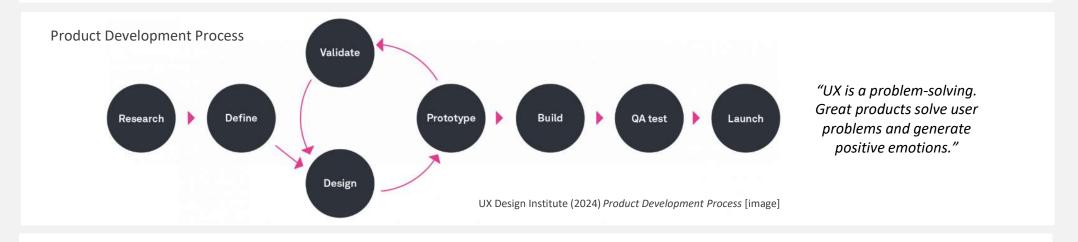
BIG PROJECT HOTEL

Booking Accommodation

Professional Academy Diploma in UX Design University College Dublin 23-09 UX Design Tutor Joris Vreeke Cristiane Yuri Nakata Rall Dublin, Ireland March 2024

Introduction

This study aims to create a prototype that will go through the design process for a new digital product for a hotel. It is based on the process of booking accommodation via a website for desktop.



Simplified Version	Research	Design	Prototype	Validate
	1	2	3	4

1. Research

To begin with, I researched other companies offering similar products or services in the market. This helped me better understand the design challenges and context. Additionally, I researched the users' behaviours and goals to create a user need statement and find a design target.

2. Design

I mapped out the user flows and sketched ideas to propose potential solutions to the user problem.

3. Prototype

Thinking about the user cases, I sketched digitally from the beginning.

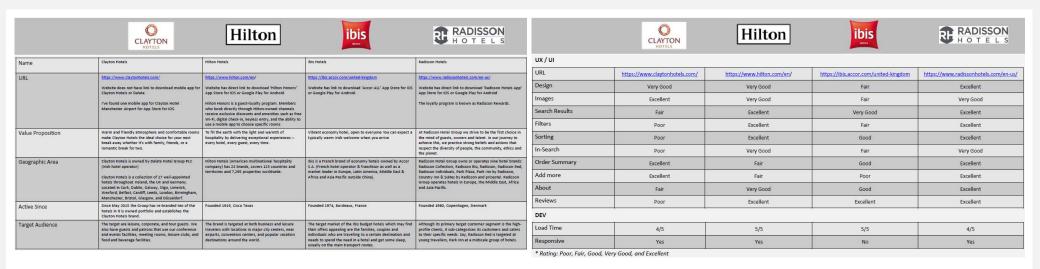
4. Validate

By testing the design with a real user, I could determine whether to proceed or keep adjusting it.

* After the last validation, the result was a medium-fidelity interactive and clickable prototype with the elements defined on the wireframe document.

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For an initial exploration, I researched competitors in the market to understand the design challenges and state the problem.

Competitive Benchmarking

This study aimed to conduct a comprehensive competitive analysis of the hotels of the top three competitors in the Irish market. I researched competitors that offer similar products or services for the same audience: Families, Retirees, Solo travellers, Couples, and Business Travellers.

Based on website research, I gathered information and analysed competitors with similar users and end users and offer similar products, services, or features: Clayton Hotels, Hilton Hotels, Ibis Hotels and Radisson Hotels.

<u>Lesson learned:</u> I learned from others by observing what they were doing well and identifying areas for improvement. This helped me enhance my own approach to this project.

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During this study, I considered a persona, which is a father with a young family and one child, who is 4 years old, looking for a hotel in Ireland during the holidays to spend time with his family.

User Goals

The user prefers to find information directly on the hotel website due to better booking prices and expects to have more information for organising the holidays with activities that suit each family member.

