue for collecting food.



Persona: Name

Problem statement:

.Mrunal is a UX Designer who needs to book online movie tickets with food in-advance. because she has no enough time to go to movie hall early.



Mrunal Kumavat

Age: 23
Education: Btech cse
Hometown: pune
occupation: UX designer

"The Happiest Sound in All the World."

Goals

I want to book movie tickets online with food.

Frustrations

Not able to go to movie hall directly in this crowd and traffic to book tickets.

She is mrunal kumavat , an ux designer. She has busy schedule , and to avoid crowd and traffic , so she is preferred to book online movie tickets.



User journey map

Persona: Universal Cinemas App

Goal: to book online movie tickets

| ACTION | Select movies to watch | Select seats | Order food & payment | Confirm tickets | Enjoy movie |
|----------------------------|--|---|---|---|--|
| TASK LIST | Tasks A. select movies B. watch trailers C. watch upcoming movies | Tasks A. select favourite and suitable seats B. check view is correct or not | Tasks A. order food B. order packfood C. book blankets D. Complete payment method online | Tasks A. confirm tickets again B. check messages C. print tickets | Tasks A. watch movie in theater B. enjoy watching movie |
| FEELING ADJECTIVE | excited frustrated | confused satisfied | satisfied | Relax excited | Happy Feeling joyful |
| MPROVEMENT PPORTUNITIES | Need to create separate categories for all | Need to show already booked tickets in different colours. | Keep more food menus to select | Instead of printing tickets, add barcode to scan the tickets online | Add service of ola or uber options to boo cabs for late night shows. |

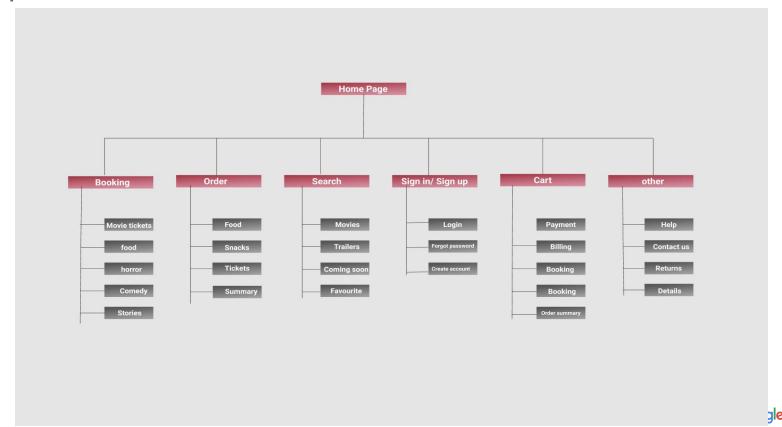


Starting the design

- Sitemap
- Paper wireframes
- Digital wireframes
- Low-fidelity prototype
- Usability studies

Sitemap

Sitemap is related to home page, which include each and every point of the app.



Paper wireframes

This are paper wireframes.

Journey from searching for movie to book tickets for a movie.

UX Design Storyboard

Scenario: The PVR app that allows users to book movie tickets online easily and quickly. - Big Picture



Zoya frustrated with theaters websites that are difficult to navigate and not getting movie tickets booking.



Zoya looking for her favourite movie tickets and perfect seat and checks out.



Zoya downloads PVR app and opens it to search for her favourite movie to watch.



Zoya got tickets finally. And Zoya goes to movie hall to watch a film.



Zoya is delightful that the app is screen reader friendly.



Zoya happily enjoying the movie that she wanted to watch since long time.

UX Design Storyboard

Scenario: The PVR app that allows users to book movie tickets online easily and quickly. - Close -up



Zoya opens up the app.



Zoya is welcomed by the app.



Zoya chooses her favourite movie immediately.



Zoya selects a perfect seat with the clear visual appearance.



Zoya confirmation shows the ticket bookings are done.



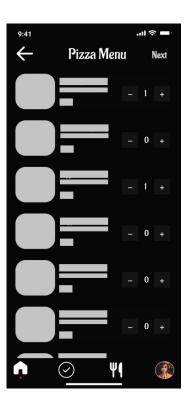
Zoya completes checkout with the help of a screen reader.

Digital wireframes

The screen is related to movies, trailers and coming soon sections separately.

User can see all categories.

