

UX CASE STUDY

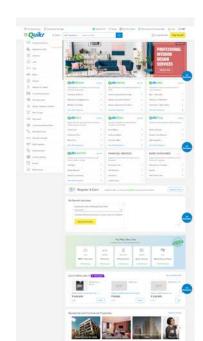
#### - MEHAL KUMAR

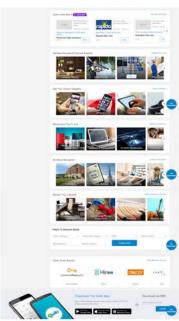


## **WHY QUIKR?**

QUIKR is known for its unique way of connecting buyers and sellers independently without the use of large business enterprises. Although QUIKR is a big competitor for similar brands, its user interface is not easy to navigate and its users may find it hard to find what they are looking for.

For this reason, I chose to work with QUIKR and make it easier for its existing and new users to navigate the site in a seamless manner



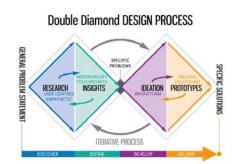


# **DESIGN THINKING PROCESS**

## WHY? THE DOUBLE DIAMOND APPROACH

With the use of the Design Thinking Process, I started by researching about the website - what it offers, whom it caters to, and what are the users facing while navigating the site.

This would help in redesigning the website at its core level.



# **GOALS**

## LONG-TERM GOALS

The long-term goal is to make Quikr a better website for potential and existing users to use

The main aim is

- to get constant regular users.
- to get the users to navigate through a clutter-free environment and complete the tasks.

# SHORT-TERM GOALS

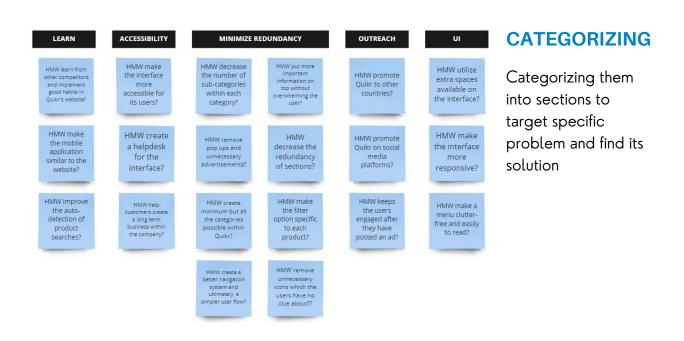
The short-term goal is to re-design the interface of Quikr

The main aim is

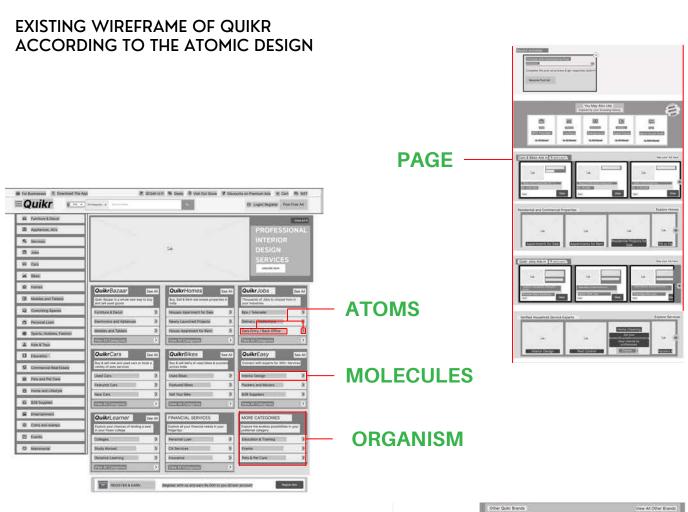
- to make the user navigate through the interface easily.
- to help the users complete the said task in the least time possible.