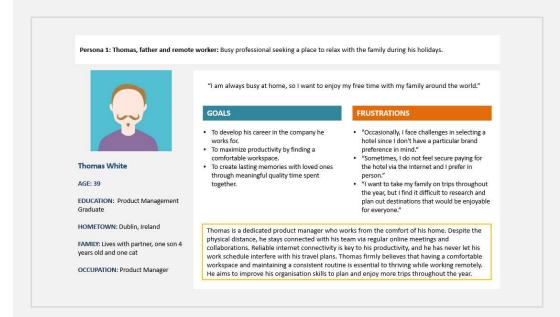
The user tasks for booking accommodation are:

- · Determining the destination and duration
- · Researching the hotel and conveniences
- Comparing standard rooms
- Select the room and services
- Reserve the accommodation
- Pay the reservation

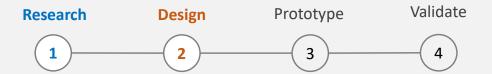
Customer Journey Map

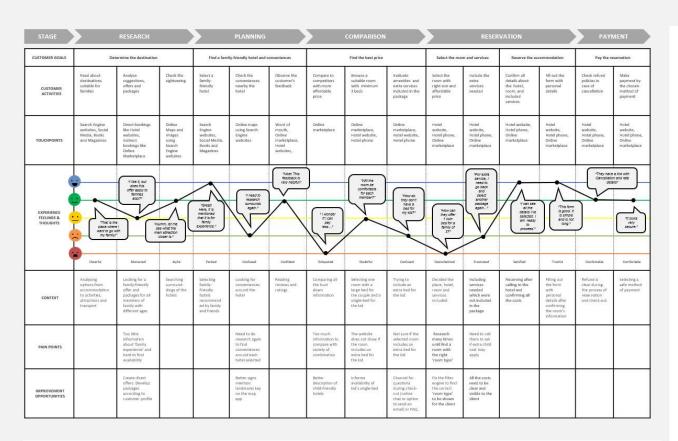
The customer journey map helped me better understand the customer by focusing on the user's goals and examining the journey from their perspective and experience. This understanding helped me identify pain points and areas for improvement.





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<u>Lesson learned:</u> As part of the User Research, defining user personas and developing the customer journey map allowed me to understand the client's needs, frustrations and expectations, then it helped to define the design target.

Defining the Design Target

Once I have identified the pain points and areas for improvement, I want to work on the friction points found and address solutions considering the following improvement opportunities:

- Find ways to improve information organisations to promote services for families effectively.
- Make it easier for people to find convenience and amenities.
- Analyse and improve the process for occupancy-based hotel room types.
- Maintain transparency of purchasing information during the process of booking accommodations.

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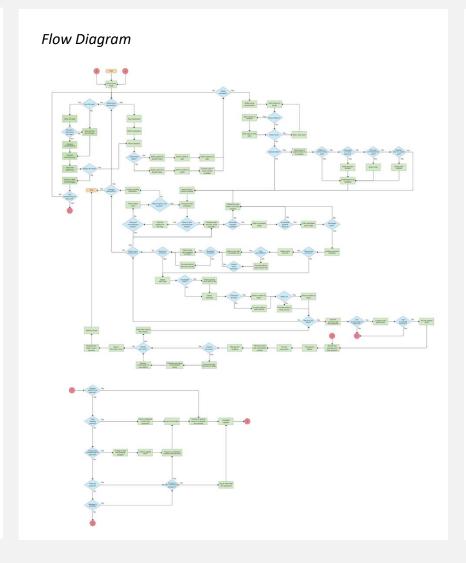
In the design stage, I mapped out user flows, sketched ideas, and defined some interactions.

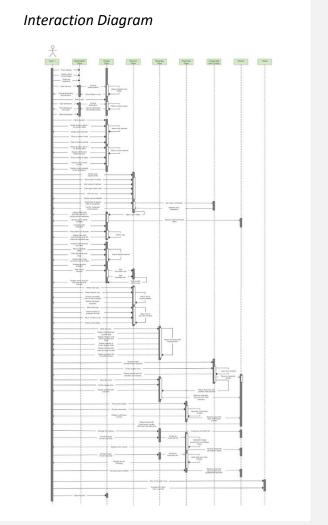
User Flows

The flows evolved according to design validation.

Developing the <u>flow diagram</u> helped me to have an overview of the big picture and identify the essential steps of the process according to the user's decisions.

