# Customer Journey

Роль в улучшении покупательского опыта Методы построения Практическое применение

FRUMATIC



## **Gulfiya Kurmangaleeva**





## FRUMATIC



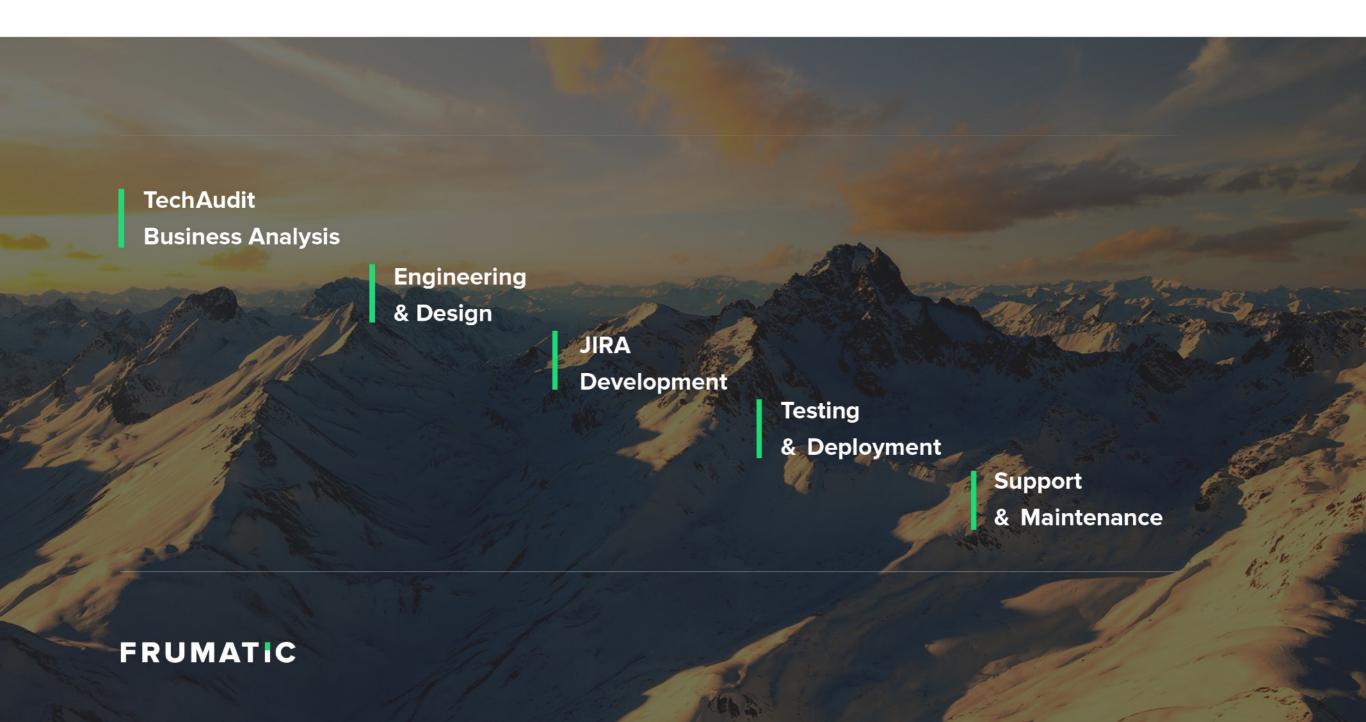


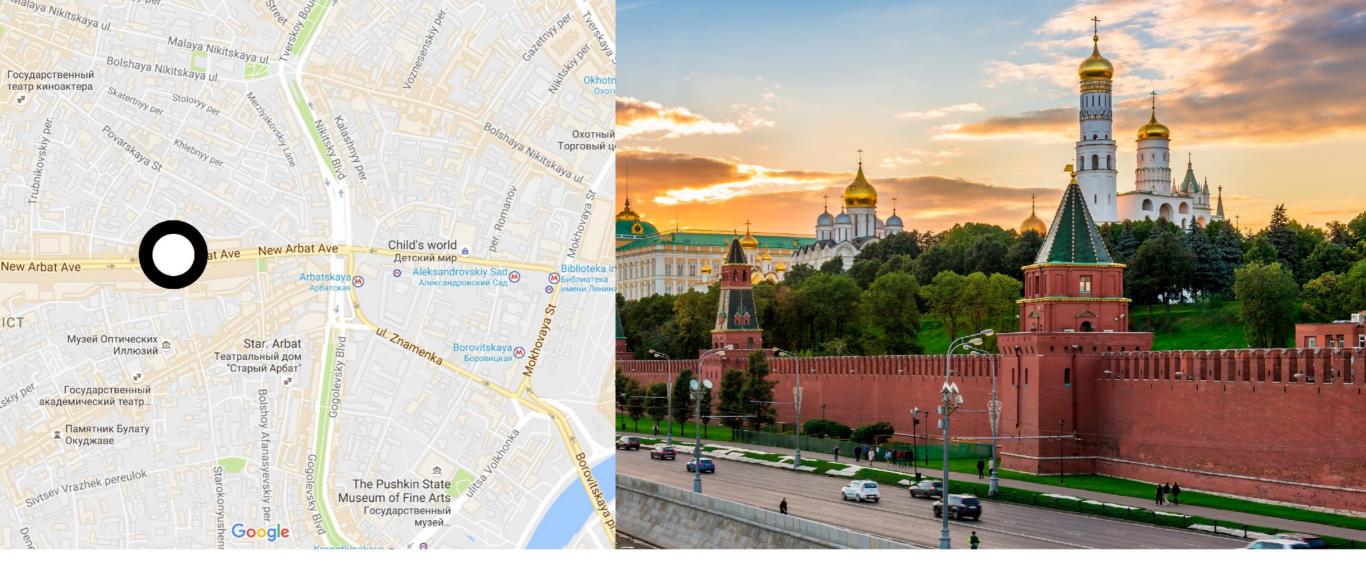


## What we do?

FRUMATIC

OUR PROCESS AND TECHNICAL METHODOLOGY





## Where we are?

Frumatic is an international software development boutique with the main development office in Moscow, Russia.

