Lycamobie

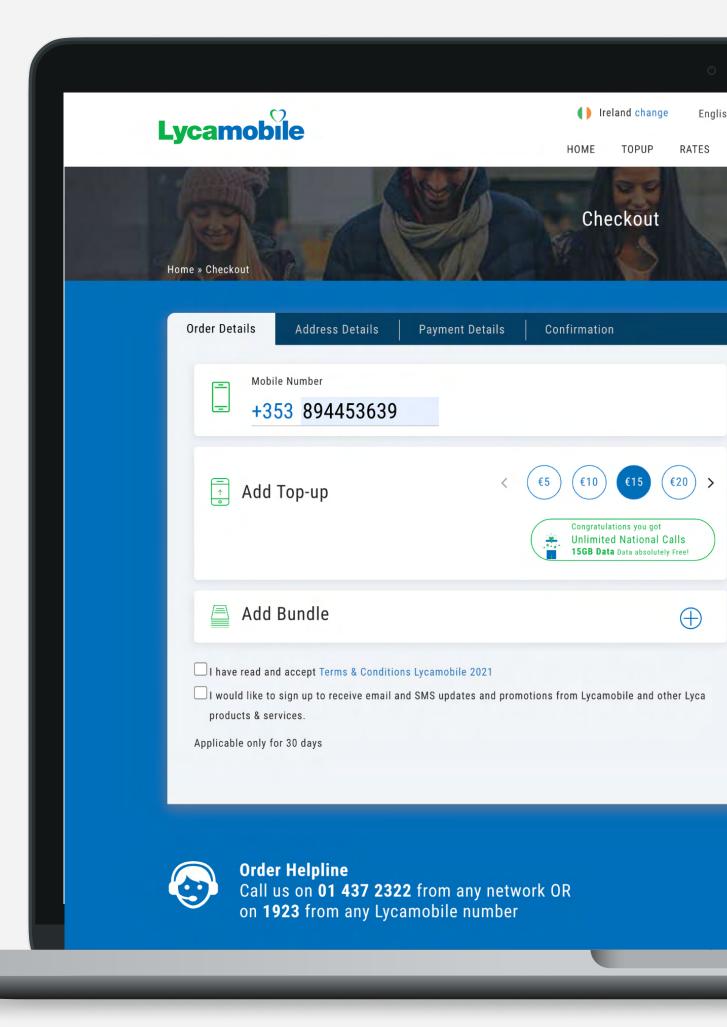
N00173057@iadt.ie / Agnieszka Przygocka

April 2021

Overview

Lycamobile Ireland offers inexpensive calls to the UK and international calls to Asia, Africa, Europe and America. Lycamobile's mission is to connect friends and family around the world. The Pay As You Go International SIM has over 15 million customers enjoying the Lycamobile brand and a new customer joining every 2 seconds.

To purchase, the existing customer has to enter a mobile number and personal details on the website, then provide a form of payment and finally get their top-up or bundle. If they had signed up for auto top-up, they would be charged automatically.



Project Phases



1. Lycamobile User Research



Design and Testing
N00173057@iadt.ie / Agnieszka Przygock
March 2021

2. Design and Testing



3. Presentations

Three Figma files to organize work for user research and each of three iterations.

Milestones

Feb '21

1. Discovery

Carry out qualitative and quantitative user research - survey and interviews.

Based on the results, develop at least one persona that characterises the users of Lycamobile website.

Conduct both visual design research and context review research - competitor analysis to inform you design work.

12/03 Presentation

Present work in progress to fellow classmates and IADT staff.

Apr '21

17/04 Presentation

Present final work to fellow
classmates and IADT staff.
Write and submit a report
summarising the work,
the methodology, the deliverables
and a reflection on the overall
project.

Document two current 'as-is' customer journeys and scenarios of the Lycamobile website, highlighting the key problem(s) or issues for the user.

2. Analysis

Mar '21

Jevelop two 'to-be' customer
journeys and scenarios that describe
the redesigned experience. These
should be grounded in the
conducted.

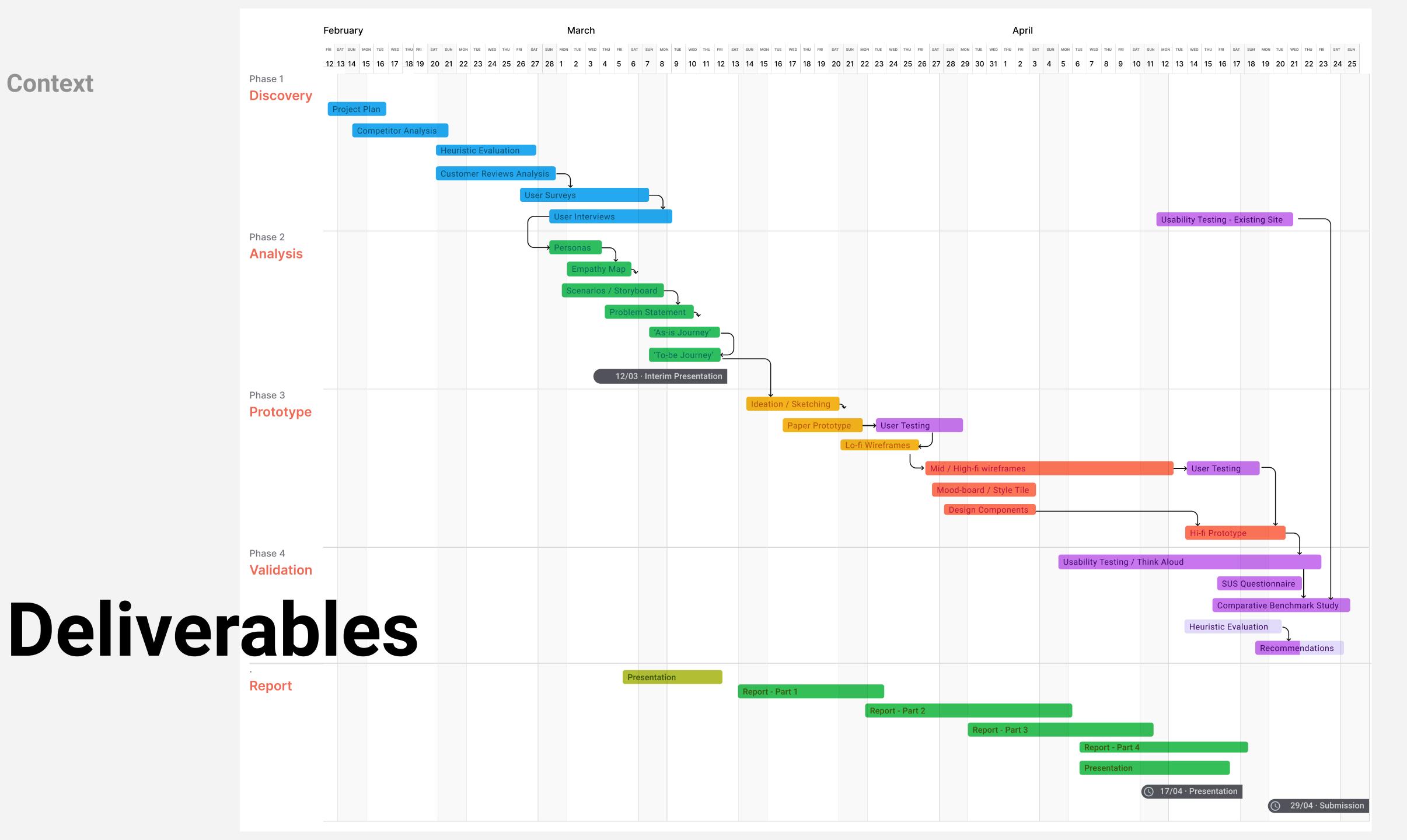
3. Protoype

For one of the 'to-be' scenarios, design and develop a mid-to-high fidelity interactive digital prototype of how the website could be redesigned to improve and add value to the current user experience.

4. Validation

Carry out **moderated usability testing** to evaluate the design represented by the prototype. Based on the usability testing results, **redesign** prototype to address any issues.

Context



User Research

- 01 Research Goal
- 02 Research and Discovery
- 03 Problems and Opportunities
- **04** Design Decisions
- 05 Designs



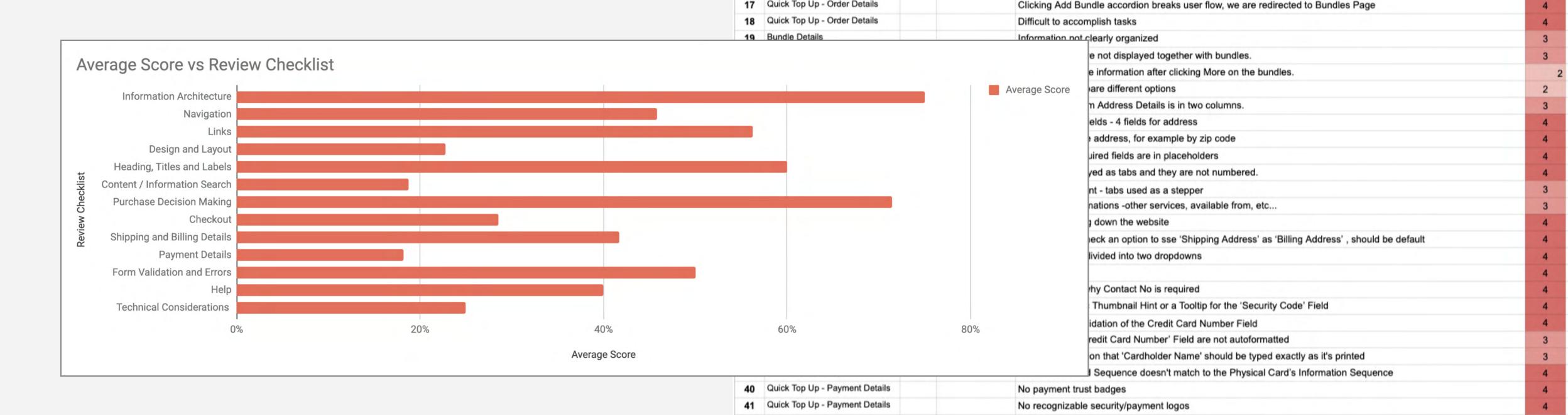
N00173057@iadt.ie / Agnieszka Przygocka March, 2021

Lycamobile User Research

Research Goal

To understand the problem gain knowledge of users, context, technologies, gather user data, research competitive products, conduct interviews and evaluations.

Heuristic Evaluation



42 General

1 General

2 General

4 General

7 General

10 General

12 General

13 Bundles

14 Bundles

15 Bundles

16 Quick Top Up - Confirmation

Quick Top Up - Order Details

General

General

General

General

General

General







48 Quick Top Up - Payment Details

50 Quick Top Up - Confirmation

Quick Top Up - Payment Details

Category

Unnecessary backgrounds

Lack of visual hierarchy

Lack of consistency

Links shown as full URL

UI elements are not aligned

Website is not visually pleasing

Some content has same color as links.

Tabs, buttons with differnet styles, not clear whicha are primary,

Very busy site, a lot of different navigational components, styles, fonts.

Top-up amount apears to be selected, but clicking Proceed, throws an error.

Different top navigation on Home Page and Bumdles Page

Not enought white space, difficult to find information

Too many fonts with differnet line heights, sizes

Links are not designated after clicking on them

Tabs on Bundles page are shown as buttons

Lack of micro instructions to prevent errors.

Localized Input Masks for Restricted Inputs are not used
Lack of context sensitive help, e.g. CVV tooltip
Very slow performance
Buttons made of images not text.
Placeholders are confusing for the users and they should be avoided.
Users have to select PayPal Payment twice

CVV field next to saved cards is difficult to see, no information what it is.

No information what went wrong when transaction fails

Issues

A lot of unecessary graphics and images. There is a lot of images, some are pixelated, they are not consistent in

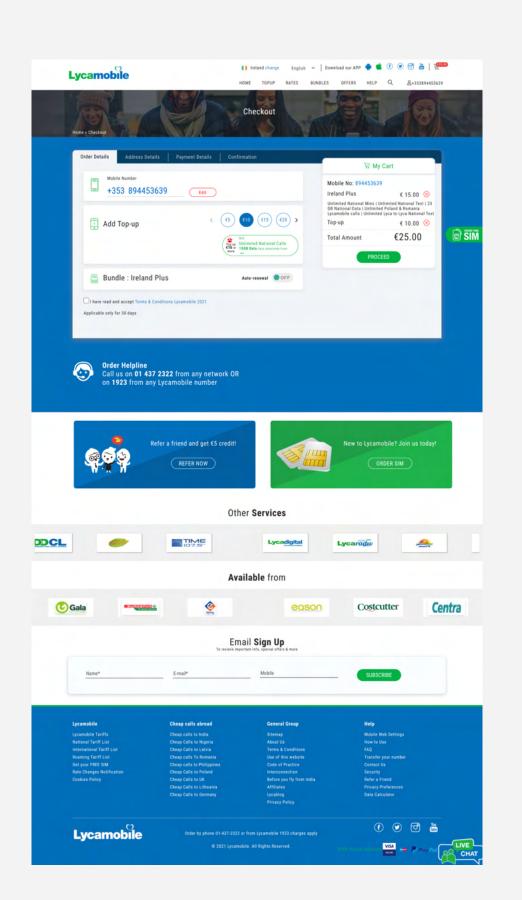
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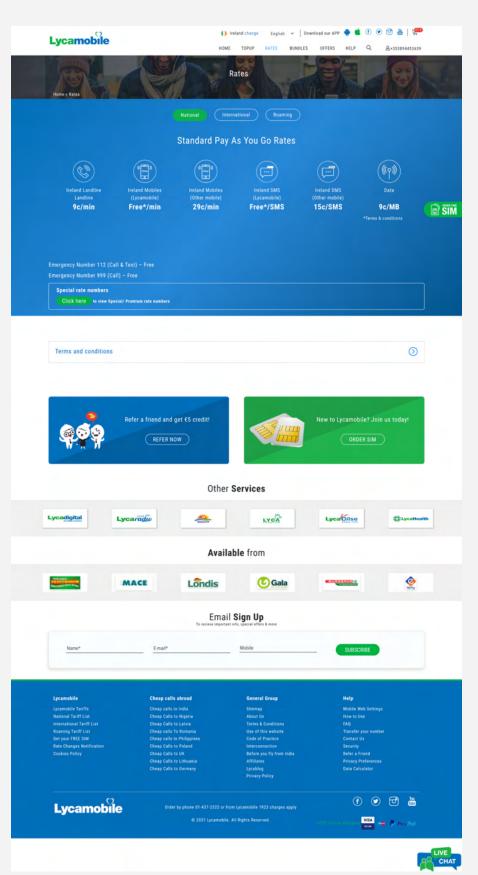
E1

