

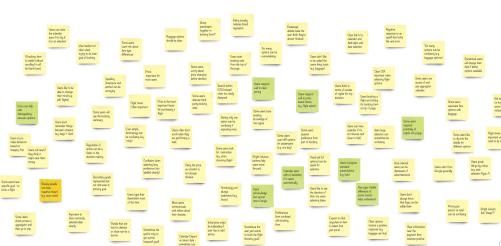
Fly UX: Summary of research findings

Affinity diagram

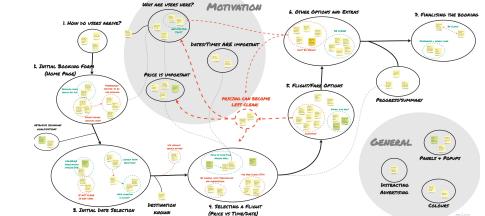
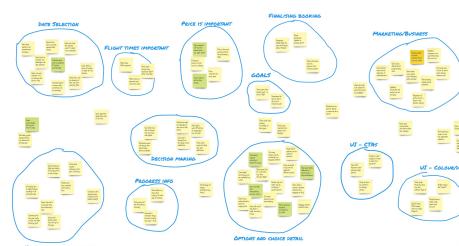
This Affinity diagram has been compiled from the following sources:

- A competitive benchmark study
- Survey results
- User interviews
- Three task-oriented user tests

After reviewing the above sources the process was as follows:

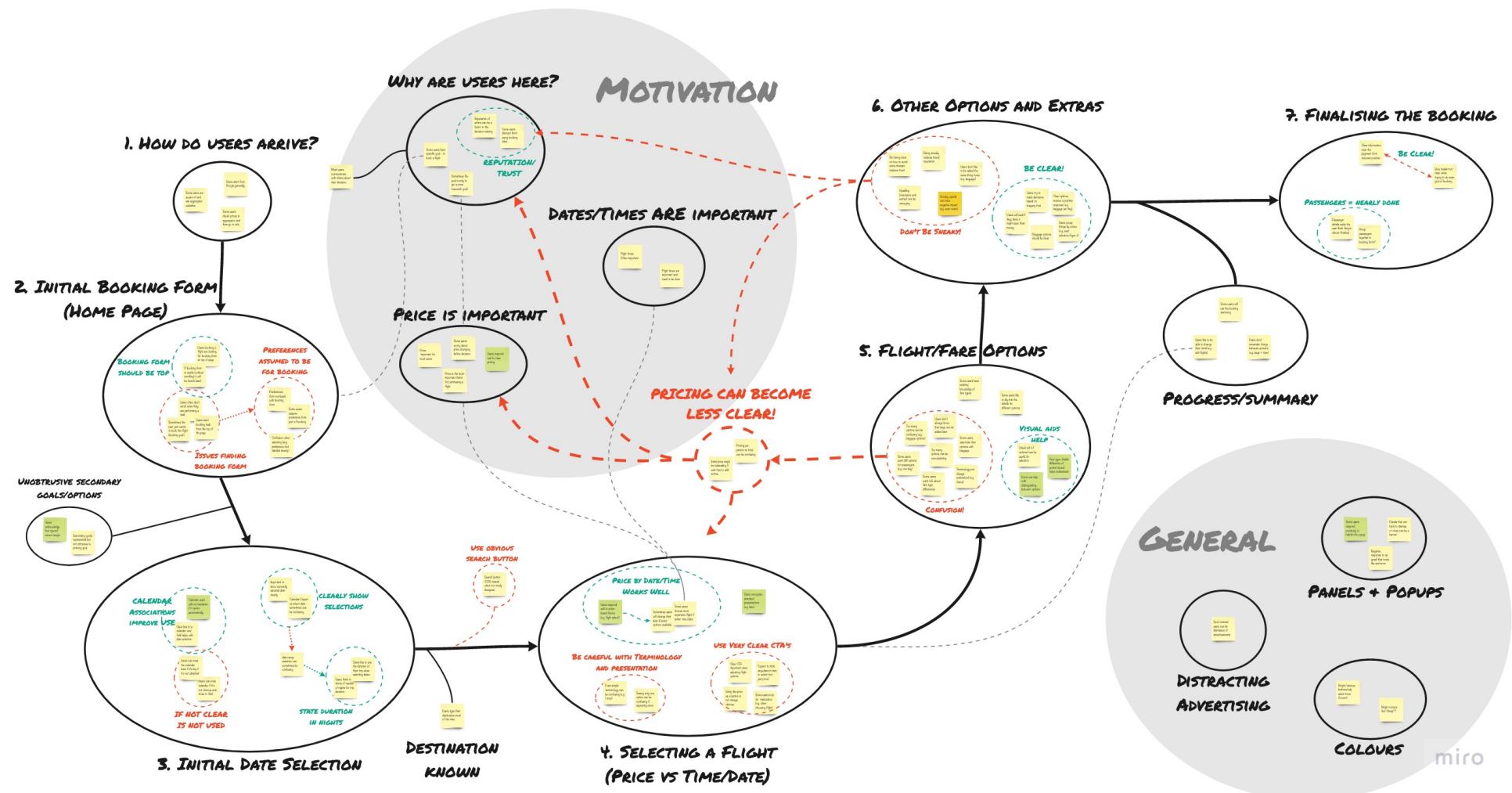


Notes and observations were summarised and placed on a virtual white board (using Miro).