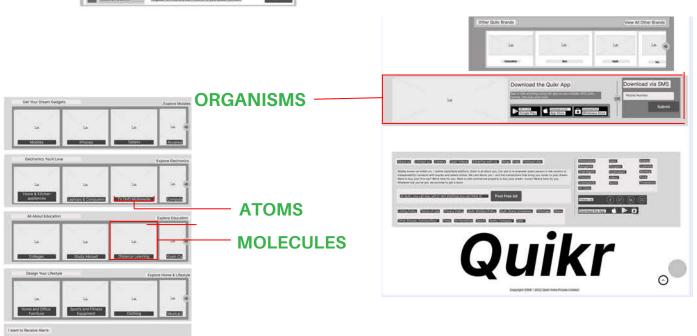
#### **HOW MIGHT WE?**





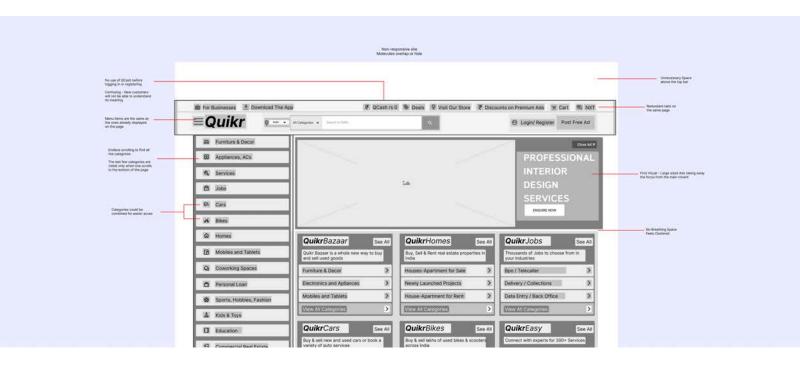
## **ATOMIC DESIGN**

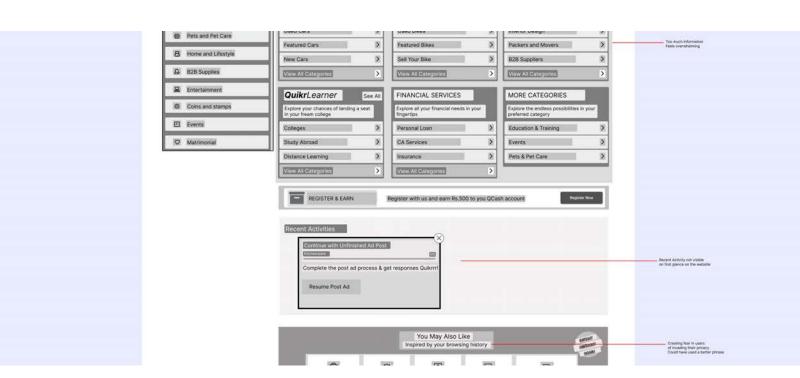




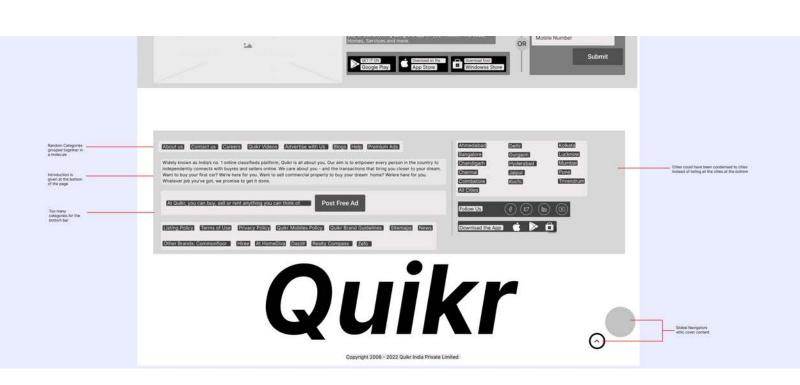
### WHY IS QUIKR A BAD WEBSITE?

Quikr does not follow many principles of a good website. These include Visual Heirarchy, Gestalt Principles, Visual Attention, Usability, and Better signifiers.