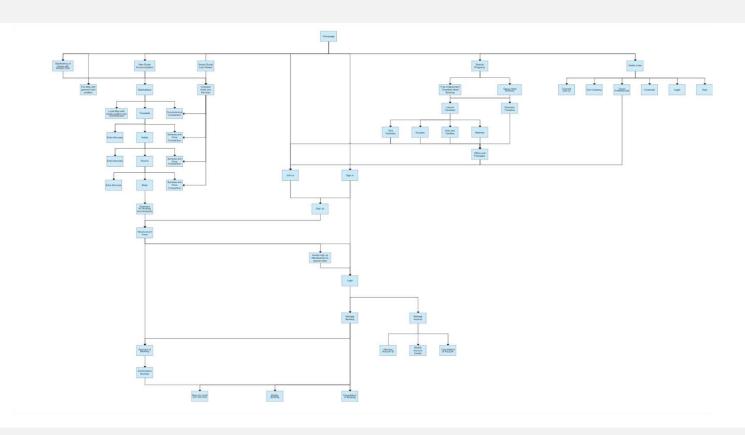
Throughout the <u>interaction</u> <u>diagram</u>, I could identify potential system interfaces and their relationships, depicting interactions in a sequence of events.





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I found the <u>navigation structure</u> helpful in organising the website pages and their connections.

<u>Lesson learned</u>: Visualising the user flows made understanding or even adjusting the hotel booking process easier. I had a chance to improve my software skills by using the tool Axure to map flow diagrams, interaction diagrams, and navigation structures.

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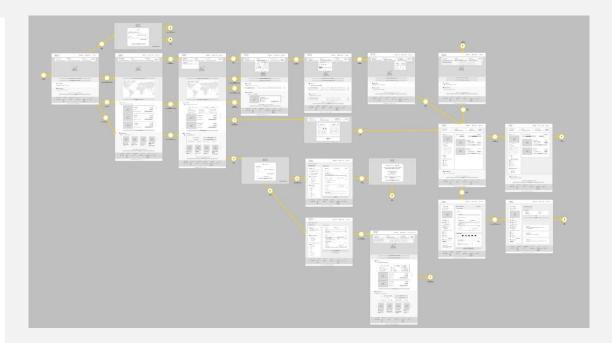


Sketchpage Layouts and Interactions

I decided to create a medium-fidelity prototype, which I sketched digitally using Figma. I used simple indicatives to organise the interaction.

Considering my design target, I sketched out thinking about the following solutions:

- 1. Find ways to improve information organisations to promote services for families effectively.
- Visitors can filter the offers according to interest.
- Registered clients can set up a profile to receive information about the family program.
- 2. Make it easier for people to find convenience and amenities.
- Use of a map to explore the surrounding's conveniences and check the necessity of amenities and services.
- Visitors can filter hotels according to the amenities and services.
- Registered clients can set up profiles to receive information on child-friendly hotels.
- 3. Analyse and improve the process for occupancy-based hotel room types.
- The filter travellers (child) should be considered as guests that need an extra bed during the process of selecting a room (type of bed).



- 4. Maintain transparency of purchasing information during the process of booking accommodations.
- Summary should show all information about the purchase (localisation, hotel, amenities, services, programs, price, and policies).

<u>Lesson learned</u>: I had a chance to improve my software skills by using the tool Figma to sketch page layouts, define elements and create interactions. As a result, starting with this tool helped me more efficiently produce prototypes.

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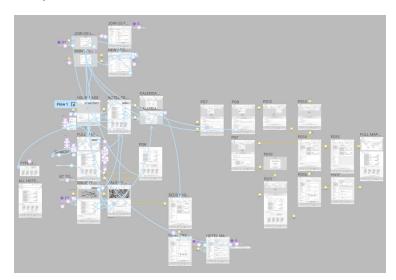


Prototype

I utilised rapid prototyping methodology. Once the first prototype was tested with one user, I refined the sketch page layouts based on the user feedback.

After running the first usability test, I had to refine the prototype again. I did a second cycle to develop the final clickable prototype.

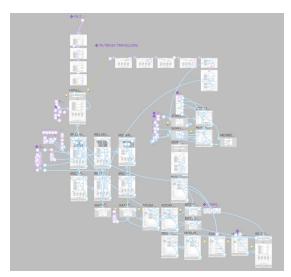
• First Cycle:



Follow the URL with the first Interaction above on Figma: *Clickable prototype next pages.