#### **MOSCOW**

ul. Bolshaya Molchanovka, 17, 121069, Moscow

#### **UFA**

ul. Chernyshevskogo, 82, 450076, Ufa

#### **ISTANBUL**

Nejat Eczacıbaşı Binası Sadi Konuralp Caddesi, Beyoğlu/İstanbul, Turkey



#### **RESPONSIBILITIES**

Building and Managing the Design team (UX and UI)

Leading projects with clients as the artdirector and product manager

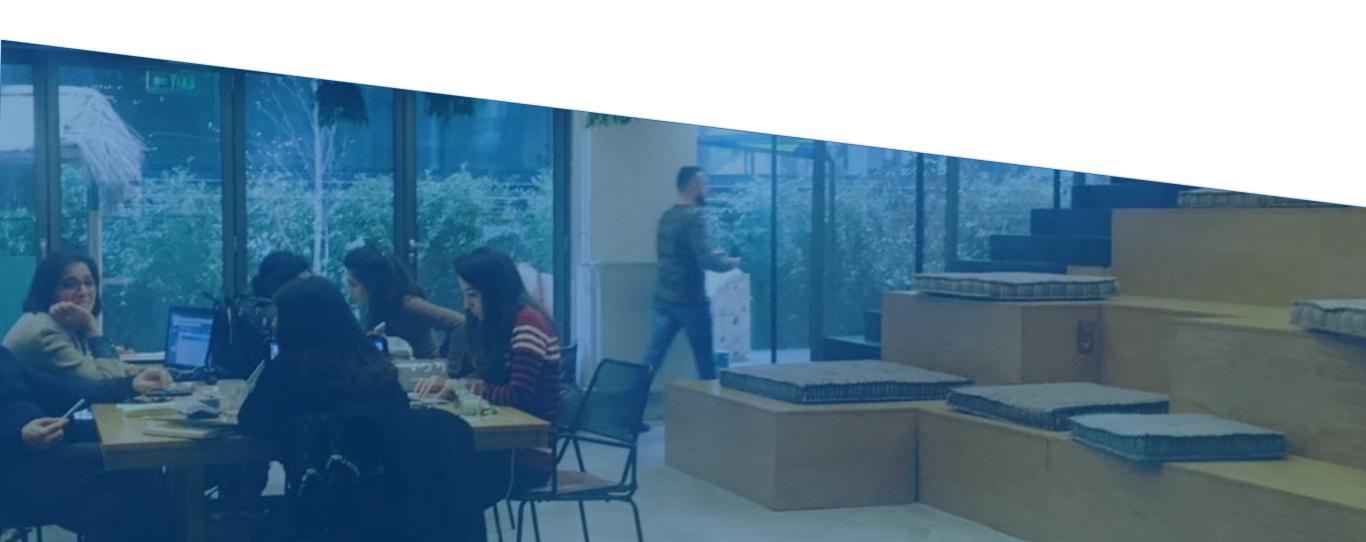
Ownerships of the client's projects

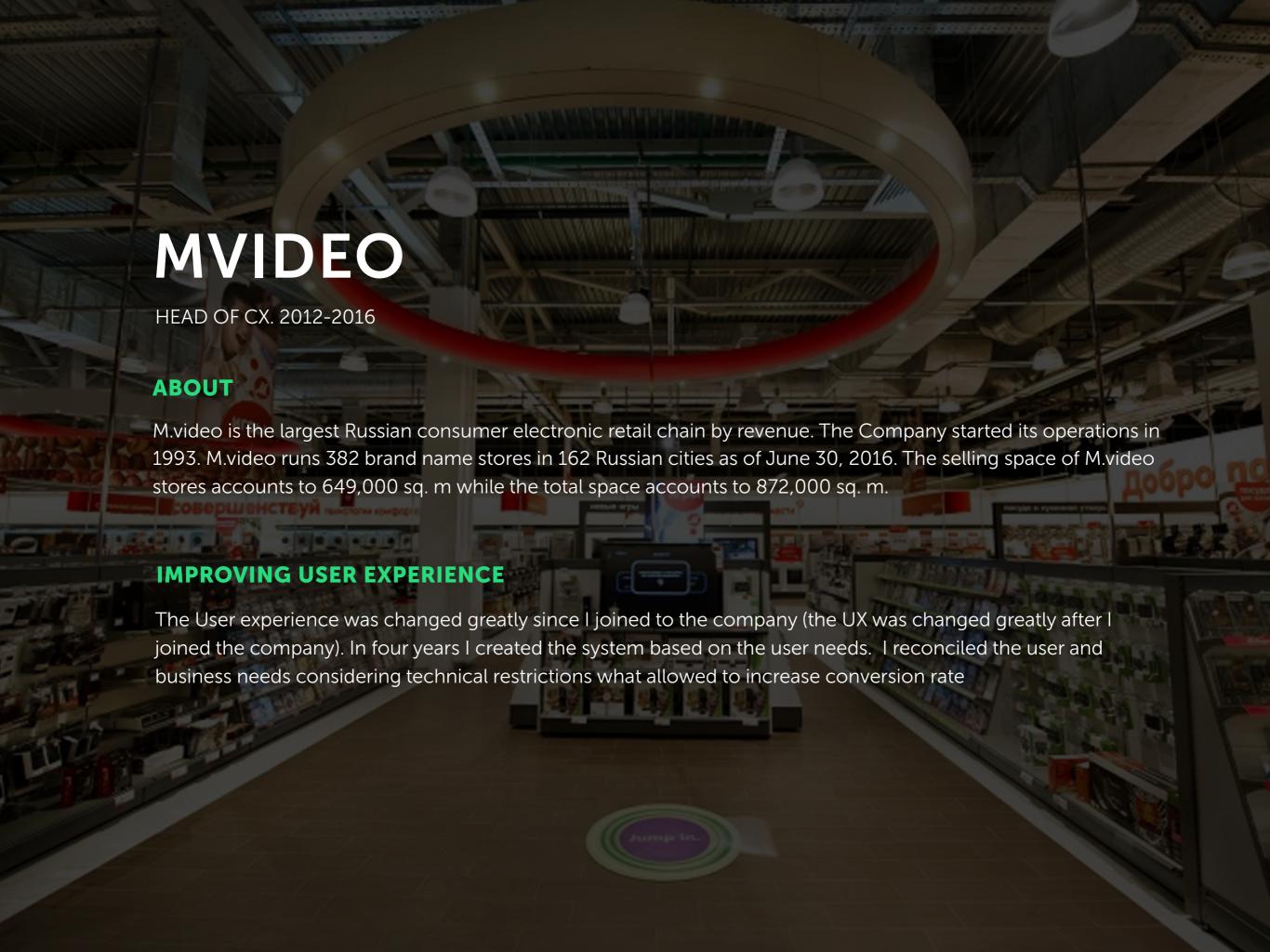
### **RESULTS**

Successful and talented design team that considers User needs as the driver for design changes

Design deliverables are provided on time for all projects

A successful Product proposal for a start-up focusing on Goal Setting and Strategy planning

