Lec 17

Primary Research Methods

Interviews, Surveys & Observations

Omar Hammad

You want to design [...]

You want to design The experience of booking a hotel for Saudi citizens

Booking.com
Airbnb
Agoda
Expedia
Gatherln

 $\bullet \bullet \bullet$

Secondary Research

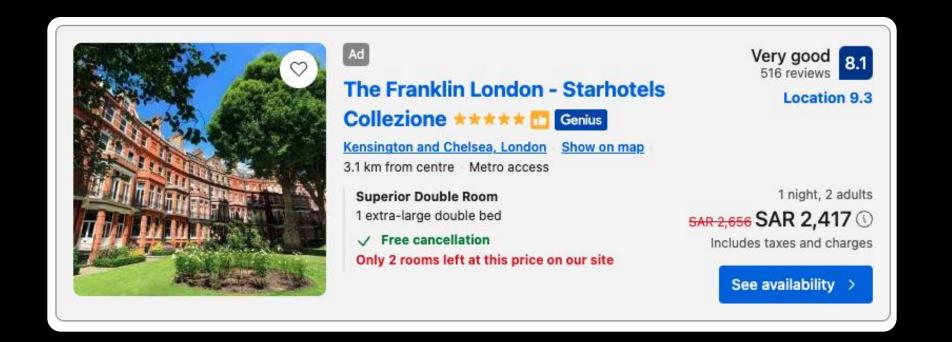
Seconary Research

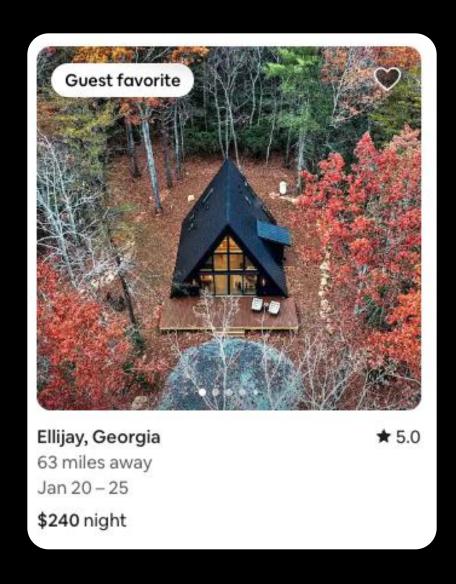
Why do we need primary research?



How do Saudis decide which hotel to book?