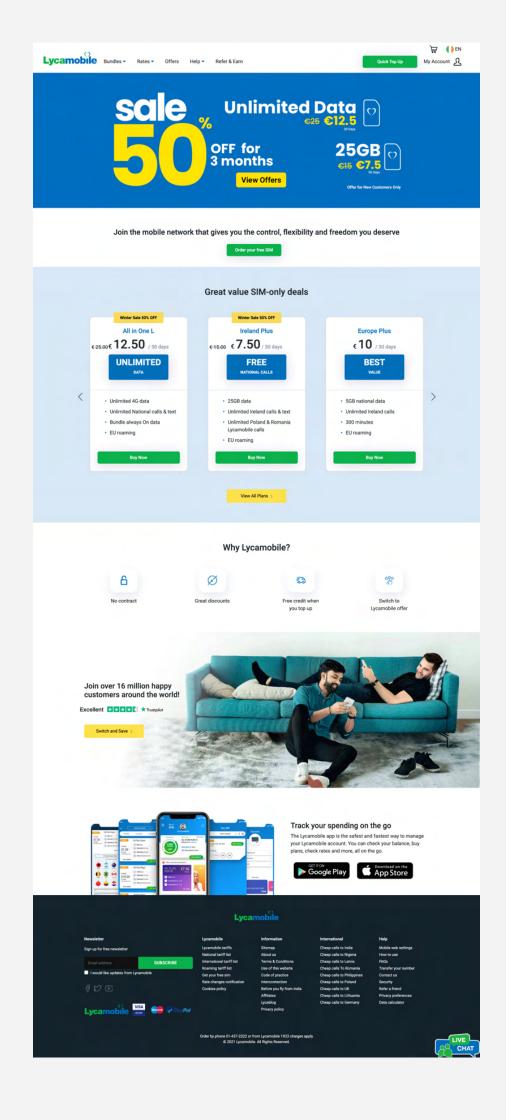
Identified Issues

- Visual clutter.
- Lack of visual hierarchy and consistency in design.

 Difficult to spot the essential options.
- Many different font types.
- Not aligned UI elements.
- Links are not designated after clicking on them.
- Website loading very slow, carousels were making performance worse.
- Steps are displayed as tabs.
- Buttons made of images.
- Lack of feedback.
- Clicking Add Bundle accordion breaks user flow. Users are redirected to Bundle Page.
- The top-up amount appears to be selected, but clicking Proceed throws an error.





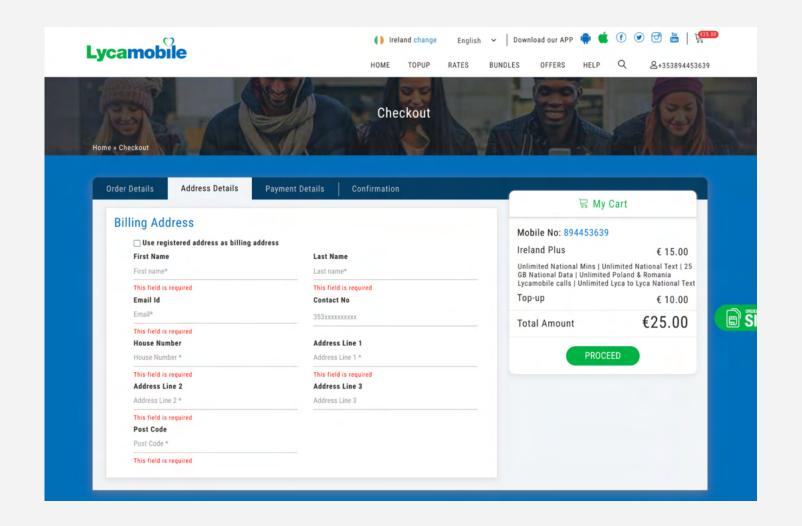


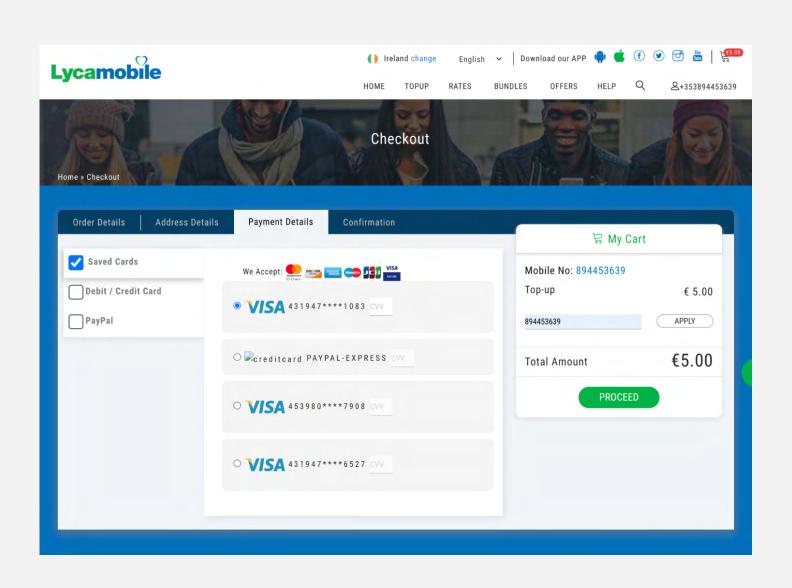
BILLING ADDRESS

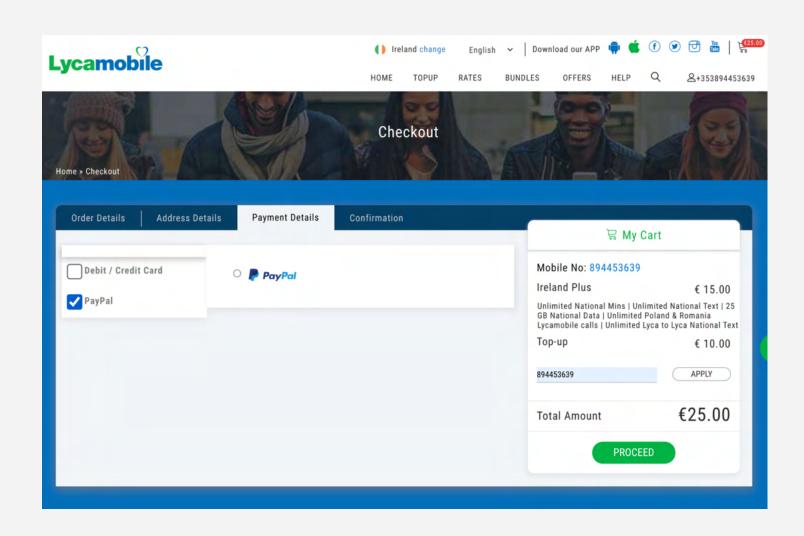
- Placeholders are confusing for the users, and they should be avoided.
- Four address lines, confusing for the users.
- The form is not populated with the previously saved address. Users have to check a box every time they purchase.
- It isn't easy to see which fields are required.
- Error messages don't contain information on how to fix the problem.

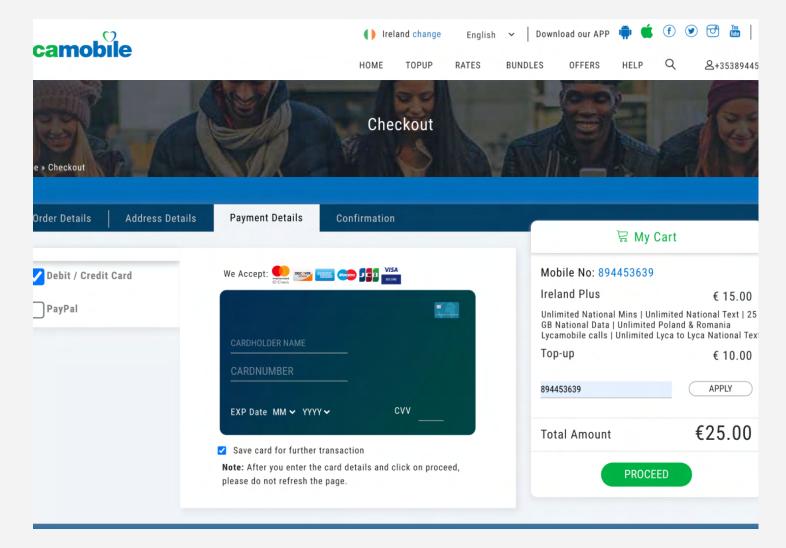
PAYMENT DETAILS

- Users have to select PayPal Payment twice.
- CVV field challenging to see, with no information on what it is.
- The users might take card lcons for buttons.
- Form doesn't follow the order of the details on the card
- No labels, only placeholders, when providing credit card details.
- Expiration divided into two dropdowns.









Competitors









551 reviews | TrustScore 1.2





1,050 reviews | TrustScore 1.3





1,445 reviews | TrustScore 1.2





223 reviews | TrustScore 1.7









43 reviews | TrustScore 2.3









Customer Reviews

I referred to Trust Pilot as a way to gauge how customers felt towards certain companies and have put this data in my competitor analysis further down the case study as a method of comparison.

Lycamobile had a Trust Pilot score of 4.3/5–1,317 users



I always have problems when I want to top up with credit my number.

Very complicated, very hard, very long time system is loading, I give 1 star because it's not possible to give 0





Online top-up is possible, once in a decade. Really bad service.



I find the top up page very hard to manage. Make it easier to top up. I would like to top up. automatically. I have never been able to do it. Brian Langsdorf



I would like to get alerts if my debit card or payment option needs updating prior to auto top up each month so I can rectify the problem

User Survey



Responses



Would like to able to top up device automatically when the balance gets low.



Would like to able to top up using other payment methods (e.g. PayPal, Amazon Payments)



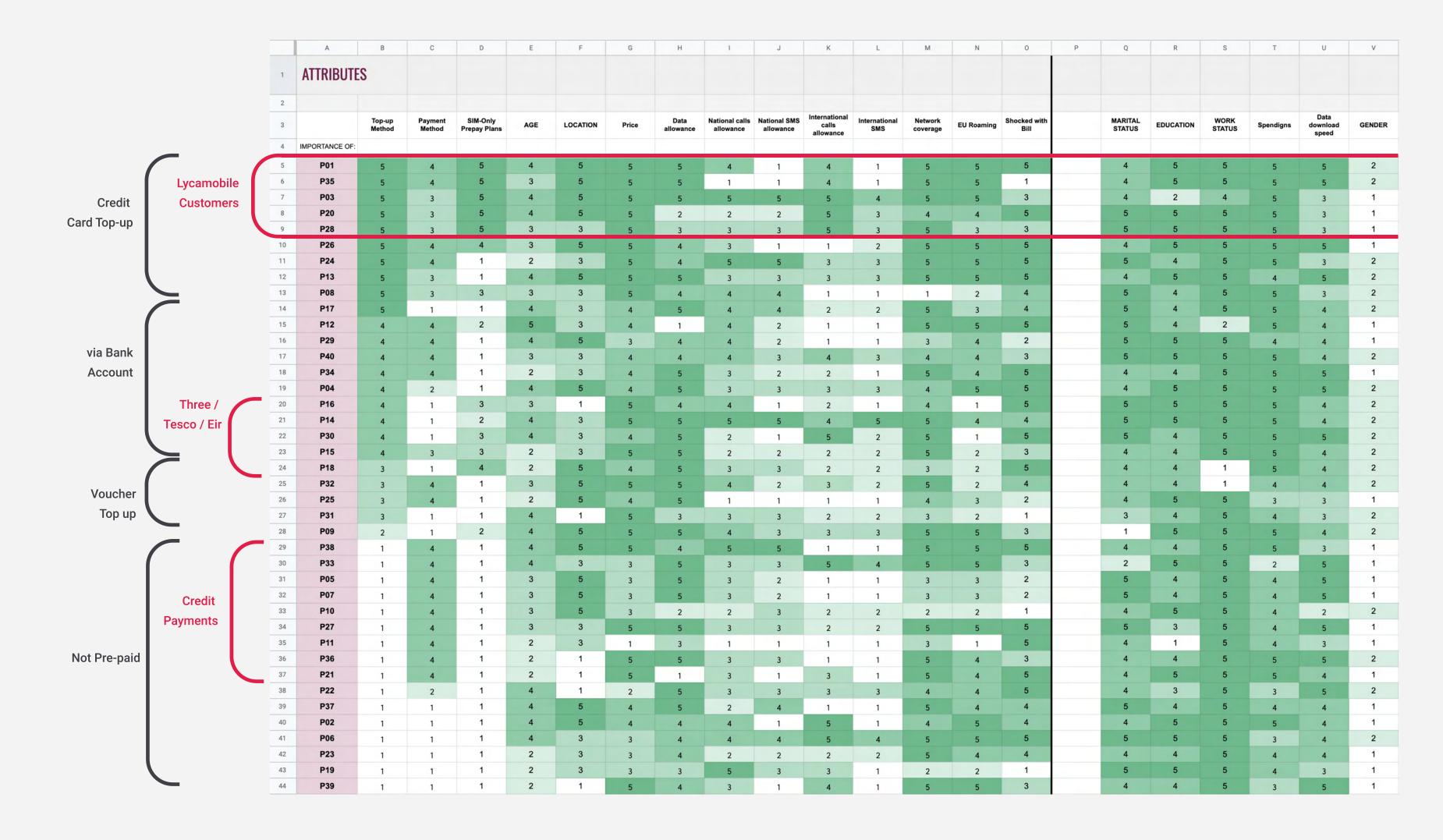
Would like to able be able to specify the amount to top up (e.g. £7.33)



User Research Survey



Cluster Analysis



Clusters

P01, P35

Female
Single
Higher Education
31-50 years old
Urban Area

Lycamobile customer
Price concious
Spend 0-€25 per month
Data download speed
Not interested in text msgs
International call important
Pay online by credit card
EU Roaming very important

P03, P20, P28

Male
Married
Higher Education
31-50 years old
Suburban

Lycamobile customer

Price concious

Spend 0-€25 per month

Data slightly important

Interested in texting

International calls very important

Prefers Paypal

EU Roaming quite important

P24, P13, P08, P17

Female
Married
Higher Education
21-50 years old
Suburban Area

Three or Tesco Customers

Price concious

Spend 0-€25 per month

Data important

Text msgs important

International not important

Pay online by credit card or Paypal

EU Roaming very important

User Interviews

Three participants were interviewed to understand better customers pains and gains when it comes to purchasing bundles, what they think of the Lyca Mobile website and what they'd change if they could.

