

 Tylen St Hilaire

Recent projects:

UCD & Innovation,

Jan 2024

Hello, I'm an experience strategist who thinks like a generalist and delivers like a specialist. For the past 10 years I've been using art, psychology and technology to make more moments matter.

Product & Service • Design Direction • Transformation

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Case reports

The consumer experience at public chargepoints (2021)

CX strategy, Policy Intent, Research

02

Valtech's product capability (2021-)

Leadership

00

Intu shopping centres Discount Portal (2018)

UX, UI, Art direction

00

Whitelable sales support tool for the MTM Agency (2016)

New product development, UX, UI

00

Fertility Network UK flagship website (2015)

Research, UX, UI

00

INEOS's flagship and brochureware websites (2014-17)

IA, UX

00

Other projects

New Style Job Seeker's Allowance service (2022)

Service design, UX, UI

Shawbrook Bank transformation accelerator (2022)

CX strategy, Service design, UX, UI, Research

Schroders Personal Wealth SaaS tools and website (2021)

Service design, UX, UI, Research

Taylor Wimpey flagship website (2019-20)

Design direction, UX, UI

NHS Business Services Authority (2019)

Campaign creative, UI

Bupa Global lead gen website (2019)

UX, UI

Intu Shopping Centres websites and online shop (2018-19)

Art direction, Research, UX, UI, IA

Intu Shopping Centres native loyalty apps (2018-19)

New product development, Research, UX, UI, IA

Intu Shopping Centres Campaigns and BAU (2017-19)

Campaign creative, UX, UI

Airbus Defence & Space microsite and graphics (2016)

Art direction, UX, UI, Graphic design

INEOS digital and print artworks (2015-17)

UX, UI, Graphic design

Braemar Shipping family of websites and graphics (2014)

UX, UI, Graphic design





Going a *greener mile*

**A consultation on the consumer experience at
public chargepoints**

on behalf of the
Office for Zero Emission Vehicles

a story about
CX strategy

Policy intent

————— Transportation is the UK's largest producer of greenhouse gas. Cars and vans alone emit one in every five tonnes of CO₂. The scales are drastic. In response, the Government's Office for Zero Emission Vehicles (OZEV) is greasing the wheels of the UK's transition to electric vehicles (EVs) before petrol and diesel car sales are banned in 2030. Unfortunately, a successful revolution needs supporters and – like fears of early automobiles making women hysterical – negative attitudes are slowing uptake. **To win over the public, we must make EV charging forgettable.**

SUMMARY & RESULTS

In 8 weeks, I, among a medley of experts on social research, user-centred design, strategy and technology, investigated the value of a public charging experience powered by open data and applied a design process to determine how the UK Government should use its powers under the Automated and Electric Vehicles Act 2018

33
Findings

12
**Opportunity
Areas**

4
Solutions





How should the government use its powers to improve the consumer experience at public chargepoints?

The crux of the problem is that locating and using EV chargepoints is hard. Information silos in commercial companies is creating barriers to innovation, artificially inflating costs, and diminishing the importance of a good consumer experience through a lack of choice.

To improve on this experience, government and the market must share a commitment to meeting consumer needs, perhaps even above some of their own. This is about the climate crisis after all.

The situation, however, is complex, spanning transport, energy and government. Many actors are several steps from the end user. It's hard to know what a thread pulled in one area will do in another... and there are many to pull.

In a novel approach to meeting policy intent, we looked at the ask as a design problem. Humans are storytellers, so we would need to explain the problem through memorable, relatable stories. Similarly, humans are resistant to change, so EV ownership must become as easy petrol or diesel internal combustion engine (ICE) alternatives. These two outcomes lend themselves to a user-centred design process.

In return, we would deliver:

- A robust sample of consumer and industry needs
- An assessment of 'prior art' that might meet those needs
- Descriptions of the solution space and recommendations on a potential solution to test

This complexity, and the lack of established behaviours in a nascent industry, has driven fragmentation in a rapidly evolving ecosystem.

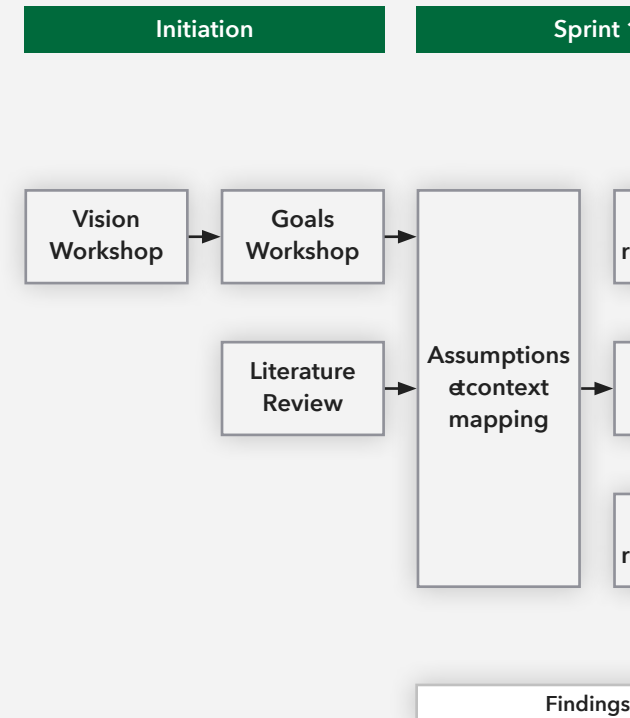
We applied
user-centred
practices to a
policy problem...

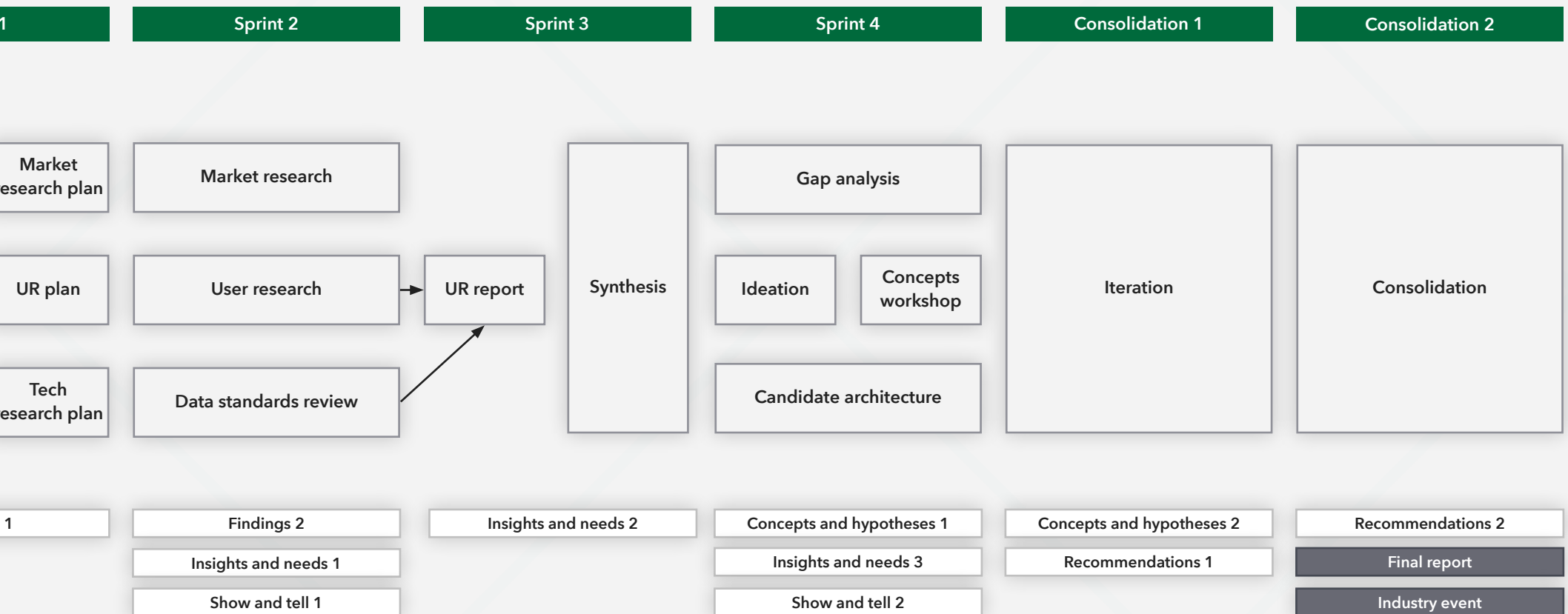
Empathise.
Synthesise.
Solutionise.
Iterate.

Before bidding for the work, we shored up our proposition by bringing in two social researchers from TRL – the Government's own former road research body. Typical 'user research' is not rigorous enough for this kind of problem, so our partnership gave us the requisite domain knowledge to hit the ground running on a brief timescale.

Our plan was to visualise the problem through a customer experience map and connect that back to the facilitating stakeholders to tell the whole story. At the same time, we'd examine the industry forces and the technologies running our existing charging charger network to inform our solutions. These visualisations demonstrate the complex relationships between the needs of the population and the needs of the actors who meet those needs.

Knowing what we wanted to deliver, we were able create 'living documents' that would transparently share progress and reduce the time spent repackaging content for broadcast/presentation.





I ran 3 studies
with over 50
participants from
8 audiences,
then our team
affinity sorted the
findings to form
33 new insights

To start off the project we ran a literature review of 12 existing pieces of research to extract existing findings and assess their reliability. From these I was able to create a research plan for what else we needed to discover.

Our first study was a qualitative interview of 27 members of the public from diverse backgrounds, including those with disabilities. I created the screening surveys, discussion guides and consent forms, then recruited participants with the help of an EV owners association. The researchers and I then conducted the interviews in researcher-observer pairs.

I planned to run a complementary survey to for some quantified-qualitative results, however this clashed with a survey OZEV was already running, so this was repurposed to reach participants we couldn't interview.

Likewise, we ran a similar study with industry representatives, contacting 26 organisations across 7 sectors, with tweaked discussion guides per segment.