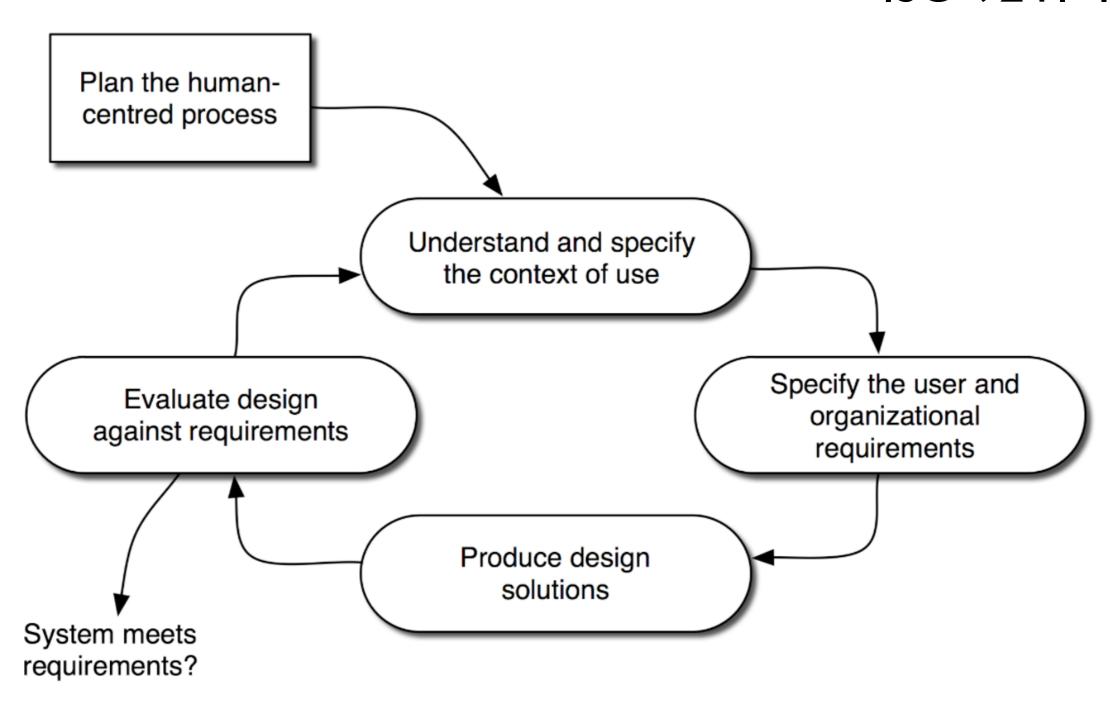




## HUMAN CENTRED DESIGN APPROACH

## FRUMATIC

ISO 9241-11



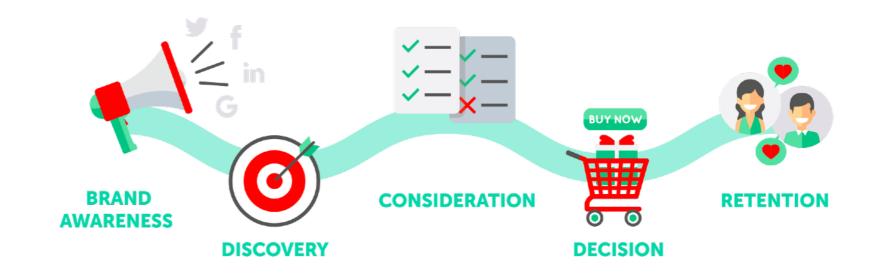


# Customer Journey

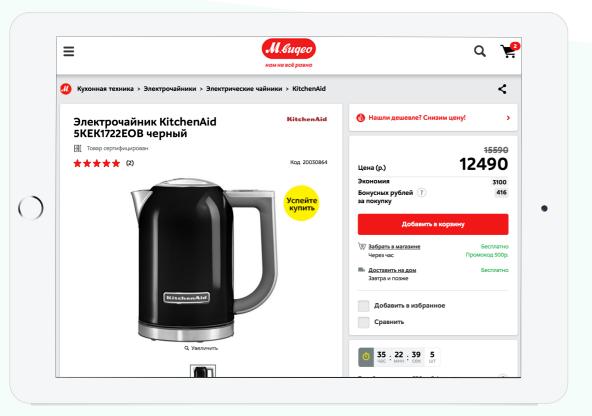
The User Journey map is a visual interpretation of the overall story from an individual's perspective of their relationship with the app. The story is told from the customer's perspective, but also emphasizes the important intersections between user expectations and business requirements.

The User Journey map consists of the Touchpoint, Progression, Functionality, Emotion.