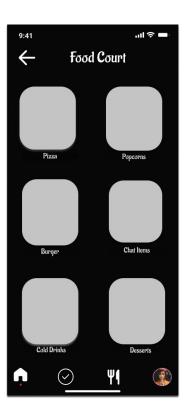
And that would be easy to find them movies or trailers or upcoming movies they want.





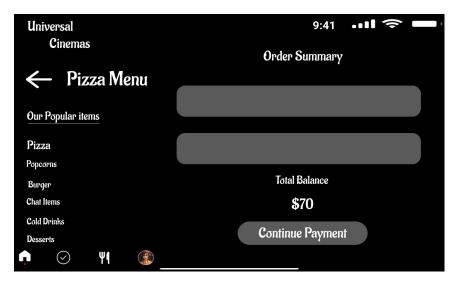
Digital wireframes

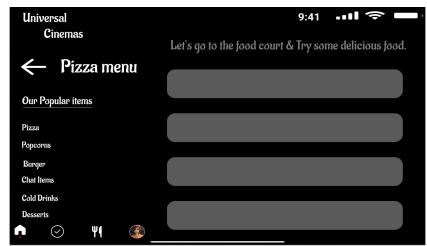
The screen is related to trailers. User can see all categories. And that would be easy to find them movies or trailers or upcoming movies they want.





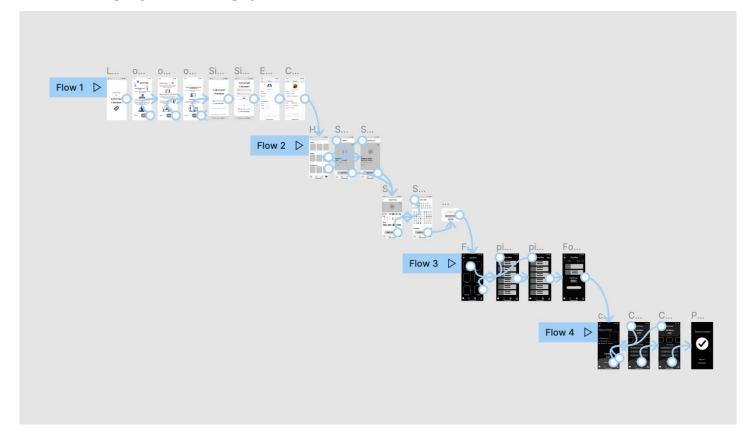
Digital wireframe screen size variation(s)







Low-fidelity prototype





Usability study: parameters



Study type:

Unmoderated usability study



Location:

United States, remote



Participants:

2 participants



Length:

20-30 minutes



Usability study: findings

Insert a one to two sentence introduction to the findings shared below.

1

Finding

Users wants to book movie tickets.

2

Finding

Users wants to order food in advance through the app

3

Finding

Users wants clear and smooth online payment and seats booking.



Refining the design

- Mockups
- High-fidelity prototype
- Accessibility





After usability study





Before usability study



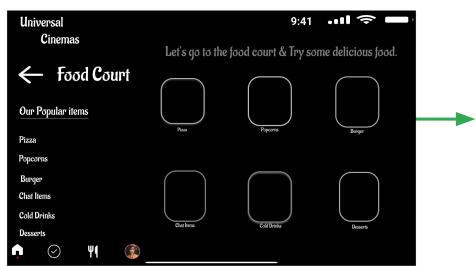
After usability study





[Your notes about goals and thought process + how you responded to and implemented peer feedback]