Informally one member of the project team who owned an EV would keep a diary of usage over the project, and I tested out a few chargepoint operator apps and rented an EV to experience charging first-hand. At the same time, the tech lead reviewed 8 technical sources and 12 data protocols

Audience	Segment	Organisation	Who	Why
Local Authority	Transport Authority	Transport for London	Authority for travel in Greater London	<ul style="list-style-type: none"> Overview of their touchpoints in the EV Charging experience Understand what data they'd like, and how it would be used. Understand partner relationships Understand blockers to adoption (e.g. ability to use data) Overview of future plans
	Passenger Transport Executive	Transport for Greater Manchester	Authority for travel in Greater Manchester	
	Metropolitan District	Newcastle Council	Authority for passenger transport, transport planning, highways and environmental health in Newcastle	
	Metropolitan District	Nottingham Council	Authority for passenger transport, transport planning, highways and environmental health in Nottingham	
	Unitary District	Coventry Council	Authority for passenger transport, transport planning, highways and environmental health in Coventry	
Data Provider	CPO	Shell	Oil company	
	CPO	Tesla	Large car manufacturer	
	CPO	Pod Point	2nd largest EV charging network	
	CPO	Source London	5th largest EV charging network	
	CP OEM	ZapTec	Charge point manufacturer	
Consumer Body	Advocate	RAC Foundation	Transport organisation	
	Advocate	RAC Foundation	Transport organisation	
	Advisory	Citizens Advice	Independent consumer advice	
	Advisory	Which?	Consumer advice	
Infrastructure	Transport	British Parking Association	Transport association	

Discussion Guide: RS02 SME Interviews

Introduction

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- Thanks
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- If no pr

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Discussion Guide: RS01 User Interviews

Introduction

- Introductions (responsibility not history, indicate comfort level for jargon)
- Thanks for sparing the time... will last about x mins...
- We're investigating the need for open EVCP data and how best to open it...
- We have topics to shape the discussion... but this is a conversation not a Q&A...
- If there's anything you can't/don't want to talk about, let us know and we'll move on.
- If no pre-consent, take through consent

I understand the reason for the research and have had the opportunity to ask questions.

I understand that my participation is voluntary and that I'm free to withdraw at any time, without reason.

I agree to the audio and video being recorded, for use by the research team.

I agree to the use of anonymised quotes in reports.

I agree to take part in the study as described.

Topics / prompts

Remember: Ask why, make them think. 'What/how' is the framing device, 'why' is the insight.

1. Their current stake in the charge-point experience
 - What type of EV they have?
 - Home charging, work charging, public charging?
2. Behaviour shifts
 - What journeys do they use EV for? (Probe for step-by-step scenarios, thinking/feeling at each step)
 - What brands/touchpoints? (Probe for opinions on convenience, reliability, trustworthiness etc)
 - Effect on if/how they plan journeys?
3. Wants and needs
 - Best and worst parts?
 - Thinking about stories told, is there anything that would make it easier? (Probe for scenarios)

Outro

Our research gave us a holistic picture of the EV experience as part of a whole journey. Pivotaly, this taught us that consumers don't consider charging an 'experience' in and of itself, rather, it is part of a whole 'journey' experience.

It wouldn't be possible to address all aspects in one discovery, fortunately an earlier consultation established four critical areas for improvement: making chargepoints easy to find, making it easy to pay, making pricing understandable and creating a reliable network. The latter three would be addressed in other projects, so we could focus on 'finding a chargepoint'.

Of our 33 insights, three themes stood out:

1. EV drivers still have range anxiety, but their needs can be met with availability data, or just more chargers
2. Open data can indirectly fix other problems, for example by informing city planning
3. Consumers with access needs or disabilities struggle to find chargers they can use

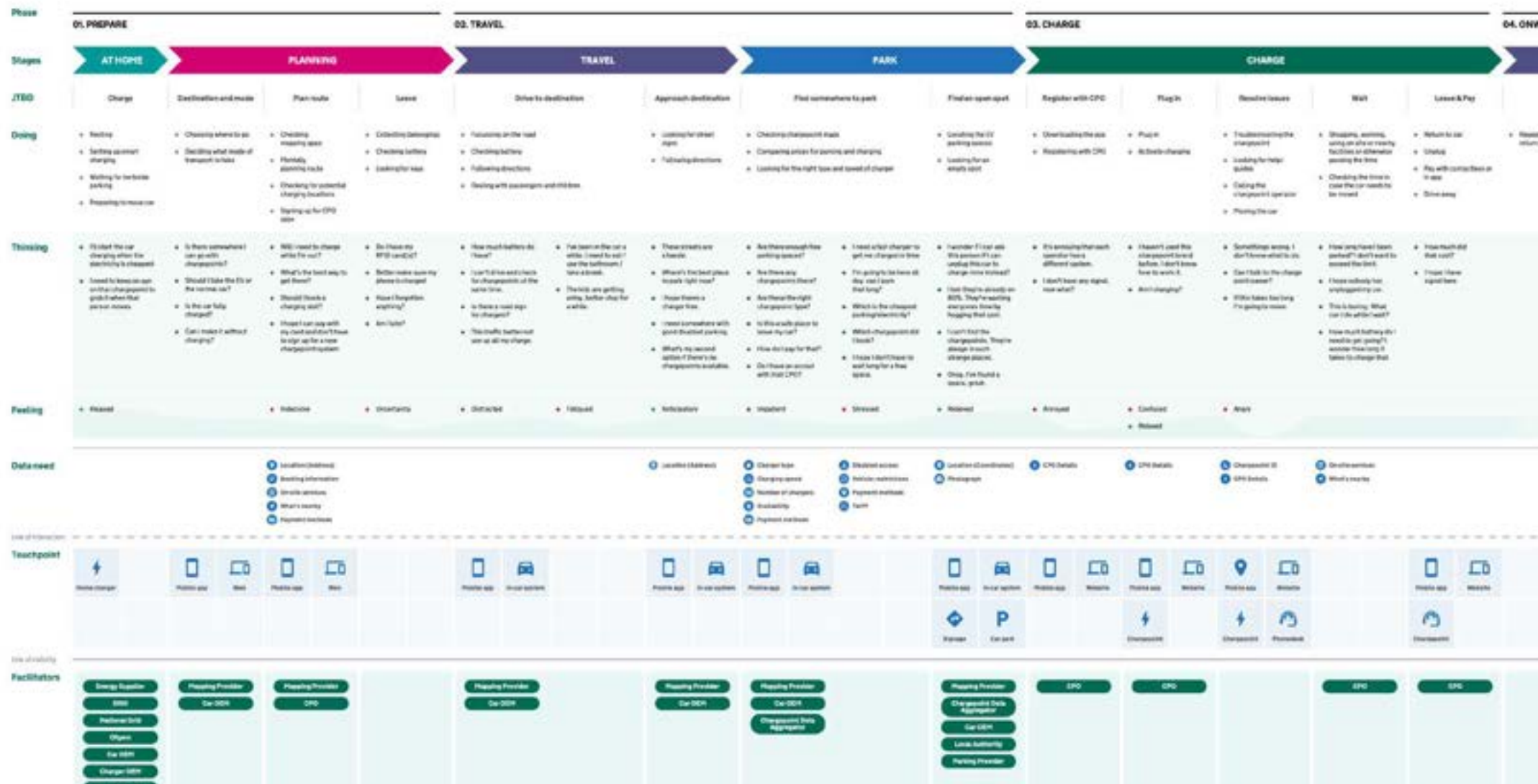
Referring back to our user and market needs, the team was able to extract five opportunity areas through an affinity clustering workshop. These opportunity areas defined the solution spaces for us to generate concepts in.

I kept a rough copy of the experience map on Miro, where everyone could contribute and I could track changes. This living document visualises our findings in a more digestible and empathetic way than the findings table alone could.



Office for
Zero Emission
Vehicles

Public EV Chargepoint Consumer Experience Map



I noticed a glaring research omission and altered the plan to respond to delays



Unfortunately talking to industry representatives on schedule proved challenging given the speed of the project. Fortunately, the 'living document' method and a contingency week meant we could spread the research out and append or update our findings and insights as needed.

However not all problems were so easily resolved.

It dawned on me that almost all research we'd run or referenced considered only EV owners, introducing a massive sample bias. Worse still, EV ownership numbers and the Technology Adoption Lifecycle indicated our sample only represented 'innovators'. This segment is more likely to forgive 'growing pains' and not give a full

picture of the scale of issues. This would need to be rectified in Alpha.

A few industry players were reticent, considering their data commercially sensitive or, in one case, concerned of a risk to the quality of services in their vertically integrated 'walled garden'. To continue the research I assured them that their concerns would be acknowledged in our report and that it was important to tell their stories too.

Through ideation and workshops, we shaped four recommendations to meet user needs, with example solutions, hypotheses and success metrics

With our findings and synthesis laid out, we proved that availability of data all the way up the value chain would lead to benefits for the end user. We also had evidence that the Open Chargepoint Interface (OCPI) specification is already the de-facto standard worldwide, and that the operators of most of the UK's charging network have at least partial compliance with the specification.

Given we'd seen direct correlation between mandatory OCPI adoption and increased EV usage in Europe, we were confident we could confirm the viability of opening up chargepoint data as a positive influence on the chargepoint experience.

To create our recommendations I turned again to my design methods toolkit; this

time using 'How might we...', 'Concept scenario' and 'Yes, and...' exercises.

I began the session by gathering the team and stakeholders, then following the experience map – drawing attention to key opportunities. Afterwards I invited the team to create 'how might we...' statements to frame different ways of resolving pain points, then encouraged them to sketch, describe or otherwise conceptualise solutions for each. As a fun twist to end the session, we voted on our top three pain points and generated a new solution for each – each improvising ("yes, and...") one aspect of the solution in turn.

I took each concept, clustered similar ideas and recommended a set of solution spaces, each with one example solution.

To improve consumers ability to find and use public chargepoints, the government should mandate OCPI as a data standard and:

1. **Data Collection:** test a service to collect data, including quality rules to guarantee integrity
2. **Data Access:** test a service to publish data, e.g. for local authorities to use for planning
3. **Roadmap:** iterate an implementation roadmap with top chargepoint operators
4. **Knowledgebase:** publish a knowledgebase and use it to support the creation of a new OCPI accessibility module

We presented our report to a receptive audience of over 200 industry players

It's self evident that charging EVs is not as easy as jumping on public transport, checking the weather or filling up at a petrol station – all non-experiences thanks to open data or legislation. A successful transformation will be see EV charging become that forgettable.

Although market players would likely, eventually, rationalise, time is a factor. Guardrails, sticks and carrots are critical to making EVs everyone's most viable 'next car' and minimise further climate change.

The message is this; users care about the destination, not the journey. Reducing data availability is anti-competitive and harms the travel experience.

To wrap up the project and share our message, we hosted an industry event laying bare the key findings and recommendations, followed by a Q&A. With over 200 representatives in attendance, we were able to broadcast our story to a breadth of stakeholders with diverse motivations.

The project will now go to Alpha to test solutions to the needs identified in the Discovery. Through robust evidence, pivotal insights and careful application of CX transformation methods, we have mapped the route ahead for one of the UK's largest Net Zero initiatives.





Credit

Year: 2021

Client: Office of Zero Emission Vehicles

Completed At: Valtech

My Role: UCD Lead

Strategy: Shay Khomami

Technology: Krister Bone

Research: Amy Blunden, Emma Delmonte





Practice made *perfect*

Establishing a product capability and proposition

on behalf of the
Valtech UK

a story about
Leadership

————— Like many consultancies Valtech has a great engineering and delivery management heritage. Like many consultancies Valtech has bolstered their proposition with a design practice. And, like many consultancies, Valtech has failed to realise a unique selling point. Agile and lean are not a competitive advantage, nor elegant code, nor exquisite mock-ups. It's expected. It's blasé. They needed something different, because the herd is keeping pace. **I founded the product practice to deliver *different*.**

SUMMARY & RESULTS

Over two years I grew a product community to seed product culture at Valtech. Befitting their only cross-discipline craft, I created a programme of open- and closed-door sessions suitable for novices and experts respectively, then, with the craft's inner-circle, created Valtech's product proposition. We've since sold Product Managers on projects, turning our community of interest into a community of practice – and a viable department.

