

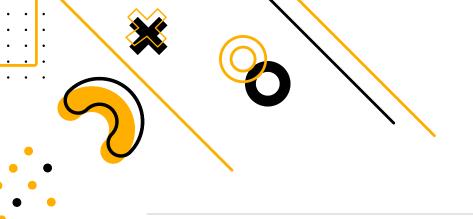
The second pillar of web design

LESSON SUMMARY

UNDERSTANDING THE CLIENT'S NEEDS

- It's about helping the client achieve his goals: conversion rate, user acquisition, bounce rate, time spent on site, and so on
- It's not about what you like or how nice it looks!
- You can't focus on this principle unless you master pixel-perfect execution
- This part of the course is mostly about case studies
- I'm an entrepreneur and I have several online businesses so I'm in both camps: designer and client.





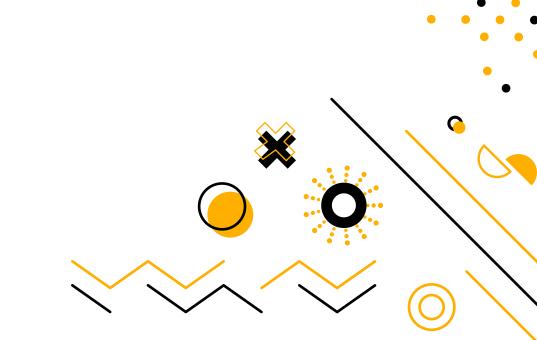
What's the point of the website?

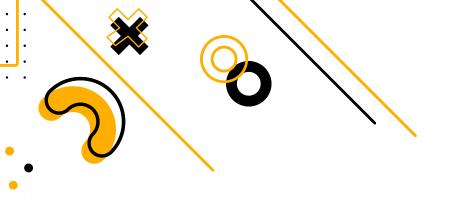
LESSON SUMMARY

- Ask yourself: "What does the business want the visitor to do?" Click on a button? Send his info? Make a purchase?
- Obesign everything around the main objective, whatever it may be
- The secondary objectives must be visually less important than the main one
- Put yourself in the client's point of view:
 do you understand what the business is all about?
 If it's not clear, your design is bad.
- On't be vague in your text layers do your research!







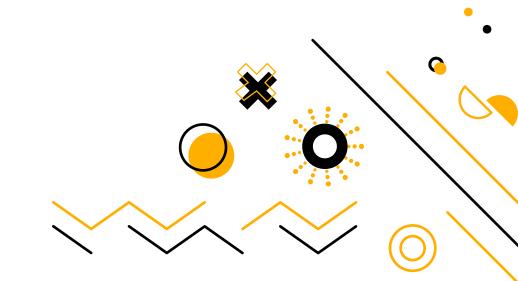


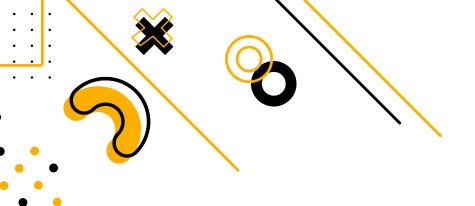
The user versus the business owner

LESSON SUMMARY

- Remember how users act: they have little to no patience!
- When designing anything, keep that in mind!
- The secondary objectives must be visually less important than the main one
- Clients spend a lot of money on ads make sure you grab the user's attention
- Do your research about "bounce rate" even if you're just a designer







Analytics in Web Design

LESSON SUMMARY

- Design decisions have to be made based off of analytics
- Clients want edits even after the project was launched. Why? Due to analytics!
- Websites have to perform they have to achieve certain things
- When certain parts don't perform well enough, changes come into play
- Set a fixed price for the project and an hourly rate for further edits
- (V) KPI = key performance indicators. Ask your client about his KPIs



