## UI/UX: User Personas

Thursday, 26 August 2021 1:49 pm

## 1) <u>USERS:</u>

- a. Suppliers and consumers of periodically-launched products/events that are typically in high, but uncertain demand, and are prone to scalping / secondary market resale. Examples:
  - i. JJ Lin Concerts
  - ii. PS5
  - iii. RTX 30xx Graphic Cards
  - iv. Ltd Edt Sneakers
  - v. Funko Pops
  - vi. Hello Kitty Merch

## 2) Frustrations:

- a. Demand is uncertain, launch price can be difficult to estimate.
  - i. If set too low, product is prone to scalping, primary customers are subject to an uncertain, unsafe, and overall unsatisfactory journey to make their purchase.
    - 1) Surplus profit is reaped by the scalper, who adds little value to the market.
    - 2) Customers end up paying a range of prices, customers who had to fork out more feel relatively less happy.
    - 3) Event/product launch gets a bad rep.
  - ii. If set too high, product may not be sold quickly.
    - 1) Launch may be perceived as not-in-demand, setting off hype-decreasing-feedback-loop.
    - 2) Event/product launch gets a bad rep.

## 3) <u>Goals:</u>

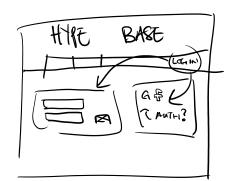
- a. As a supplier, I want to launch an in-demand product, reaping maximum profit at market equilibrium, sell out, while keeping current and future customers happy.
- b. As a customer, I want clear price expectations of my desired product, easily make a purchase at a fair price, and not be preyed on by scalpers.

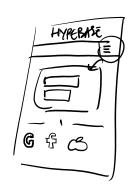
SUPPLIER TASK FLOW:

DOG-IN, GO TO

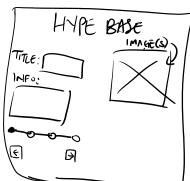
HEW LAUNCH

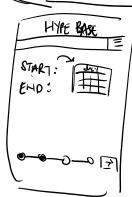
CREATION PAGE





- DIMMIS VALID LAUNCH DETAILS:
  - START /END DATE
  - 2TY
  - START PRICE.
  - DESCRIPTION /INFO.





- 3 WHEN LAUNCH IS LIVE, VIEW REAL-TIME MARKET INFO.
  - BIOS (AVG, MAX, SPEGAD)
  - CURRENT PRICE
  - EXP. PROFIT.