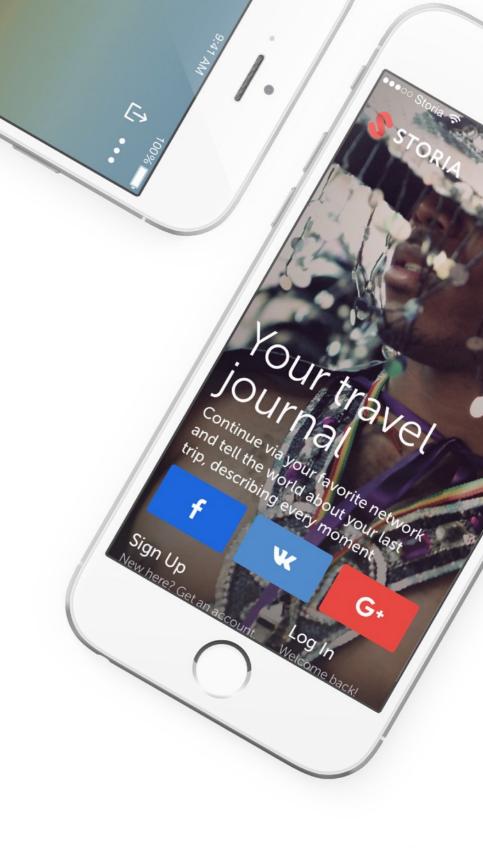
# CONVERSION RATE



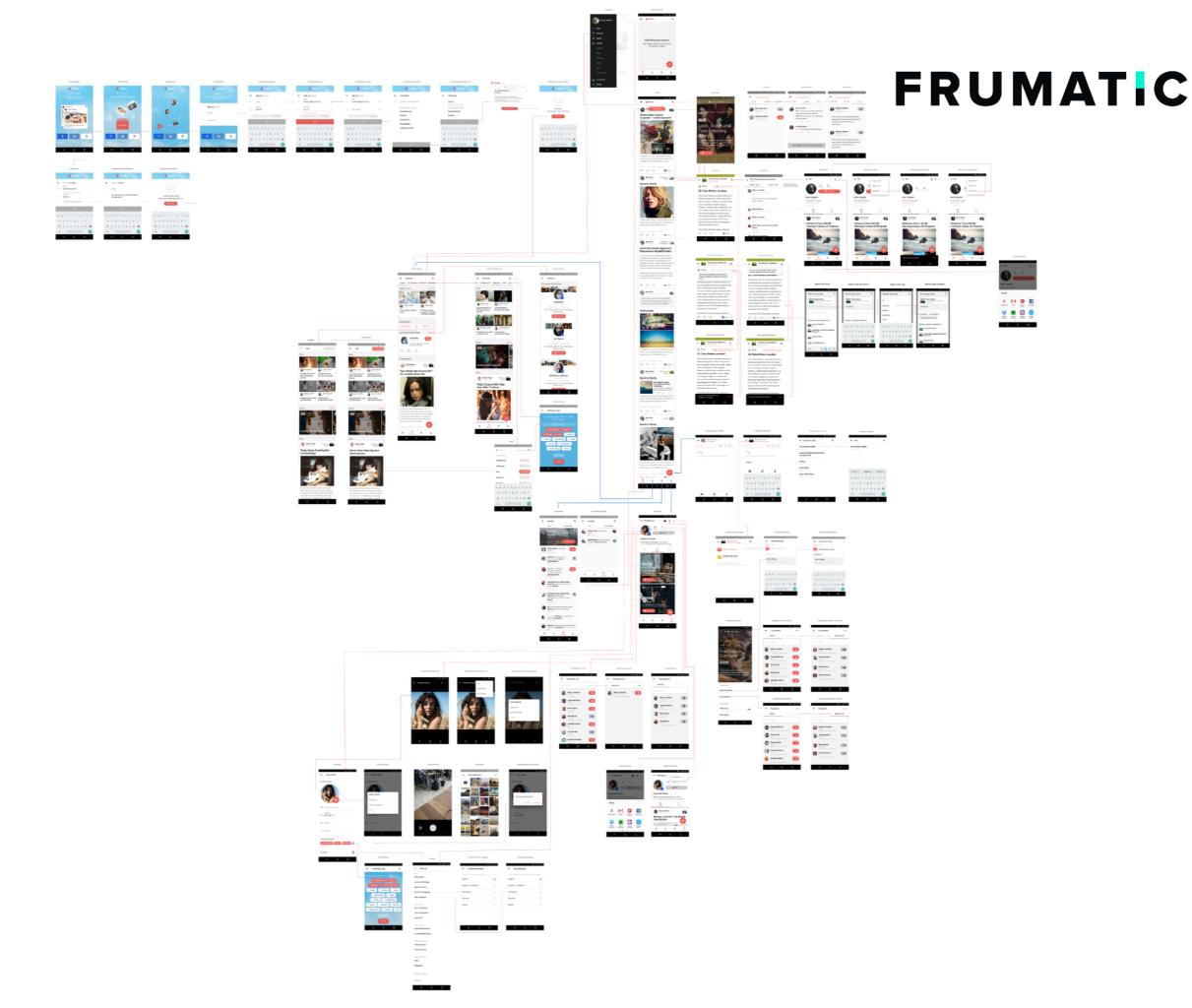
# FRUMATIC STORIA INC. Global social media storytelling platform **ABOUT** Storia is a new paradigm for social publishing founded on the belief that everyone has a story to tell. We offer a platform where communities can come together to share and explore one another's stories. **IMPROVING USER EXPERIENCE** After Storia is downloaded the user is taken to the Discover page. Top posts, stories and authors are featured there daily. My team and I have to answer to these daily questions in order to provide the best User Experience: What's more important likes or sharing in Mobile web? Who should get credit for like: repost or original post? What is the Ideal Discover process?

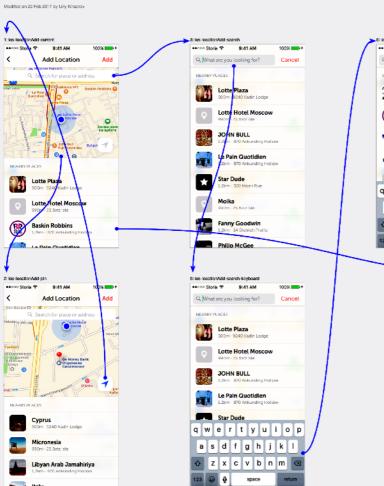
# Factors that should be considered

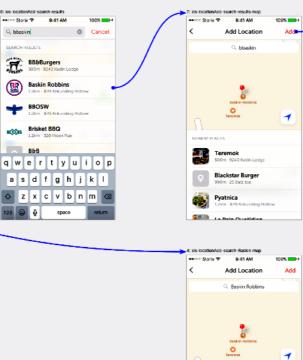
- Oapturing the imagination of a 12 or a 65 year old adult
- Not all people behave the same way in diverse regions of the world as cultures and customs vary greatly
- Have to be responsive, fast and user friendly platform
- Given the growth of mobile world over, design needed to adapt easily to native mobile apps