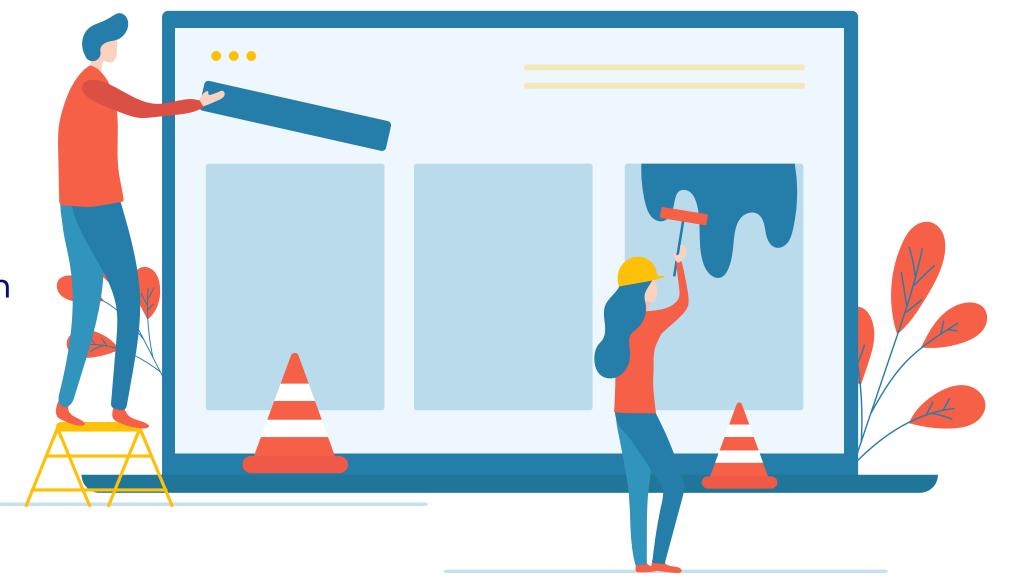


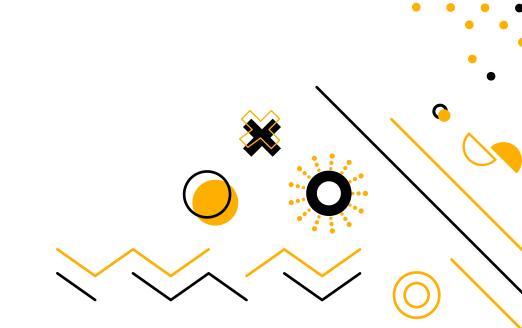


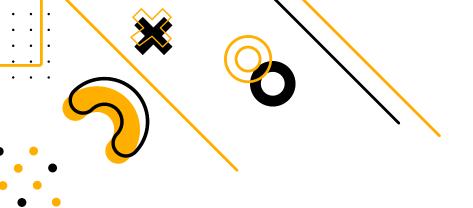
Templates & Website Builders — The web designer's death?

LESSON SUMMARY

- "Easy" website builders are very common they won't replace us
- Any website builder has loads of limitations and they're hard to set up
- Clients who purchase \$39 Wordpress templates won't pay you \$1200 for a design It's a totally different audience!
- Most businesses have custom needs templates aren't a good choice
- Clients might buy templates/websites builders but they'll likely give up fast





