Subscription App (Sub manager)



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Project overview



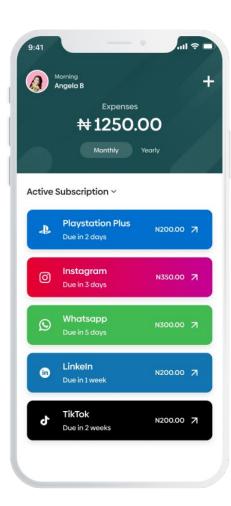
The product:

Sub manager is a Lagos-based organization focused on subscription plans. The organization needs a tool that helps people manage their subscription plans across all platforms



Project duration:

24 Hours





Project overview



The problem:

It's hard to keep track of all the products and services that we have subscribed to every month.

All we see is money deducting from our accounts, sometimes from services that we don't need anymore.



The goal:

Design an app that will help users manage all their subscription plans in one app



Project overview



My role:

UI/UX Designer



Responsibilities:

Conducting research, storyboards, digital wireframing, high-fidelity design & mockups.



Understanding the user

- User research
- Personas
- Competitive analysis
- Problem statements
- Ideation

User research: summary

III

I conducted oral interviews with few participants. Most interview participants reported feeling badly about their money being deducted from their accounts, sometimes from services they don't need anymore, but they didn't actively try to remove their saved banking information from these platforms. The feedback received through research made it very clear that users would be open and willing to work towards stopping unnecessary subscription charges if they had access to an easy-to-use tool to help guide them.



Competitive Analysis

Company	Truebill	Billbot
Mission statement	"We automatically find your subscriptions and bills for you"	"We help you track your recurrent expenses"
Target market	Ages 18-55	Ages 18-55
Pricing /month	\$12	free
Strengths	Visually appealing Easy to use Accessibility	Great color scheme Easy to use Images of menu are clear and legible
Weaknesses	• Pricey	
Features		
Great first impression	Ø	Ø
Onboarding	Ø	Ø
Pricing	×	Ø
Features	Ø	Ø
Accessibility	•	Ø
Navigation	•	Ø
Visual Design	Ø	Ø
Notes		
	Overly expensive, different pricing plans can be introduced	Easy to find key info



Persona: Mayowa

Problem statement:

Mayowa is a HR representative who needs reminders more often to modify active subscription plans because he likes to subscribe to premium plans and save his bank information on these platforms



'I just want to enjoy premium experience across all my favorite platform"

Goals	Frustration
Manage all my subscription	Unnecessary charges
Save money	Forgetting to cancel active subscriptions
	Too many ineffective apps/site

For managing subscriptions

Google

Mayowa has many responsibilities and also work as an HR admin for a fortune 500 company. He enjoys surfing the internet and spends more time on his favorite social apps. Subscribing to premium plans to get the best out of these platforms has always been his first choice.

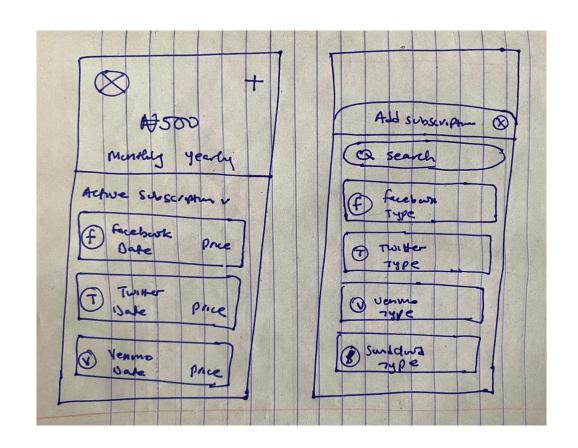
Mayowa works from home, but goes into the office occasionally. He set aside time each week to visit friends, catch up with the latest trends on the internet and join more productive platforms.

Starting the design

- storyboards
- Low-fidelity wireframe

Paper wireframes

I did a quick ideation exercise to come up with ideas for how to address gaps identified in my competitive analysis. My focus was specifically on app subscription management features.

