

UX Design Challenge

How would you design a bargaining experience on a mobile e-commerce platform selling secondhand goods?



Details

For anyone looking to sell secondhand goods, allowing potential buyers to negotiate the price is a great way to help close the sales. Buyers can save a few bucks and sellers get to offload their stuff. However, price negotiation has its pros and cons, and there are unique characteristics to selling second hand items. How would you design this experience and make it as smooth and frictionless as possible so that sellers and buyers can transact with ease?

Deliverables

- High fidelity prototype that best describes the solution. Any design tools are welcome
- Explanation of your process. How you have arrived at the solution
- Solution should be in English

The objective of this challenge is for us to understand

- Your understanding of design process
- Your research and analysis skills
- Your competency in visual language and information architecture

Deadline

Expected time completion is one week. Please submit your work to devita@omise.co and poonwadee@omise.co