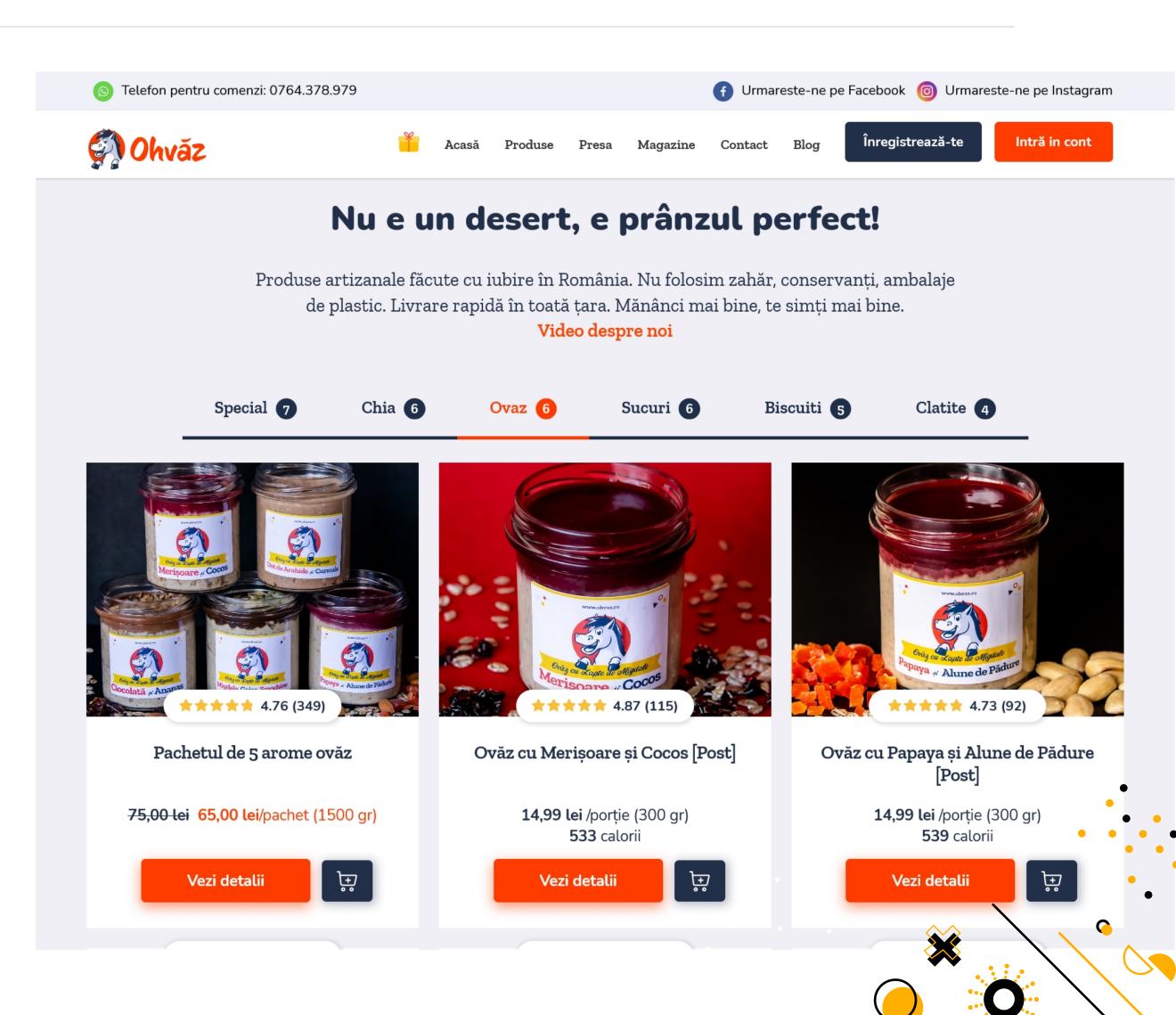


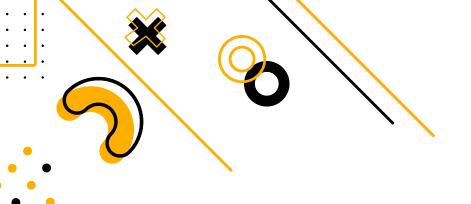
E-commerce homepage layout

LESSON SUMMARY

- Every element has to have a purpose
- Ask yourself "does this element help the user make a purchase?"

 That's how you decide if you should add or remove things
- On't add anything "just because it looks nice"
- Make sure the call to action is the most important one