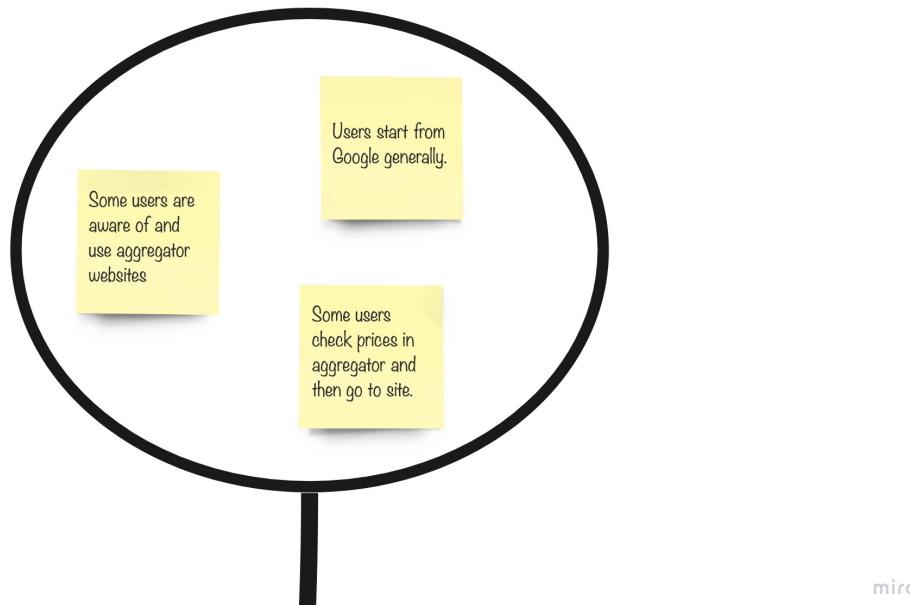


The next page shows a “bird’s eye view” of the affinity diagram. It shows the main groupings and how they are linked. Subsequent pages show the detail for each group within the affinity diagram (so that individual post-it-notes can be reviewed). You can click on any of the groups to go to the corresponding detail page.

