# **UX Case Study**

Created by Natalie Kalaydjian for client: City Cycles



#### Introduction

As part of my Skillcrush UX class, I was tasked with improving the user experience of an existing bike rental company for a client named City Cycles. City Cycles is a local bike shop that provides bike rental services to the community and tourists.

City Cycles discovered that their bike rental sales were dropping yearly and that their employees were spending a lot of time fielding phone calls from their website users trying to book a reservation for a bike.

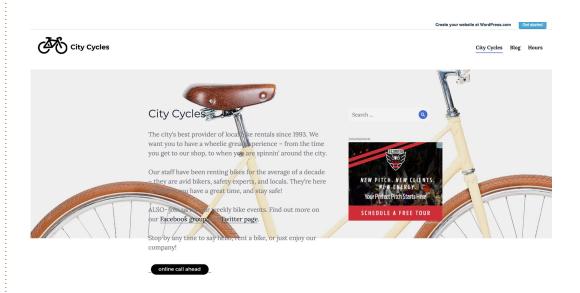
I was hired to improve the websites UX design and functionality, making the reservation process easier and more convenient for City Cycles, with the goal of increasing their bike rental sales.

## **The Problem**

The client's existing website looked like this:

Users were complaining that the site was "frustrating" to use and they felt "misled."





## My UX Role in This Project

#### I was tasked with:

- 1. UX research and data collection identifying specific user pain points
- 2. Ideating solutions for the users' problem or pain points
- 3. Wireframing and prototyping website redesigns to resolve user issues
- 4. Performing usability tests with users and concluding results

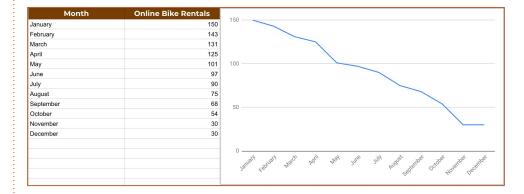
## My Approach

My approach to this UX project started with taking the following steps:

- 1. Identifying who the City Cycles user is through user surveys, site analytics and interviews. Based on this data, I then created user personas to really capture and clarify who the City Cycle user is.
- 2. Interview the current City Cycle users and identify their pain points with the current website then generated an empathy map to illustrate that.
- 3. Prioritized and ideated solutions and redesigned ideas to resolve these issues.

## **Key Findings**

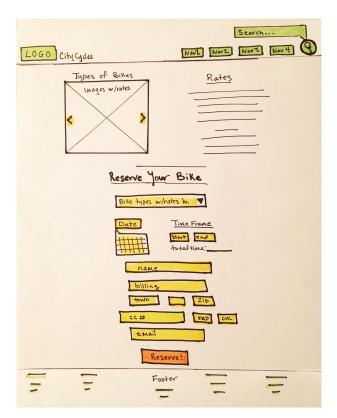
After performing research, collecting data, and analyzing the results, this is what I found: Users are very frustrated, bothered and confused by the reservation process on the website thus affecting the rental sales of the bikes.



## **Solutions**

After ideating some potential solutions to the users' problems and pain points, I decided to move forward with the following ideas:

- There is a "Bike Reservation" button at the top navigation so users can easily find it.
- The reservation page has a section to fill out to reserve a bike for a selected day and time slot and gives the user an option to pay for it ahead of time.
- The "reserve" button at the bottom of the page will take the user to a confirmation page so they are confident in knowing that their reservation has been completed.



Hand-drawn paper prototype of my initial solution idea

### **Solutions**

Based off my paper prototype, I created a high-fidelity, interactive digital prototype of my proposed solution. After performing a usability test on my prototype, I received the following feedback:

The website was easy to navigate for the user.

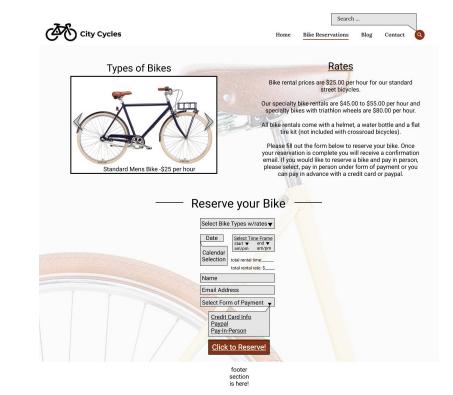
They quickly clicked on the "bike reservation" button in the navigation bar and went to the reservation page and described that "it all made sense".

The user also instinctively clicked the "reserve" button on the bottom of the page that took them to the confirmation page which was "clear to them".

The user did comment that the confirmation page had too much wording on it, so I reduced the wording to the most pertinent information.

Based upon the results of my usability test, I proposed the following next step(s):

I recommended launching the updated website and tracking the sales of the bike rentals.



Screenshot of my interactive, digital prototype

### **LESSONS LEARNED**

## The biggest challenge or obstacle I faced during this UX project was:

- Discovering who the City Cycles customers are vs. who the business believes them to be.
- Not leading people when asking questions or conducting user testing.

#### The lessons I learned from this UX project included:

- User testing is crucial in determining any pain points or problems and is key in measuring the success of a potential solution.
- How to create accurate user personas based on data.
- How to be objective and flexible with my own ideas or agenda when researching data, ideating solutions or interviewing or testing users.

