Facebook/Messenger Preview Component Update



Day 1

Discussion

- Post-BFCM: Channels preview component (Facebook, Messenger) at its current state and related Github issues
- Pre-BFCM: Facebook solution with new content from Adam

3 key takeaways

The preview component (for Facebook) must be

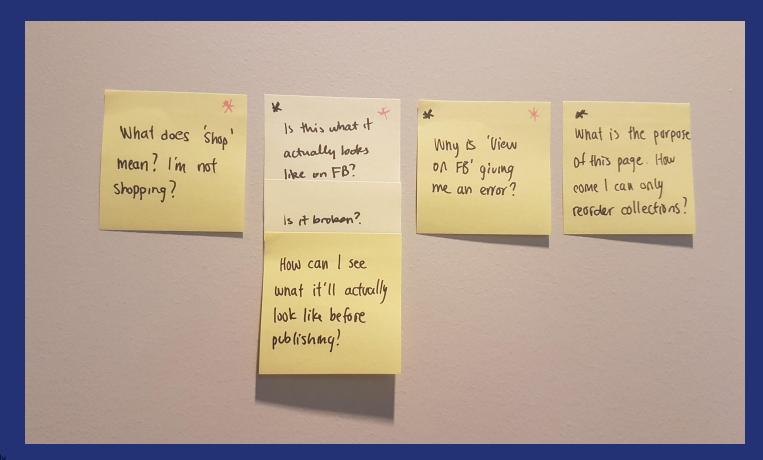
- Responsive & mobile-friendly
- Interactive
- Accurate

Day 2

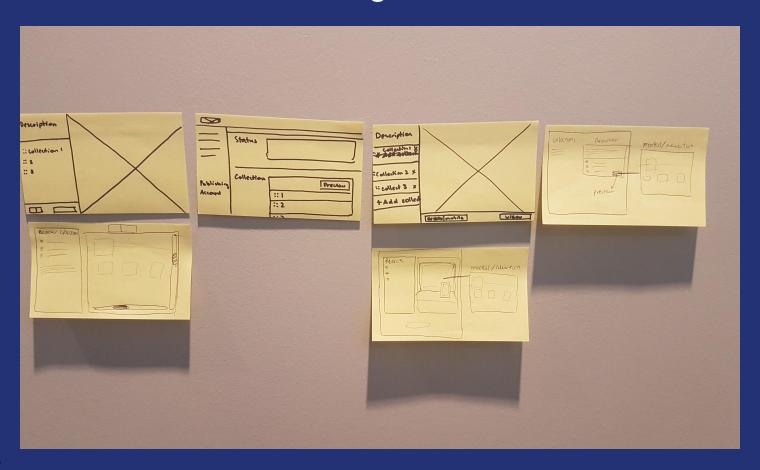
User Journey: Using the Facebook Channel