Affinity Diagram - Bird's Eye View

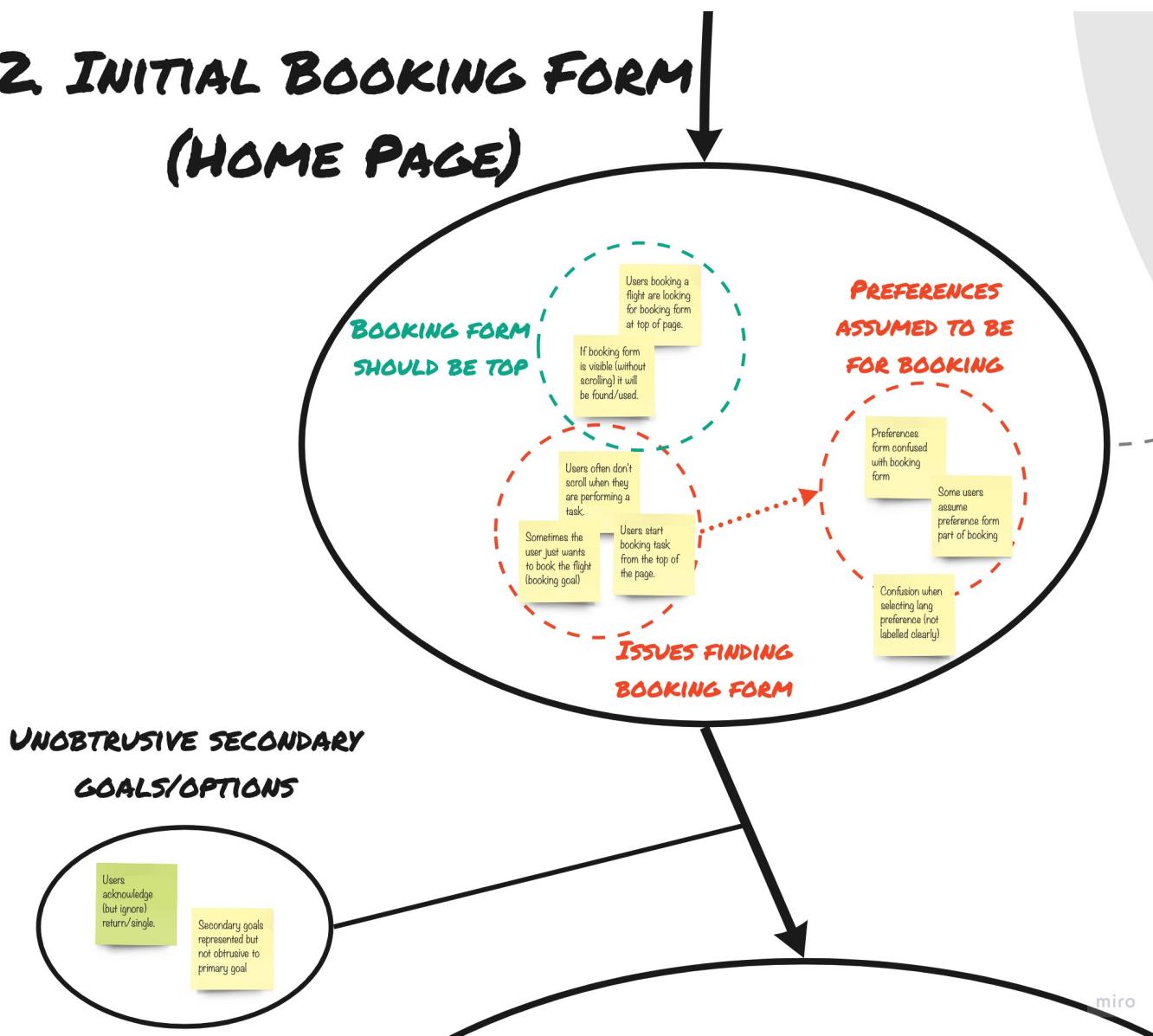


1. HOW DO USERS ARRIVE?

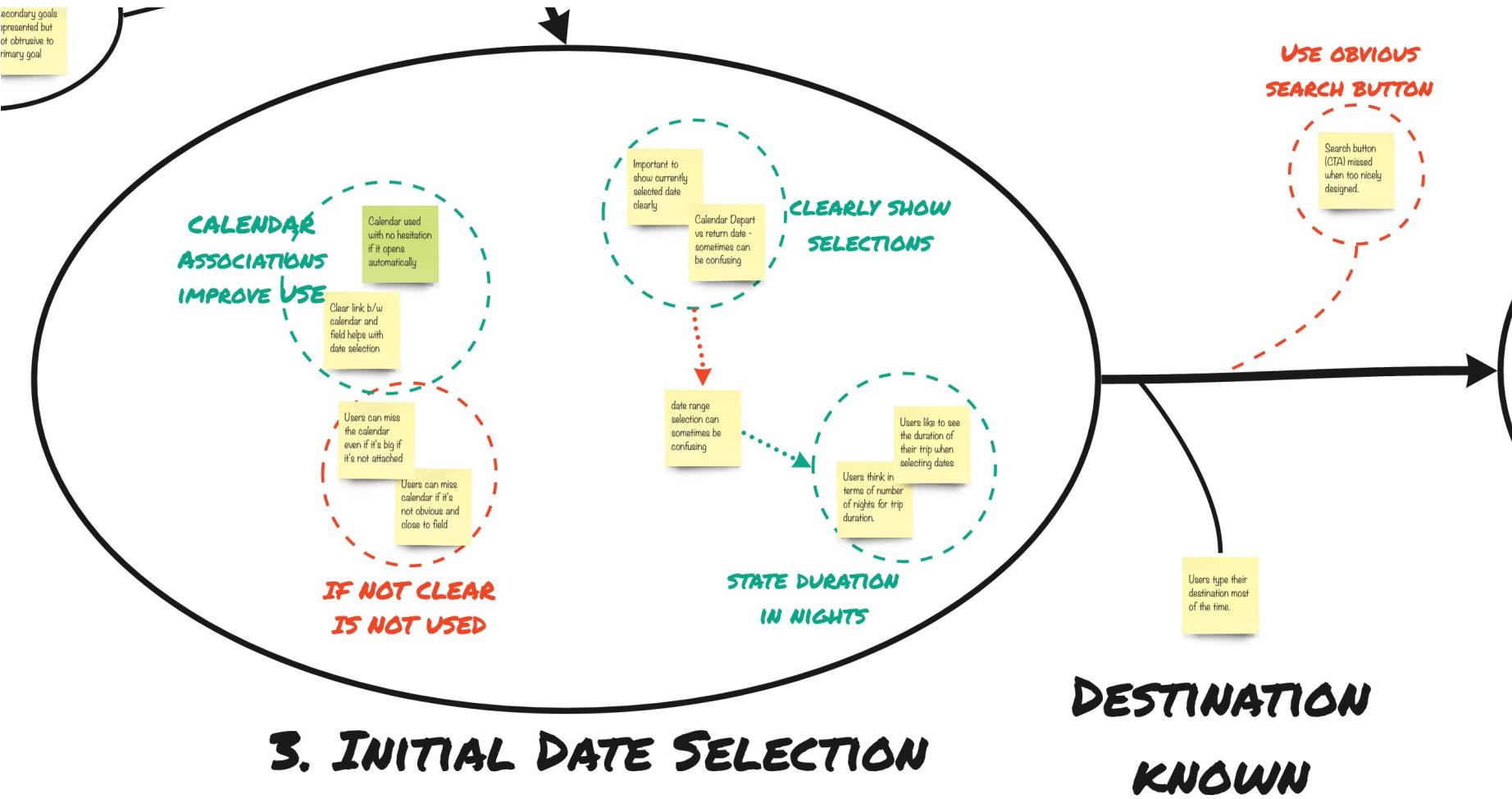


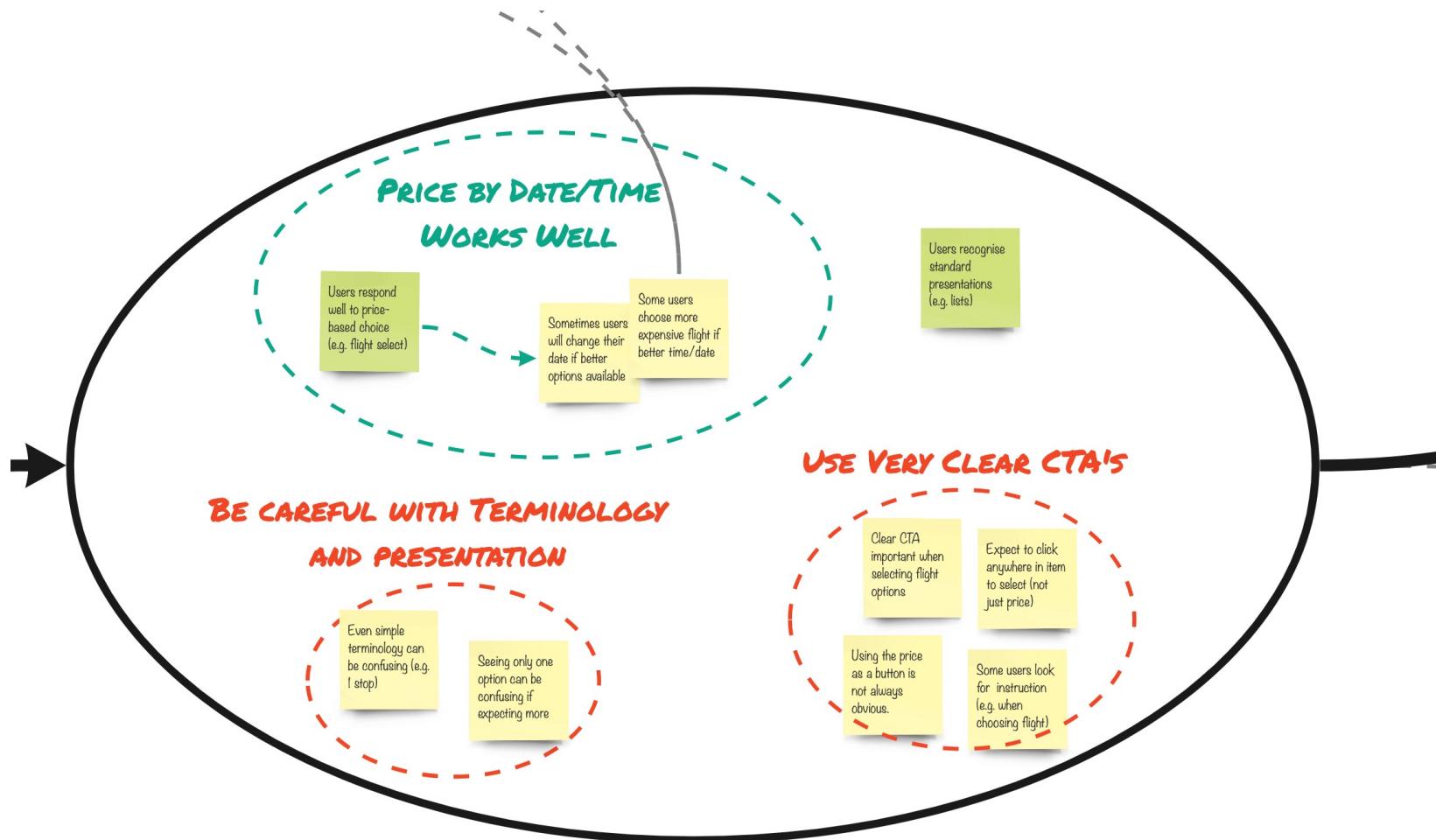
miro