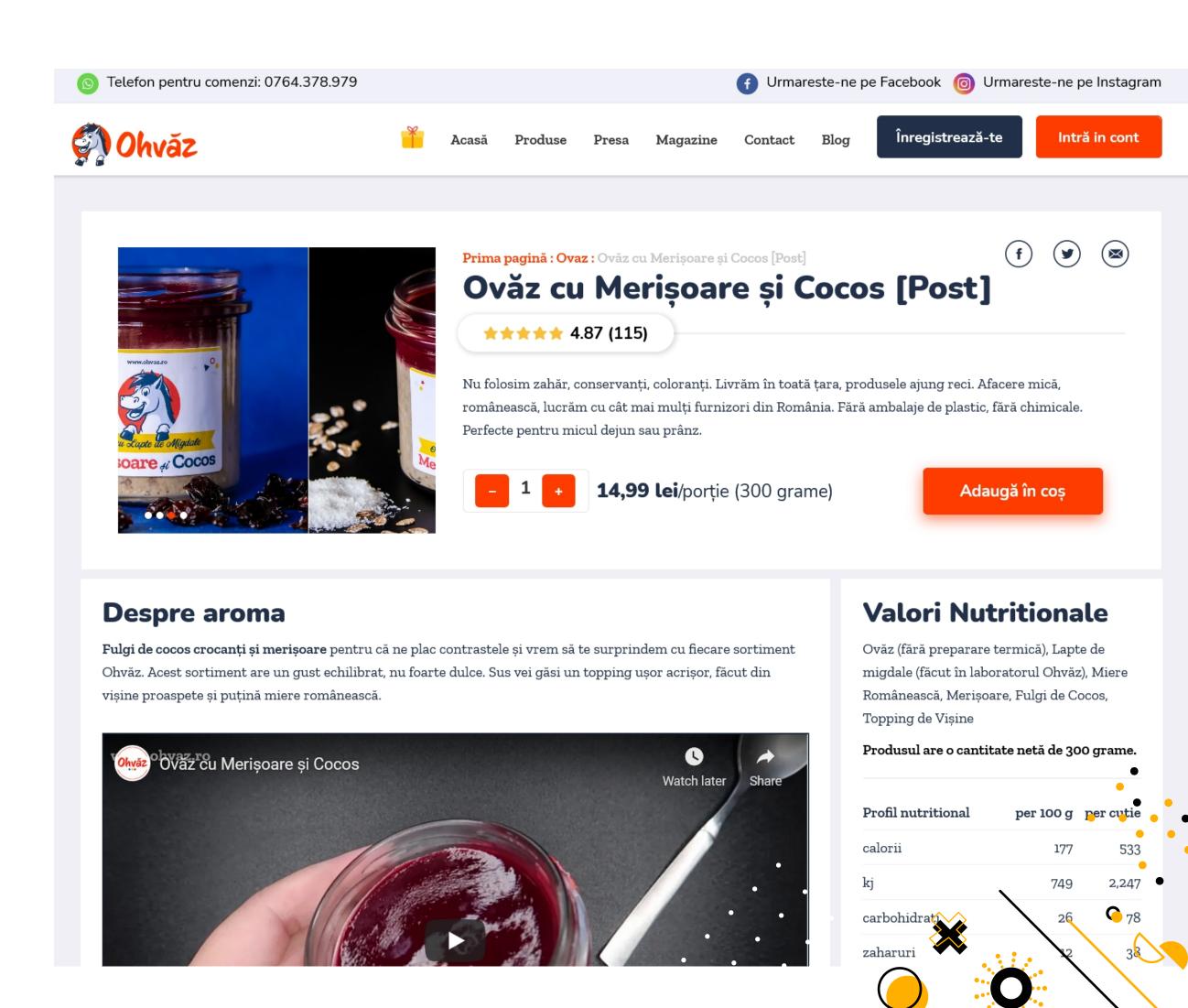


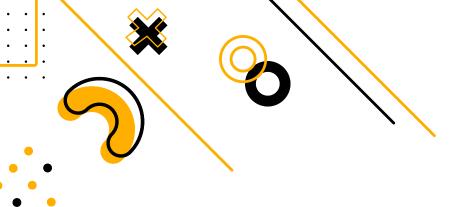


E-commerce product details

LESSON SUMMARY

- The product gallery has to rotate make sure you show that
- Title, subtitle, reviews have to be sized accordingly
- Set an action color in this case it's orange
- Users scan the page, they don't read everything from top to btm

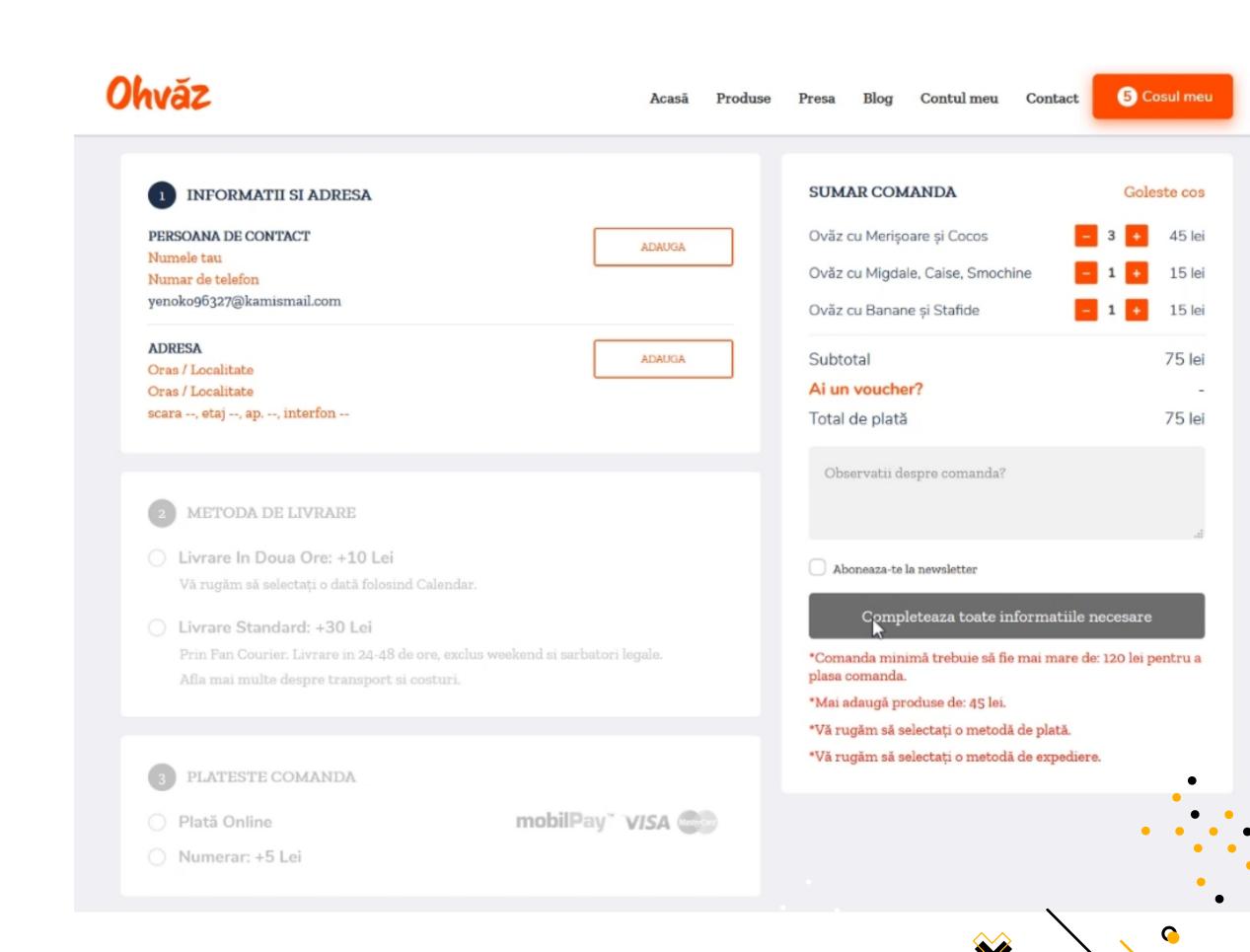


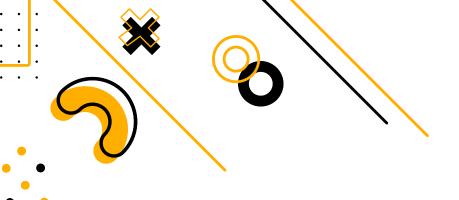


E-commerce checkout

LESSON SUMMARY

- The design isn't very important the UX is!
- Shipping & payment aren't available because city isn't selected
- Make sure you go through all flows and present things in detail
- The checkout page is one way to impress your clients with your design knowledge. Make the most of it!
- This page can make or break a business!