+14
**Total
members**

c. 9.5% of total headcount

+2
**Billable
consultants**

13/18
**Maturity
criteria met**





So... how does a product capability make you different?

It doesn't. In fact Valtech are, at best, fast followers with regards to product. The truth is, no capability is unique because any sufficiently large organisation can buy capability through acquisitions.

But you can't buy *culture*. Consultancies sell *people*, so only their *people* can be the differentiator. The true goal of the product practice was instil a product culture – to be a value multiplier, not another addition. Though, of course, we would need to sell product management, design, innovation, strategy, et al along the way.

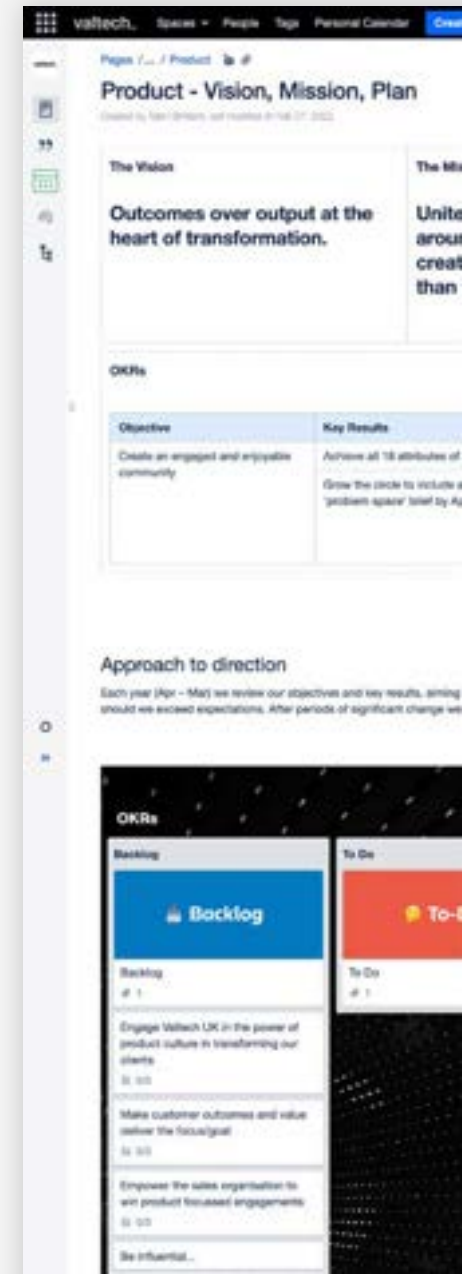
I started with workshops to gauge the need, gather evidence and create a space for my audience to become a community.

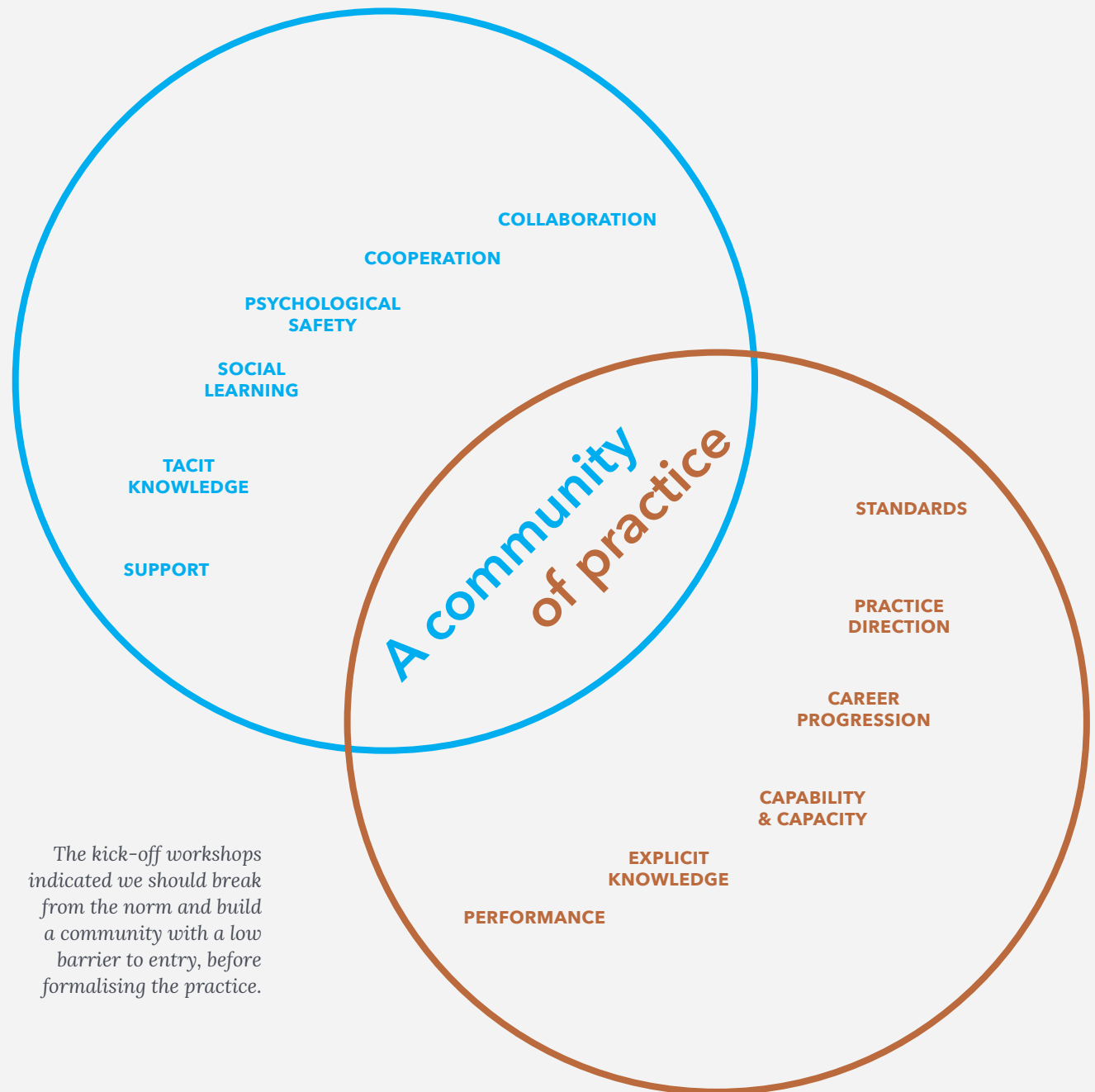
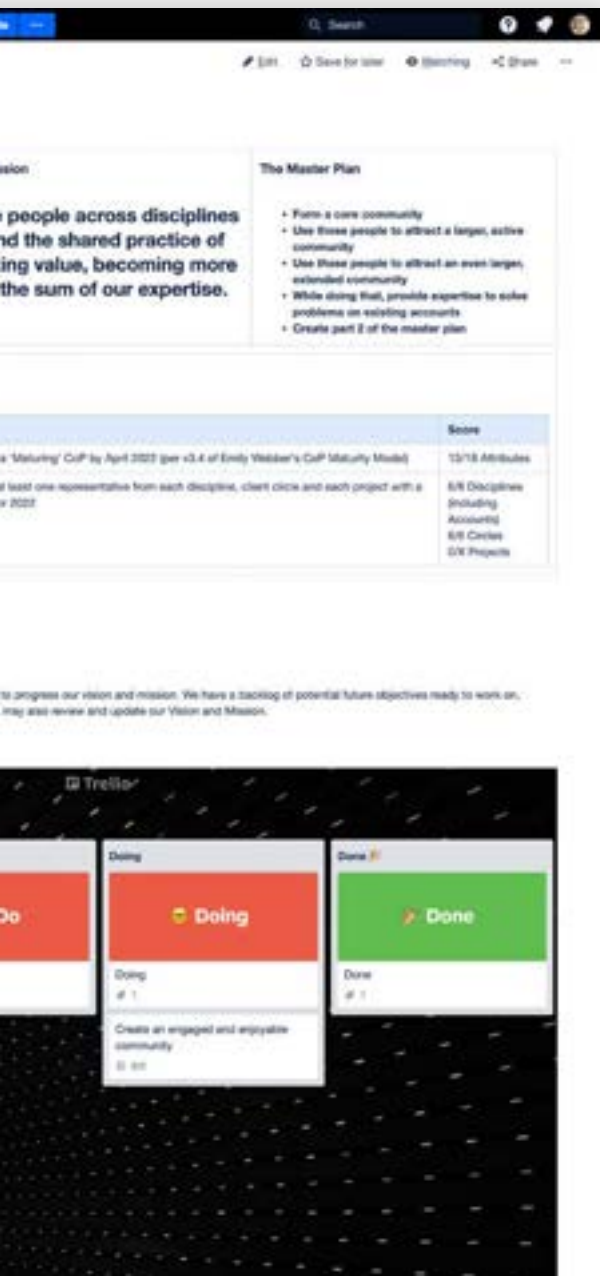
I'd had water-cooler conversations indicating an interest – a need – for product thinking. Inter-discipline clashes, indecisive clients, features over results, the usual problems. I took the opportunity to at an unconference-style 'Company Day' to drum up interest with a workshop on product maturity and invited the audience to a kick-off session for the burgeoning practice.

My observations from the workshop indicated interest from a range of experience levels, and I hypothesised I would need to align perspectives and personalities so the first sessions I ran prioritised, cross-discipline meet-ups, a shared definition of product and discussing our learning journeys on the subject.

These sessions gave me the evidence I needed to decide what guidance and standards to prioritise. I asked two experienced colleagues to join me as the first 'core' members of our practice and set about writing our vision, mission, master plan and OKRs – transparently, on Confluence.

Given the lack of practitioners, the master plan was to create a self-sustaining community of interest first and descope practice needs until later. This was unconventional as all other practices had practitioners, so approval from the Heads of Experience and Delivery was no guarantee. Fortunately we got the go ahead with only a cursory discussion.





The kick-off workshops indicated we should break from the norm and build a community with a low barrier to entry, before formalising the practice.

