**SHANNON MAY HALL** 

SAINSBURYS: SELF-CHECKOUT EXPERIENCE CASE STUDY





## Hey, I'm Shannon May, a Visual UI designer living in Essex

I'm a passionate creative that has worked across print, digital and social media design. My career began with a certification in computer science but quickly moved into more creative spheres, where I've been creating design solutions ever since.

I have recently focused my study on visual UI/UX design, culminating in a UX design certification from the School of UX. I'm interested in the gaming and education sectors especially, and would love to work with you on your next project!







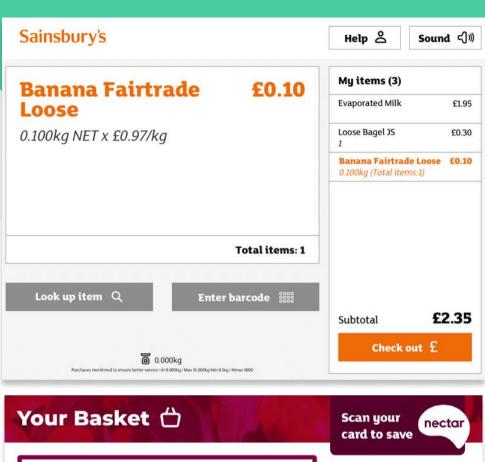
## Self-checkout

Redesigning the Sainsburys' self-checkout UI without the bagging area for small shops

#### WHATS THE PROBLEM?

The premise for this case study was to envision an update for Sainsbury's self checkouts based on some key datadriven conclusions:

- Shoppers get frustrated with the bagging area not weighing items correctly, slowing down their checkout experience.
- Nectar card signups, that provide shopping discounts, have been declining.
- Customers find looking through the list of scanned items on screen difficult.
- Complex transition animations between screens frustrate customers as the hardware the self checkouts are running on runs slowly and sometimes freezes.





## **Design review**

Initial design review, formed from my professional opinion and data provided in the initial problem statement

# Scan your first item No there deal need there is better

#### **WHAT WORKS**

- Clean UI with clear delineated sections, making navigation easy for the user.
- Large buttons for ease of pressing make the software very accessible.
- Clear use of Sainsburys branding that we want to take forward and perhaps even enhance with Sainsbury's secondary brand colour.

#### WHAT COULD BE IMPROVED

- Visual clarity of the list of scanned items. This could be improved with actual product images.
- Nectar card integration is minimal, and could be higher to encourage future signups.
- Slow transitions between checkout pages could be mitigated with simpler animations, or eliminating unnecessary animations.
- ? The path to remove items from the basket is not clear. We do not want to directly encourage this behavior, but we do not want to make it unnecessarily difficult.

## User journey

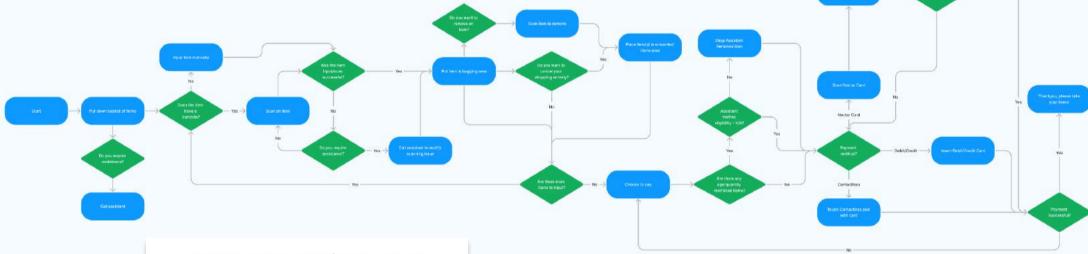
Understanding the journey of a shopper using a self checkout system

## Sainsbury's

Print Receipt

Next Customer

#### THE SELF CHECKOUT USER JOURNEY



### Are you sure you wish to cancel your shopping?

195, choich ing (inguist) for
196, yo back to my backet.

Request Assistance.

Sainsbury's

#### **UNHAPPY PATHS AND ERROR STATES**

Users are not always going to have a perfect experience - this user journey also covers the unhappy paths of a shopper, such as having to cancel an item or a payment is declined.

## Information architecture

Displaying information clearly to the shopper is an integral part of the checkout process

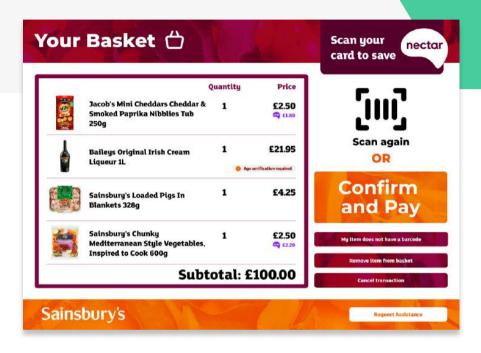
Nectar card integration is minimal, and could be higher to encourage future signups.



#### **NECTAR DISCOUNTS**

Discounted prices are now displayed beneath the standard item price - As well as the prompt in the upper right corner, this encourages the user to scan their nectar card to obtain these discounts. There is also an additional nectar card nudge just before payment.