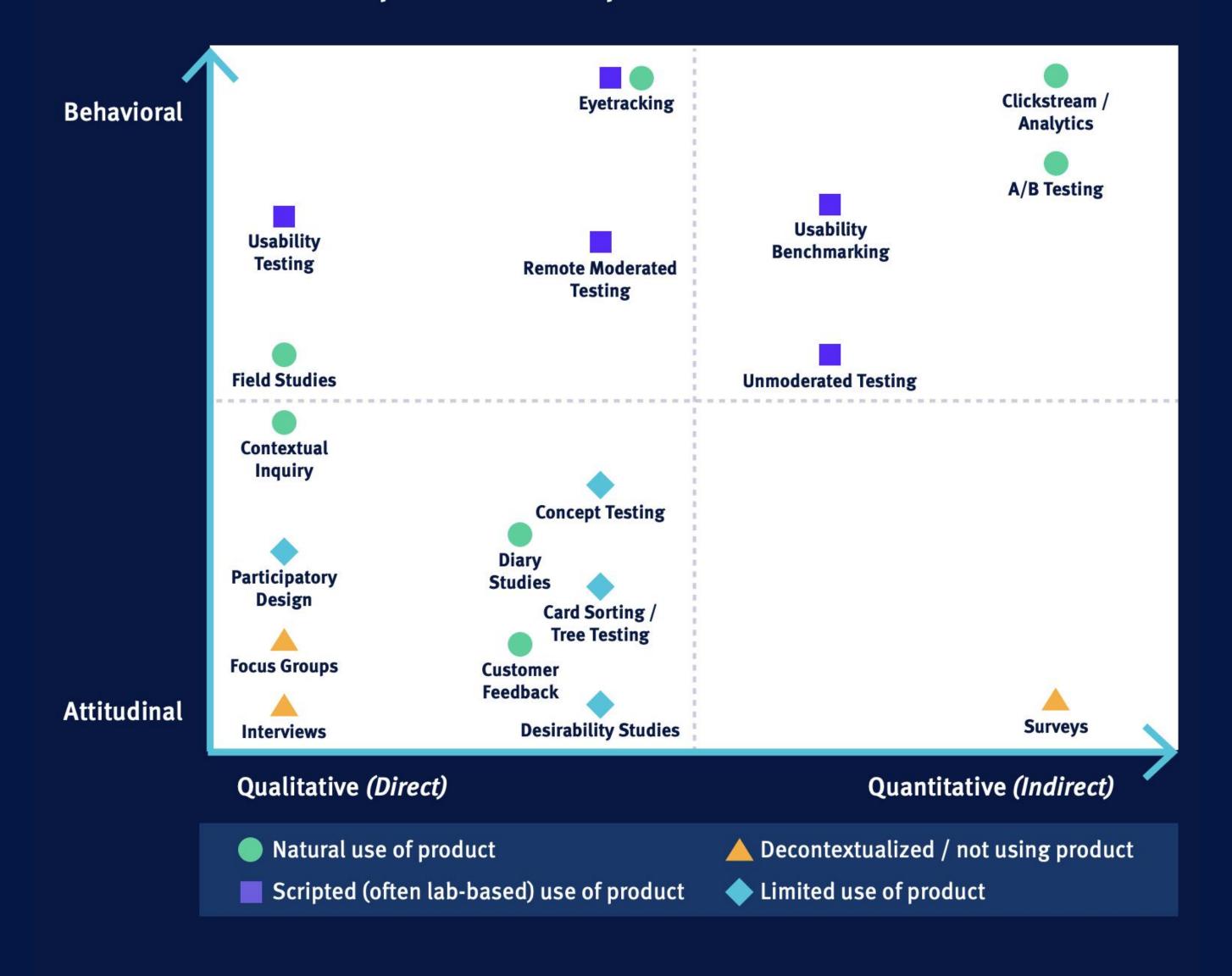
Examples of hotel card designs







Popular User-Experience Methods





Interviews

- Conversation with a purpose (Khan and Cannel, 1957)
- Structured, Unstructured
- Deep user needs
- Costly
- Ask about recent experiences
- Empathize with the user
- ...

Surveys

- Quantitative measure of attitudes
- Reveal patterns and correlations
- users get bored quickly
- Prone to biases and scam
- Ask Short, closed ended questions

•

Observations

- Most known: usability testing
- Uncover behavioural insights
- Ask user to think aloud while doing
- Conducted at different stages

•

Practical Assignments 1/4 Discovery

Objective:

To explore and understand an existing product thoroughly by gathering insights from various sources. This will help identify the current issues, needs, and user experiences related to the product.

Instructions:

1. Select a Product:

- Choose an existing digital product (app, website, or software) approved by the instructor.
- The product should have a broad user base and easily accessible online reviews.

2. Research and Insights Collection:

- User Reviews: Read and summarize insights from at least 30 user reviews (from platforms like Google Play, App Store, or Trustpilot).
- Competitor Analysis: Select 3 competing products in the same category and list their key features, strengths, and weaknesses in a comparative table.
- User Interviews: Conduct 3 short interviews (5-10 minutes each) with actual users of the product to gather qualitative insights about their experience, frustrations, and favorite features.
- Observational Study: Observe 3 people using the product for about 10 minutes each to understand user interaction patterns, noting any obstacles they face during use.

3. Documentation and Reflection:

- Summarize your findings in a 1-page report, clearly highlighting common user pain points, differences in competitor products, and key takeaways from user interviews and observations.
- Prepare a 5-minute presentation to share the primary insights you've gathered, focusing on the most prominent user needs and any surprising observations.

Submission:

- Submit your 1-page report in the class Dropbox.
- Be prepared to present your findings in the next class.

Grading Criteria:

- Thoroughness of Research (10 points): Did you complete each part of the discovery process and collect adequate data?
- Clarity of Documentation (10 points): Are insights clearly summarized, with key points easily understandable?
 Presentation Quality (5 points): Are the findings presented in a clear, engaging manner?