One CEO of a mobile network operator was interviewed to gain more insights from the business point of view.





I currently top up via my online banking. I never know when a top up is needed because I don't get a reminder text or anything.



Every single time I have to fill my address and more. Take time.

There is no mobile topup option for AIB customers



Very complicated, very hard, very long time system is loading, I give 1 star because it's not possible to give 0



Sometimes I don't have enough in my account to cover my direct debit



Forgetting top up text number, forgetting how to do it, forgetting log in

Analysis Goal

Build user profiles on gathered data, produce materials that will aid the outlining of the project, site maps, screen flows, navigation models, task flows, scenarios, user journeys.

A day without laughter is a day wasted



Lidia

Freelance Translator

Age:

Status: Single

Education: Bachelor's Degree

34

Location: **Dublin City Centre**

Income: 40k per annum

Personality

Introvert

Analytical
Intuitive

Perceiving

Motivations

Family 70% Personal growth 80% Time ROI 50% Travelling 90%

Brands

Booking.com S/MSUNG

eason

Lidia is usually working on a dozen projects at a time and is trying to establish herself in the industry, so she hates data crashes or anything that makes her look bad. She works remotely from home, and collaborations is very important to her. She is always online during her work hours. She tries to travel as much as she can to improve her language skills.

#travel #technology #communication #nature

Goals and Needs

- to easily manage software translations jobs
- secure payment system
- access to a free CAT editor, building her own TM

♡ Likes

Diligence, independence, collaboration, learning languages, travel, gadgets

<a>Dislikes

Waste of time, unreliability, impractical solutions, being distracted

Pains

- Has problems dealing with increasing requests on software translations.
- Maintaining the quality with tight deadlines.
- Software issues when she is busy.

Gains

- Being able to easily exchange files with clients.
- Smooth handling and charging project changes.

Consequences

- A lot of time repeating the same task
- Time spent loading other programmes

Measuring Outcome

- A quicker turn-around of everyday tasks
- Understanding how to doan action straight away

Feel: I'm so tired,
I don't want to
have problems
with this website.

What does a person
Think & Feel?

I need to switch to different network.

Our lines are busy, you are 20th in the queue.

I don't want to enter all these details again.

I hope top-up will work this time

See: Why I was charged again???

What does a person

What does a person **Hear?**

What do friends say?
What does family say?
What does a boss say?

Error message

You cannot make this call..

"Could you help me, I was not able to top-up my phone online"

"Ohh no, I really have to call my Dad!"



Lidia34 years old
Translator

See: Notification your balance is low.

Enviroment

See?

See: Busy schedule

See: Missed phone call.

What does a person Say & Do?

Do: Call Customer Support

'As-is' Journey

"As Is" User Actions







Persona

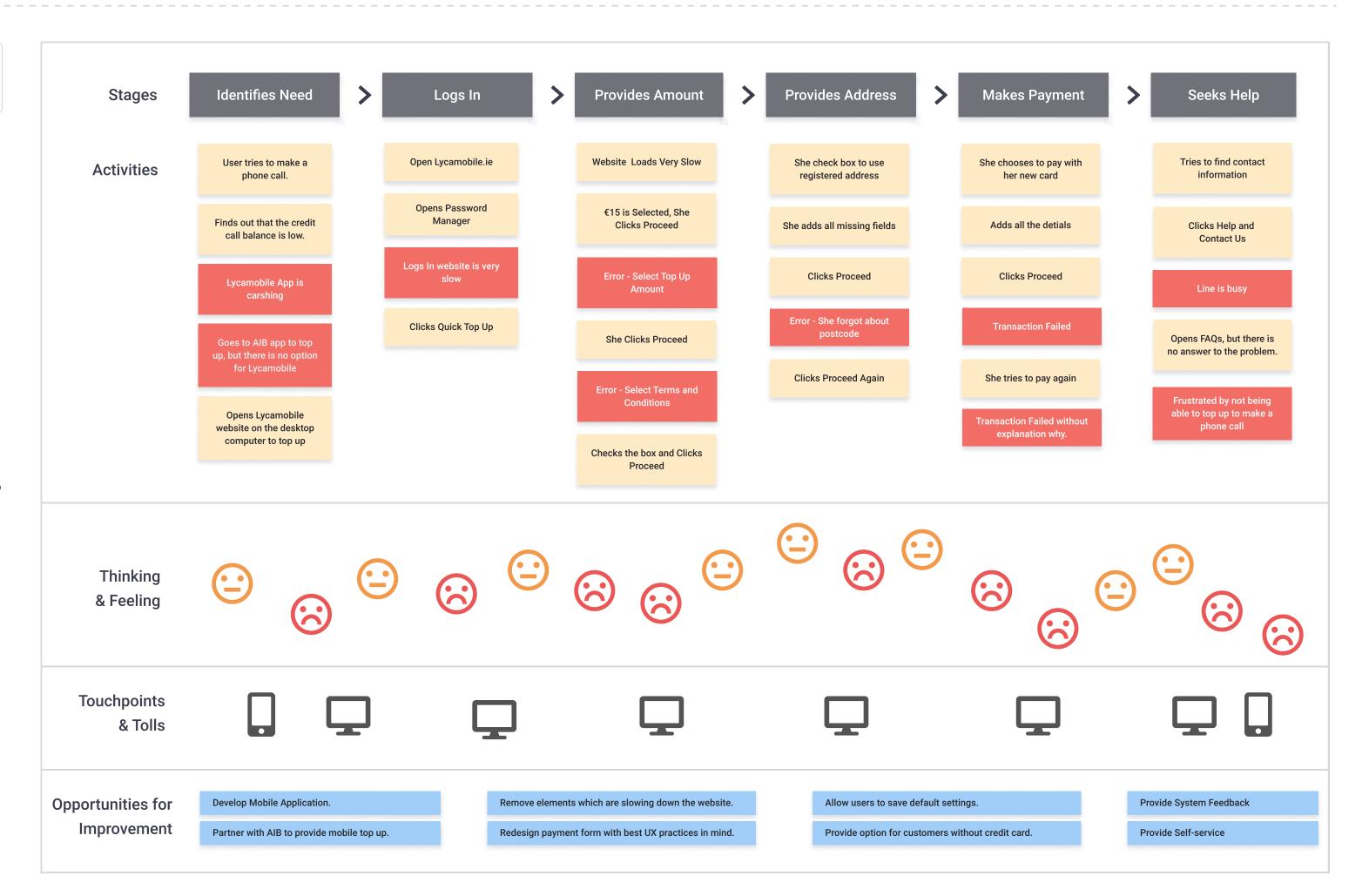
Lidia

34

Translator

Scenario and goal

Lydia's balance is low, and she needs to call one of her clients urgently. She logs in to the Lycamobile.ie to top up her account. The website is prolonged today, and she has to type in a lot of details to complete the transactions. After trying to fill in the billing address form three-times, she finally manages to click "Proceed" to make a payment. Unfortunately, the error message pops out that transactions have failed. The second and third attempt is also unsuccessful. There is no information on what caused the problem. She gives up and goes out to make her phone call.



Define Problems

Why?

- Improving customer satisfaction
- Reducing time when purchasing online
- Improving customer throughput
- Reducing workload for the Customer Service

Who?

- Existing customers
- New customers
- Customer Service representatives

When and Where?

- Time: when the customer wants to make a call.
- Location: Lycamobile.ie to buy minutes, SMS or GB
- Feelings: impatience, anxiety
- Need: Get minutes ASAP, so you can make a call.

Problem Statement

Design a better way for the Lycamobile Customers to efficiently and effectively top-up their phone on the lycamobile.ie website with or without credit card.

'To-be' Storyboard



Lidia is travelling to another country and she is planning to work from there for a couple of weeks.

She receives a text message from her father, who was admitted to a hospital.

She is worried and wants to ring him back straight away, but her top up is too low to make a phone call or to use the internet.

Fortunately she has her laptop with her and she uses the hotel's wifi connection to log in to Lyca Mobile.

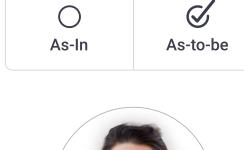
Once she is logged in, with all her personal and card details saved there, she can top up by typing in her cvv code only.

She rings her father back and they have a nice chat. Her dad is ok, he was just had a minor bicycle accident.

Design Decisions

'To-be' Journey

"To Be" User Actions



Persona

Lidia

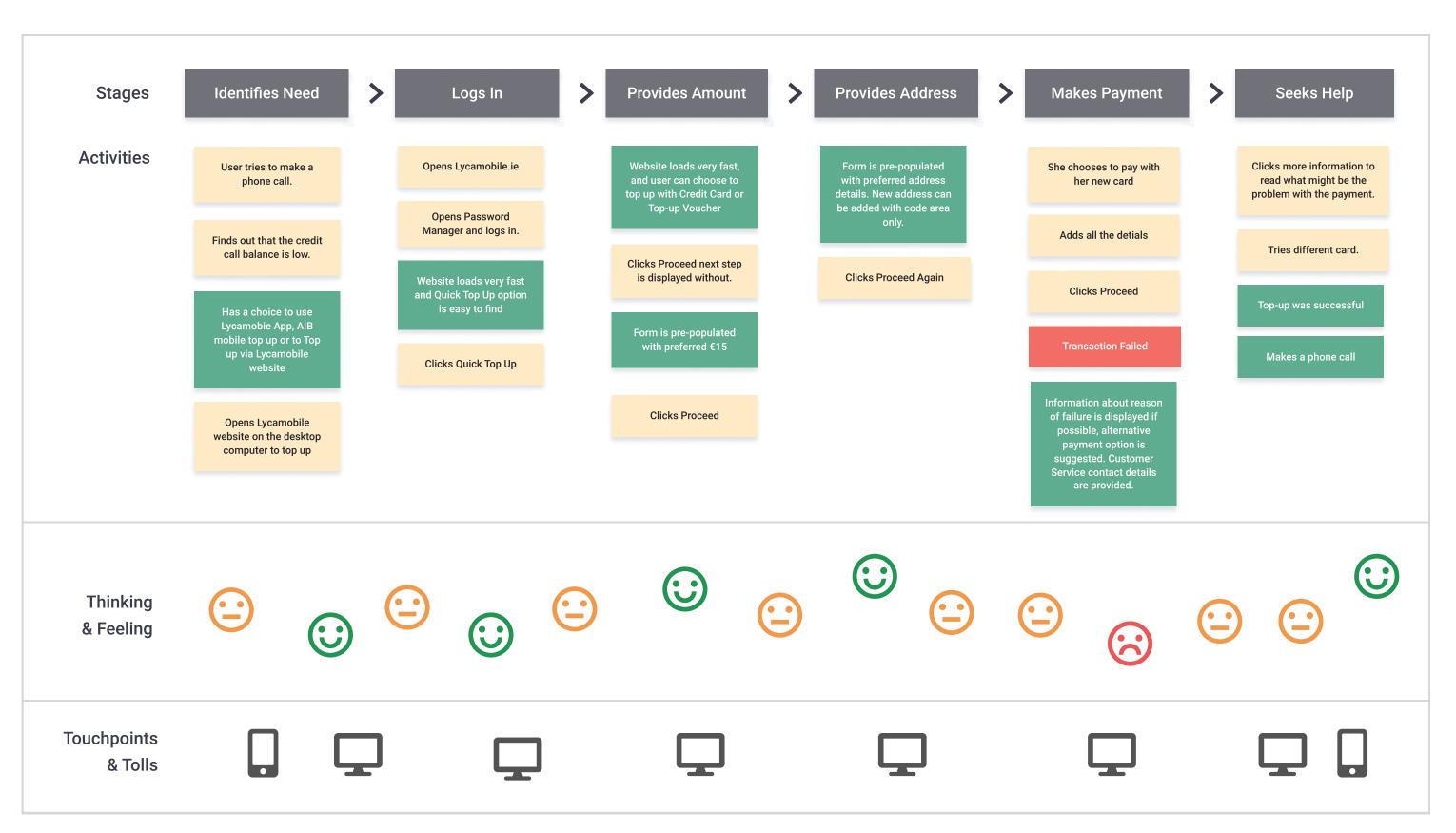
34

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- **01** Initial Sketches and Prototype
- 02 User Tasks
- 03 Paper Prototype
- **04** Planning Test Session
- **05** Test Sessions and Results
- 06 Findings
- **07** Recommendations



Low-Fidelity Design and Testing
N00173057@iadt.ie / Agnieszka Przygocka
March. 2021

Low-fidelity Design and Testing

Design Decisions

Ideas

Simple Top-up Form

Redesign top-up flow so customers can top-up or purchase services with minimum number of clicks.

Allow entering custom top-up amount.

Default Settings

Allow Customers to save addresses, and preferred payment methods, so they don't have to fill it in every time they want to top-up.

Contextual Help

Provide contextual help whenever necessary to reduce volume of calls to the Customer Service an negative.

Payment Form

Redesign payment form so it complies with best industry practices and UX guidelines. Build trust with consistent design and security badges.