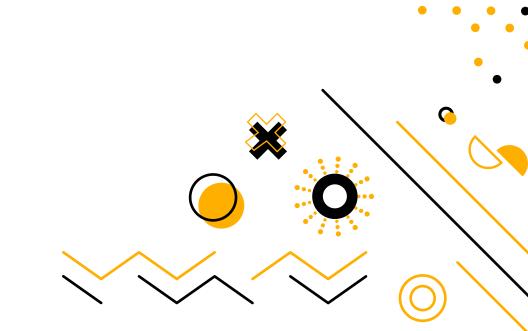


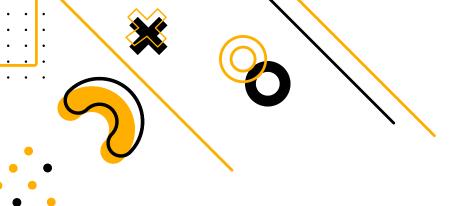
Why aren't websites pixel perfect?

LESSON SUMMARY

- Functionality is always more important than design details
- Coders don't have an "eye" for subtle details
- Companies don't want to spend tons of money on a pixel perfect design
- Coders usually don't like working on these details because it seems tedious and not that important in their view



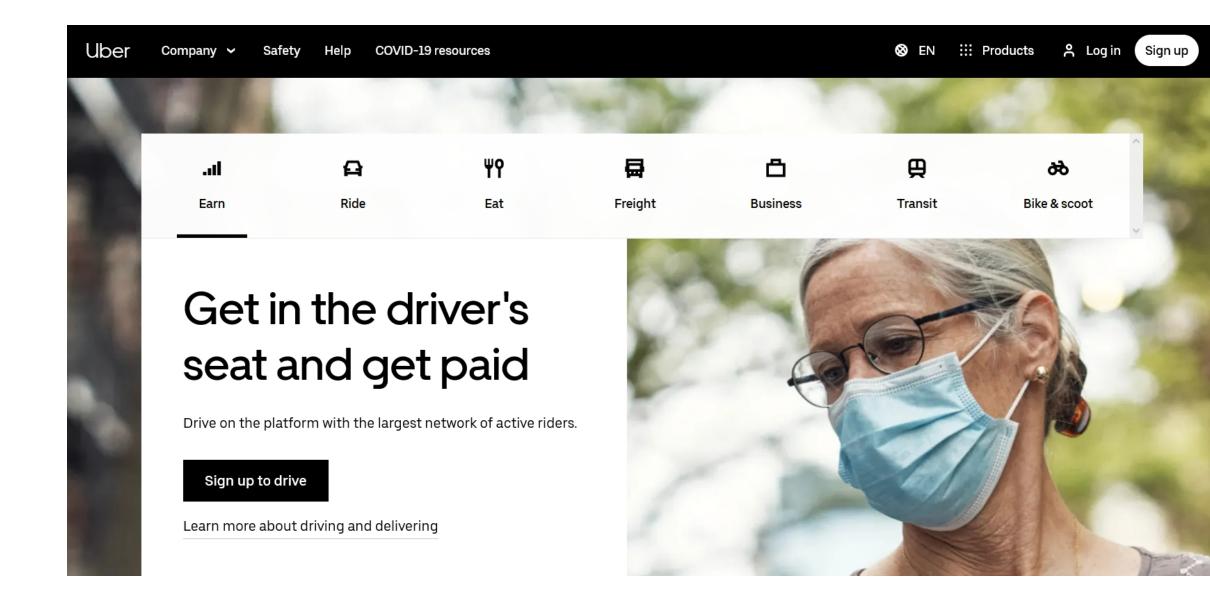


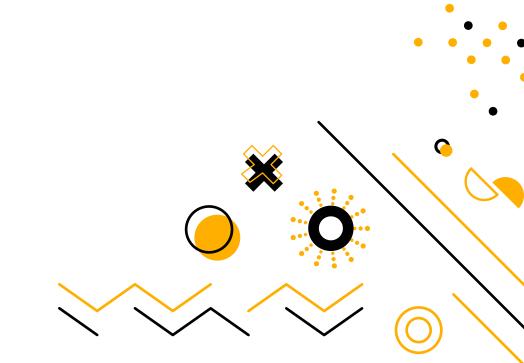


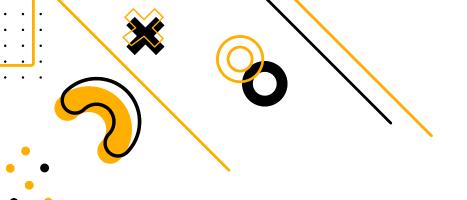
Landing page vs a website

LESSON SUMMARY

- Landing page = one single purpose; A website = multiple objectives;
- Landing pages are typically longer and they showcase **the same thing** from multiple angles.
- Landing pages are usually used in an advertisment campaign: example: Uber looking for new drivers
- (v) Landing pages have multiple CTAs throughout the entire design