2. INITIAL BOOKING FORM (HOME PAGE)



secondary goals
represented but
not obtrusive to
primary goal

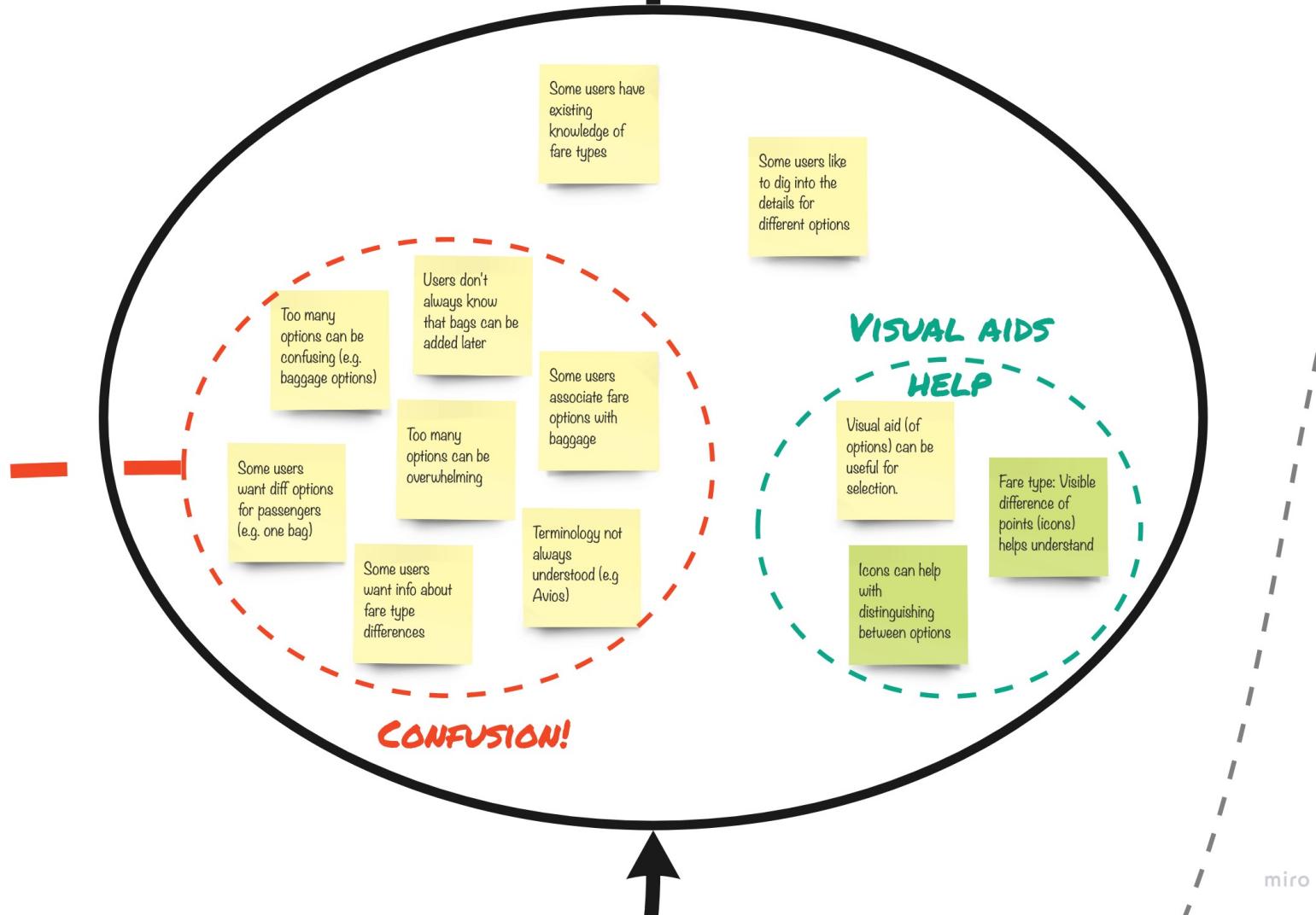




4. SELECTING A FLIGHT (PRICE VS TIME/DATE)