Simple Design

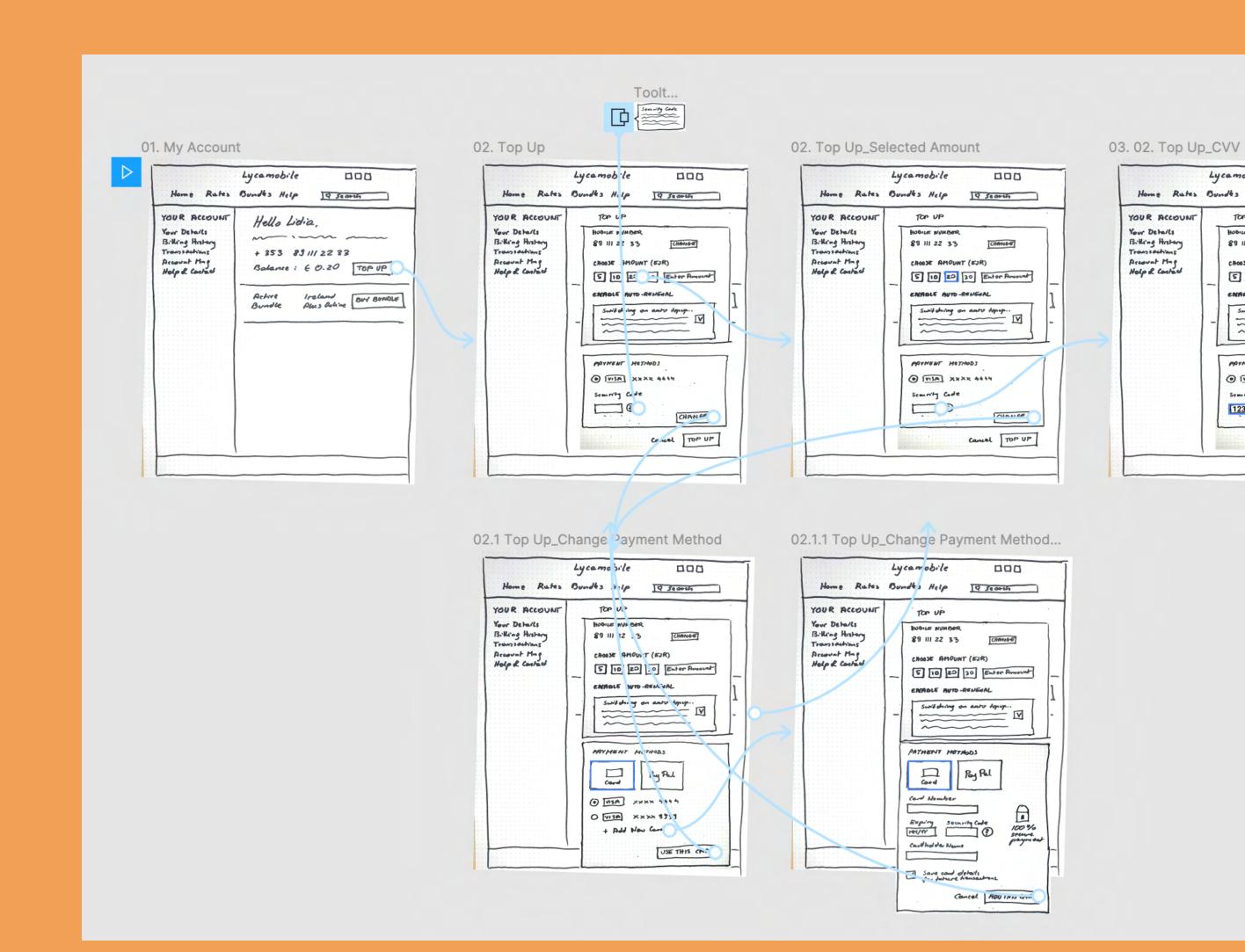
Remove unnecessary clutter form the layouts. Use Design System components to achieve consistency.

Best UI is no UI

Allow Customers to set up their default payment options, billing details online. Next, let them top up by text specific amount when they want to do it, rather than auto renew.

Initial Prototype





04. 02. Top Up_Cor

Lycamobile

HOULE NUMBER

89 111 22 33

CHOOSE AMOUNT (EUR)

(IVISA XXXX 4444

123

5 10 20 20 Enter Arrowst

Home Rates Bundes Help

000

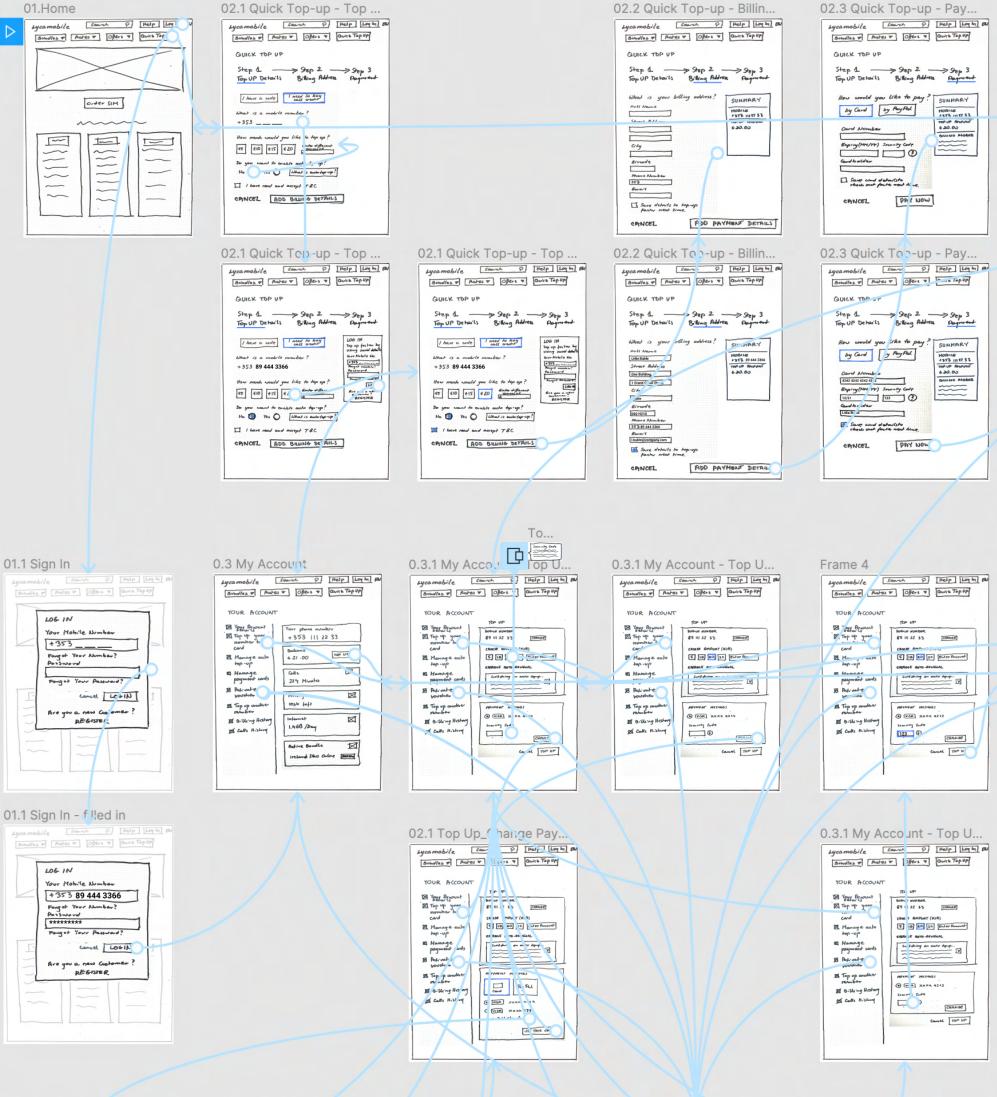
Q Search

Cancel TOP UP

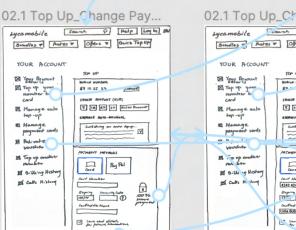
User Tasks

What do we want to test?

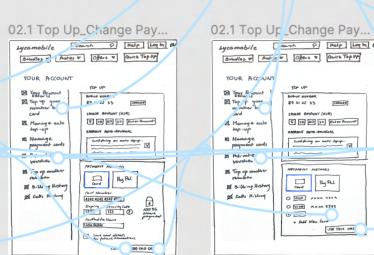
Paper Prototype

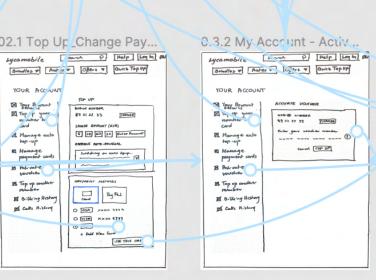


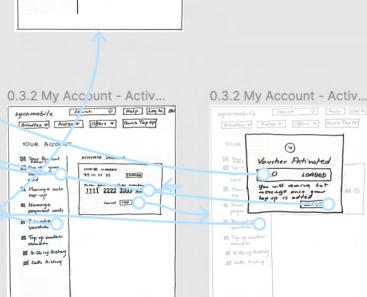


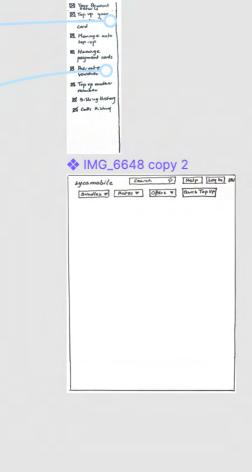


Chr. will









♦ IM...

YOUR ACCOUNT

02.3 Quick Top-up - Pay...

Payment Sucessful

620 PAID

you will receive that
message once your
top up become s actualed.

Bundles # Rates # Offers # Quick Top Up

Payment Successful

520 PAID

You will receive that
message once your
top up becomes activated.

Usability Testing

Goals:

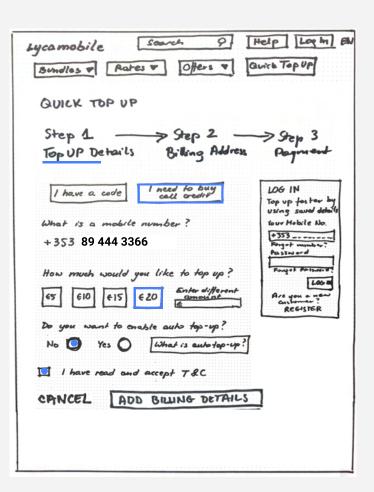
- Evaluate Home Page design.
- Evaluate top-up flow with credit card payment.
- Evaluate the design of the credit card form.
- Evaluatevoucher activation flow.
- Evaluate top-up with and without login to the account.
- Evaluate the design of the User Account page.

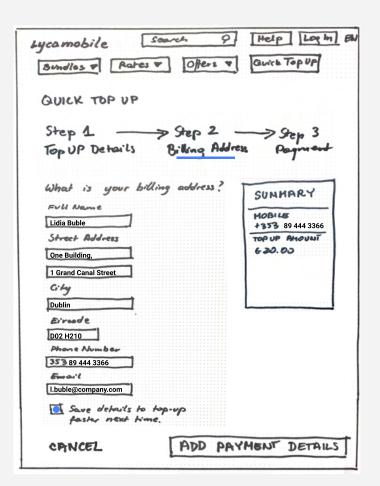
Procedure:

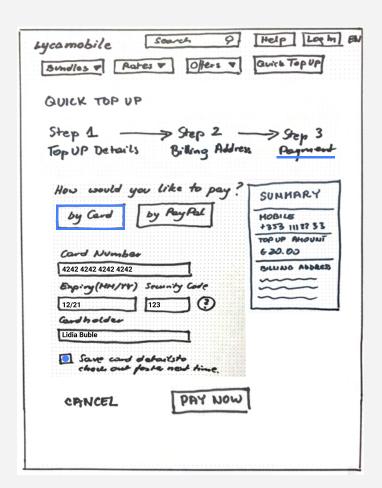
- Figma Prototype
- Testing via Teams
- 3 Participants
- Consent Forms
- Think Aloud
- General Impression Questions
- 3 Tasks
- Short post-session interview

Findings Task 1

You are at home in front of your laptop. Your credit call is running low, and you urgently need to call your friend. Please go ahead and quickly buy €20 credit call paying by credit card.







HOME SCREEN

Users were confused with the "Rates" label.

TOP UP DETAILS

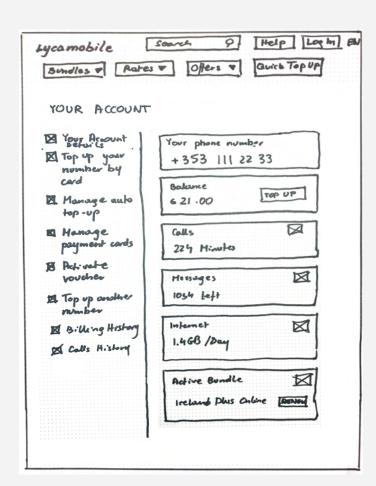
- Users prefer to have auto top-up off as default.
- Users had difficulties finding more information about auto top-up.
- 'I have a code' label was confusing.

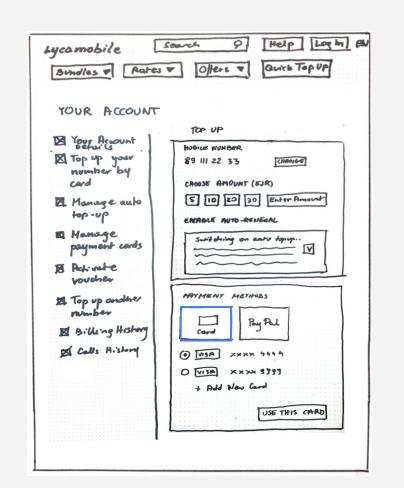
BILLING DETAILS

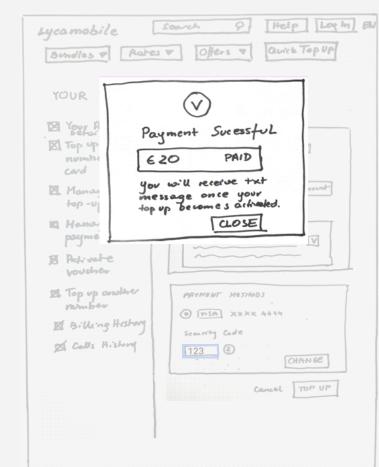
- Users were overwhelmed with the amount of information they had to provide for billing details.
- They didn't understand why they need to provide that information.