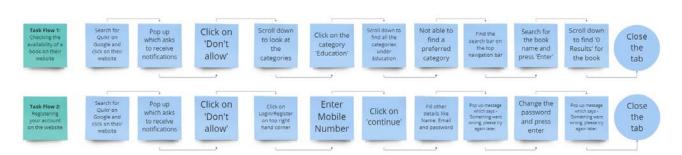




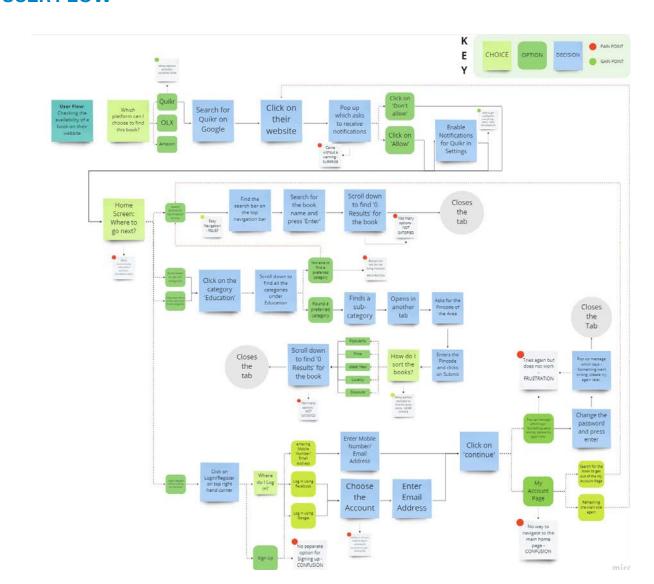


Task flows and User flows are observed to find specific problems that a user comes across throughout the navigation process. This helps us to identify what works for the user and what is irrelevant and should not be a part of the flow.

### **TASK FLOWS**



### **USER FLOW**



# **RUACC FRAMEWORK**

Integrated

Consistent

To what degree does the experience

stand-alone or connect to others?

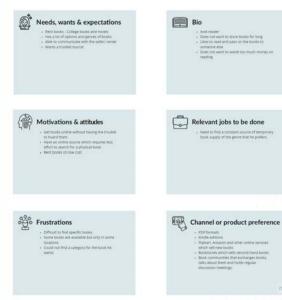
Quality	Attribute	Description	Evidence	Rating (Low/Medium/High)
Relevant	Meaningful	To what degree product or service support us in achieving higher goals as promised.	PTS - It heps were buy and sell products at proces lower than the adous prices - It heps in buying and selling of second-lend products - It heps in communication between different sinds of users through contact numbers or small ids	нібн
	Adaptive	To what degree does the experience adapt its for time, context or users?	<ul> <li>It contains different categories for users to navigate seamiestry         - It contains a business section for users to provide their business within the sit         end post their as for it only gives             - It has an ego section and a popular some and its information section             - It has an ego section and a popular some and are section.             - It has alse for multiple does and users see recent assiftor.</li> </ul>	* MEDIUM
	Focused	Is the experience narrowly focused on a few things, or broadly on many?	The experience is troused on the specific goal of buying and selling used and new products. However, the consignifies very largely and the size contains both broad and specific sections in each category. There are consignifies that categories.	нібн
	Personal	To what degree does the experience provide data specific to a single user?	<ul> <li>Quilir provides the data of a single specific user if the user allows their data to be visible to in the platform—lead it public.</li> <li>if it is public, the data provided can be used to contact any user who has published an ad</li> </ul>	MEDIUM
	Useful	To what degree product or service fulfils users primary objective	<ul> <li>in fulfills the goal of the user if the user gets a potential buyer and if the buyer gets the product at an agreeable price.</li> <li>it depends on the number and the type of user using the size.</li> </ul>	MEDIUM
Understanda ble	Learnable	To what degree does the experience help inexperienced users?	<ul> <li>it is inconvenient for a new user to register a new account as it does not accept the rigger request of one;</li> <li>The user inging set distressed if occitys less coming activities, it is easy to neingers, there are many redundant sections which may conflue the user.</li> </ul>	LOW
	Information al	What amount of information does the experience provide?	<ul> <li>The size provides enough description of the product if the seller wishes to describe it entirely and in dead.</li> <li>There is a help section, contact section and a respony section of what the user has bought and solor.</li> </ul>	MEDIUM
	Predictable	To what degree does the experience show or hide objects, events or locations?	<ul> <li>Each product, category and selen's information is given with the product names and image which makes them accountable if there is a final.</li> <li>However, they can choose to provide wrong details at there is no proof of their details.</li> </ul>	нібн
Aesthetic	Sensory	To what degree does the experience engage a five senses?	The experience includes sight, hearing up to some extent and south if the user gets a orance to see the product physically before buying.  Final and state may rain plant be included depending on the kind of product used.  For the interfacts, only sight is used.	LOW
	Desirable	Beyond functionality to what degree a productor service is wanted by users.	<ul> <li>Uses might come egain because of its regulation and because in the past, the were successful in competing their track of buying? selling from.</li> <li>Other than tract, there is less change of them revising the size.</li> </ul>	LOW
	Persuasive	To what degree experience persuades user in following a designed path, take actions, or develop sense of trust in the product or service.	There is not must trust when it comes to selling man product. Thus could be built by the buyer and seller if they wish to communicate properly. The paint is re-linear as one can go to the same page by closing on multiple option continued all over the interface.	LOW
	Playful	To what degree does the experience encourage play?	• For business, it is a good platform and for users who like to deal with second, and under an operation and products or prefer them over buying new products have a good chance or enjoying. • However, the interface is confusion and infrasting for the users because of populps, bad interface design and bad user research.	MEDIUM miro
Controllabl e	Responsiv e	How long does the experience take to satisfy a user need?	<ul> <li>It can take from 3 days bit 1 year to satisfy a user depending on the product they are selling? Duying and the number of potential saflers? Buyers.</li> </ul>	MEDIUM
	Accessible	To what degree is the experience local (close) to the user?	The experience may not be as local since the product can come from any part of India.	LOW
	Usable		. The sensice is quite useful for dealing in second-hand products.	HIGH
	Configurab le	To what degree is the experience customizable by a user?	<ul> <li>The experience can be customized in the form of days in which you wish to keep the act the description pricing for the product you wish to sell, and the product you choose out of the available options</li> </ul>	MEDIUM
Connected	Social	To what degree does the experience support interaction between users?	It is highly interactive as the whole experience depends upon the interaction between a buyer and a seller.     Without C, the higher goal of the sizer is incomplete.	нібн