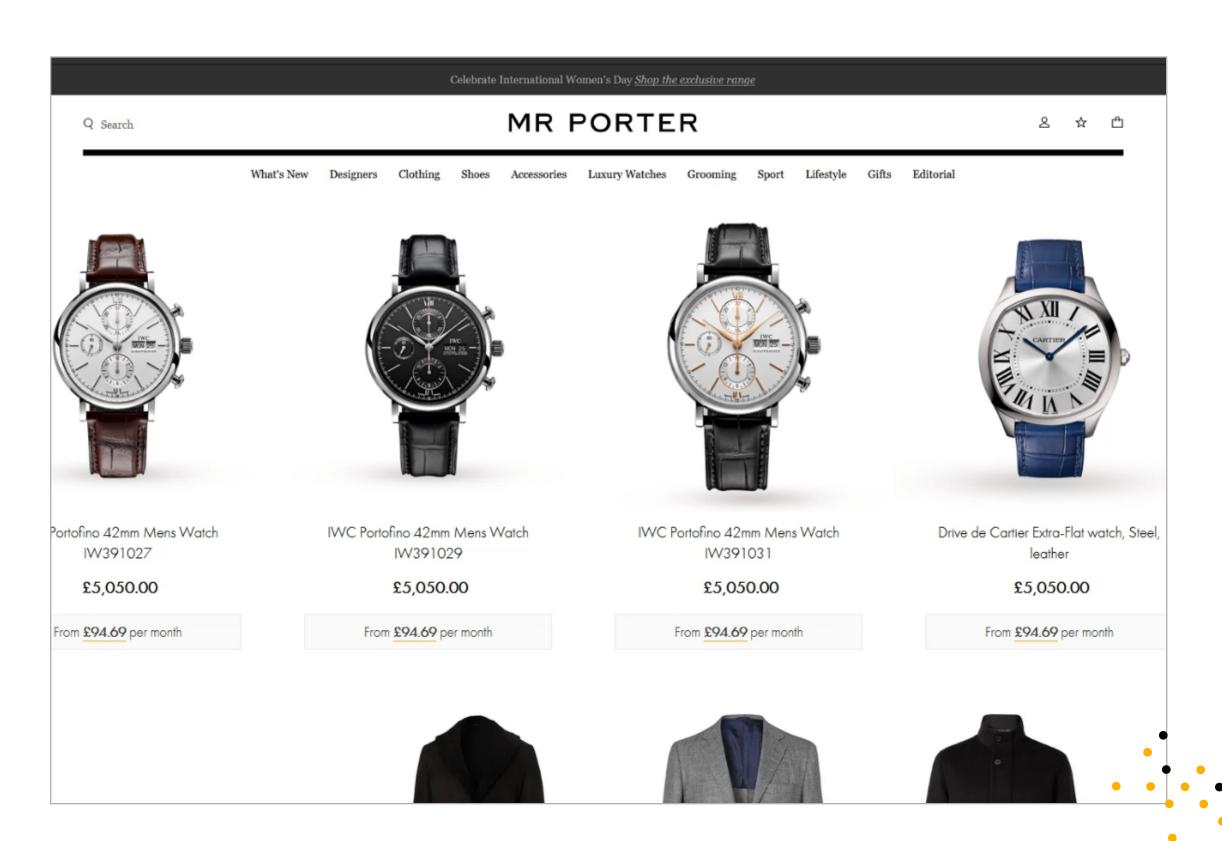


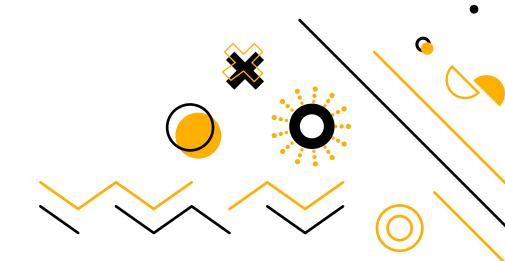


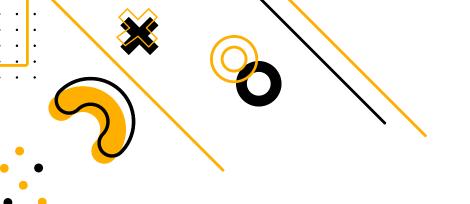
Case studies: the client's needs

LESSON SUMMARY

- Always think about the target audience of that business
- On't compare two websites that have a drastically different audience
- On't get impressed by flashy illustrations
- Your design choices have to be in line with the target audience
- Never design based on your taste