Findings Task 2









You called your friend. The conversation took longer than expected, and you run out of credit call.

Please go ahead and buy another €20 credit call, but this time log in to your account and pay with a card ending 4242.

LOGIN

Users were confused with the Registration option.

SIDE MENU

Users were confused with squares next to the links.

They would like to see Contact Customer Service.

ACCOUNT DETAILS

Users don't understand 224 Minutes - used or available?

PAYMENT METHODS

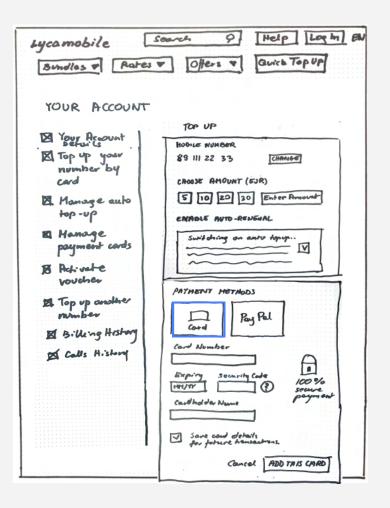
The "Use This Card" button confusing.

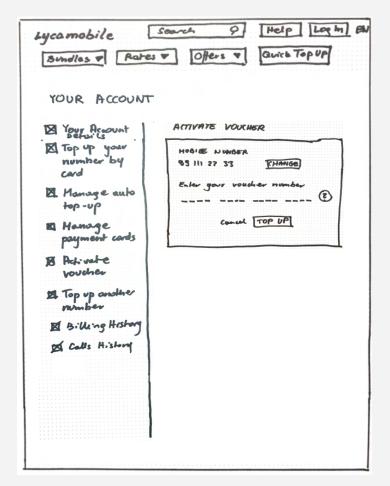
The majority of users don't like to save credit card details.

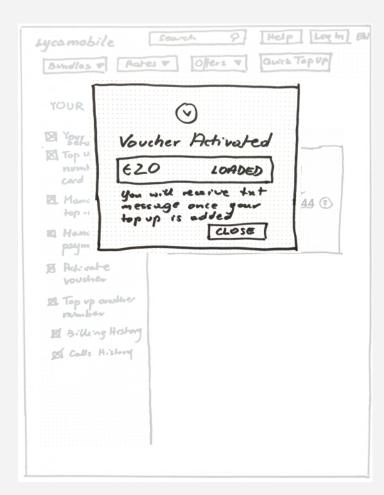
Change button too far away - looks like next step button.

The user had difficulties not notice the CVV input field.

Findings Task 3







LOGIN

It was a lot easier to accomplish the task with the voucher.

CONFIRMATION

The participant didn't understand the meaning of some labels.

Recommendations

- Reduce cognitive workload when filling in forms maybe with progressive disclosure.
- Ensure that labels are easy to understand for the users.
- Make the CVV field more prominent.
- Redesign auto-top up option, so it's easy to access when needed, but it doesn't make the top-up process longer.
- Explain why sensitive information is required.
- Ask only for information that is required to complete the task.
- Ensure that buttons are placed in a way that users have no trouble understanding what they trigger.
- Allow users to log in with a mobile number or email using the same input field.
- Allow users to remove a payment method
- Show minimum amount users can top-up.
- Users didn't like entering passwords when logging in. Provide alternative.
- Include the option to log in to the account during the top-up flow to seamless the experience.

Mid-Fidelity Design

- Interaction Design Patterns
- Industry Guidelines
- Design System Components
- Wireframes and Prototype
- Testing the Prototype
- Findings
- Recommendations



Mid-Fidelity Design and Testing
N00173057@iadt.ie / Agnieszka Przygocka
March, 2021

Mid-fidelity Design and Testing

Interaction Design Patterns

Progressive disclosure

Top-up Flow
The user wants to focus on the task at hand with as few distractions as possible while still being able to dig deeper in details if necessary

Designing for trust

A professional appearance gives the user a good gut feeling. If the site is easy to use and it looks good, it shows the user that these people know what they're doing.

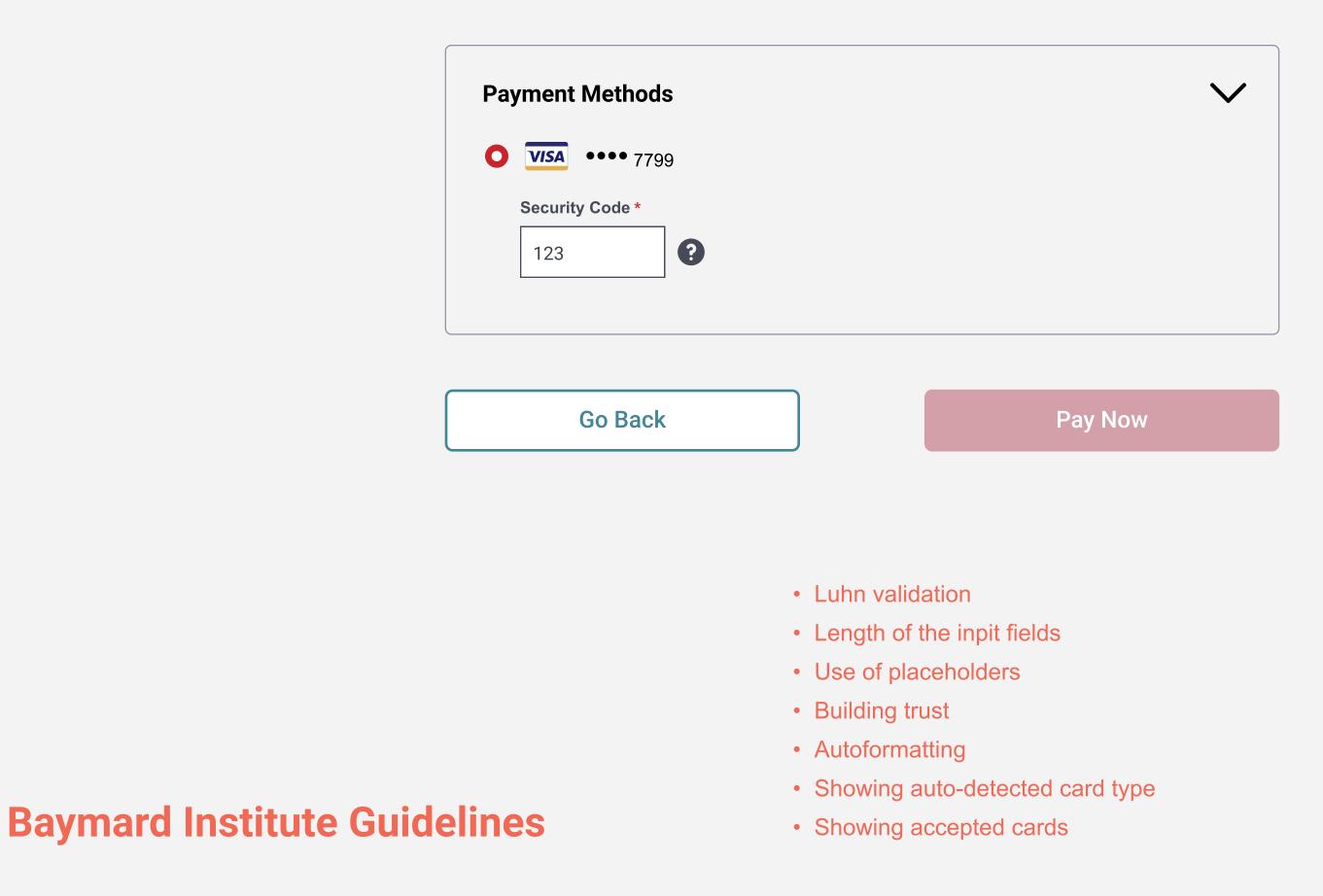
Let your users know what is going to happen with the data they provide.

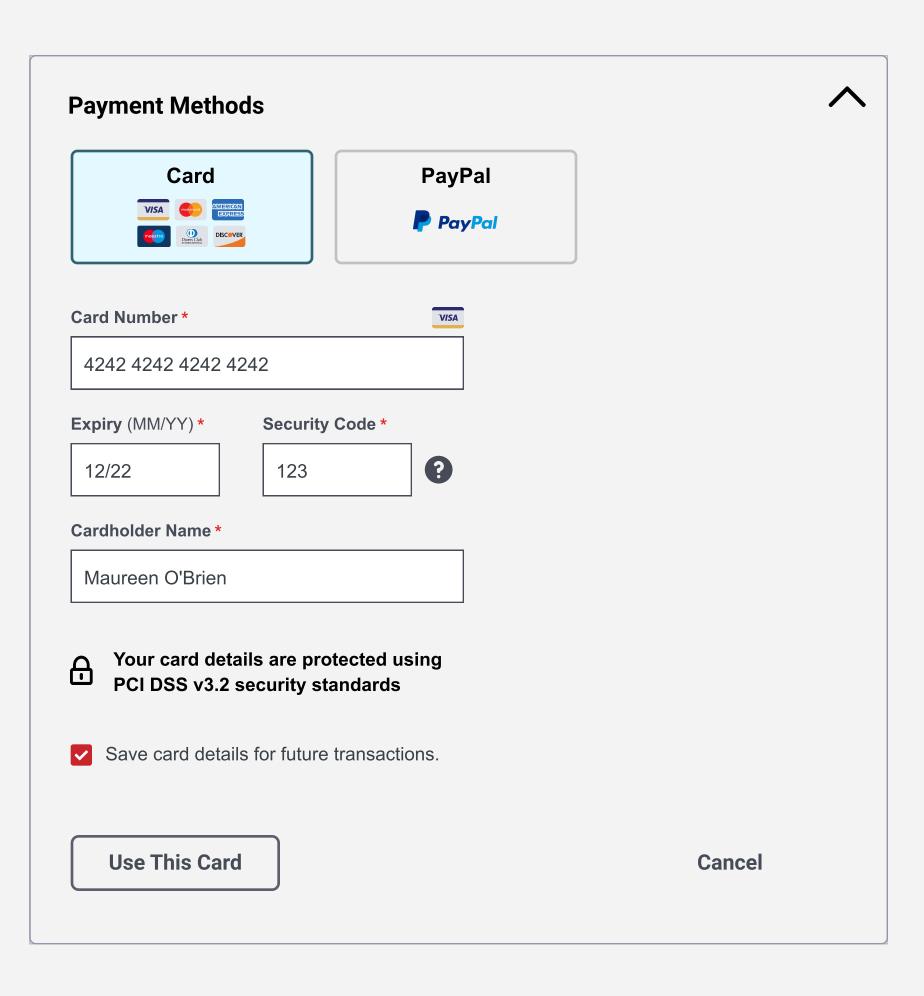
Use the badges of secure payment gateways that everybody knows.

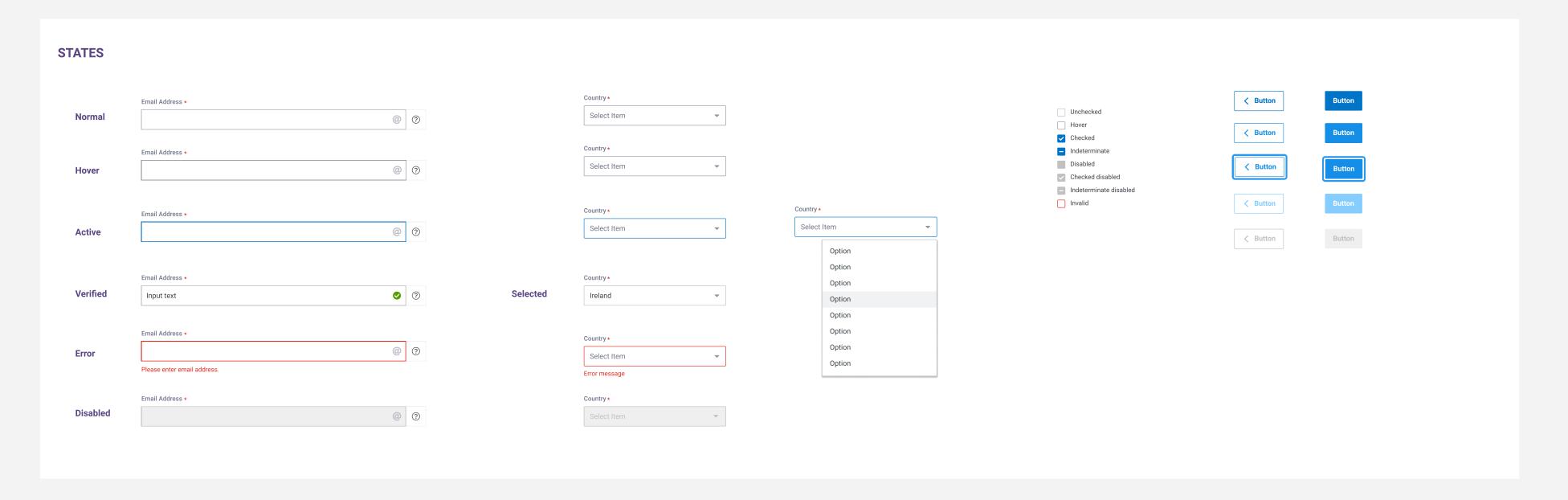
Recognition over recall

Selecting top-up amount
Show buttons rather than input field.