LOW

MEDIUM

### **USER PERSONAS**









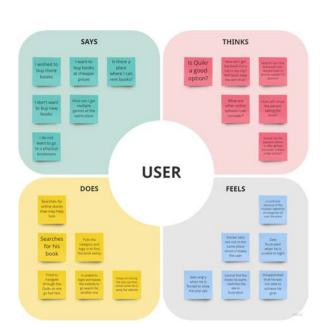


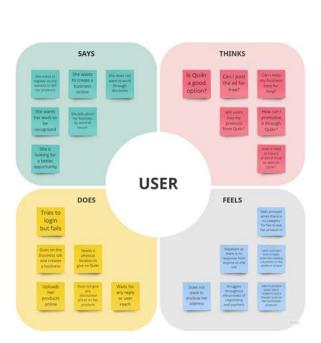


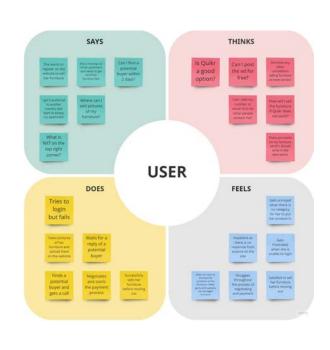




# **EMPATHY MAPPING**







#### **COMPETITIVE ANALYSIS**

Amazon, an All-in-One online store, is known for its brand and for being Number 1 to satisfy user needs. Analysis Amazon would help in creating a large pool of resources as to how to attract users and provide them with the service they need/



All Categories visible on the Horizontal Bar

No ads or Pop ups which does not irritate the eye The shopping cart is on the top corner. In Quikr, the recent activity is not visible till you scroll down Account can be easily made with the help of Google or any other email. Quikr refuses to create a new account on the first try

The mobile application is as easy to navigate as the desktop website.

Global Navigation - Once a user scrolls down, there is a 'BACK TO TOP' option which takes the user back to the top of the screen without scrolling and lessly. If a user forgets a password, the user can access the account by clicking on 'FORGET' PASSWORD'. It generates a link which directly goes to the user's account Available in different local languages



OLX, one of the largest online platforms to buy and sell second-hand products all over India, is a great resource to learn from and get inspired from by comparing it to Quikr.

Bottom sections are divided by different background colours. Available in different local languages

Clutter free sections. No redundant sections of categories and sub-categories

Bottom section contains the information of what other countries OLX is available in. There is no such option for Quikr

Global Navigation -Once a user scrolls down, there is a 'BACK TO TOP' option that does not cover content

No ads or Pop ups which does not irritate the eye

## PAINPOINT ANALYSIS

The user wishing to buy cannot trust the seller since the condition of the product can be manipulated online.

A guarantee can be issued to the seller once the seller has got their products checked by a Quikr employee

This guarantee card can be attached to the product ads on Quikr and the buyer will have more trust in those products which have been marked. Some Hyperlinks which are the subset of Quikr like Realty Compass and Dazzlr do not work which confuses the user

Removing the links which do not work from the site or informing the users that they will not work for some time.