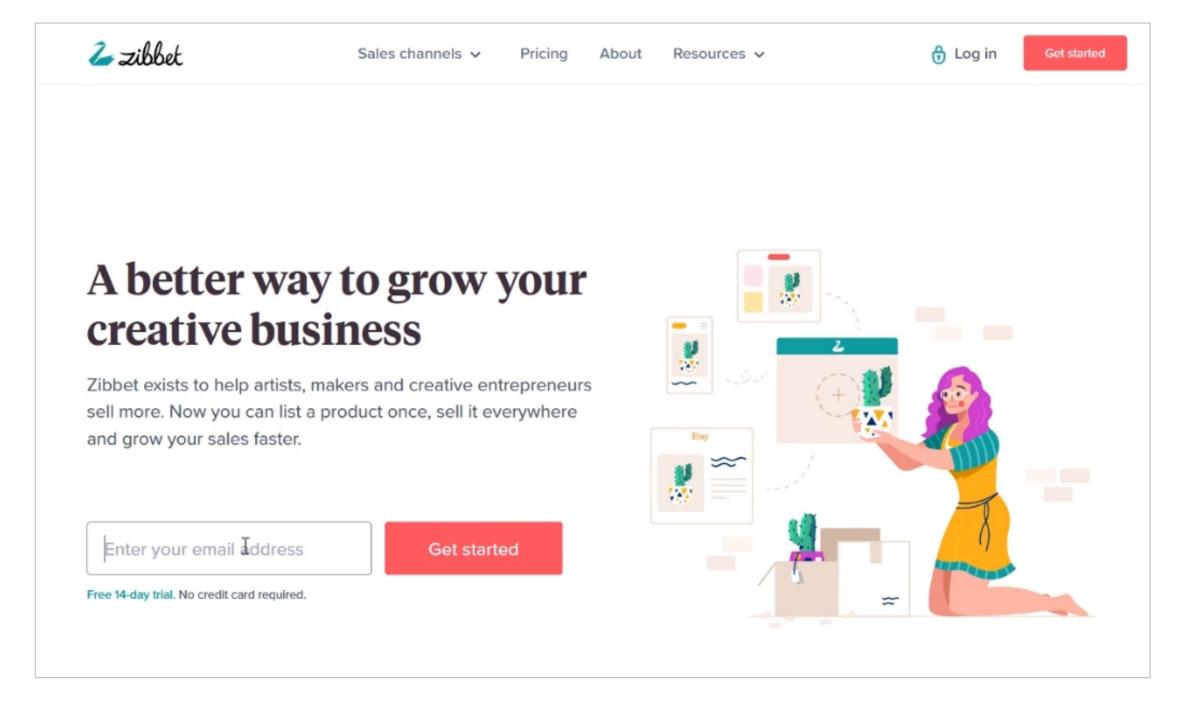




Lead generation in landing pages

LESSON SUMMARY

- Great copy (text) is very much needed. Content matters a lot!
- Don't use too much Lorem Ipsum. Do your research!
- Make the most out of every single design choice
- Great landing pages are simple
- Certain elements may not be included like a navigation or a logo in the top left side. This is normal.