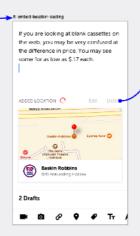
FRUMATIC



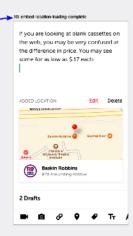


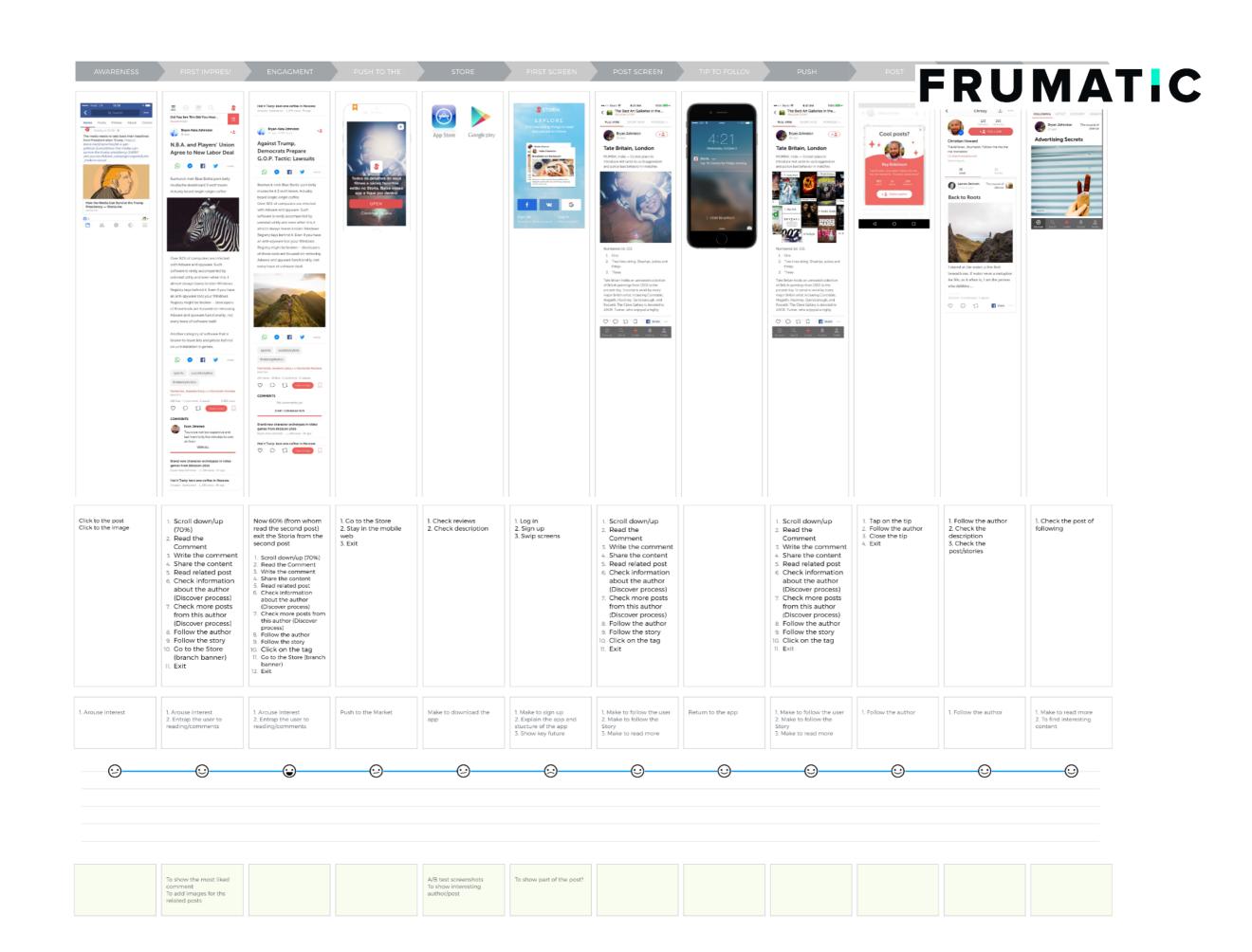


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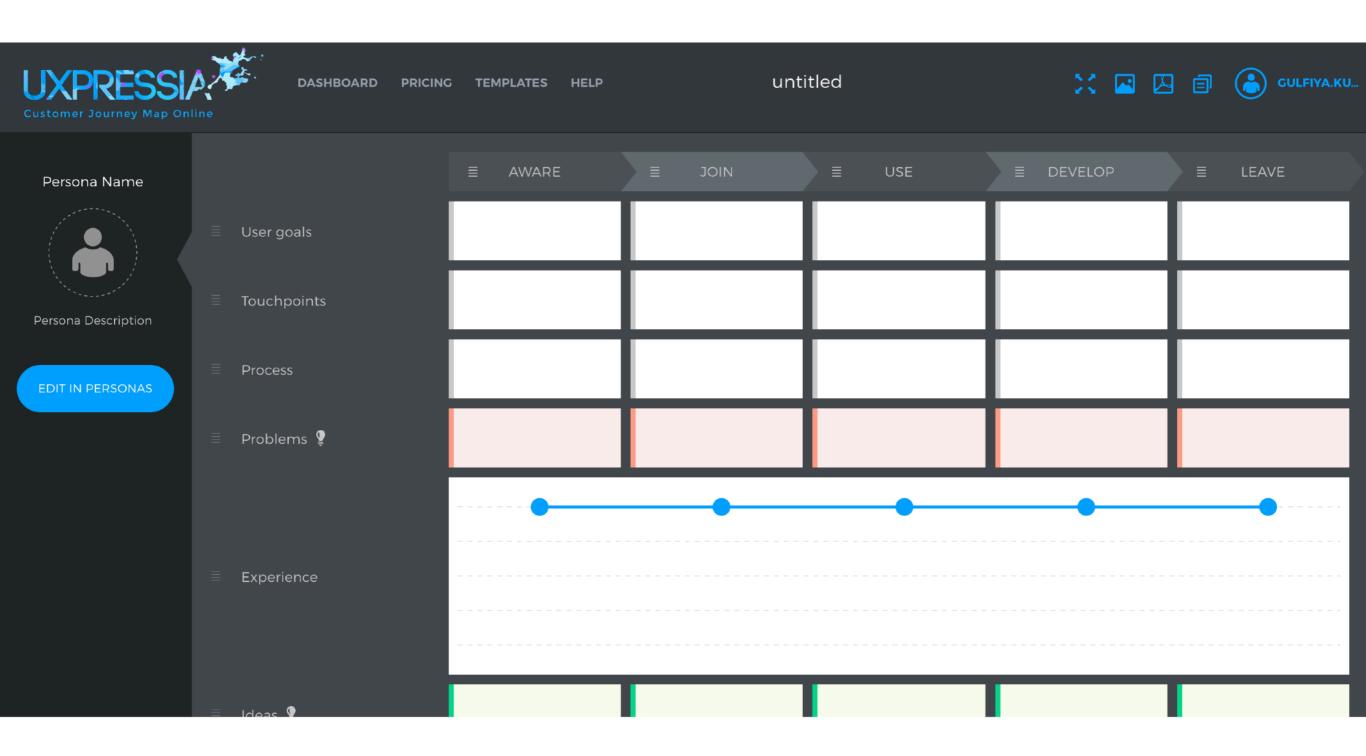