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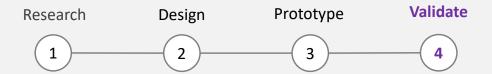
• Second Cycle (last revision):



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https://www.figma.com/file/oLdjuuLGfP9rn4YXroUQKW/PROTOTYPE---2nd-Cycle-(Final)---10.03.2024?type=design&mode=design&t=l51j5rWr4zMWVutw-0

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As a moderator in the usability test, I ran my test script for the key user tasks and asked the user to book the accommodation.

First Cycle:

The user's actions and thoughts were:

1. Select your destination.

User: "I don't want to be forced to use the global map to search the hotel because it is too general, and I already know where the countries are."

My notes: I have decided to remove the global map and leave a list of hotels to be selected.

2. Choose the hotel and dates.

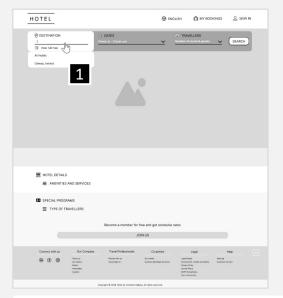
User: "I like the local map. It helped me to situate in the county, but why can't I include travellers now? I know I do not need to insert this information to find the right hotel, but I would like to research quickly."

My notes: I have decided to leave the 'travellers' field open and refine it so this feature can be used as a filter to find the right room according to the number of guests.

3. Set up your profile to receive information about special programs (family programs) and refine your research.

User: "No, I am not interested in joining in. I did not see any advantage."

My notes: I have decided to create more 'calls to action' in strategic places to encourage users to open accounts and complete the registration.







4. Check your reservation. Will you proceed with payment?

User: "I see the localisation hotel details and services... I am ready to proceed and pay! Done. Is that done?"

My notes: Even after the user concluded the booking process, I realised I needed to include more feedback after the purchase or signup.

Follow the URL with the first clickable Prototype on Figma: * Please note that this is not the final version.

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After running the first usability test, I refined the prototype again because I noticed many friction points that should be adjusted. I went through a second cycle and developed the final clickable prototype.

Second Cycle (Final):

The user actions and feedback of this second cycle were:

1. Select your destination.

User: "Great! I see all the countries on the list with a hotel. Also, all hotels (with rates button) are listed on the home page."

My notes:

2. Choose the hotel, dates and travellers.

User: "I can see the surroundings on this map and... want to go to Galway. Yes, this one is close to the airport!"

My notes: After choosing the country (Ireland), the user navigated through the map to see the conveniences, he compared and chose the suitable one.

3. Set up your profile to receive information about special programs (family programs) and refine your research.

User: "Should I access the Sign in through the bar menu? Sorry that it is not working."

My notes: The Sign In on the menu bar was blocked, because I wanted to see the user Signing up first with purpose.









4. Check your reservation. Will you proceed with payment?

User: "I see the localisation hotel details and services... I am ready to proceed and pay! Great. I also found that information about setting up my profile, and I did it. I see that my home page now has some offers already set for my profile."

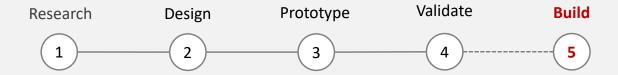
My notes: The user concluded the purchase and understood the purpose of completing the registration.

<u>Lesson learned</u>: The client comprehended that the map is a resource for helping in decision-making. Also, setting up a profile can successfully bring assertive solutions according to the client's profile.