Another option is to update the other pages which may help Users explore other parts of Quikr The pop up ads come on top of the product images the buyer needs to buy because of which the buyer cannot look at the images. Even after closing the ad. Google asks some questions which consumes unnecessary time.

Need to remove the Ads or suggestion Ad Blockers when the User enters the website.

Another option is to place the Advertisements on the edges so that they do not cover important information Redundancy of sections - One is named Similar Ads while the other is named You May also like and both have the exact same Ads

Keeping similar products under Similar Ads and Products related to recent searches under You May also Like.

Another option is to combine both the section as one to reduce redundancy

There is an Option of Qcash - Quikr Cash, even before the User logs in which confuses the User as to what it is.

once the user is logged in, Quikr can give a section where they can access to Qcash as a Pop up nessage or beside the 'My ccount' section informing them about what is the urpose of Qcash and how First time users are not able to create an account on the first try despite using any laptop or phone. Some users try the second time while others leave to find another platform to complete their task.

Making login section easier to navigate and creating a hassle-free journey for the user that can help them sign up in no time - For example using existing Email Ids or only logging through Phone and OTE No option to go back to the 'Home Page' after the User has entered the 'My Account' page

Creating a tab from which the user can click and enter the homepage without refreshing Quikr.com again

Another option is to highlight the Quikr logo so that the Users know that the logo can be used as a means to enters the Home Page. Some Quikr pages like Quikr Deals have an extremely disturbing interface where the logo is stretched, only HTML has been used to design the page, some text is not readable, there is endless scrolling, and the last line of the page is half cut which is again not readable.

Format and design of these pages can be similar to the home page.

Colours can be changed for texts to be more readable and half cut texts need to be changed.

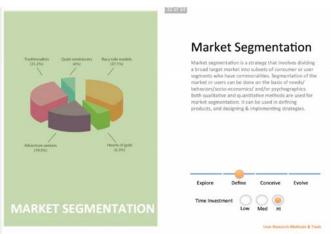
Endless scrolling can be updated to a Load More option to give the user freedom if they want to scroll or not

# **CHOICE OF METHODS FOR RESEARCH**



Usability Testing is selected to find the flaws in the website while the potential users navigate through Quikr. The errors can be minimized using the method.





Since Quikr is used by different types of users, Market Segmentation can help in dividing and helping a target group of users at one particular time.

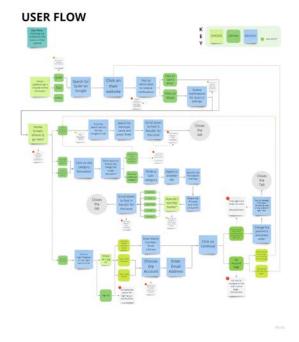


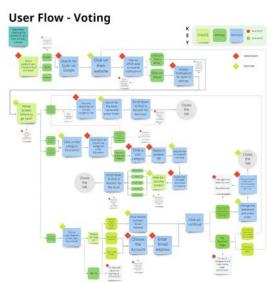


To gather insights from different perspectives, give equal weightage to the opinions and preferences and take accessibility into account, Focus Groups work best.

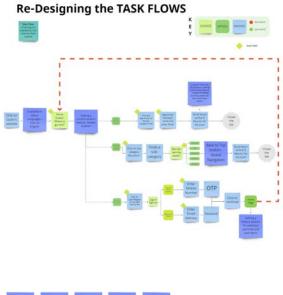


# MAKING THE USER FLOW BETTER









#### **FEATURES**

These suggestions will improve overall experience for the target user groups.

Available in More Languages Adding a history section for previous searches and Cart Items

More drop down Menus to reduce space Adding Images for Visual Glancing instead of reading lines of Text

Adding a Continuity Feature - Instead of endless scrolling, there will be a Load More option

Back to Top button -Global Navigation

Using Icons which are recognized universally for easy understanding Removing tabs and hyperlinks which do not work Adding a current Location feature - Enable Location Reduce Redundancy, removing Pop Ups

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## **ITERATE**

The features have been included during the iteration stage where we make interface designs which help the users navigate through the website and not encounter the problems they did before.

Iterations are done keeping in mind the pain-point analysis and the competitor analysis. The user flow has become compact and easier to complete in less time which is evident during the process of navigating.