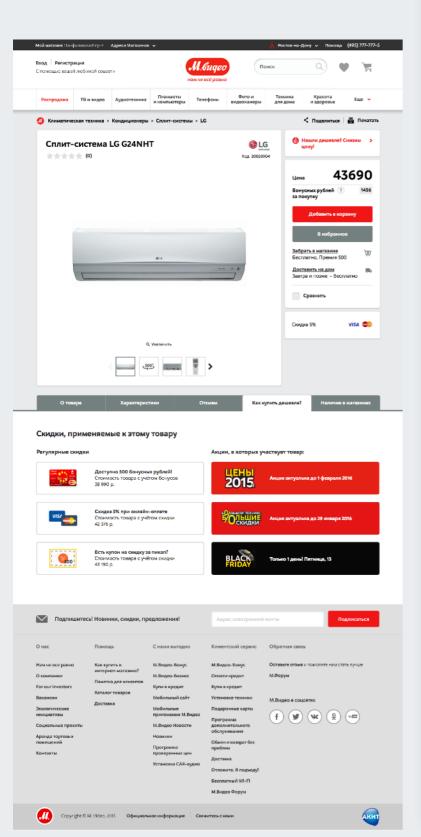
Screens

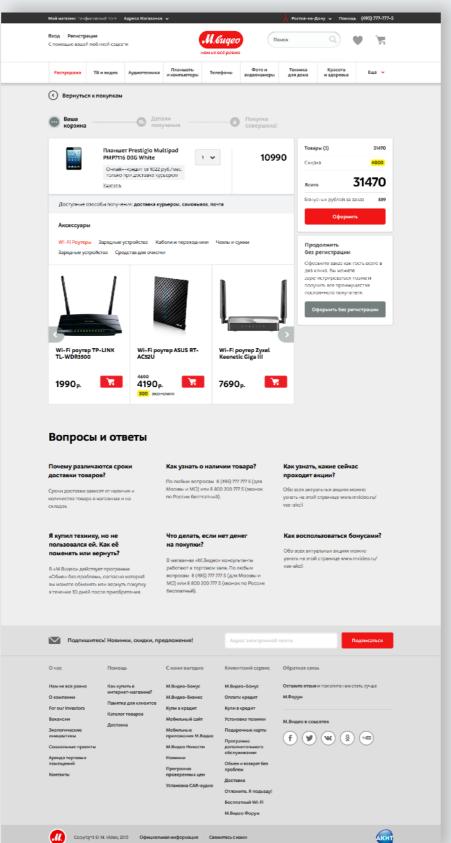
Actions

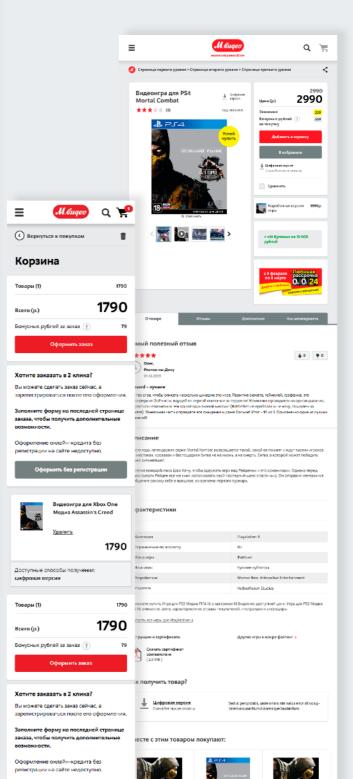
User's goals

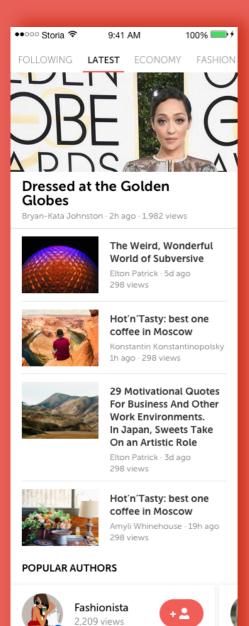
Business's goals

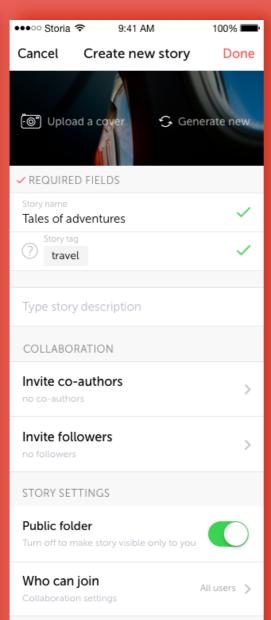


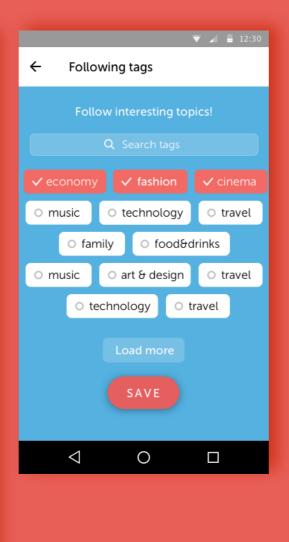


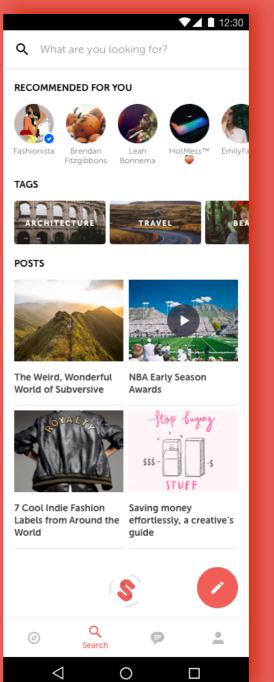


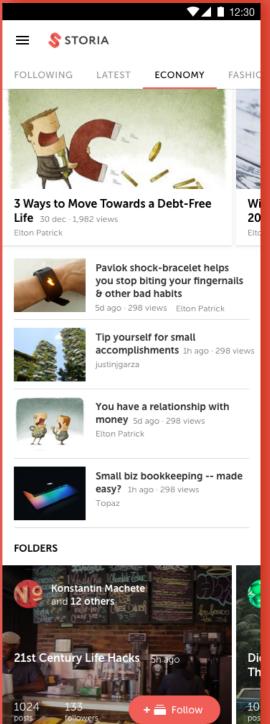




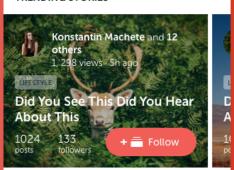








#### TRENDING STORIES



From catwalk to street style, all around the

The Weird, Wonderful World of Subversive

world | a Topaz 👽 channel | fashion

TRENDING POSTS



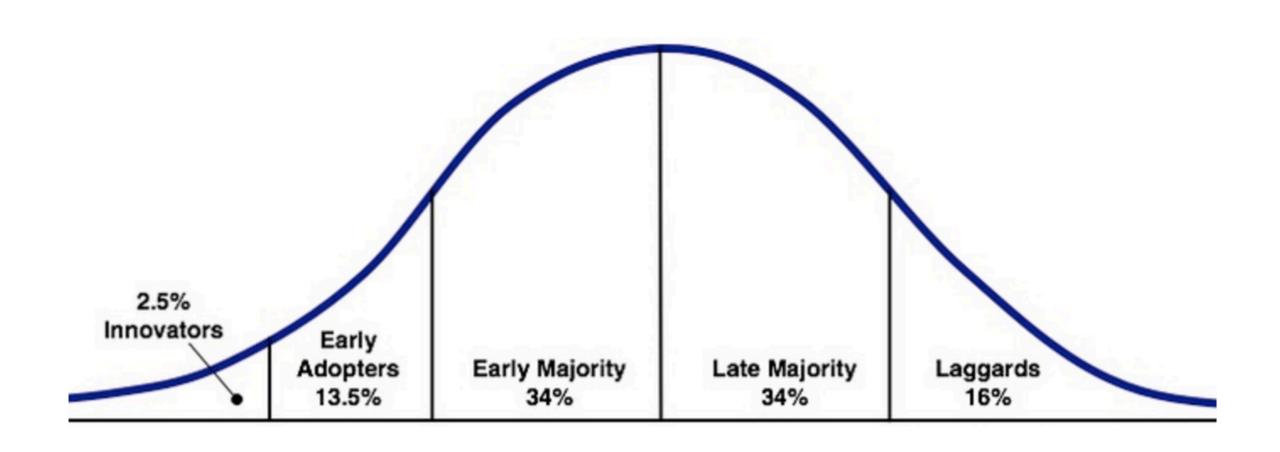
**POSTS** 



Investing Tips & Tools for Millennials

## **Product diffusion curve**

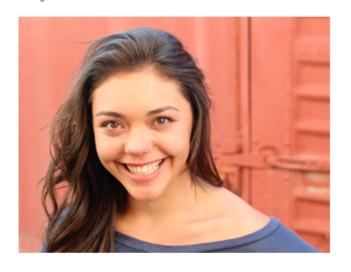




**INNOVATORS** 

#### ZOE

16yr old





I am an ardent listener and always checks on links and apps suggested by teachers and other people. I feel stuck when I need to do some task on my own

#### **ACTIVE ONLINE LIFE**

Zoe is an enthusiastic teenager full of life. She's a real team player and loves to stay in touch with her friends. Like any millennial, she's the social media type with keen interest in instant messaging applications. She enjoys hanging out with friends and if she cannot make it physically, her numerous social media applications are always readily available. Her boyfriend, Mark is always on her favorites list.