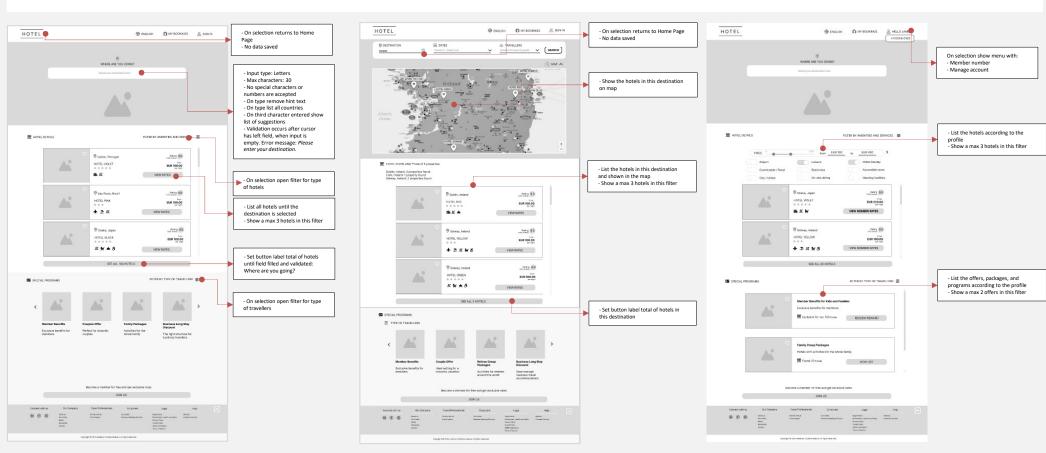
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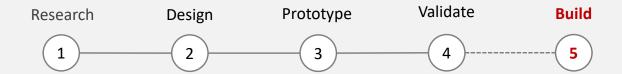
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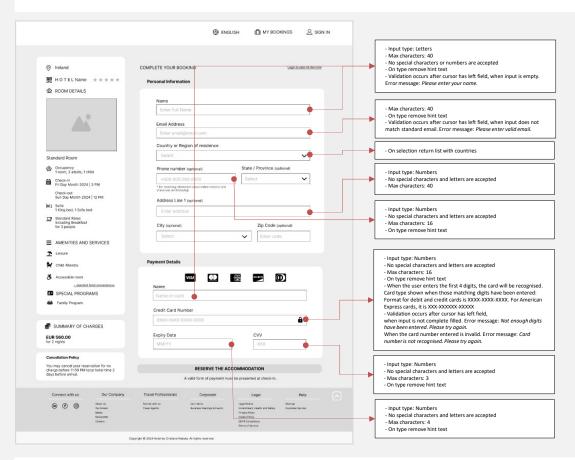
Wireframes (Final):

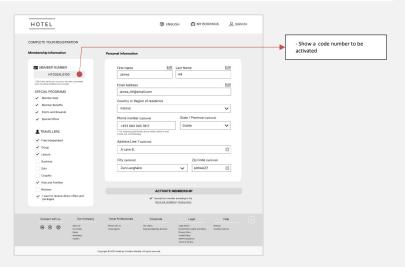


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Wireframes (Final):





Time to handover the prototype and wireframes for development. It was an exciting journey and I enjoy this experience.

Conclusion

Key Learnings:

I reflected on the UX design process and my outcomes and identified positive results and areas for further improvement.

In the **research** stage, I learned from competitors by observing what they were doing well and identifying areas for improvement. This helped me enhance my approach to this project, which is a powerful tool for any type of business.

As part of the user research, defining user personas and developing the customer journey map allowed me to understand the client's needs, frustrations, and expectations. All the research done helped me define the design target.

During the **design**, mapping the user flows made it more understandable and easier to adjust when needed. I also had a chance to improve my software skills by using the tool Axure to map flow diagrams, interaction diagrams, and navigation structures and Figma to sketch page layouts, define elements, and create interactions. In general, the tools I learned to use during this project helped me organise my job production of final outcomes and respond to immediate changes.

Developing the sketchpage layouts with Figma helped me produce a **prototype** more efficiently. The elements I decided to apply to the sketch page layouts could be reused and refined on the prototype, which was a good decision. I spent much time sorting out the best use of interactions (frames and elements) but I would have liked to have invested more time in the aesthetic, including colour and images.

The **valuate** process effectively allowed me to develop a more assertive solution, considering the user case aligned with the feedback. From now on, I will actively look for opportunities to hear real feedback. It is very valuable for the feedback in the initial stage, before the final outcomes. This experience gave me an opportunity to improve my performance. I started to act on the feedback I received and made changes whenever possible. This tool helped me respond to the client's expectations and achieve my design target for this project.

For improvement, I would like to set one more cycle of usability tests, also including more interviewees.

In my practice as a future UX designer, I must constantly review my experiments critically at various stages of development in order to modify and refine my work as it progresses.

Reference List

UX Design Institute (2024) 'Product Development Process' [image] in *uxdesigninstitute.com*. Available from: https://www.uxdesigninstitute.com/blog/ux-design-process [accessed 10 March 2024]