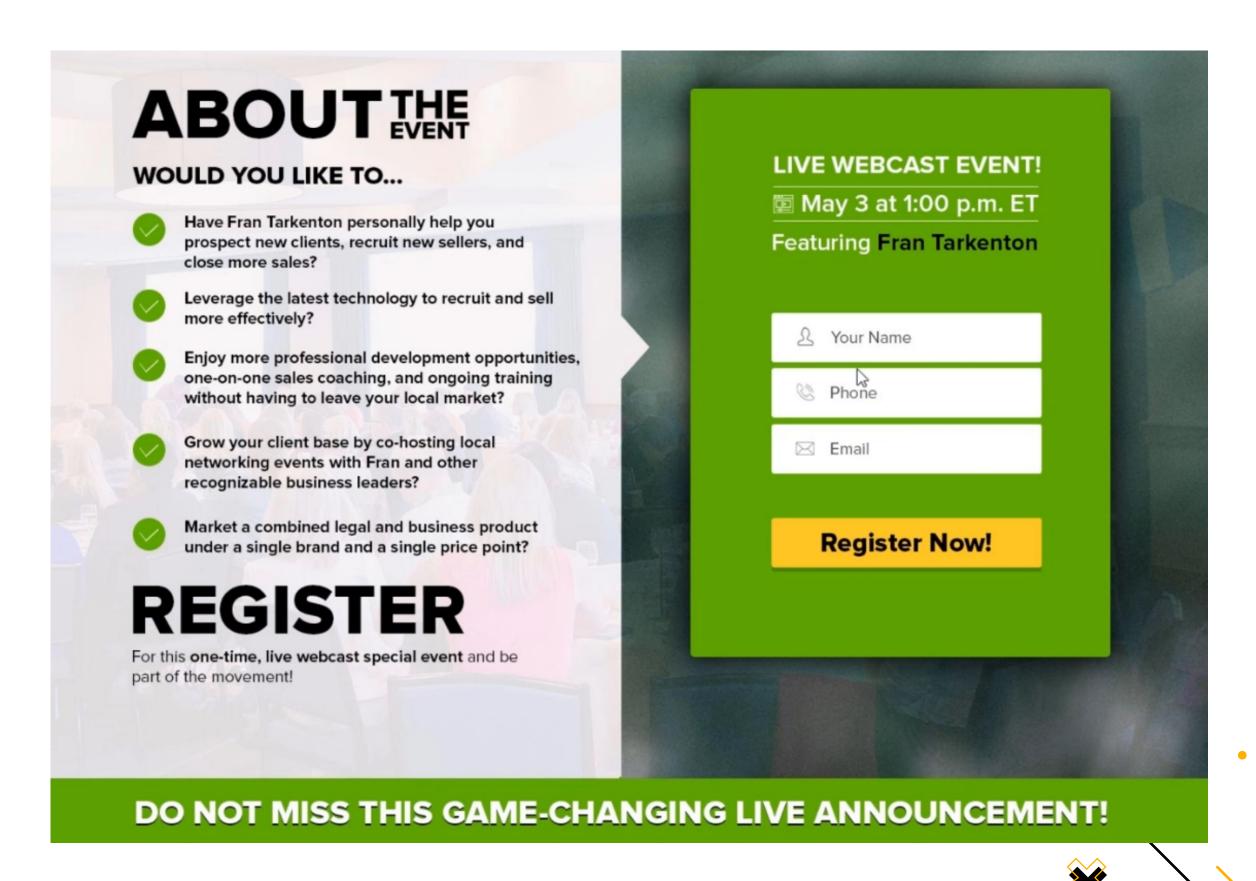


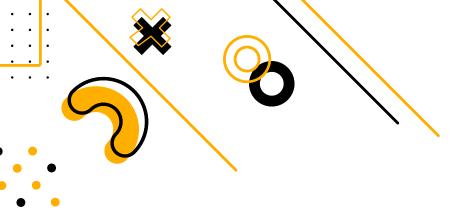


Why landing pages have a bad reputation

LESSON SUMMARY

- A large % of landing pages are for weird products/courses
- Gurus of all sorts rely on landing pages to get clients
- No matter how you feel about them, a landing page is something you should know how to design!
- Even if the products/courses are not trustworthy, the principles behind their landing pages are valid and they produce results!





AB testing landing pages

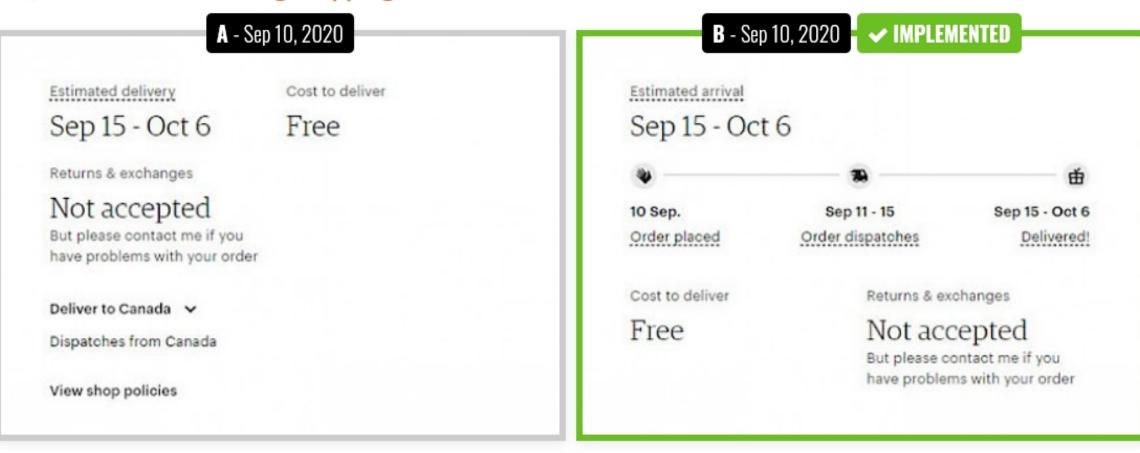
LESSON SUMMARY

KEY IDEAS TO REMEMBER

- www.goodui.org
- Google Optimize is a free A/B testing platform
- A coder is usually needed for decent A/B testing
- A/B results aren't usually public because they are very expensive. If you find good sources like www.goodui.org please share them!

Leak #65 from Etsy.com | Nov 24, 2020 Product

Etsy A/B Tests A Winning Shipping Timeline



Etsy ran an interesting experiment on their product pages by trying to clarify the shipping process. In this a/b test we can see that the control version displayed a simple delivery range with text. Whereas the variation displayed a linear shipping timeline with 3 steps - possibly creating a stronger sense of urgency. Checking up on this a few months later, we detected that the variation was implemented. View Leak

