CONFIGURATOR CONCEPTS

- Pizza
- Bento Box
- Glasses
- Chair
- Sneaker
- NFT

BRIEF

OBJECTIVES

Research Goals

- Understand users' needs, goals, and priorities
- Identify users' frustrations
- Determine high-level design opportunities

Project Goals

- Create a mobile-first configurator that satisfies all user needs
- Develop a configurator prototype with clarity and prioritize usability

RESEARCH

To provide insights into the design of the configurator, I'll be conducting the following research methods to understand the users' needs and frustrations.

Primary Research - Survey

- Quantitative Data
- 10+ Participants
- Google Form

Primary Research - Interview

- Qualitative Data
- 3 Participants
- In-Person
- 10 Questions

Secondary Research - Peer Analysis

- Analyze 3 competitor in the same field
- Identify their strengths and weakness
- Provide insights to the design

FINAL DELIVERABLE

For the final deliverable, I plan to create *a case study presentation with a high fidelity prototype in Figma*. The case study will present my research findings and address my crucial design decisions in developing the prototype. Creating a configurator prototype in Figma enables us to provide the product vision to all stakeholders and the users, while maintaining technical feasibility and cost-efficiency.

TIMELINE

Due Date	Task
03/07/2022	Project Introduction
03/09/2022	Project Proposal
03/14/2022	Spring Break & Send Out Primary Research – Survey
03/16/2022	Spring Break & Finish Primary Interview Script
03/21/2022	Finish Peer Analysis
03/23/2022	Finish Primary Interviews
03/28/2022	Preliminary Sketches & Research Check-In
03/30/2022	Low-Fidelity Wireframes with all functionalities mapped out
04/04/2022	Mid-fi Wireframes
04/06/2022	Mid-Point DESIGN Check-In & Feedback
04/11/2022	High-Fidelity Wireframes
04/13/2022	Usability Testing Round 1
04/18/2022	Clickable Prototype
04/20/2022	Usability Testing Round 2
04/25/2022	Finalize Prototype
04/27/2022	Extra Time in case of change of plans