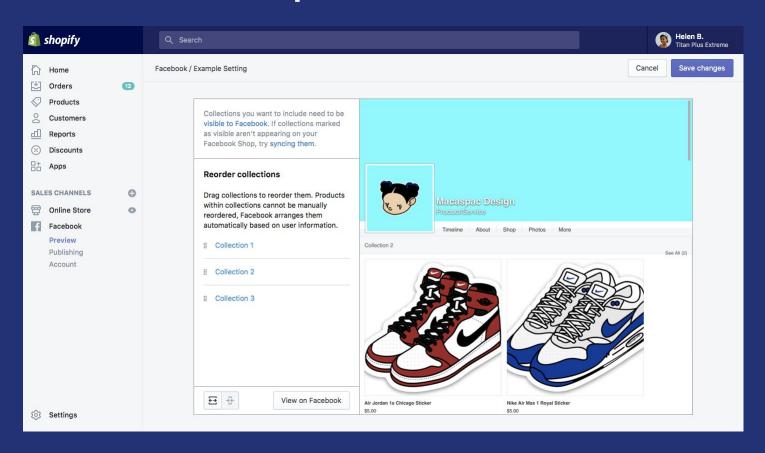
Key Merchant Questions



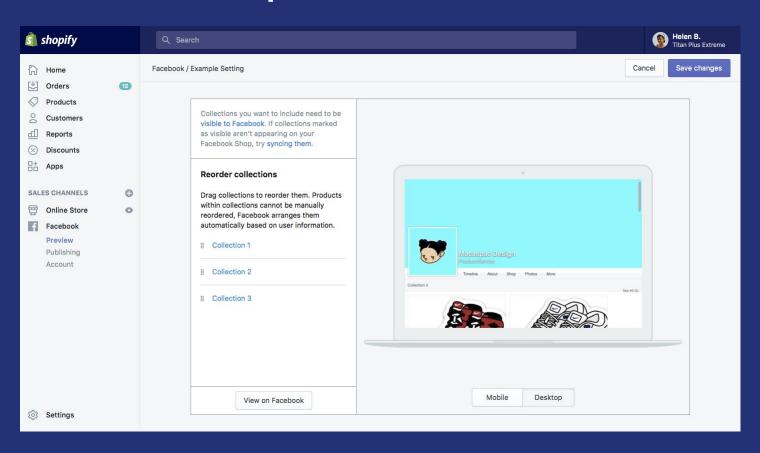
Sketching exercise



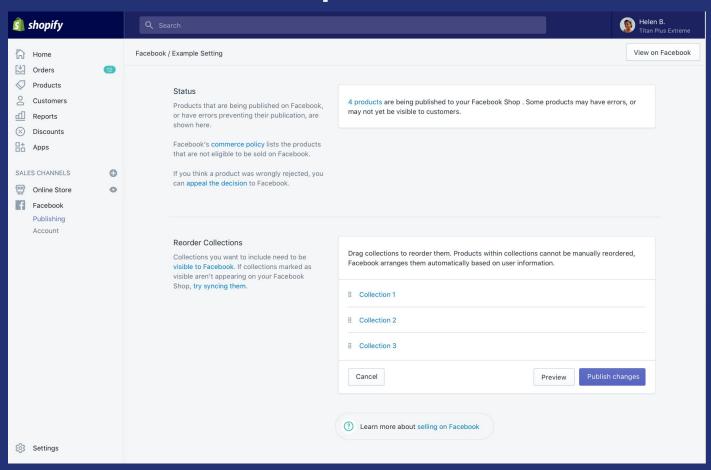
Concept 1A: Smart Build



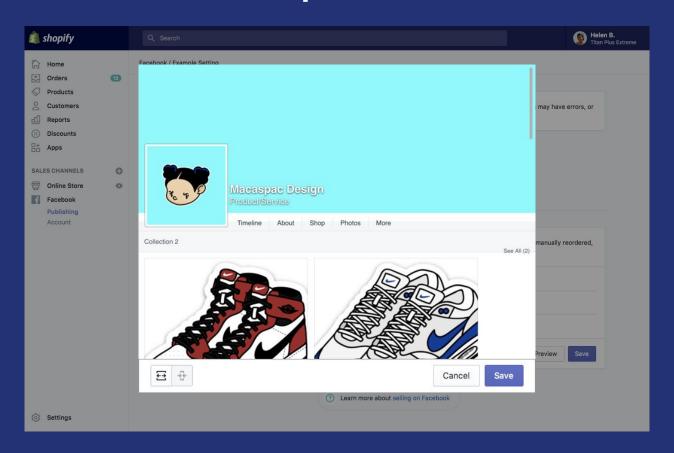
Concept 1B: Device Context



Concept 2: Modal



Concept 2: Modal



Game Plan

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- Adjust Facebook and Messenger preview components
- Develop a component + set of UX guidelines around preview components that will inform the use of preview components in other channels

Thanks!