#### WANT TO TRY UNPROVEN THINGS

Zoe loves to stand out and so is always looking out for the latest makeup accessories and beauty tools. Among her friends, getting knowledge about the latest trends and testing new products is more of a competition. Zoe thus loves to try new things in order to be on top of her game or at least stand out among her friends. Their group conversations are mostly about who's tried something new and how cool it was.

ZOE

**INNOVATORS** 

She always leaves a review on products she finds interesting and is quick to share them on her Facebook page.

#### TO STAY IN TOUCH WITH HER FRIENDS

Zoe is an enthusiastic teenager full of life. She's a real team player and loves to stay in touch with her friends. Like any millennial, she's the social media type with keen interest in instant messaging applications. She enjoys hanging out with friends and if she cannot make it physically, her numerous social media applications are always readily available. Her boyfriend, Mark is always on her favorites list.



#### #MUSIC, #FUN, #LIVE

She is also a great fun of music and loves to listen to Country music. She's listening to music basically all the time except when with friends, in class or at a gathering.

## ZOE

INNOVATORS

16yr old

THINKS	Zoe thinks her ability to accomplish individual projects should be so much better - more results, less failures.
SEES	Zoe sees the personal achievements of her friends on their personal projects. She also sees that when they team up to work on projects, it goes much faster and she's able to do more.
FEELS	Zoe feels like crap whenever she's stuck on a project. She hates it. She hates that she cannot commit to her personal projects from start to finish. Although she'll like to be more independent and have a story to talk about each time, she enjoys working together with her friends and would love to be able to collaborate with them on her projects.
DOES	Zoe loves to get feedback from her friends especially her boyfriend from time to time when working on her projects. She just loves to hear encouraging words like, "that's awesome! Great job! So what next?". She wants to celebrate every milestone to accomplishing her goal. When stuck and not knowing what to do next or how to get around a difficulty, she loves to involve her friends.

## ZOE

## 16yr old

AWARENESS Ways through which Zoe will get to know about this tool	VALUE Benefits the application presents to Zoe as a user	PURSUIT The drive that brings a person to use the app	RETENTION Things that will keep Zoe coming back to the application
<ul> <li>Friends</li> <li>App stores</li> <li>Review blogs</li> <li>Internet searches</li> <li>School</li> <li>Parents</li> <li>Radio/TV</li> <li>Social media</li> <li>Sports club</li> </ul>	<ul> <li>The ability to win rewards while accomplishing tasks towards the completion of her project.</li> <li>An opportunity to stay connected with her friends even when working on her projects.</li> <li>A chance to receive assistance on school projects</li> <li>To be able to access advices in the public forum</li> <li>Undertake a project with someone in order to get closer to the person.</li> <li>Invite someone to the project without personal barriers</li> <li>Have fun working on projects</li> <li>Ability to win (be the first to complete) a project among your friends.</li> <li>Delight in her achievement (by sharing to social media for example)</li> </ul>	<ul> <li>An invitation to try the app</li> <li>A recommendation by a celebrity</li> <li>A chance to compete with friends</li> <li>An opportunity to solve issues quickly and be sure of the results</li> <li>Sharing achievements on social media (eg. Facebook, Snapchat)</li> </ul>	<ul> <li>Notifications</li> <li>Alerts</li> <li>Ability to follow members</li> <li>Localization</li> <li>Provision of information about friend's location</li> </ul>

## INNOVATORS

# User testing

How to save the time of development, check the results, and be sure that Design works fine? To conduct the user test.

Usability testing is a technique used in user-centered interaction design to evaluate a product by testing it on users. This can be seen as an irreplaceable usability practice, since it gives direct input on how real users use the app.





Results of the User Testing: **New Create flow** 

5 participants, iOS application 1 February, 2017





#### **RESULTS**



All respondents performed the assigned task of publishing post successfully. 2 respondents had a problem with an inactive 'Done' button in the 'Create Story' screen complaining about veiled required fields in the 'Create Story' screen. In order to resolve this issue the additional user test was conducted using the 'Preference' test.

3 respondents created a new Folder (Story) successfully without any difficulties.

All respondents noticed that the Scenario 2 (create post - choosing folder and share) was more rapid and effective compare to the Scenario 1.

According to the results of the test, the new 'Create flow' process is recommended to implementation.

#### THE NEW CREATE FLOW.







- 1. The word 'Story' is changed to the 'Folder'.
- 2. The default Story 'User's story' is removed. The user should create the 'Folder' for the first time he publishes the post.
- 3. The 'Sharing' panel is moved to a new screen.

#### **Prateek Attree**



- Noticed the difference compare to the first scenario (another bar on the top)
- Prateek recognised that:
- he had default covers
- can invite co-authors/followers how to make the Folder private 'Collaboration' ('who can join') was the 'share' function for him

**CHANGES: CREATE THE POST** 

- Prateek didn't pay attention to the 'search' - The respondent figured out how to share posts via the Social media
- The participant described the Scenarios: 'at firs:t I didn't have any folder. in the second: I created post, added it to a folder and shared them. It was easier'.

He understood that he can choose already

the red icon)

existed one or create a new one (by click on

## 💲 STORIA

#### Changes Verification The 'Sharing The task of The Sharing The 'Sharing panel' was moved sharing post by social networks was successfully was successfully the user the users often performed by all forgot to choose users Sharing's options

#### METHODOLOGY



The test was conducted remotely using the tool Usertesting.com.

5 participants (2 from the US, 2 from Canada, 1 from India) tested the new 'Create flow' in iOS performing tasks. They also provided comments during the test.

## S STORIA

S STORIA

#### **METHODOLOGY**

In the first test the issue with an inactive 'Done' button (the 'Create Story' screen) was located: required fields were veiled. As the result of this test, need to change design of this screen.