We created a
'safe to fail learn'
environment
through regular
contact, communal
leadership, social
learning, initiatives
and an inclusive
content programme

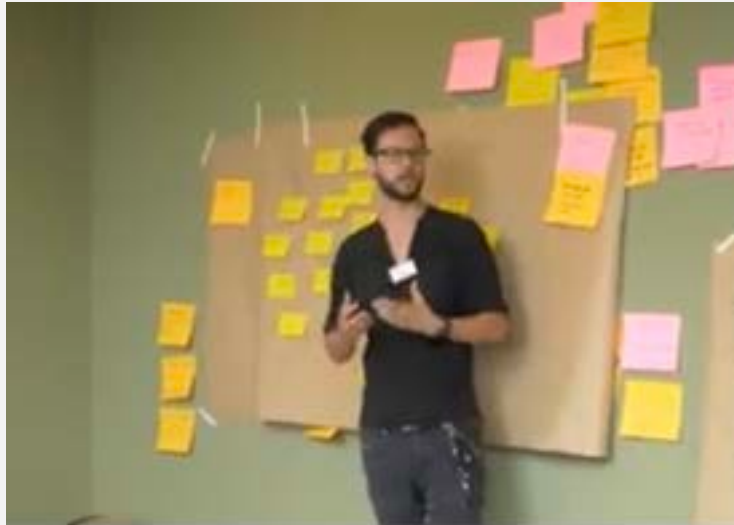
To digest the needs of the burgeoning community, I returned to the expectations each person shared in the kick-off sessions. Through affinity sorting I distilled five basic needs: mastery, purpose, autonomy, belonging and safety and proposed five imperatives to bake those needs into our culture:

1. **Belonging:** the community must meet frequently.
2. **Autonomy:** The community must own its own content programme.
3. **Mastery:** The community must teach each other.
4. **Purpose:** The community must have an actionable mission.
5. **Safety:** The community must have space for beginners and experts.

Next I introduced four session types that would cater for directed, private, mentored and social learning as well as carving out spaces where beginners could be comfortable and where experts could let loose:

1. **Open door:** accessible sessions for non-practitioners, open to all colleagues
2. **Closed door:** advanced sessions for professionals working in product, open to all circle members
3. **Working group:** practice sessions for working on craft initiatives, invitation only
4. **Office hours:** drop-in session with the practice lead, one-on-one.

Once sanity checked with the inner-circle and with the information published to our shared Confluence, we had a stable bed on which to grow the community.



CULTURAL IMPERATIVES

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2. **Autonomy:** the community must own its own content programme
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SESSION TYPES

1. **Open door:** accessible sessions for non-practitioners, open to all colleagues
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Design methods paved the path the maturity and prevented complacency

Throughout the first year, the community came into its own. Some craft members were called on to advise on live projects. The engineering practice requested an owner for two internal products. Finally we were speaking in outcomes and behaviours instead of story points and features. Half, maybe three-fifths of Valtech's accounts had someone with our voice involved.

Soon we sold two business analysts as product managers. I knew then it was time to revisit what we descope - we needed to formalise the practice. Also, the head of delivery was insisting on it.

One question that had popped up time and again was, "How can you product manage as a consultant?" Often paired with: "surely you need to be an expert in the client's business?" This question was our white whale.

I posed the problem at our next session and the core team drew out a fishbone diagram with "clients won't buy an external product manager" at the head and expanded out the potential causes. Instinctively we scoped down to what we considered the biggest hurdles, then, realising what we were doing, diverged and converged again to complete the double-diamond and arrive at our first experiment - a three-step critical path culminating in a saleable proposition:

1. Describe the value of consultant product managers
2. Finalise our Product Maturity Model and communicate its applications
3. Create sales and marketing collateral

We added these initiatives to the backlog and got to work.





Time constraints tried to snuff out the community...

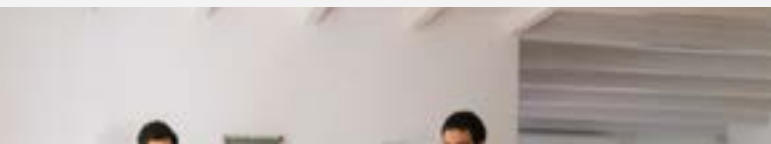
Eventually cracks appeared. Atop the strains of adjusting to remote working, there was a social pressure to be billable, disincentivising professional development. We had approval, but the system did not empower us.

Also, the fact that product was a secondary community to our members meant that when they struggled to find time for their primary practice, our attendance withered doubly. Deprived of frequent meetings and a safe space to self-improve, we risked suffocation.

I convened with the other practice leads, and found we shared scheduling issues. Ad-hoc community activities hadn't empowered us to pick a time when everyone was free as we expected, such a time didn't exist. So, with the capability directors, we aligned on Fridays as our regular community day and on a half day per sprint minimum commitment to community activities. New projects would be sold with the downtime accounted for and account managers would manage the expectations of existing clients. Though this alleviated the issue for the practicing communities, it only redirected the issue for product as, being a multi-discipline community, we now had scheduling conflicts with other disciplines.

but embracing distributed working and going asynchronous helped us survive

To combat conflicts the community elected to make the craft as asynchronous as possible. As my session debrief emails were well received we trialled fortnightly, then, after feedback, monthly round-ups promoting past and *upcoming* sessions to help members plan. We also created extra guidance for Miro boards - so workshops would be easier to follow after the fact. Finally we saved our session recordings to confluence so prevent them being lost to time. Ultimately this stabilised the community, though hybrid and distributed working continues to challenge co-working norms.



Towards a Community of Action?

There continues to be opportunity in the product discipline at Valtech and its viability is well established. Surpassing all expectation, in Valtech's 2021 annual survey more colleagues self-reported as a member of the product community than business analysis. And this after just 18 months. Tellingly, other communities have also adopted similar asynchronous techniques to us, open door sessions and newsletters in particular.

The practice will continue to progress. Training, hiring and a capability progression framework are all on the docks, though the shape of the practice may yet evolve in unforeseen ways. Recently discussions between the design, product and strategy practices have floated an 'innovation' proposition, a community of 'action'. A novel idea in the workplace but perhaps a truer realisation of 'outcomes over outputs' than I ever dared imagine.





Credit

Year: 2021–

On behalf of: Valtech

My Role: Product Practice Lead





Great deal *better*

intu Digital —
Discount code portal

———— With 9 of the top 20 shopping centres in the UK, when it comes to retail intu has you covered. Retail has become a challenging space; Mom and Pop stores are all but gone, the Death of the High Street is next, eCommerce and Delivery on Demand reign supreme. To stay afloat, the physical experience needs to be reimagined and embrace the technologies that changed the space. Tasked by intu's digital innovation lab to design a service to aggregate offers from their retailers and share them publicly for redemption as part of an affiliate marketing system, I created a simple discounts portal, moulded around the new ways people think about shopping.

User Experience Design
Visual UI Design

Content Strategy

HOW DO WE SHOP ONLINE?

There are a few simple principles to consider about shopping online. The first is that while touch devices can increase conversions (as 'touching' an item makes a shopper more likely to buy), the vast majority of online shopping is done on the desktop, where it's easier to see more information, bigger pictures and alternatives all at once. Shopping sat with a computer is also much safer and more comfortable than whipping out a credit card and tapping in numbers on-the-go. Online shopping platforms must allow for that device switchover.

The second principle is that it's much easier to check the competition, whether they be brands or products so all information needs to be visible and easy to compare and you must out-compete on service or price.

The third principle is the lead time – it can be much longer online. It's often better to monitor multiple stores and wait as long as possible to make a purchase. Knowing something is in stock reduces the risk in waiting for a sale or saving up for a purchase. This lead time should be used to seal the deal against competitors.

The final principle is about discounts. Online shopping changes the way people look for discounts, which can impact when someone shops and who with, even stealing a sale at the checkout.

- 1) People look for offers at the checkout, using search engines to find voucher codes serendipitously
- 2) People browse for one or more suitable products, then search for offers to help make the final decision.
- 3) People actively seek voucher codes using aggregators, and make a purchase decision after seeing the coupon.
- 4) People use newsletters or an app to be passively notified about codes and make a purchase decision after the fact.

In it's current state, the aggregation service was just a dumb feed from all the retailers, however with the hard work of getting the feed working I came up with some UX elegance to make it user and editor friendly.

Second, the database is used to create both a page for each deal and a card for the aggregated list page and populate that content. The number of database calls can be reduced at this point by caching the pages and only pulling from the database once ever 24 hours.

To assist comparison shopping (either between retailers or products) and to create persistence when switching devices I created a pinning/hiding system (tied to either a personal account or cookies). This way shoppers can keep track of the things they are interested in and remove the ones that they aren't, a valuable USP compared to competing services.

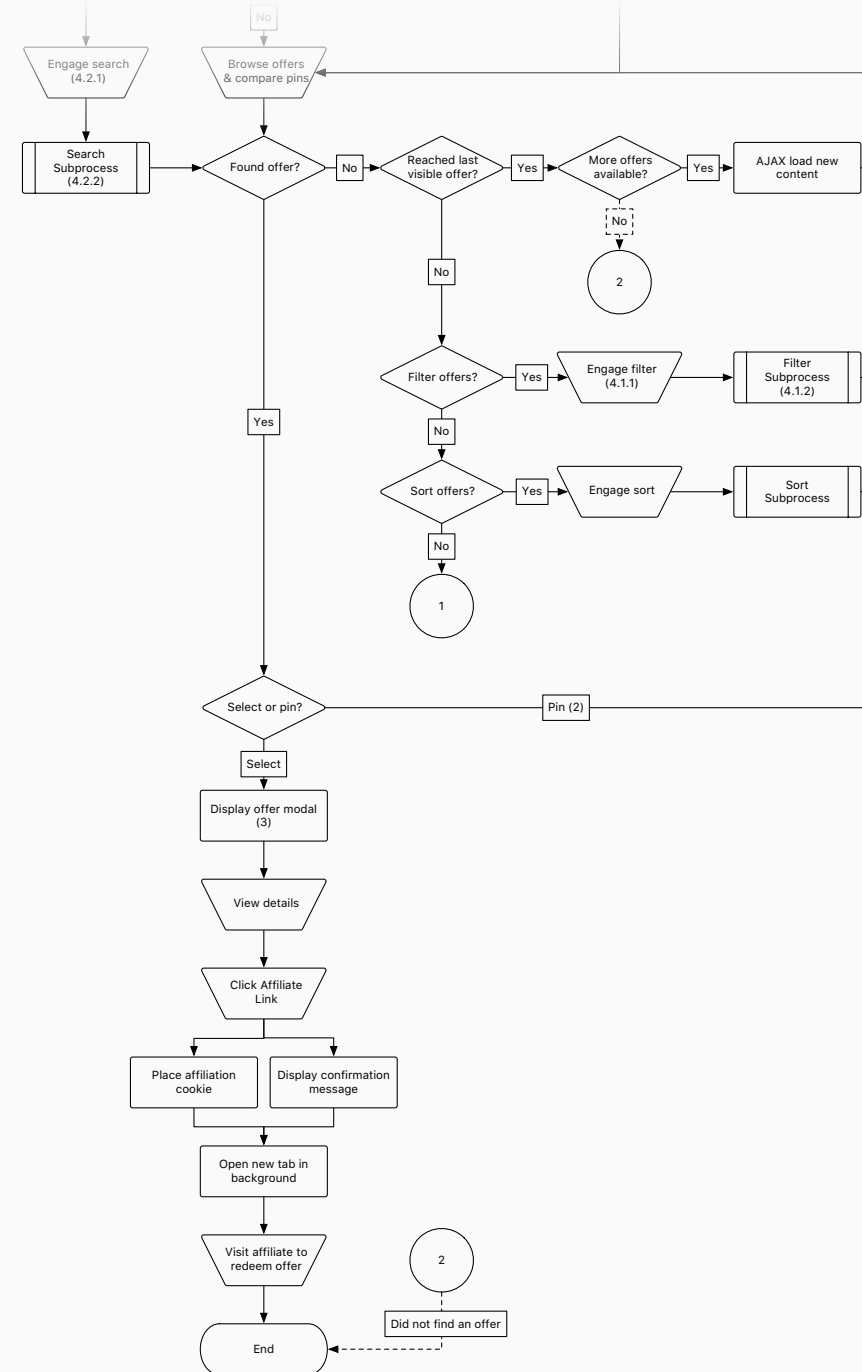
THE REDEMPTION SYSTEM

The redemption system is very simple. Clicking a card (or visiting the offer page) reveals the discount code and the details of the offer and clicking the affiliate link takes you to the site where you can complete your purchase.