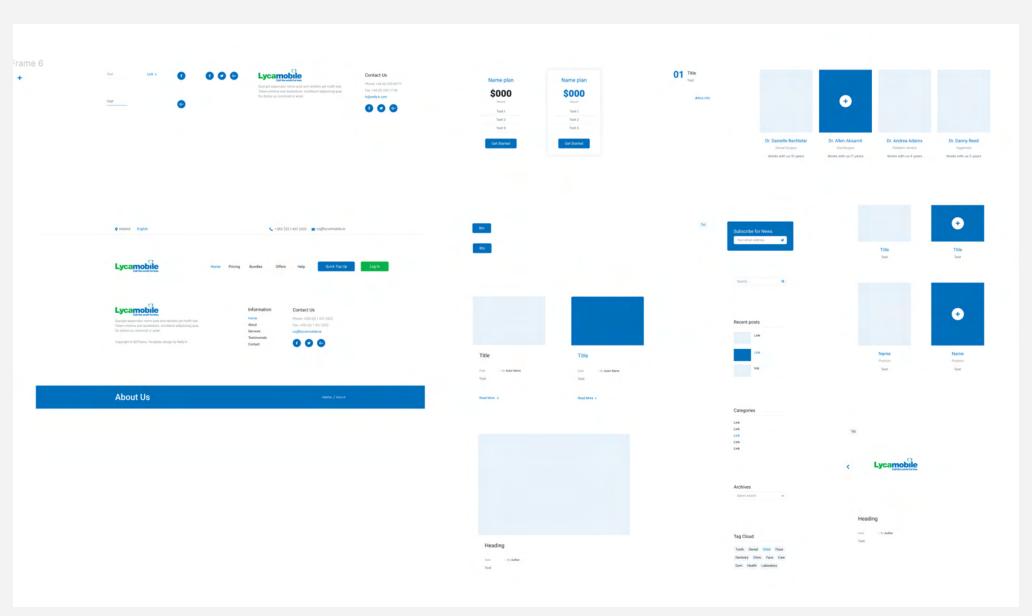
Designing Payment Form



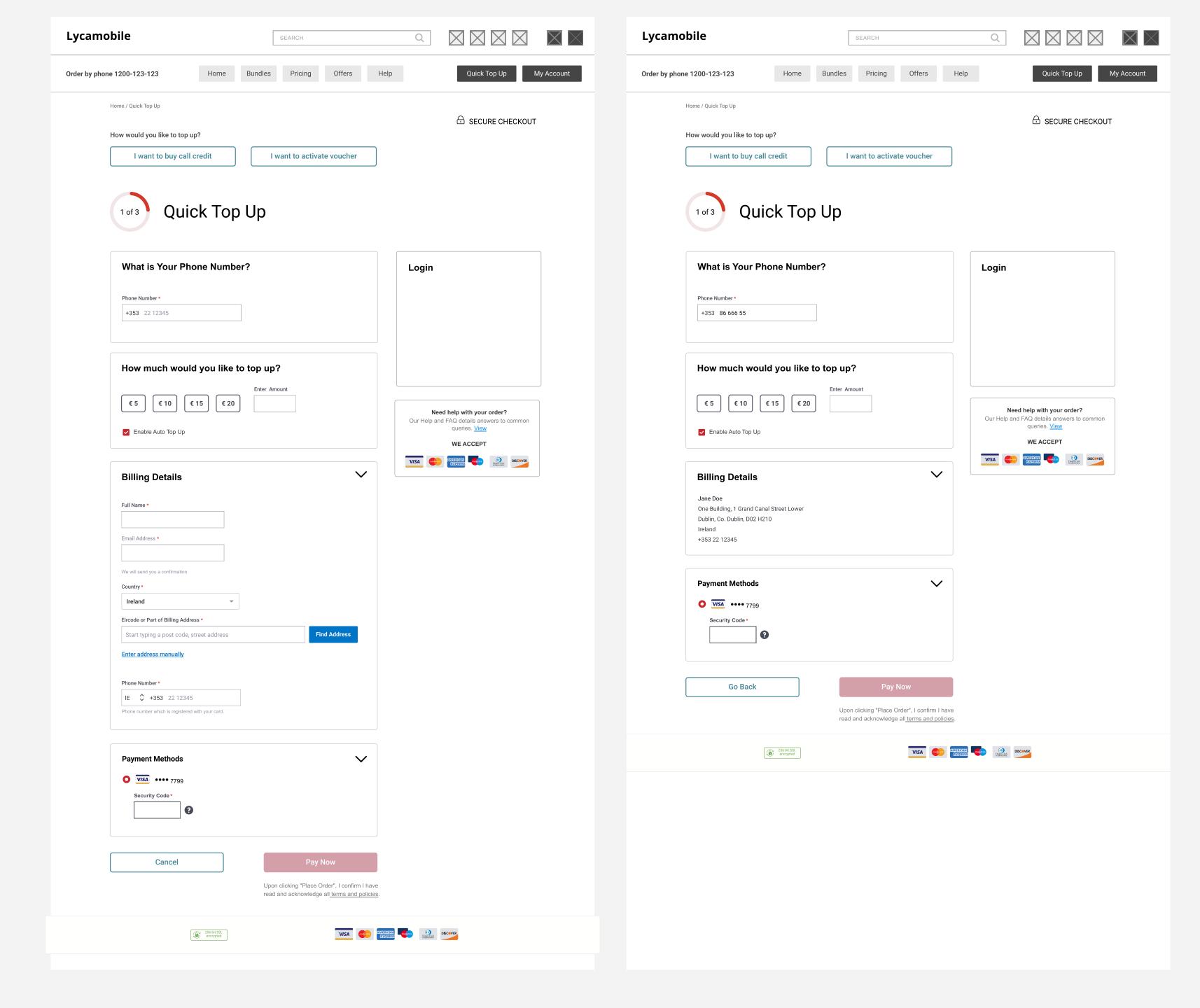




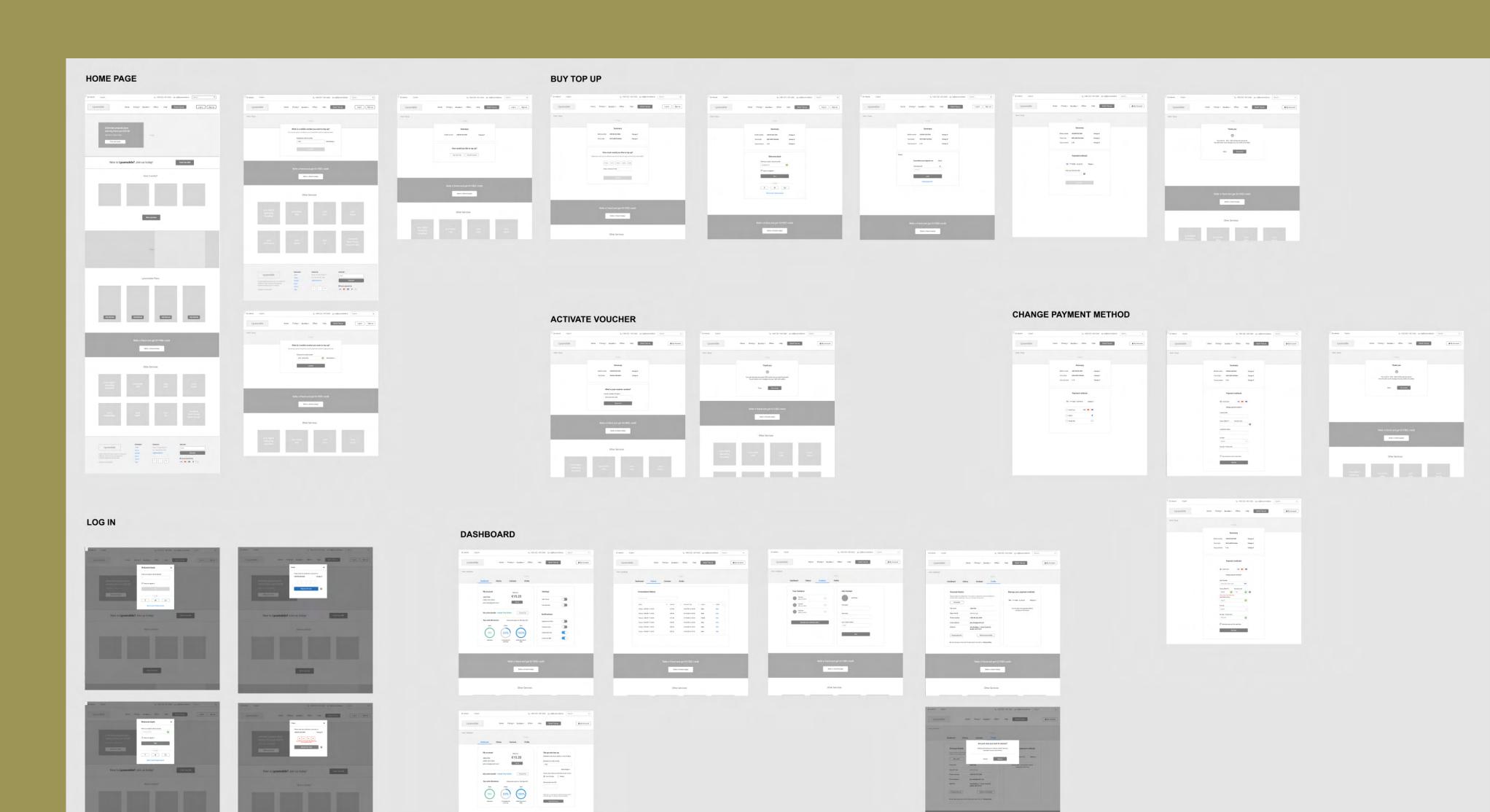
Design Components



Wireframes



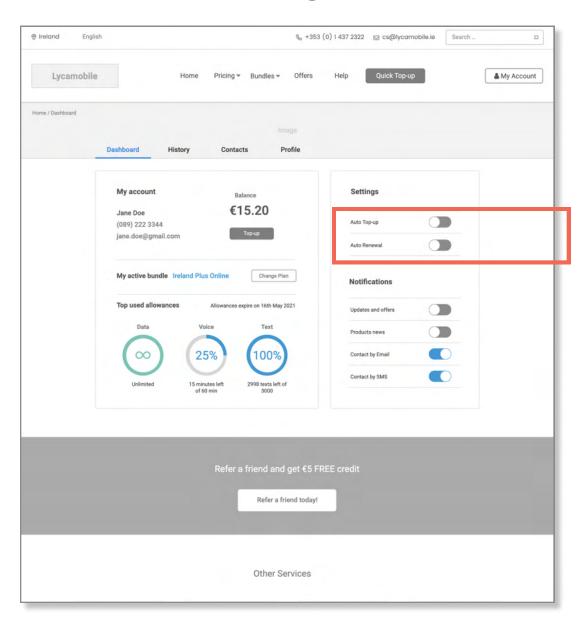
Mid-fidelity Prototype



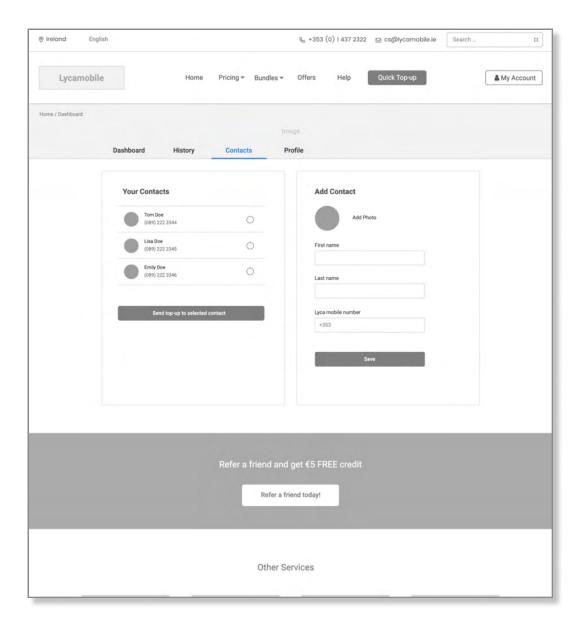


Reduced visual clutter on Home Page

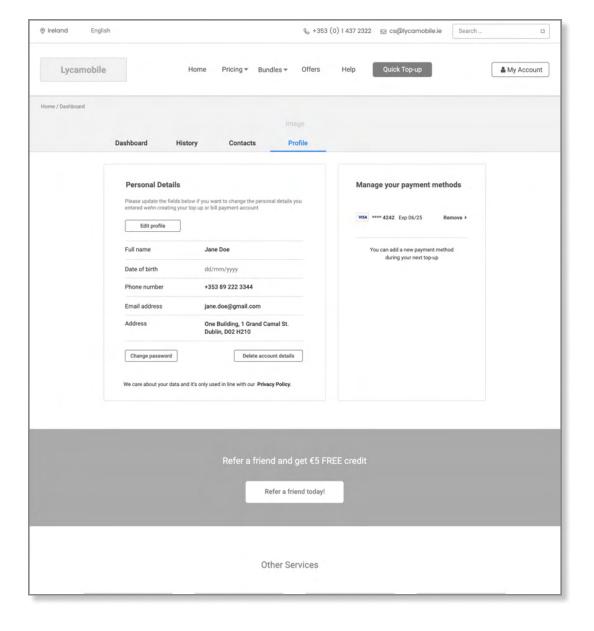
New Dashbord with easy to access settings



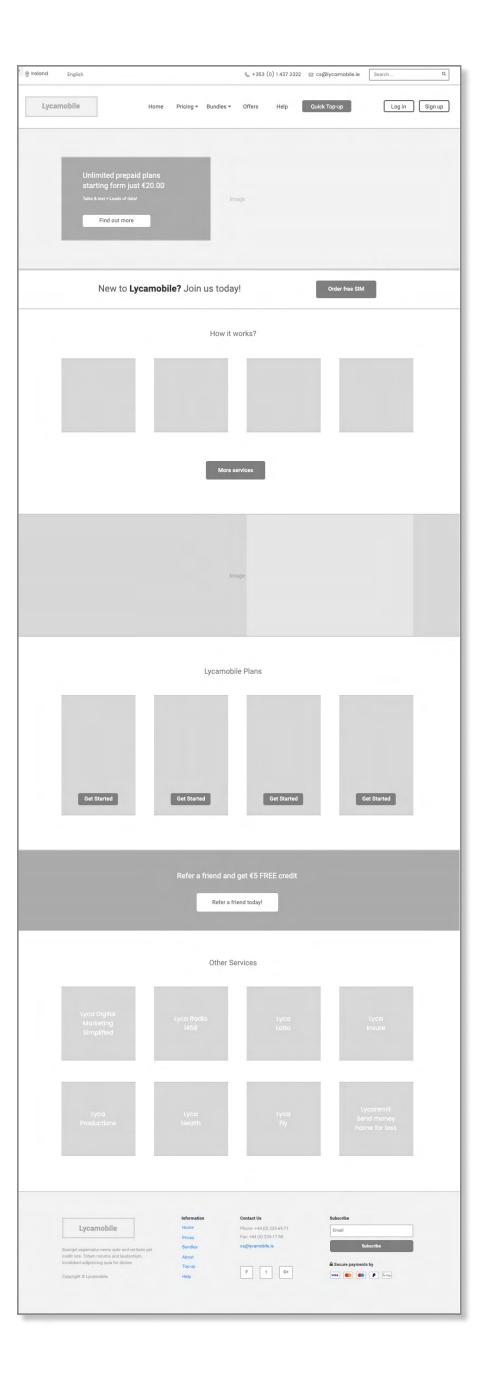
Contacts list to speed up top-up of other numbers.