#### **ITEM IMAGE INTEGRATION**

Using data from the existing online Sainsburys product database, preview images can be used during checkout to visually confirm the item that the shopper has just scanned.

Visual clarity of the list of scanned items. This could be improved with actual product images.



## Accessibility

Accessibility is very important for a system used by a wide variety of shoppers with a wide variety of needs

## Total Color Blindness Total color blindness is much less common,

(less than 0.001%) but it's an effective rubric to check for design efficacy. If your design is working without color, it is also likely also well organized, using reasonable hierarchies, and clearly laid out.

#### **WCAG AA Compliance Guidelines**

- · Add redundant UI signals for states.
- Error and success conditions should be

Simulate

Reset

#### **WCAG VALIDATION**

The checkout software design is compliant with the 2.3 Web Content Accessibility Guidelines.

- ✓ Legible text sizes and large buttons
- AA Standard colour contrast ratios
- Short load / response times

Handgloves	
#FFFFFF	#7F0442 🗖
Contrast Ratio	10.5 : 1
Normal Text	AA AAA
Large Text	AA AAA
Graphics	(AA)

#### **VISUAL ACCESSIBILITY**

The design was tested using visual impairment simulation tools - the new design is suitable for colour blind users, users with light sensitivity, and users with vison acuity.

#### **PERFORMANCE**

Animations are now only used on the initial screen, and the final screen of the system to minimise lag and help prevent crashes (This gives a better user impression at both the start and end of their experience, and improves usability during the actual scanning and payment stage)

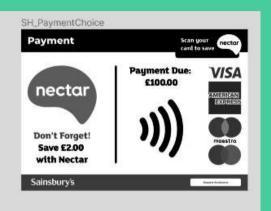
Slow transitions between checkout pages could be mitigated with simpler animations, or eliminating unnecessary animations.



## Wireframing

The wireframes were achieved with a combination of figma tools and Sainsburys' design system Luna, to make sure that the final design followed Sainsburys existing brand style.





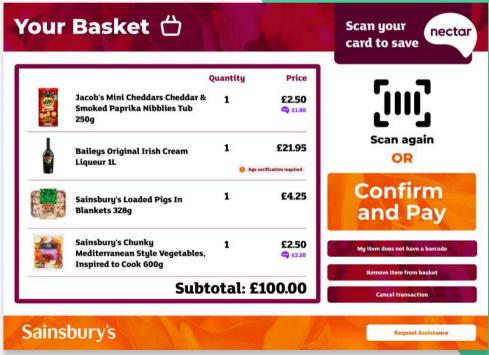




## **Prototype Screens**

You can access the interactive prototype at www.shannonmay.co.uk/sainsburys.html



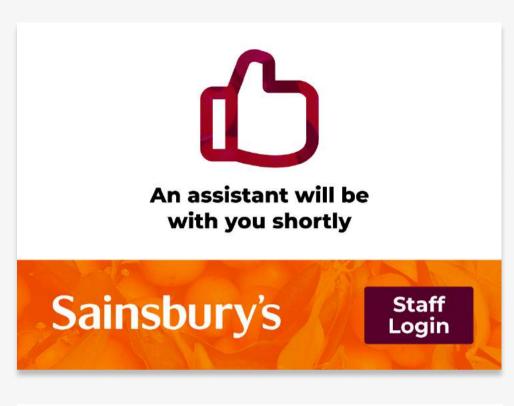


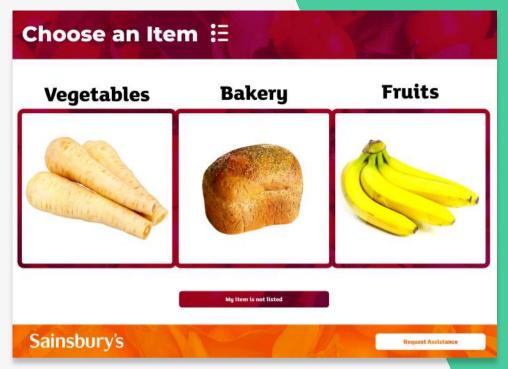




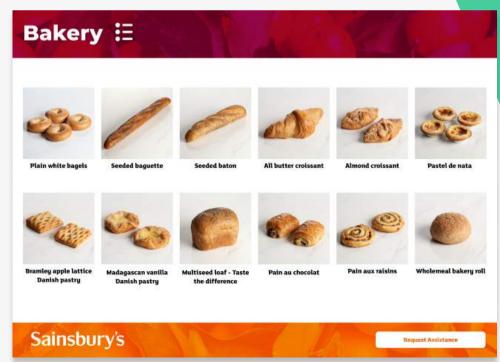




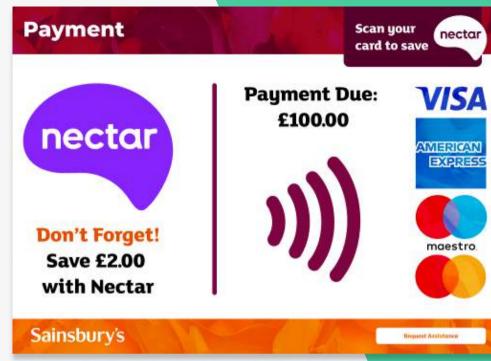






















## Like this case study? Hire me!

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