The affiliate link also places a time-limited cookie on the shoppers browser, which will be checked for by the affiliate to track the purchase back to intu. This could also be preferably achieved (along with auto inputting codes and adding items to baskets) with query strings, however this would be difficult to set up and maintain with third-parties.

On older browsers the offer card would link directly to the offer page, but on modern browser the click is intercepted with JavaScript to reveal the modal for seamless browsing. When this happens the URL is updated to match that of the relevant offer page using `window.history.pushState()` for easy link sharing.

Once an offer is expired its URL redirects to a page stating as such, with a link back to the aggregated list (perhaps with an option to pre-filter the list with relevant offers). This maintains the SEO value, while allowing seasonal offers to be revived at the same location.



PERSONAL

Blossoming Gifts

Blue Inc

Blue Vanilla

Bobbi Brown

Bonmarché

Boohoo

Boots

Braxstep

Brook Tavi

Buyagift

Charles Ty

Chatham

Chemist D

Chocolate

Claire's

Clarins

Boden

20% off your faves

3 days to avoid paying more!

ENDING SOONEST :

MENU

intu

MODERN RENAISSANCE MAKEUP PALETTE

100 RESULTS FOUND

BEAUTY EXPERT

£10 off when you spend £55

4 days until you pay more!

lookfantastic

Free Foreo Magenta Brush set when you spend £60 on Foreo products

4 days until full price shipping

Superdrug

Free next day delivery to your local store with all orders over £10

4 days until you pay more!

SS HAUTY

Up to 30% off

4 days until full price shipping

1.18

intu

zavvi

Free Lego Minifig with any Disney Steelbook

4 days until full price shipping

1.18

intu

OFFERS & DISCOUNTS

VALENTINE'S DAY 2017

That very special day is closing in fast, claim a Valentine's deal while they last!

That very special day is closing in fast, claim a Valentine's deal while they last!

SPECIAL GIFTS

4 days 'til it's gone!

Free shipping on all orders over £50

50% off selected items online

Last day!

January sale extension! 10% off all sale prices

7 days left, don't pay more!

EXPLORE DEALS

RECEIVE ALERTS

AVAILABLE OFFERS

FILTERED BY: ALL OFFERS, ALL RETAILERS, ALL BRANDS, ALL CATEGORIES

ENDING SOONEST :

Boden

6T2C

20% off your faves

For three days in January, Boden is giving you 20% off all your favourite shoes, clothes and accessories.

Use code 6T2C for 20% off all dresses on the 24th, all knitwear & outerwear on the 25th, all trousers, skirts, shoes & accessories on the 26th and all tops & tees on the 27th.

Excludes 100% supply and brands with all pay more!

VISIT BODEN

4 days until you pay more!

TOPMAN

Free converse hat with any order over £75

3 days to avoid paying more!

GANT

Save up to 50% off jumpers & sweaters

4 days until full price shipping

Bonmarché

Save 20% on all full priced knitwear

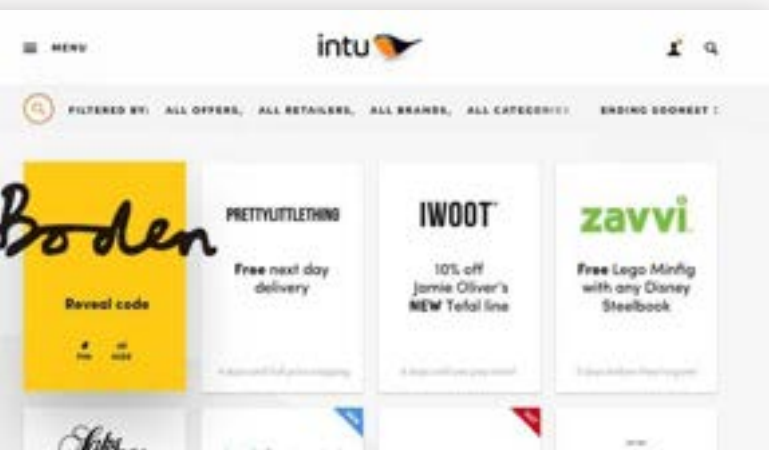
4 days until you pay more!

intu

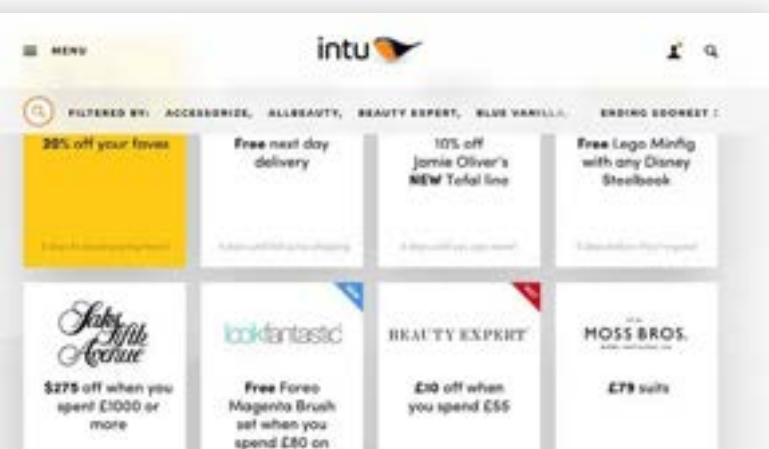
Exclusive discounts on Michael Kors womens watches

10 days until you pay more!

LOADING MORE DEALS



Credit



Year: 2017

Client: intu Group

My Roles: Concept & Solution, UX, Visual Design







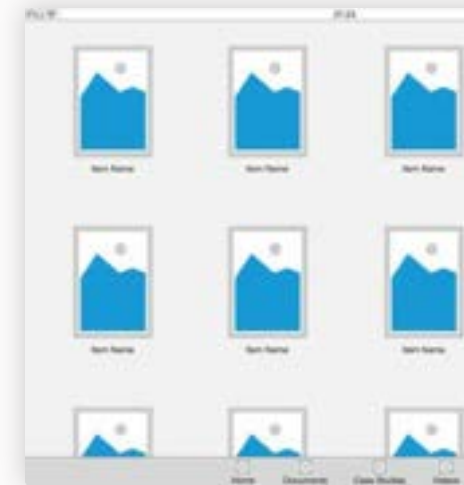
Pitch *perfectly*

The MTM Agency —
iOS communications support tool

———— Whether B2B or B2C it's important to have the right tools to communicate with your audience. On a number of occasions MTM's clients requested native apps and we would either make the case for alternative solutions or shift the build to an outside source. Over time I noticed that these briefs all had, in principle, the same requirements and came up with the idea for a white-label product that we could use to tackle these briefs more efficiently. In 2016 I had the opportunity to bring this product to life, creating a hand-held content library for the iPad to support one-on-one conversations and pitches on the road.

Project Management
User Experience Design

Visual UI Design



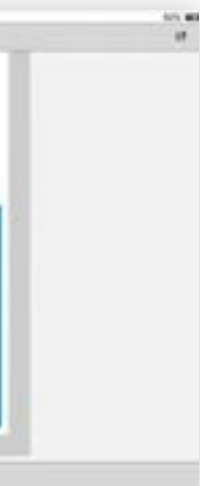
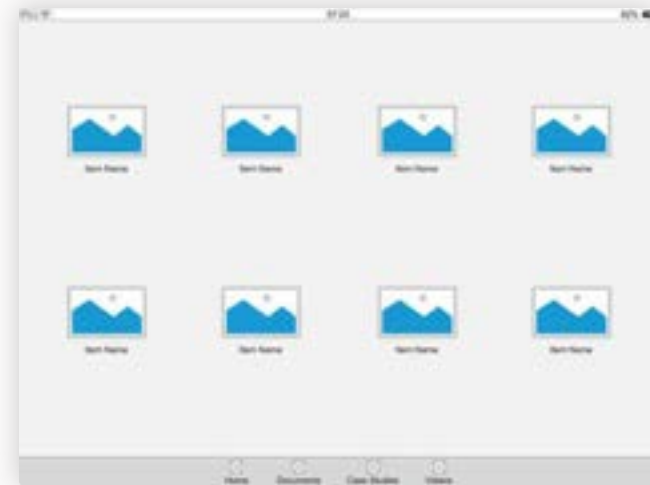
THE SOLUTION

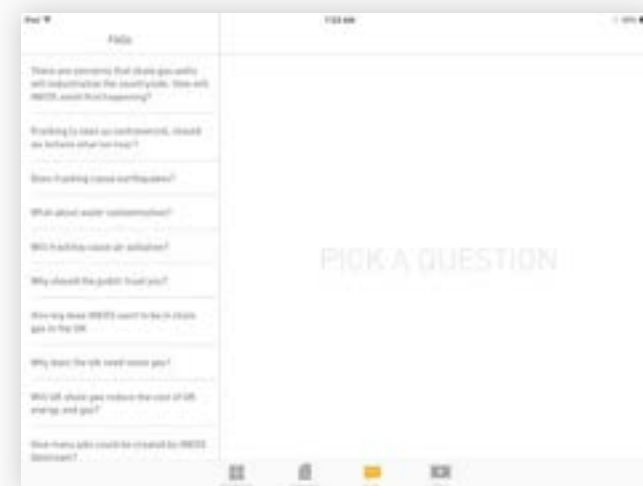
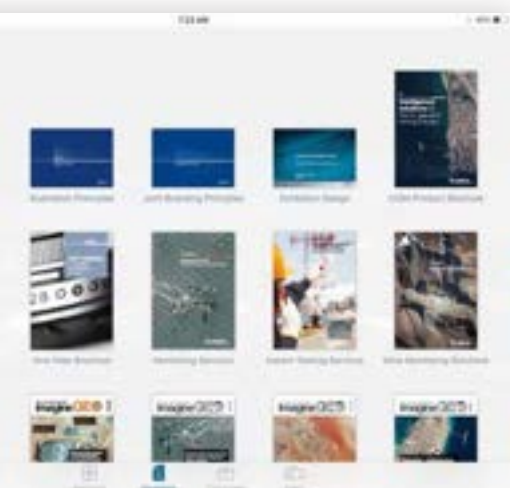
The driving principle of the app is that there are only 4 types of content you really need to support any conversation; videos, images, documents and multimedia presentations. It works by downloading a .json file on launch which then tells the app what other files to download, where to store them, what UI to use and what menu items to place on the tab bar. These are saved locally for offline use. New media is added and old media removed every time the app is launched while connected to the internet. This implementation allows the content and even the IA to be redefined on the fly by a simple file-system based CMS on the back-end. The app can be quickly cloned and reskinned with a new icons and the correct typefaces and colours for any given brand ready to be distributed on the B2B app store.