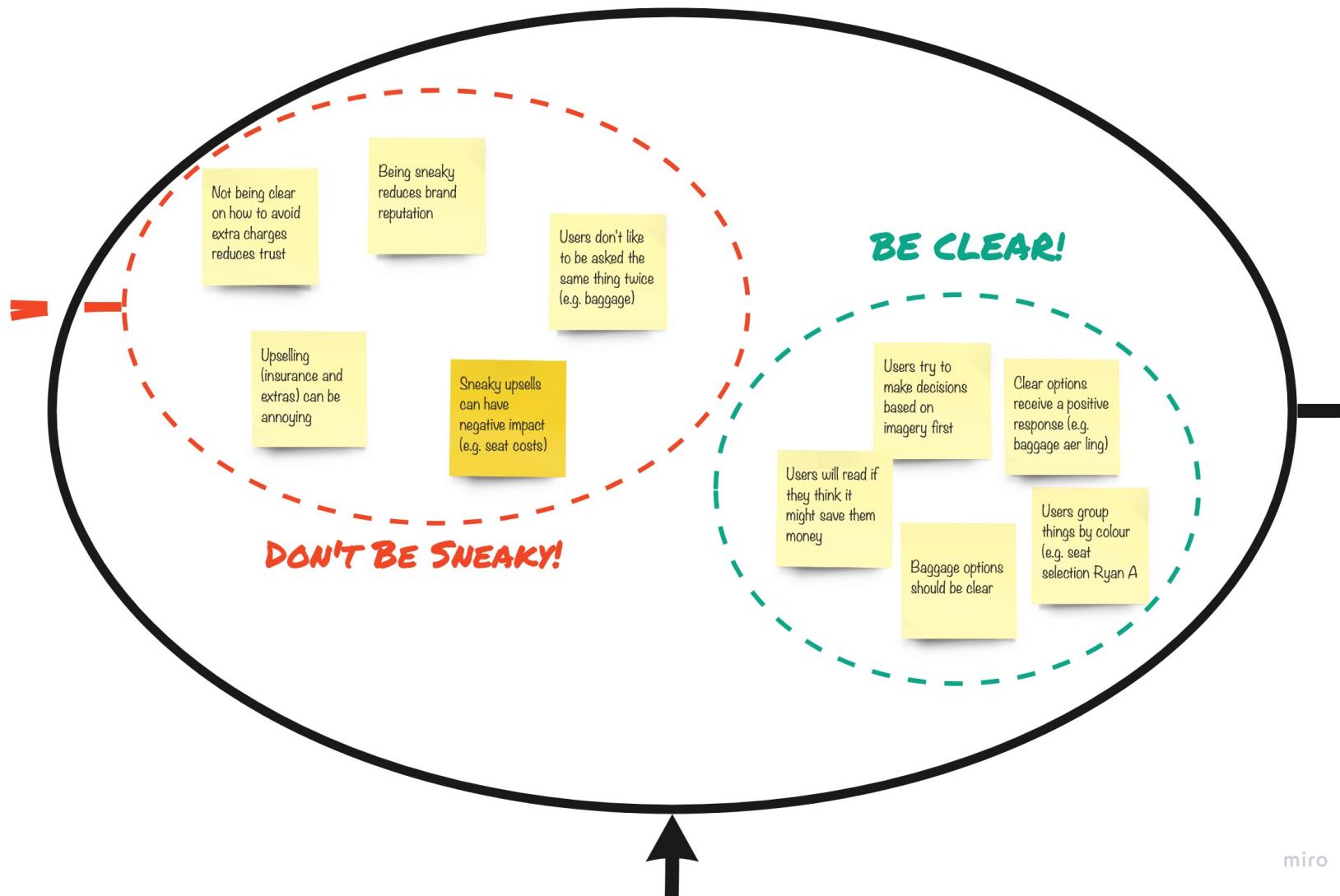
miro

5. FLIGHT/FARE | OPTIONS



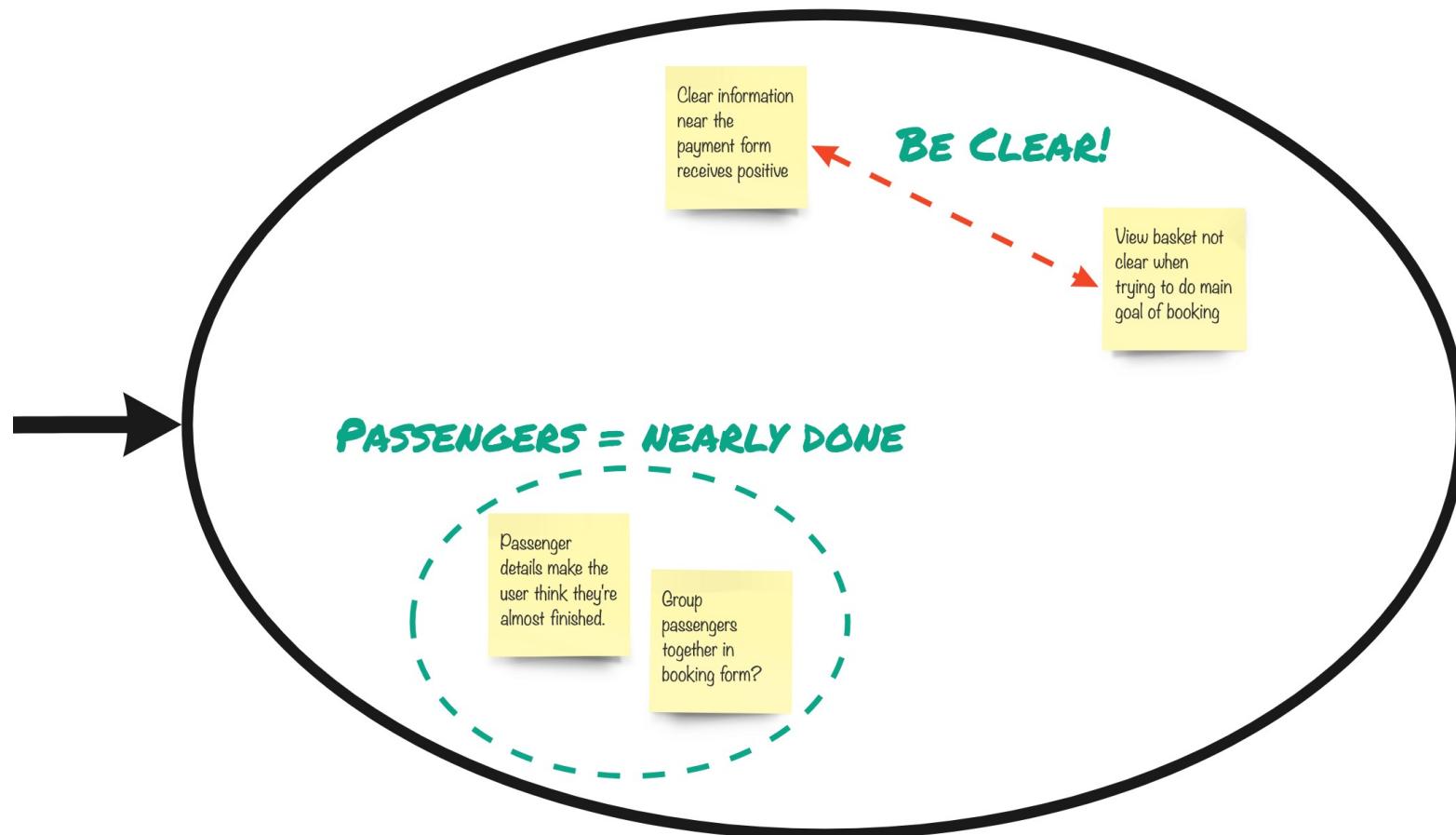
miro

6. OTHER OPTIONS AND EXTRAS

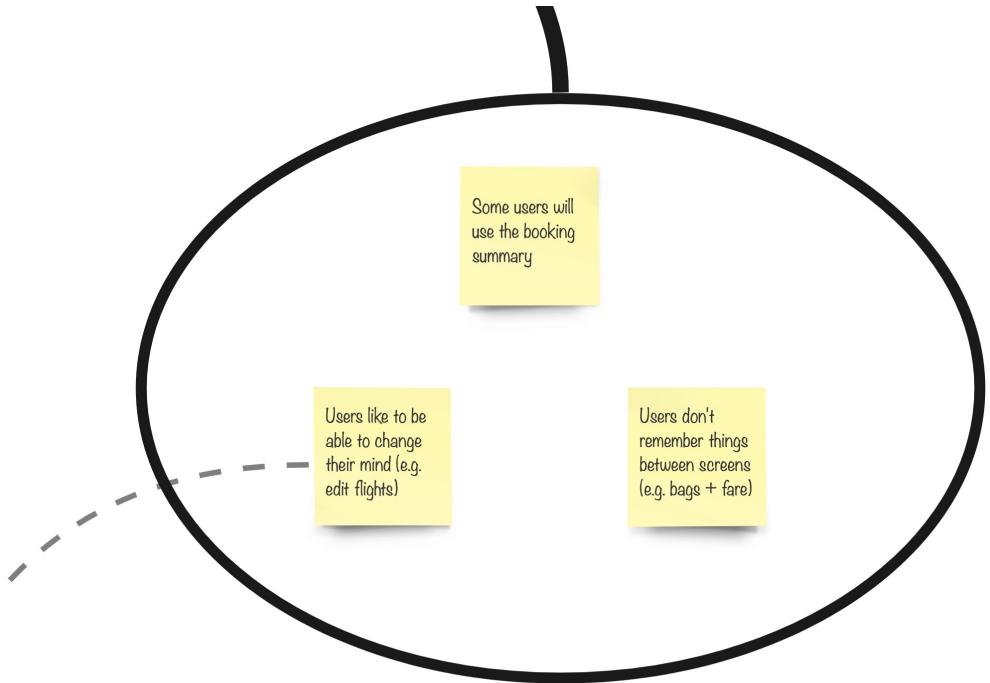


miro

7. FINALISING THE BOOKING