Option to remove credit card

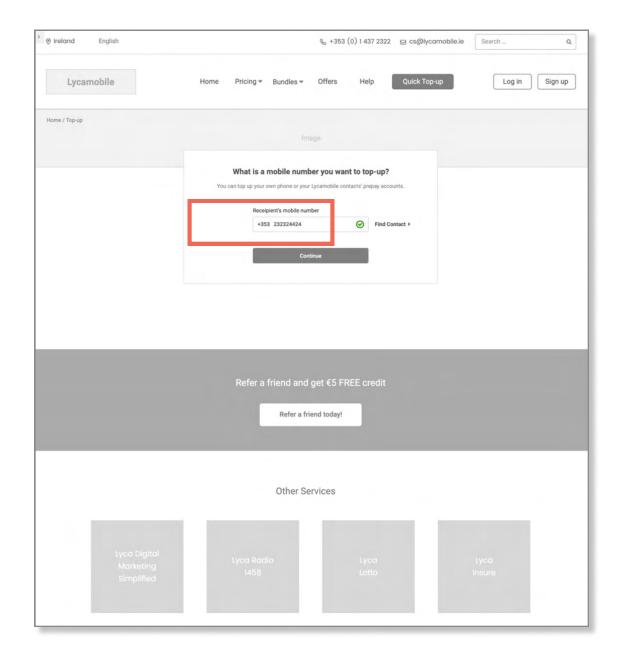


 Users couldn't understand the differnece between auto top-up and auto-renewal

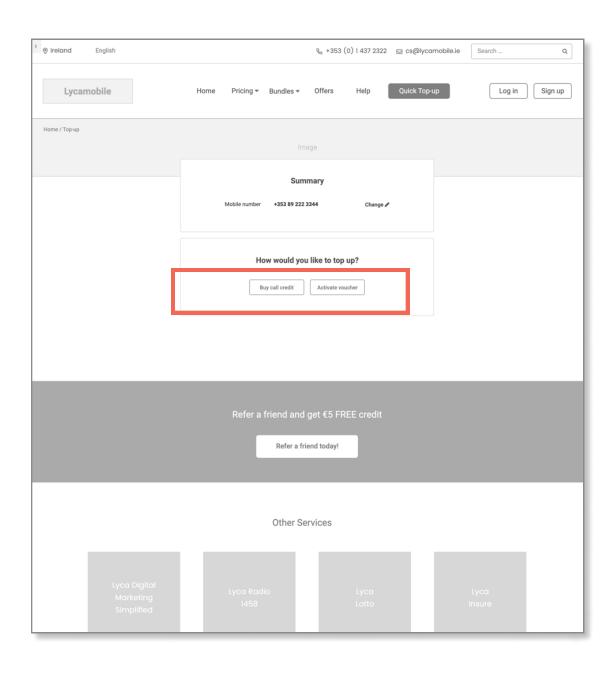


Buy Top-up

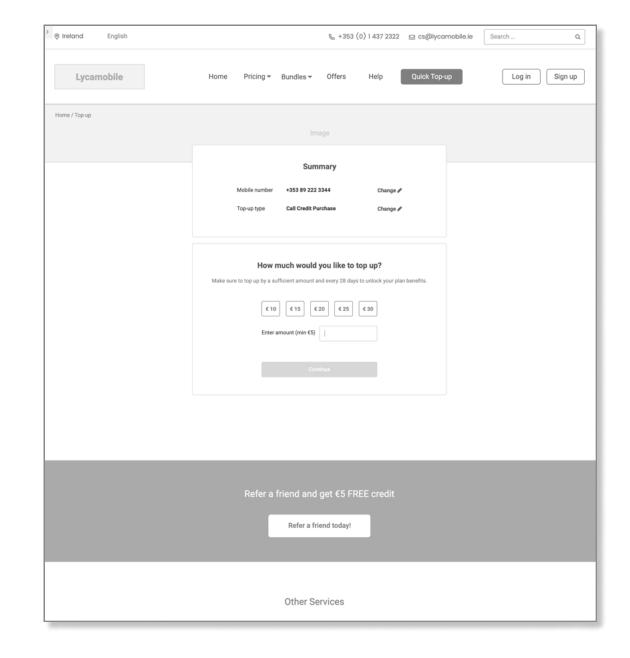
1. Enter phone number



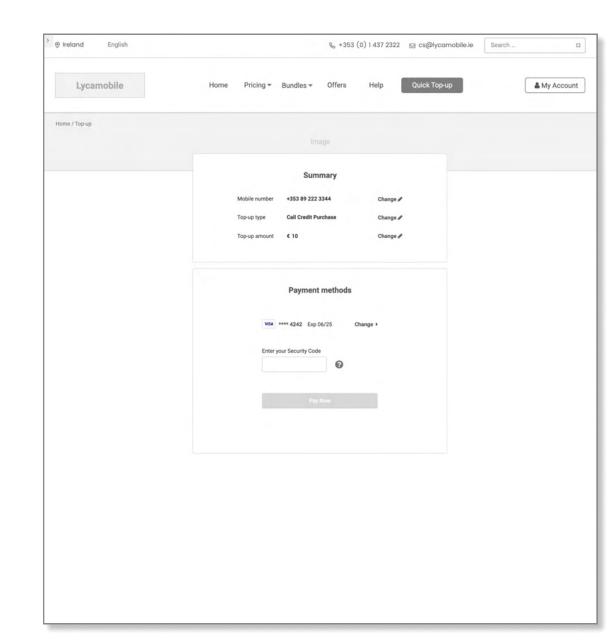
2. Choose top-up type



3. Select top-up amount



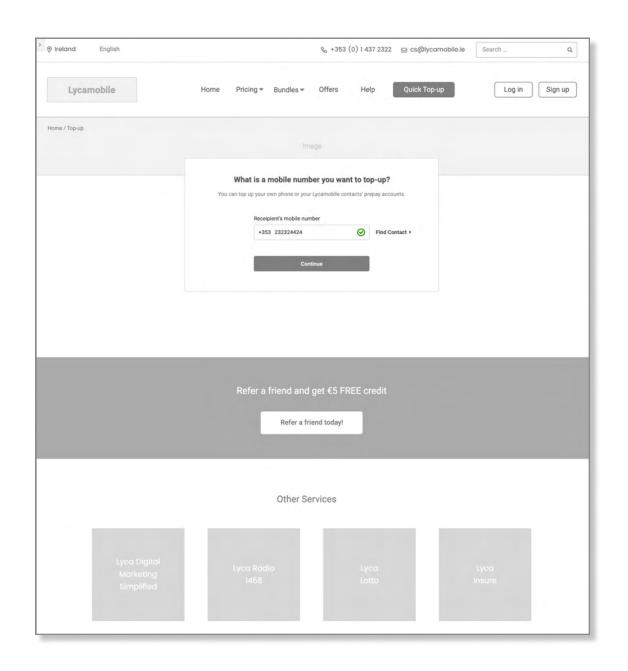
4. Enter CVV



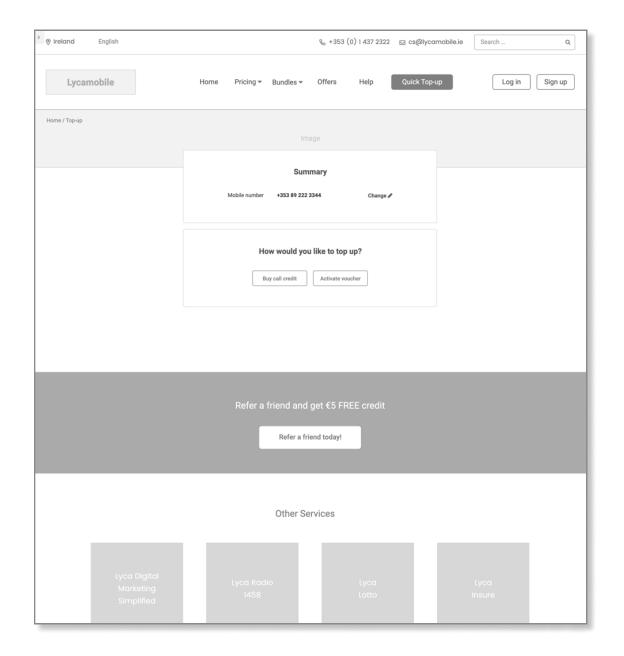
- Users weren't sure if they should type in mobile number with 0 or without.
- Users couldn't find Activate Voucher option