The app opens at a dashboard with the key 'stories' to tell displayed as large panels. Each panel can be tapped to begin that 'story'. 'Stories' are the multimedia, interactive experiences or presentations. They're created with web technologies (but stored locally) and displayed in a UIWebView. This approach allows for seamless, rich experiences to be developed quickly and reused on the web or across other platforms. The tab bar is used to navigate to other libraries, with the various content types represented by .pdf, .mp4 and .jpeg files. The different libraries were based on iOS system UIs as seen in the Mail app and iBooks. This made the learning curve practically nil, so almost anyone can pick up the app and run with it.



[Axure prototype](#) →







Credit

Year: 2016

Clients: INEOS Group, Airbus Oil & Gas, Airbus Defence & Space

Completed At: Merchant Technology Marketing

My Roles: Project Management, UX, Visual Design

Development: Nick Ager, Constantin Anca

Thanks: Hasan Nawaz (DevOps)





A vertical photograph of a man with a beard and short brown hair, wearing a light blue button-down shirt. He is looking off-camera to his right with a slight smile.

Creating a family

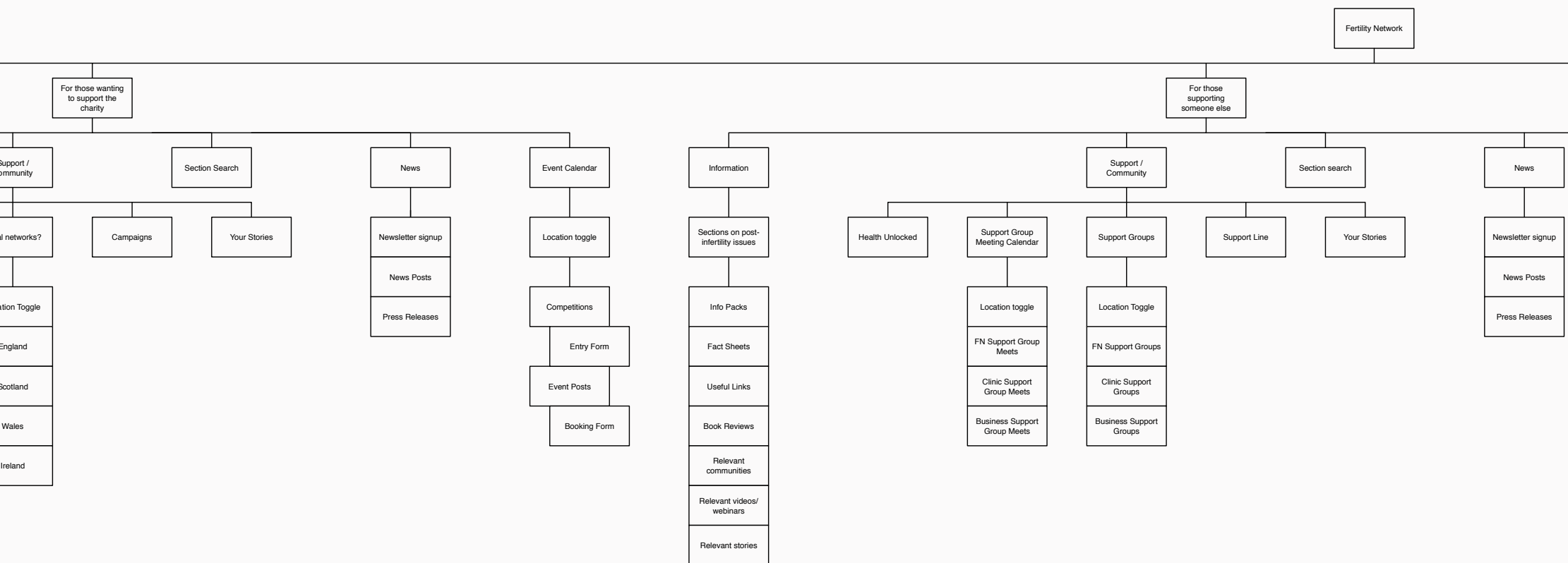
Fertility Network UK —
Flagship information website

————— As the leading patient-focused fertility charity in the UK, the Fertility Network provides support, advice and understanding to anyone affected by fertility issues. Infertility is one of the few remaining taboo subjects in our culture, so communicating with the 3.5 million affected people across Britain is vital. To accompany a rebrand in 2016, I worked on a new website that would combine the Infertility Network, ACeBabes and More To Life portals into a single, unified experience. Driven by the concept of a community-based hub for fertility support, the website delivers a sympathetic health information service designed to comfort the affected and alleviate feelings of isolation.

User Research
Information Architecture
User Experience Design

Visual UI Design
Content Strategy

[Fertility Network Website](#) →



A ROBUST ARCHITECTURE

Using the results of the card-sorting workshops and the visitor flows I was able to organise the pages into a simple conceptual model that would be easy to navigate. This approach made more sense than a traditional sitemap because of the huge reorganisation of content that was involved as instead of instructing where to place content it would provide guidance on how to work out where content should go.

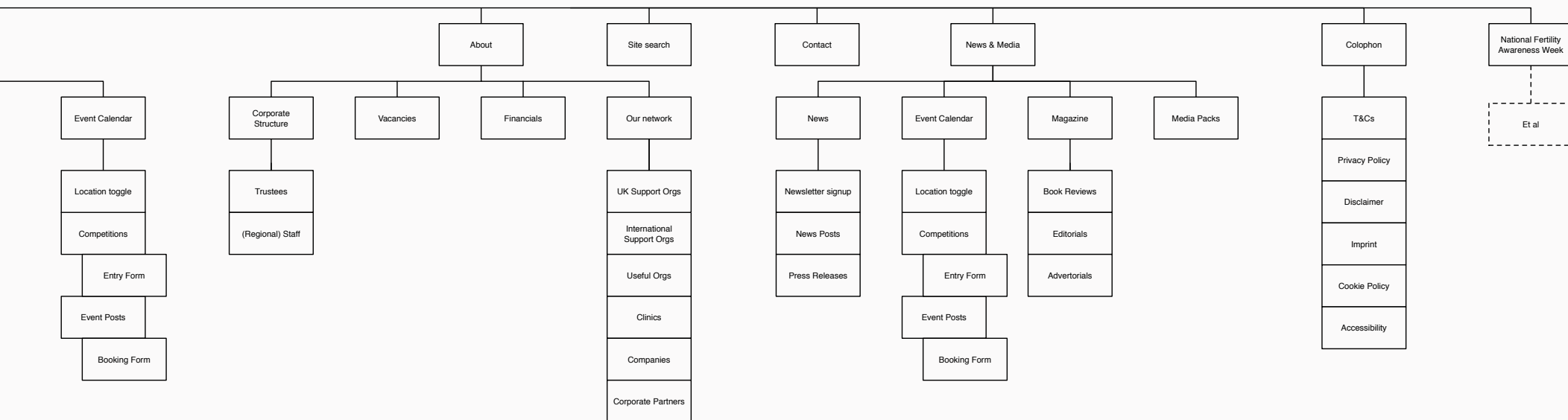
The architecture allows for the 'model' to be repeated multiple times, to target each audience segment. This modularity not only fulfils the need to share or isolate

content between audiences but gives room for the site to change over a longer lifespan than a typical website. Each segment acts as a 'chapter' of the Fertility Network, which is necessary given the sensitive nature of the subject matter – for instance many of those who are unable to have children do not want to ever see any content aimed at those still trying.

After sharing and agreeing the conceptual model with

the client and some of the target audience I moved on to content modelling, creating a list of content types and their respective domain models and taxonomies. These formed the basis of my content pattern library.

Sensitive topics required clever channelling of content to avoid distressing visitors.



Content Audit							
ID	Page Title	URL	Purpose	Existing Patterns	Type/Template	Category	Notes
023.2		http://www.infertilitynetworkuk.com/get_involved_3/faculty_a_volunteer_3					Duplicate 3
023.3		http://www.infertilitynetworkuk.com/get_involved_3/help_us_fundraise_3					Duplicate 3
023.4		http://www.infertilitynetworkuk.com/get_involved_3/special_families_campaign_3					Duplicate 3
024	Information where you need it, when you need it	http://www.infertilitynetworkuk.com/information	Information section landing page	Mainhead, sidebar (section nav, promoted links), main content, footer	Generic		
024.1	Infertility Network UK Factsheets A - Z	http://www.infertilitynetworkuk.com/information/factsheets	List of factsheets	Mainhead, sidebar (section nav, promoted links), feature image, main content, footer	Generic		Factsheet pages
024.2	a Patient Information Pack, Making Info	http://www.infertilitynetworkuk.com/information/patient_information_pack	Information about the e-patient info pack	Mainhead, sidebar (section nav, promoted links), main content, footer	Generic		
024.3	Access to external resources	http://www.infertilitynetworkuk.com/information/useful_links	Landing page for the useful links	Mainhead, sidebar (section nav, promoted links), feature image, main content, footer	Generic		
024.3.1	International Support Organisations' list	http://www.infertilitynetworkuk.com/information/useful_links/international_support	List of international support links	Mainhead, sidebar (section nav, promoted links), main content (links), footer	Generic		Page 1 out of 10
024.3.2	Links to UK Support Organisations	http://www.infertilitynetworkuk.com/information/useful_links/uk_support_orgs	List of UK support links	Mainhead, sidebar (section nav, promoted links), main content (links), footer	Generic		
024.3.3	Useful Organisations	http://www.infertilitynetworkuk.com/information/useful_links/useful_organisations	List of useful organisations	Mainhead, sidebar (section nav, promoted links), main content (links), footer	Generic		
024.3.4	Useful Websites	http://www.infertilitynetworkuk.com/information/useful_links/useful_websites	List of useful websites	Mainhead, sidebar (section nav, promoted links), main content (links), footer	Generic		
024.4	Events	http://www.infertilitynetworkuk.com/information/events	List of upcoming events	Mainhead, sidebar (section nav, promoted links), main content, footer	Post index		Turn in
024.4.1		http://www.infertilitynetworkuk.com/information/events/164/Weeks Fertility Inf	Event post	Mainhead, sidebar (section nav, promoted links), 596, date, main content, footer	Post	Infertility Network UK Events	

PROTOTYPING

With the structure and content planned I moved on to wireframing. Using the list of features I collated at the beginning I sketched out and linked up lo-fi versions of the required templates in Axure, simultaneously filling out the pattern library with documentation on the use cases, functionality and back-end requirements for each feature.