For a new options the additional test was conducted remotely using the tool

#### Issues in UX

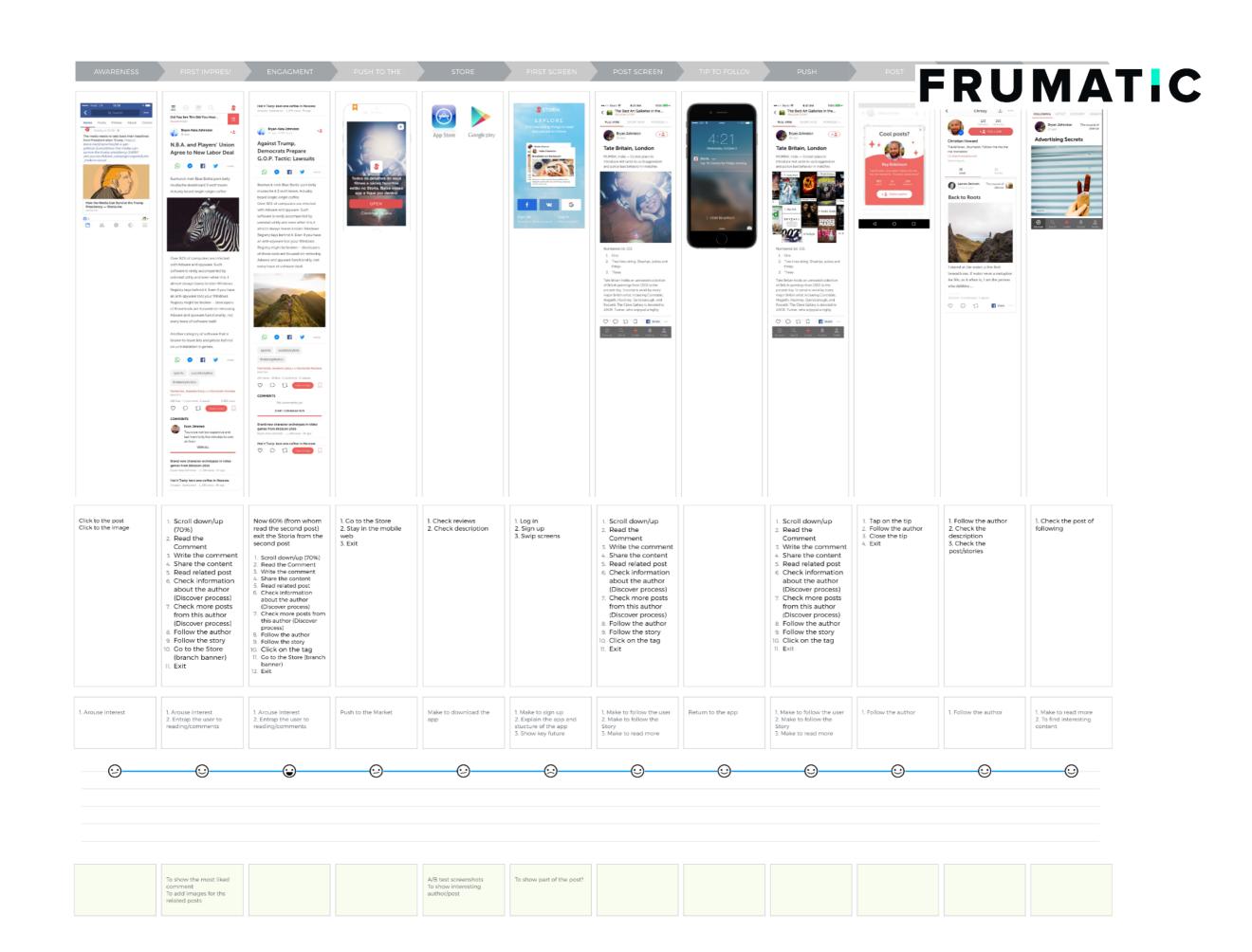
Topic	Frequency	Tasks	iOs/Android	Next steps
New onboarding		Please look to another h of screens	District understand that have able to enipe it	add carlon to see and slide by tap too
Following Stories	3	Please follow interesting Story	Jutto bollow the final is nor /lb. Didn't Anoy follow no, old all start or how followed to the start of the properties of the start of	Change Followers logic     Provide icon follow more visible in     Full card and in the small card     Provide feedback after action  follow
Following Author	6	Please follow interesting Person	Everyone found interesting person to follow     One of them chose author because author had many posts, others saw to their brief info     Task to follow author was easy and more clear to respondents than follow Story	For user is important on author details to following: amount of posts/ description
Difference between Post and Story after creating post	5	Difference between Post and Story after creating post	Understood difference between posts and stories after creating post and story	Provide visible fullscreen tip about difference between Post and Story
Icons	2	Not obvous icons	— Doesn't recognize tab bar icons correctly, doesn't understand what's mean icon with compass ("Discover"), said that it looks like "explorer" (2)— When he scrolled through feed and read posts, the bottom panel with tab icons became hidden. He wanted to see this panel at all times.	Provide title under each icon Show navigation bar everywhere

#### Issues in UX

Topic	Frequency	Tasks	iOs/Android	Next steps
My profile	3	Please look to the Profile and tell what you see	— Default userpic is dickable. Waited that click to default userpic will change userpic.  — Edit profile: name and username are similar, he doesn't understand why, because he haven't put down the name anywhere.  — Long way to create new post from Profile screen.	Provide function to change photo more visible     Save titles to fields while user is editing it     Provide Create post in the Profile
Story cover	4	Please look to the Story cover and tell what you see	— 4 users doesnt understand that Read means. Nobody think that it leads to read posts — He didn't understand the number near author's userpic represents number of co-authors (maybe we need to add text 'co- authors')	Delete button 'Read'     Show only one author in the Storgover
Small story cover	1	Please look to the Story cover and tell what you see	Didn't understand he can unfollow the story from the small story cover	
Empy Notification s	1	/Respondents thougts/	Didn't understand that means text in notification tab	
Specific to platforms	2	/Respondents thougts/	Android:  FAQ looks scary  Didn't lap or burger menu for a very long time  — Poth lab or burger menu for a very long time  — Popup. What do you think about Storia. Scull is weird, may be thumb down better  Keyboard doesn't appear when clicking 'Reply'  — He found an interesting post. tapped on it and was taken to the story that contained the post. On the Story page, respondent saw other posts but not the post he clicked on (the interested post wasn't the first post of the story to be presented to user)	Change FAQ     Increase size of burger menu     Change text and icons on Popup     Show keyboard
Unique mistake	1	/Respondents thougts/	Skipped "Add friends" screen because same screens are repellent for respondent Saw feed and decided that application is set of articles	
Feature		/Respondents thougts/	After spending time in app respondent understood that story is a container for posts. Liked this.     Need post and stories filter by popularity     Respondent wanted to see just this particular post, not all story.	

#### **Dmitriy Kitayin**

APP Task		Notes		
	Create flow	- Switch for privacy is not evident - Confused by not seeing "DONE" button when scrolling down (Screen 'Create Story') - The clipboard was not empty so user saw filled link pop-up in editing mode and didn't understand why. There was text: Gulflya.Kurmangaleeva so he decided this button creates a link to the post he was creating) - Didn't like Android push-notification "Post added". Too many notifications - Decided that storia started following him because of check icon (pic 2,3)		
		The state of the		
	Story	- Liked the shimmering background of the "invite friend to the conversation" screen - Didn't like the way posts show in storyfeed - After re-posting, user couldn't lap on "published in the story" notification to see how it looks (pic 1) - Keyboard doesn't appear when you click "Reply" (pic 2) - He wants to see posts and stories filtered by popularity		





Спасибо!

gulfiya.kurmangaleeva