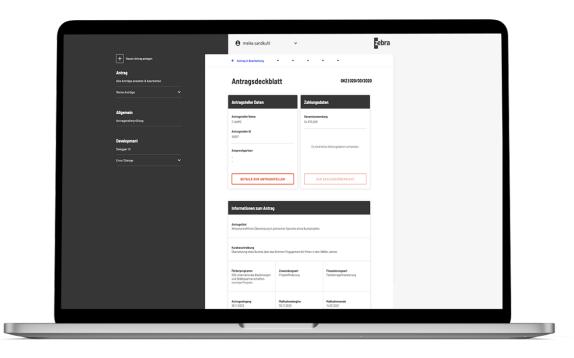
CASE STUDY ZEBRA

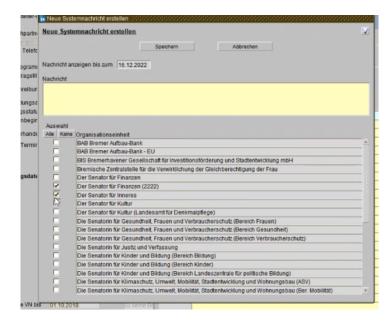
1. OVERVIEW



The ZEBRA Online project aimed to modernize the grant application process for Bremen citizens, associations, and organizations by transitioning from outdated offline methods (letters, emails, or faxes) to an efficient online platform. The objective was to design an intuitive and accessible system that allowed users to digitally submit grant applications and track their status in real time. As the UX Researcher and UX Designer, I was responsible for conducting research, defining user journeys, and creating wireframes and concepts, collaborating closely with UI designers and developers to bring the platform to life. The project duration was approximately 6 months.

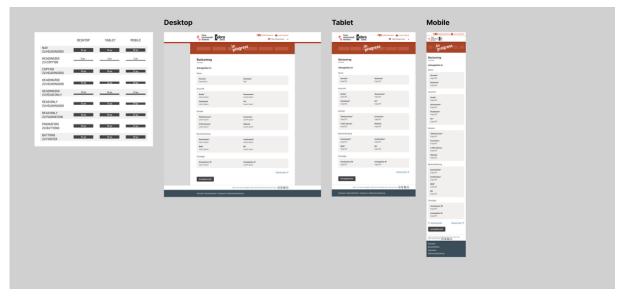
2. PROCESS

STAGE 1: RESEARCH AND DISCOVERY



The process began with stakeholder workshops and in-depth research to understand the needs of both grant applicants and clerks processing applications. I analyzed existing workflows, gathered requirements, and identified key pain points to ensure the design addressed real user needs. Accessibility requirements were prioritized from the beginning, aligning with WCAG AA and WCAG AAA standards to ensure inclusivity for all users.



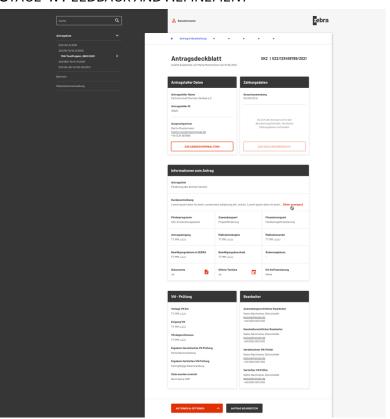


Based on the research insights, I created user personas and mapped user journeys to define the ideal application flow. Using Figma, I developed low-fidelity wireframes to visualize core functionalities such as application submission, document uploads, and status tracking. These concepts were refined in collaboration with stakeholders to ensure alignment with both user needs and business objectives.

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STAGE 3: DESIGN COLLABORATION AND PROTOTYPING

While I focused on UX design, I worked closely with UI designers to transform wireframes into high-fidelity prototypes. Together, we ensured that the designs were both visually engaging and functional, adhering to a mobile-first approach. I collaborated with developers to ensure the smooth implementation of key features and provided guidance on accessibility requirements such as screen-reader compatibility, keyboard navigation, and high-contrast interfaces.



STAGE 4: FEEDBACK AND REFINEMENT

Feedback from stakeholders and cross-functional teams was integral to the iterative refinement of the designs. I facilitated regular reviews to address any usability concerns, streamline workflows, and enhance the clarity of the application process. These sessions ensured the final platform met user needs and accessibility goals.

3. CONCLUSION

The ZEBRA Online platform successfully transitioned the grant application process to a modern, digital solution, offering users a seamless and accessible experience. By adhering to WCAG AA and WCAG AAA standards, the platform ensured inclusivity for all users, including those with disabilities. This project deepened my expertise in UX research and design, strengthened my collaboration skills with UI designers and developers, and reinforced my commitment to creating user-centered, accessible solutions.