By sticking to a mobile-first layout system I had used in the past I was able to create testable wireframes quickly, safe in the knowledge that the patterns were touch friendly and would scale up and down suitably for any size viewport.

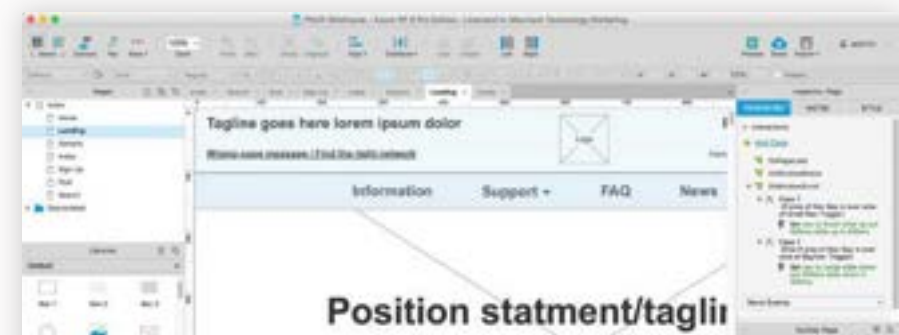
The first round of wireframes tested well with the audience but were deemed too complex by Fertility Network's stakeholders (who would be the editors ongoing), so I was required to simplify the content structure in a round of revisions.

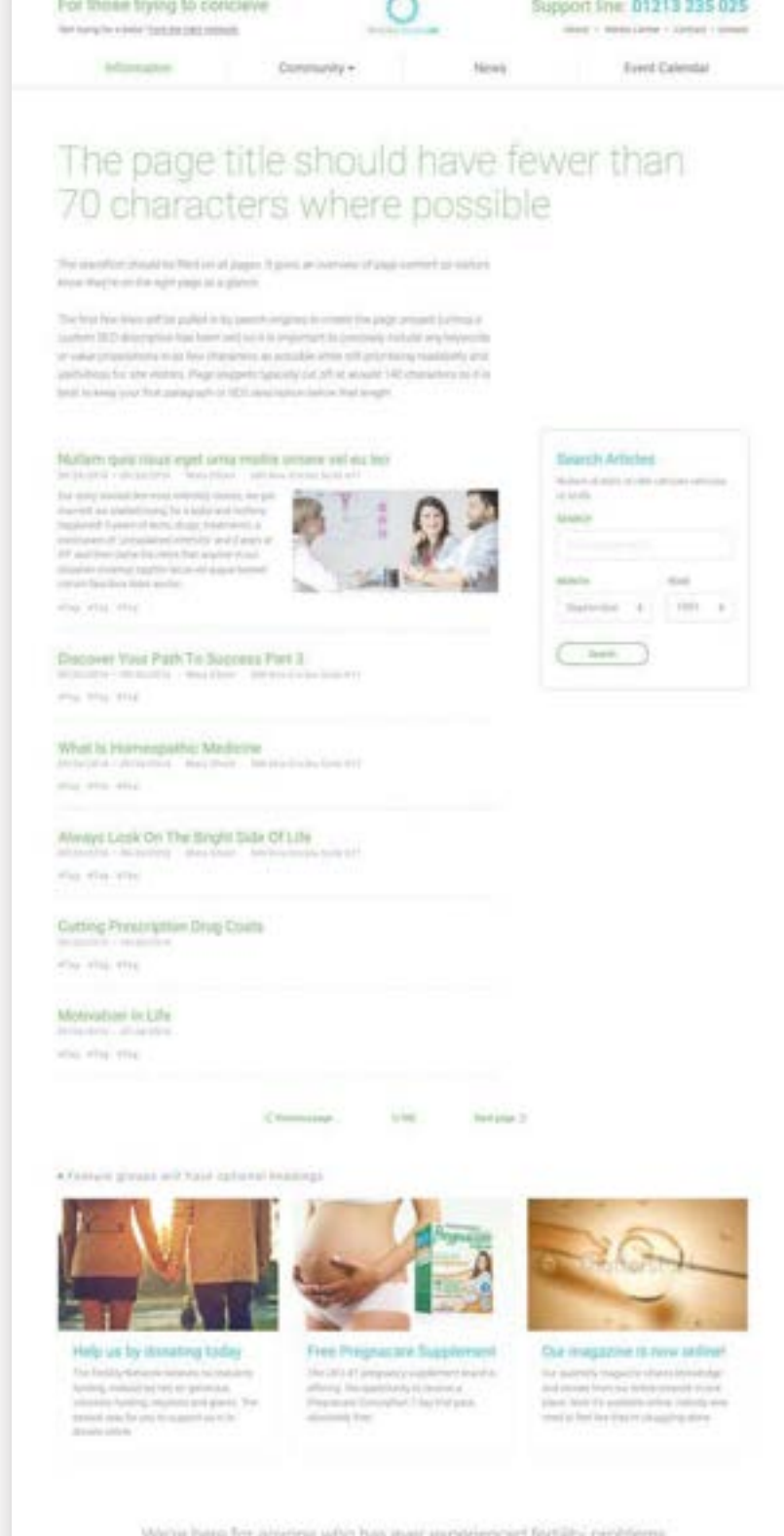
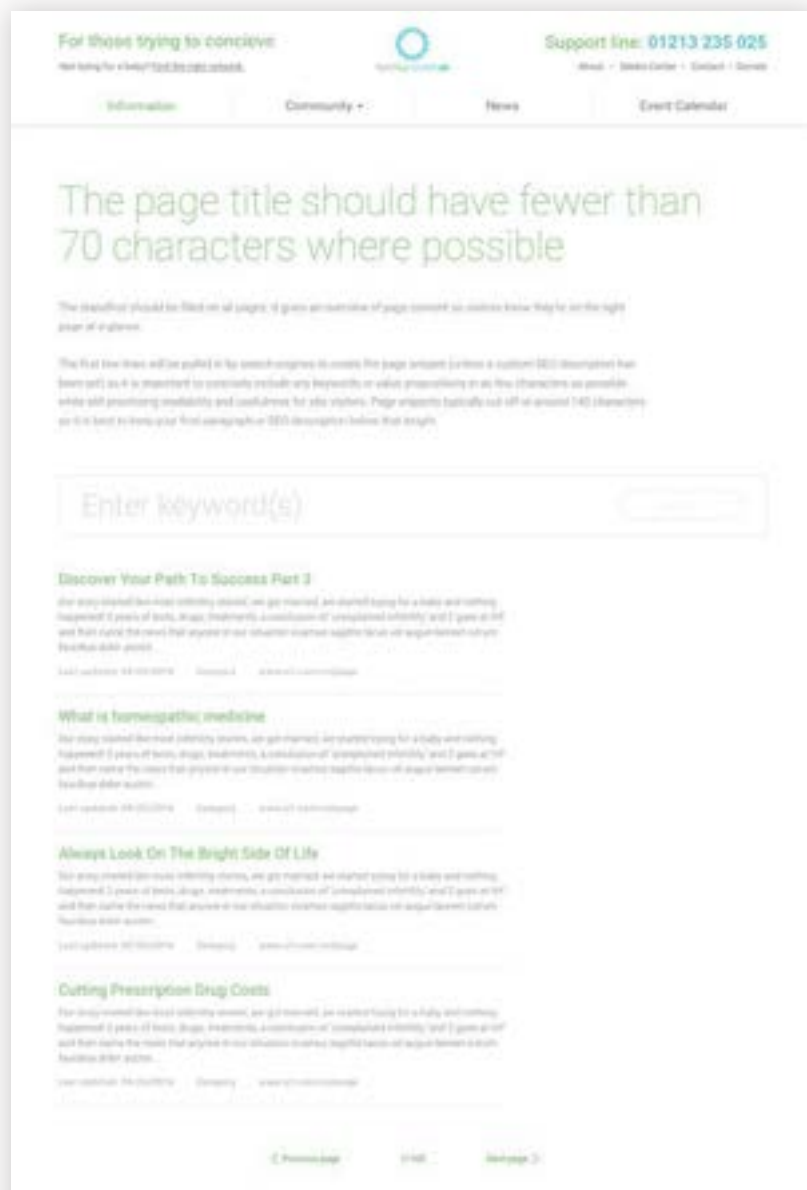


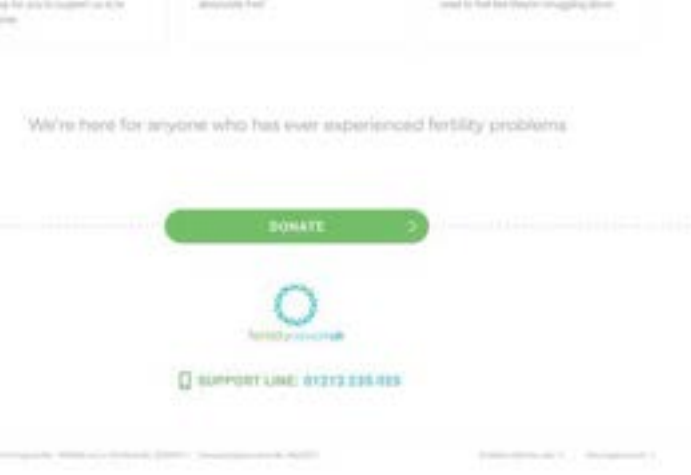
Axure prototype →



Component	Component ID	Page	Requirement	Description	Asset Type	Asset ID
Header	Header-Primary-Navigation					
Hero	Hero-Introduction-Header-Section	Page One: The Hero Section				
	Hero-Image			This is the image that will be displayed	Image File	
	Hero-Text			Add a custom paragraph to describe the hero	Image File	
	Hero-Image 2			Add an image to the hero section	Image File	
	Hero-Image 3			Add an image to the hero section	Image File	
Footer	Footer-Primary-Navigation					
	Footer-Image			Image through which the hero section will be displayed	Image File	
	Footer-Text			Add a custom paragraph to describe the footer	Image File	
	Footer-Image 2			Add an image to the footer section	Image File	
	Footer-Image 3			Add an image to the footer section	Image File	
	Footer-Image 4			Add an image to the footer section	Image File	
	Footer-Image 5			Add an image to the footer section	Image File	
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	Footer-Image 100			Add an image to the footer section	Image File	







Credit

Year: 2016

Client: Fertility Network UK

Completed At: Merchant Technology Marketing

My Roles: Research, IA, UX, Visual Design, Content Strategy

Project Manager, Editor: Alice Berry

Development: David Janning

50





Good chemistry

INEOS Group Limited —
Flagship corporate website

————— Of the top ten chemicals producers in the world, INEOS is the only company still privately held. Run with a fiercely entrepreneurial culture, INEOS is comprised of a fluctuating number of independent business units each with their own product range. Due to the group's dynamic structure and autonomous management, a flexible and reusable website is key to uniting the units under one easily navigable hub. In support of a step into the oil and gas industry in 2015 that put INEOS and fracking in the public eye, I worked on a new information architecture that would restructure INEOS' 5000-page strong web presence to better represent and support its changing structure and the sudden public interest in their dealings.