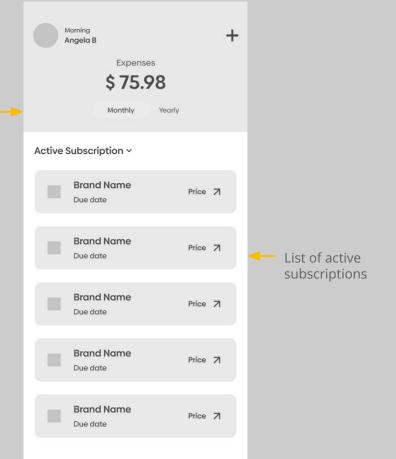


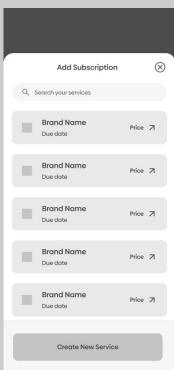


Low fidelity wireframes

Hero section
Helps the user see the total amount of their subscriptions either monthly or yearly

After ideating and drafting some paper wireframes, I created the initial designs for the Subscription app. These designs focused on delivering personalized guidance to users to help manage their app subscription.







Big picture Storyboard



Mayowa is frustrated about lots of bad subscription app in the market



Mayowa adds all his active subscriptions



Mayowa download the sub manager app from the playstore

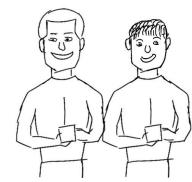


Mayowa sees all his active subscriptions and modifies them as he sees fit



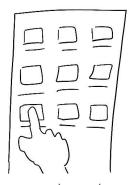
Mayowa is happy about the onboarding process

Google



Mayowa shares the app with friends & colleagues

Close up Storyboard



Mayowa opens the sub manager app



Mayowa adds his subscription



Mayowa is welcomed



Mayowa gets a success alert and sees the new subscription as a part of his active subscriptions



Mayowa chooses to add a new subscription



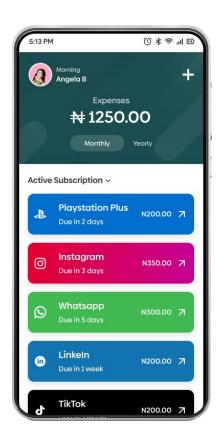
Refining the design

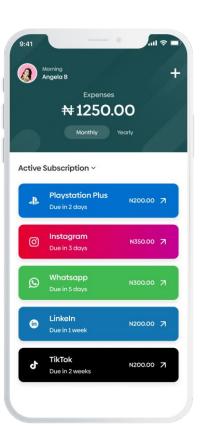
- Mockups
- High-fidelity

Mockups

Homepage

Android IOS







Mockups

Some screens were designed based on different platforms to adopt its native look and feel for its users

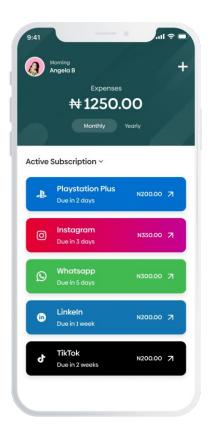
Android IOS

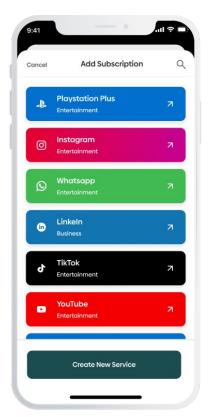


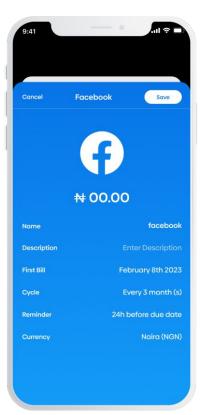


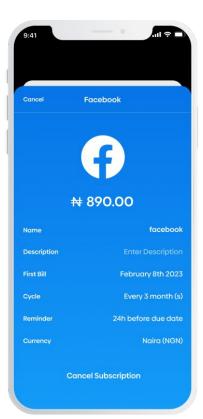


Mockups











Accessibility considerations

1

Clear labels for interactive elements that can be read by screen readers.

2

Initial focus of the home screen on active subscriptions and a add button help define the primary task or action for the user.



Going forward

- Takeaways
- Next steps

Takeaways



Impact:

One quote from peer feedback after seeing the UI was that "the subscription app manager helps save a lot of money".



What I learned:

I learned that even though the problem I was trying to solve was a big one in a very short amount of time, diligently going through each step of the design process and aligning with specific user needs helped me come up with solutions that were both feasible and useful.



Next steps



Conduct research on how successful the app is in managing subscriptions



Let's connect!



Thank you for your time reviewing my design challenge on the Subscription app. If you'd like to see more or would like to get in touch, my contact information is provided below.

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