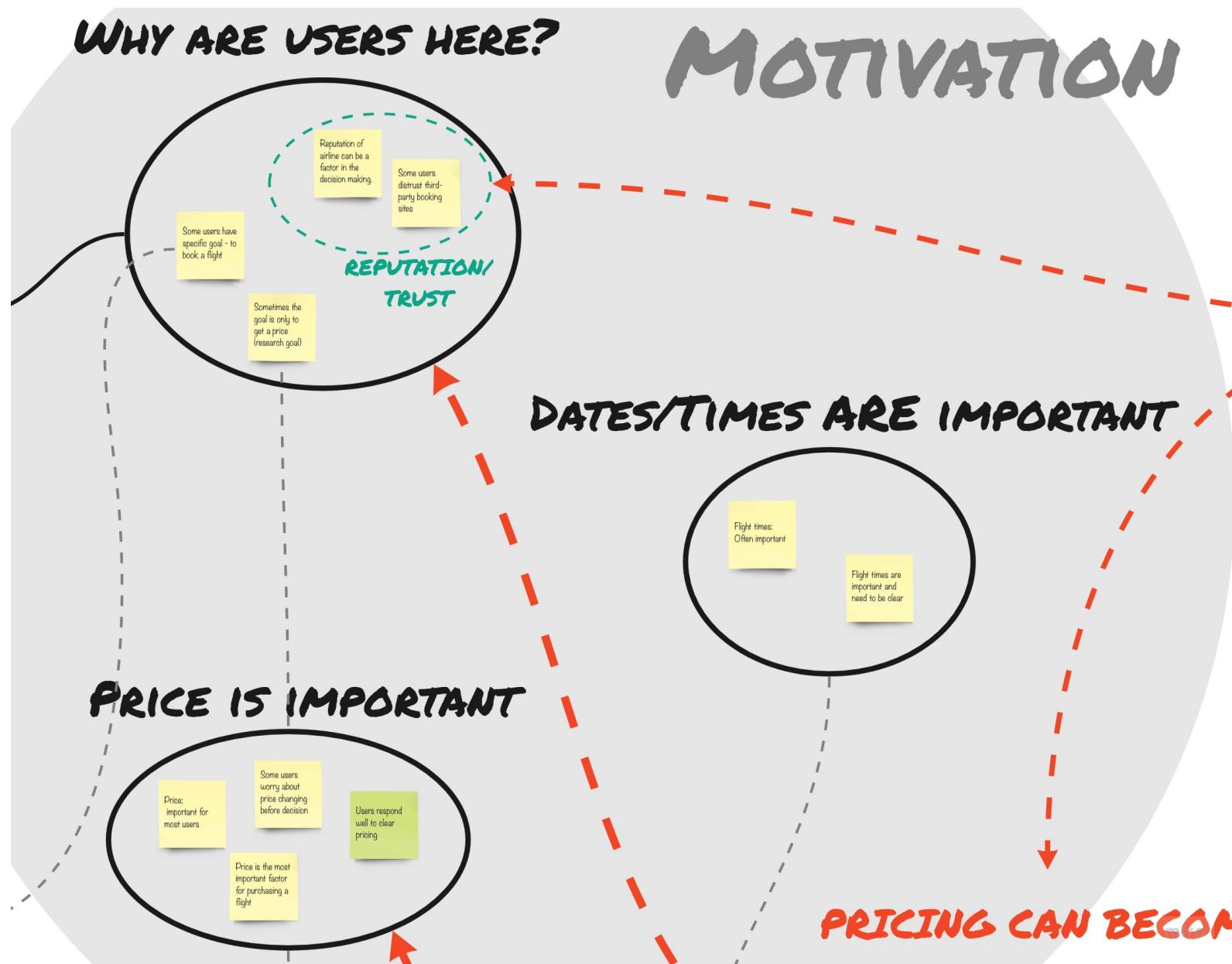


miro



PROGRESS/SUMMARY

miro



PRICING CAN BECOME LESS CLEAR!

Initial price might
be misleading if
user has to add
extras.

Pricing per
person vs total
can be confusing

miro

GENERAL

Goal oriented users can be dismissive of advertisements

Distracting Advertising

Some users respond positively to helpful info popup

Popups that are hard to dismiss or close can be a barrier.

Negative response to an upsell that looks like an error

PANELS + POPUPS

Bright/obvious buttons help users move forward

Bright colours feel "cheap"?

COLOURS