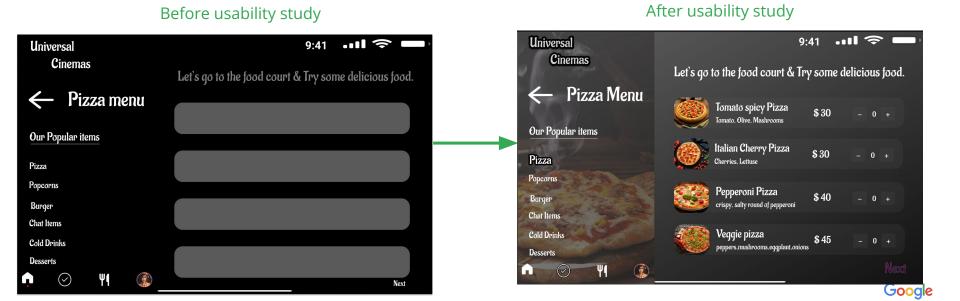
Before usability study



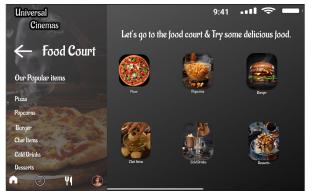
After usability study

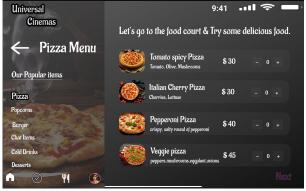


[Your notes about goals and thought process + how you responded to and implemented peer feedback]

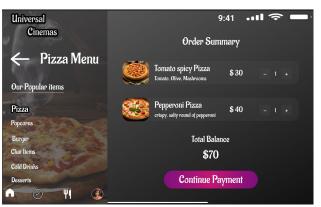


Mockups: Original screen size



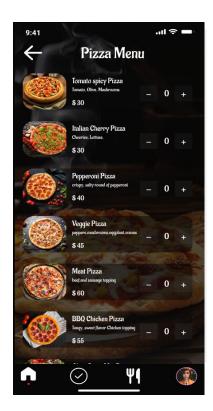


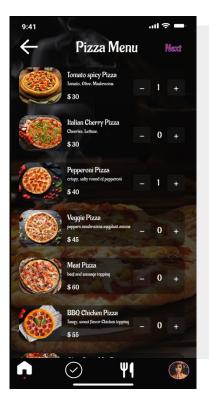




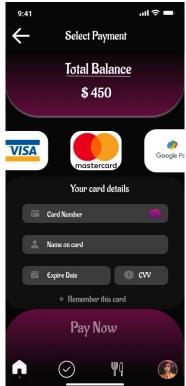


Mockups: Screen size variations











Food and payment Mockups





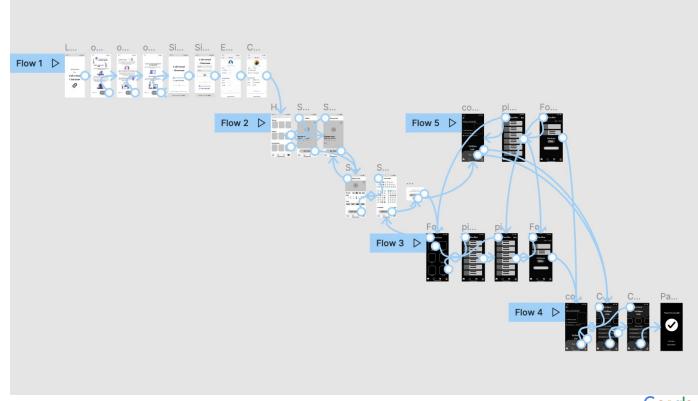






High-fidelity prototype

It includes complete steps from start to end of the projects. signup/login, movie selection to book tickets, checking for menu list to ordering food items, easy online payment methods. This is High -fidelity prototype connects to all possible points. Peers reviews and their suggestions help me to improve my project and ideas,





Accessibility considerations

1

I used movie roll images in the background and give them effects, decreased their opacity. 2

I used dark color in the background and contrast it with pink and purple shades for buttons.

3

I used to give many options for users like categories, food menu, booking messages, trailers and many more.



Going forward

- Takeaways
- Next steps

Takeaways



Impact:

This application will help users to book movie tickets online without any error from anywhere and anytime. To avoid crowd and traffic problem, this is good solution to book your tickets online. And enjoy movie ticket booking and mid-movie food ordering process smoothly.



What I learned:

I learned many useful things as well as number of softwares during this project/course. It help me to improve my skills and gain my knowledge.



Next steps

1

To build complete design for the screens with images, buttons, colours, etc., because this effects will give best user experience.

2

To use of multiple mockups, because presentation is one of the key to get the app successful.

3

Link all those screen to each other(high fidelity) and make connections, because app is running through the links and it will shows app's smooth process.



Let's connect!



Designing of the complete app ui is almost done. During building of these screen, many other solutions/ideas come up. And according to that, app is building effectively day by day.

To get more details, refer the given link:

https://www.figma.com/file/VDR0EcHbJmiGhskiLDiBSc/Universal-Cinemas-UI?node-id=0%3A1