Information Architecture

User Experience Design

[INEOS Group Website](#) →

THE ARCHITECTURE

My first problem to tackle was how to place the new oil & gas businesses, would they sit alongside the chemicals businesses or somewhere else? Complicating matters was INEOS Enterprises and it's own set of sub-businesses.

In total I tested out 5 different architectures at varying degrees of resolution, before settling on the idea that the business units didn't need to be nested like Russian dolls.

As each business has equal standing regardless of the corporate structure, I would place them all as siblings in the architecture. The intricacies of the corporate hierarchy could then be explained explicitly in content rather than implied from the breadcrumb bar or URL scheme.

As a back-up plan I prepared a second architecture that more closely matched the corporate structure, just in case.



Architecture Prototype →



Structuring the site according to corporate hierarchic formalities was a mistake. The structure ought match the way the businesses were perceived.

THE NAVIGATION

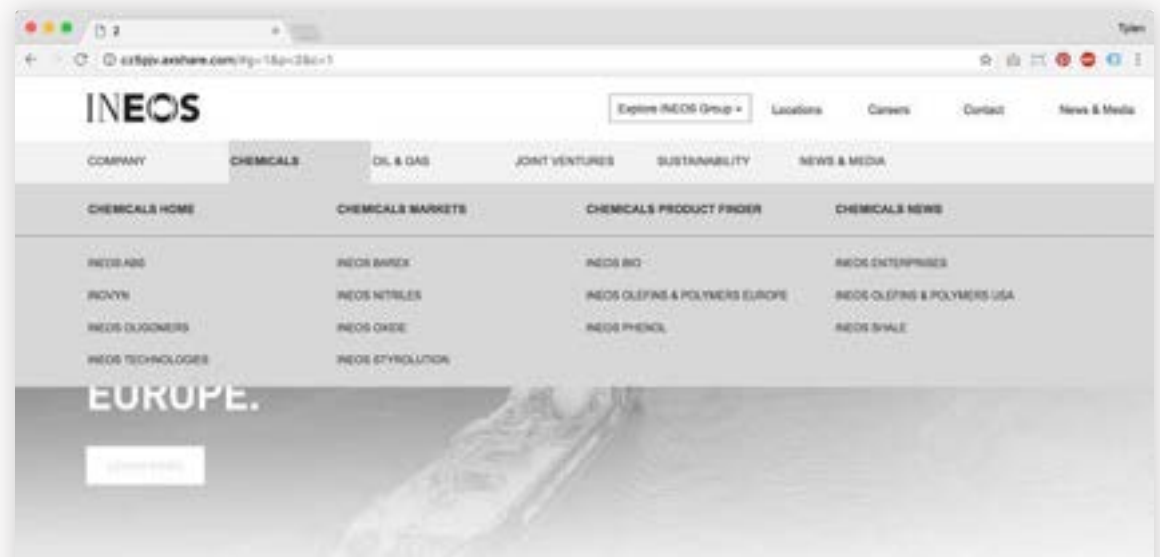
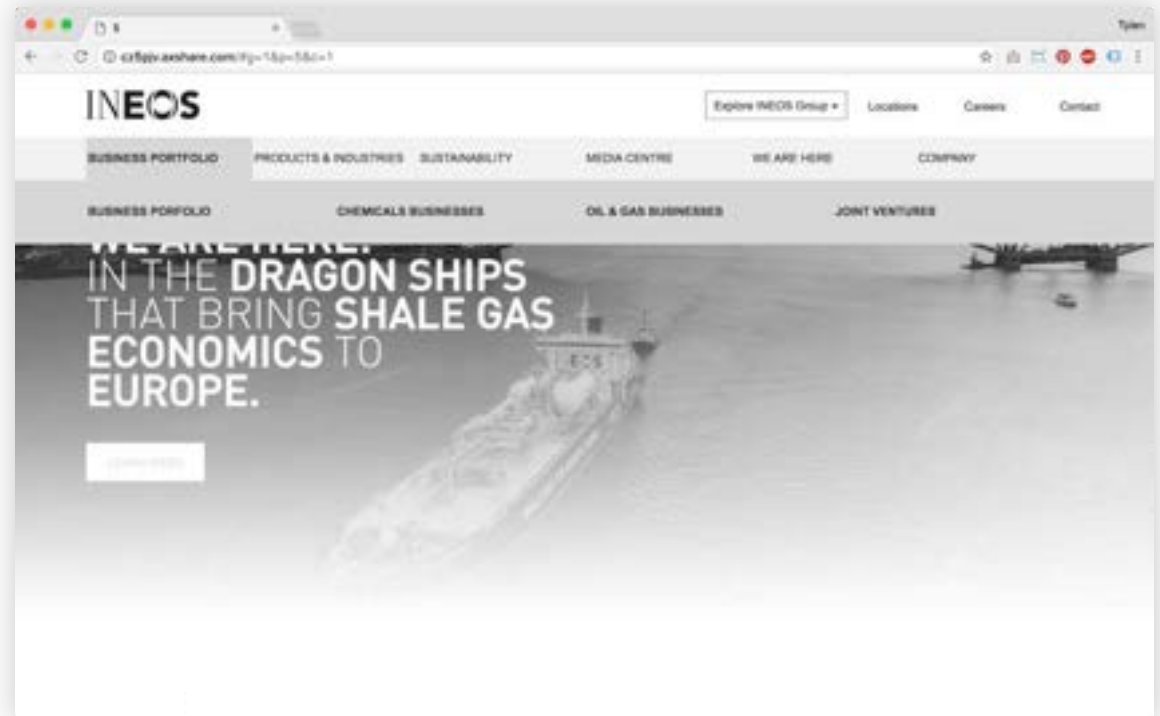
The next challenge was figuring out how to structure the navigation, as I was essentially telling INEOS how to present itself.

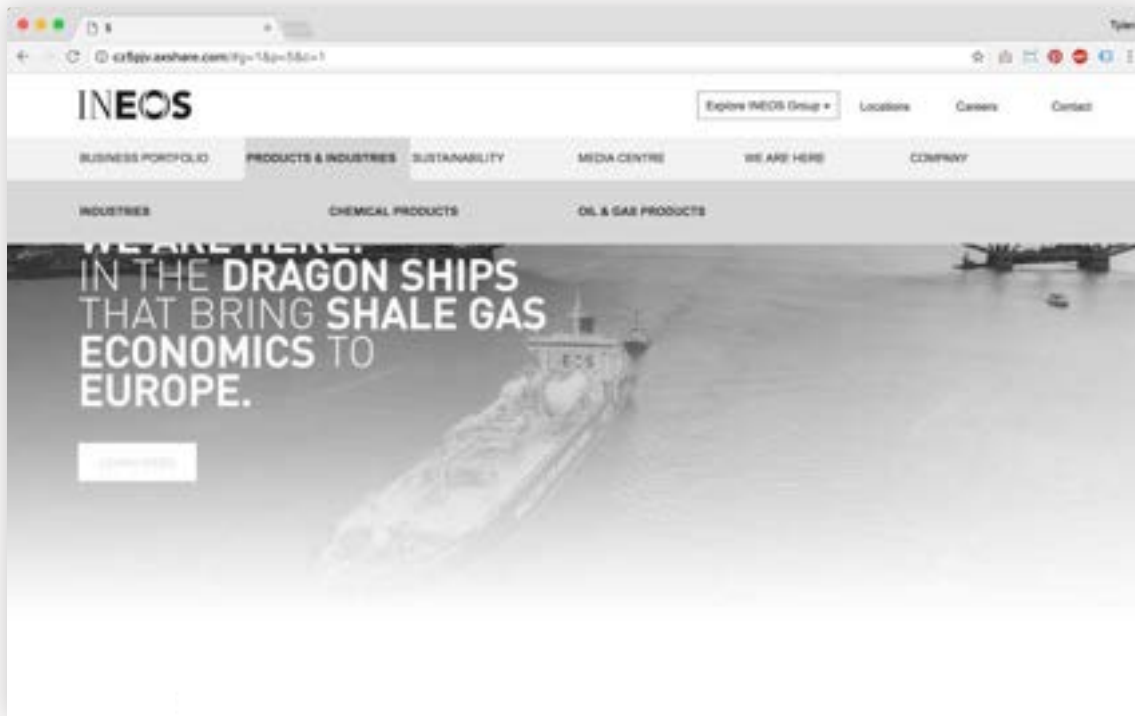
I looked at other chemical giants and umbrella companies to learn how they structured themselves and why, then I cherry-picked the best features, including;

- Business Portfolio, to showcase businesses the way Unilever showcases products and satisfy the need to show corporate structure.
- Products & Industries, to show what INEOS makes and how it can be used, similar to Dow's Products & Solutions section. This area also helps to cross-pollinate between businesses and makes it easy for customers to find product details.
- Top-level media centre, for highlighting recent news and updates, and signposted for journalists.
- Top-level spaces for sustainability and PR campaigns, such as the "We Are Here" promotion, to garner goodwill and assuage the worries of the public.

I was also able to remove redundant navigational elements, leaving only the business explorer as the point of interaction to switch to navigate to another business.

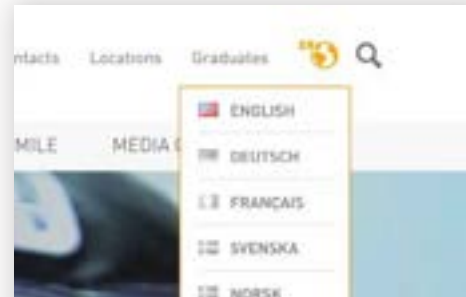
I presented my architecture directly to the Group Communications Manager at INEOS, who responded favourably to my proposal.





OTHER PRODUCTS

In addition to the IA, I have also worked on and/or led a number of other features on the INEOS website that are in the product pipeline, as well as creating a number of brochures, exhibition graphics and other PR materials.



Multilanguage functionality →



Locations →



Careers (Archived)



Logistics Matters (Archived)



INEOS TV →



Investor Relations (Archived)



Sustainability (Archived)



Site pages (Archived)

Credit

Year: 2016

Client: INEOS Group

Completed At: Merchant Technology Marketing

My Roles: IA, UX, Visual Design

Project Management: Gordon Hawes & Richard Broughton

Development: Constantin Anca, Anup Zaver

Thanks: Pete Luffman (Visual Design), Mounir Boudouda (.net)

Tylen St Hilaire