Activate Voucher

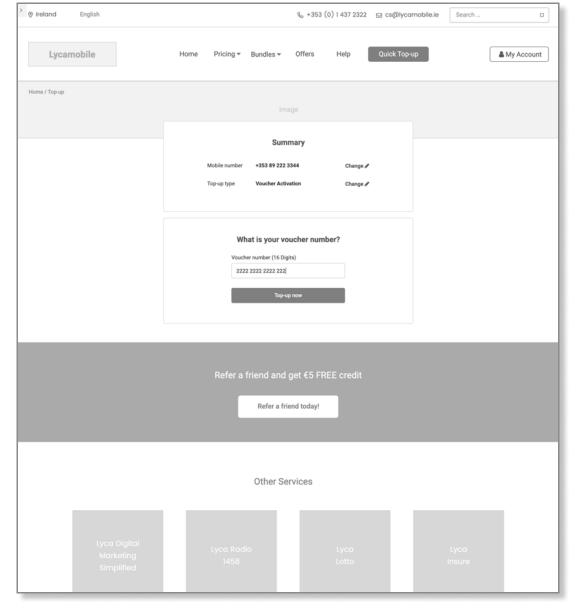
1. Enter phone number



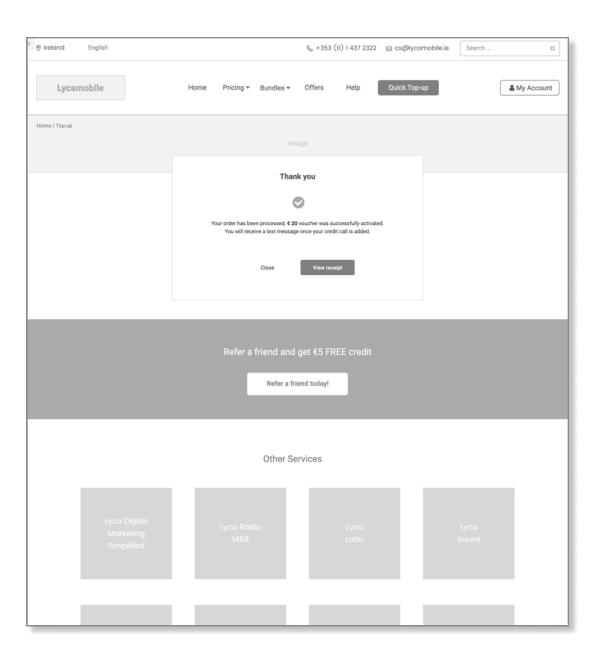
2. Choose top-up type



3. Enter voucher number

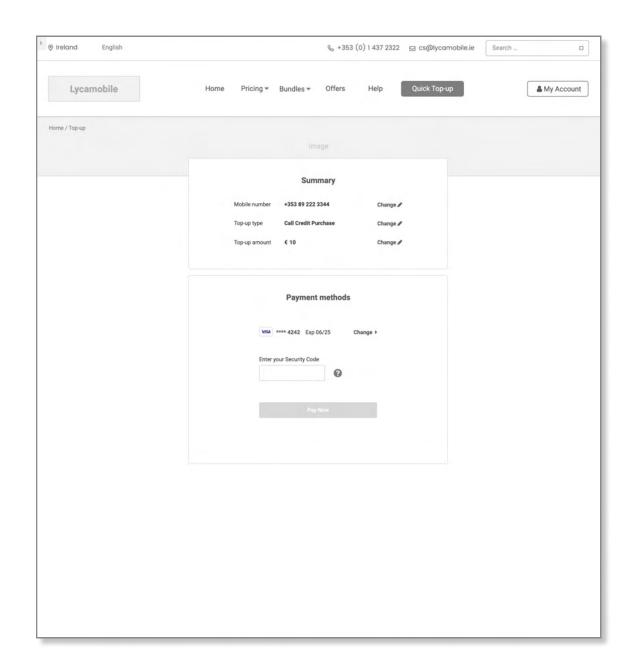


4. Sucess

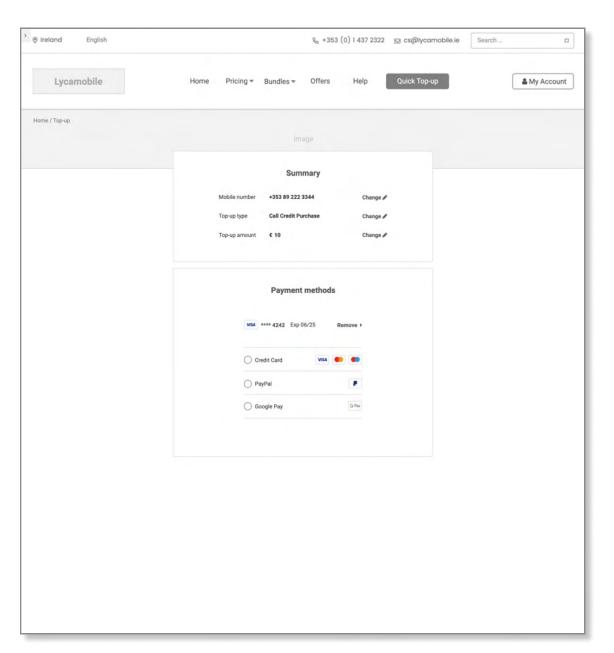


Easy to Use Payment Form

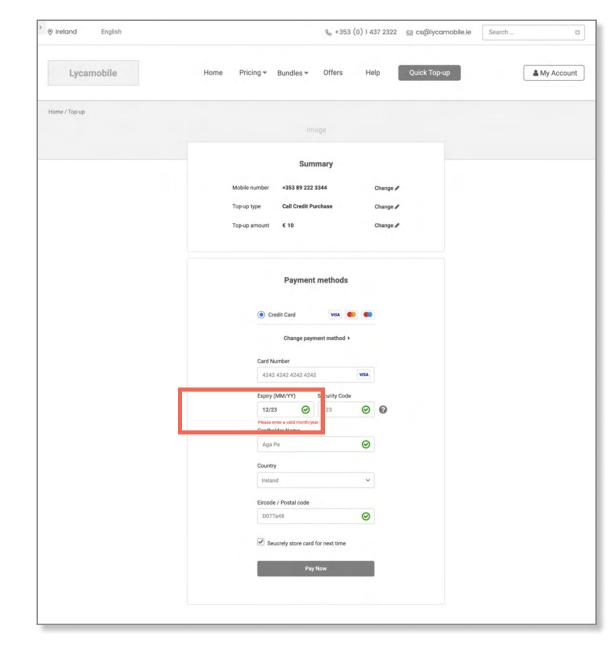
1. Add CVV



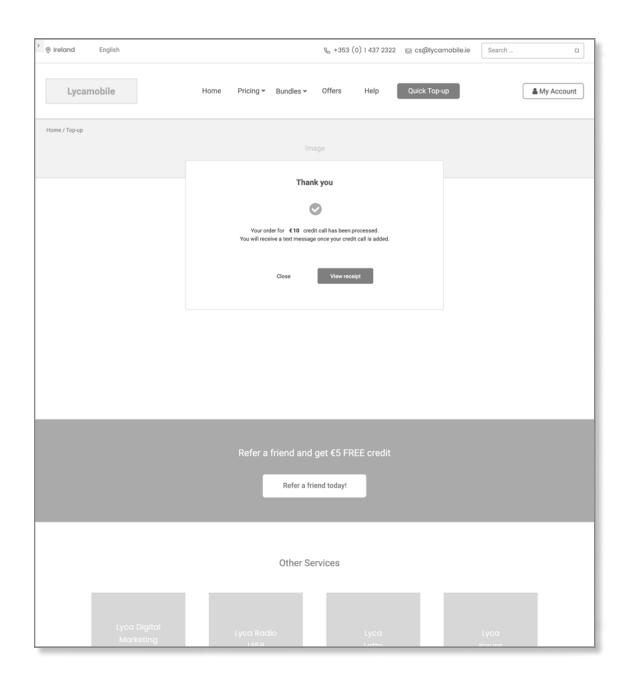
2. Change payment method



3. Add new card



4. Payment confirmation



Users struggled manually entering "/"

Usability Testing

Objectives:

- Does a Lycamobile site's checkout flow fit users' expectations?
- Are users able to find and purchase credit call?
- Are users able to activate a voucher?
- Are users able to add a new payment method?
- Are users able to remove the card?
- Are users able to find automatic top-up?
- Are users able to add a new contact?
- Is navigation within the top-up easy to use?
- Assess confidence level when completing tasks.

Procedure:

- Axure RP Prototype
- 2 Participants via UserTesting.com (unmoderated)
- 1 Participant via Teams (moderated)
- Consent Forms
- Think Aloud
- General Impression Questions
- 6 Tasks
- Short post-session interview

Findings

TOP-UP

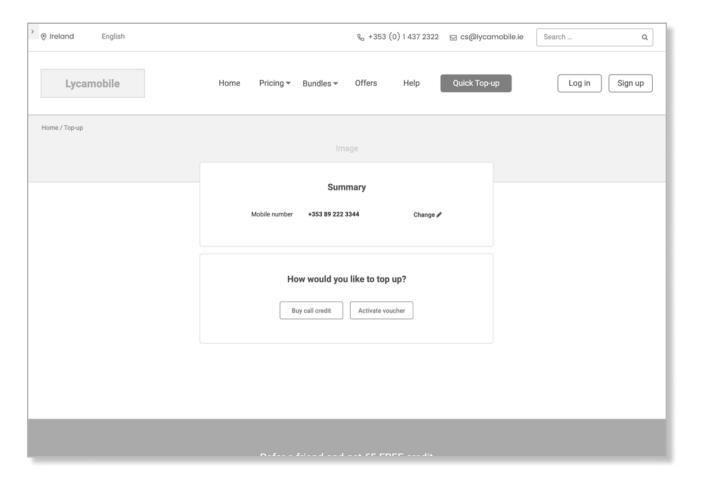
- Users had difficulties navigating to Activate Voucher feature.
- Some users didn't understand what Top-up means.
- Phone formatting doesn't work well when users enter spaces.

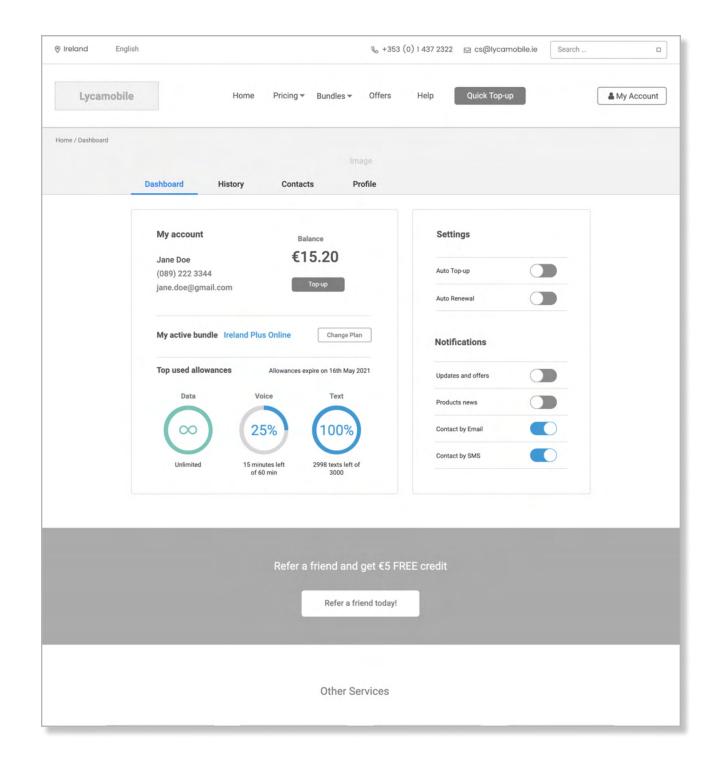
AUTO TOP-UP

• Users didn't know what the difference between auto top-up and auto-renewal is.

PAYMENT FORM

• Expiry date needs proper formatting - users have to enter "/" manually.





Recommendations

- Redesign Activate Voucher flow, so users can easily find it, but minimise the number of steps.
- Provide information about auto top-up and auto-renewal.
- Fix masking and formatting issues in the forms.
- Provide Customer Service contact details.
- T&C are missing
- Provide a hint for the mobile phone number input field.

- **01** Visual Research
- 02 Branding, Colour Palette and Typography
- 03 Initial Mockup
- **04** High-Fidelity Prototype
- **05** Test Plan and Goals
- **06** Test Results
- **07** Final Recommendations
- **08** Future Steps



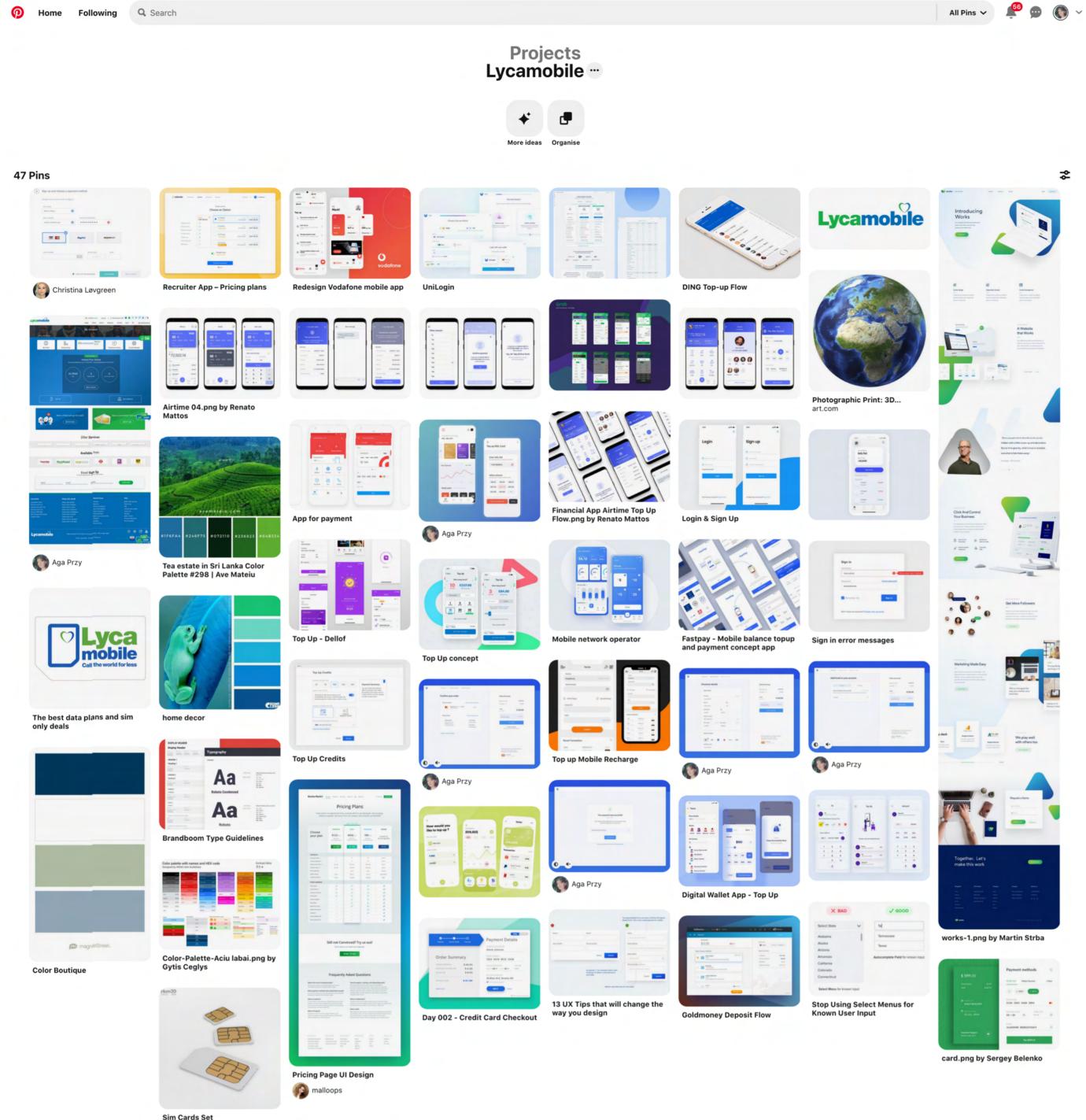
High-Fidelity Design and Testing
N00173057@iadt.ie / Agnieszka Przygocka
March, 2021

High-fidelity Design and Testing

Moodboard







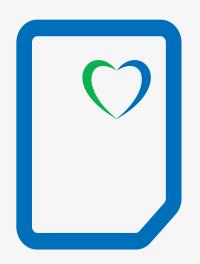




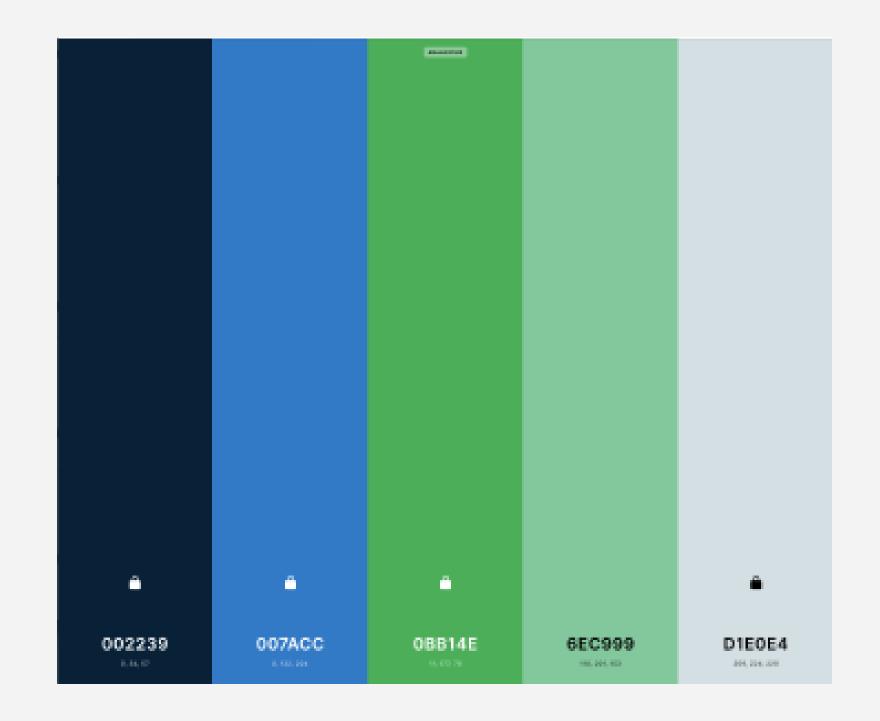
Backgrounds

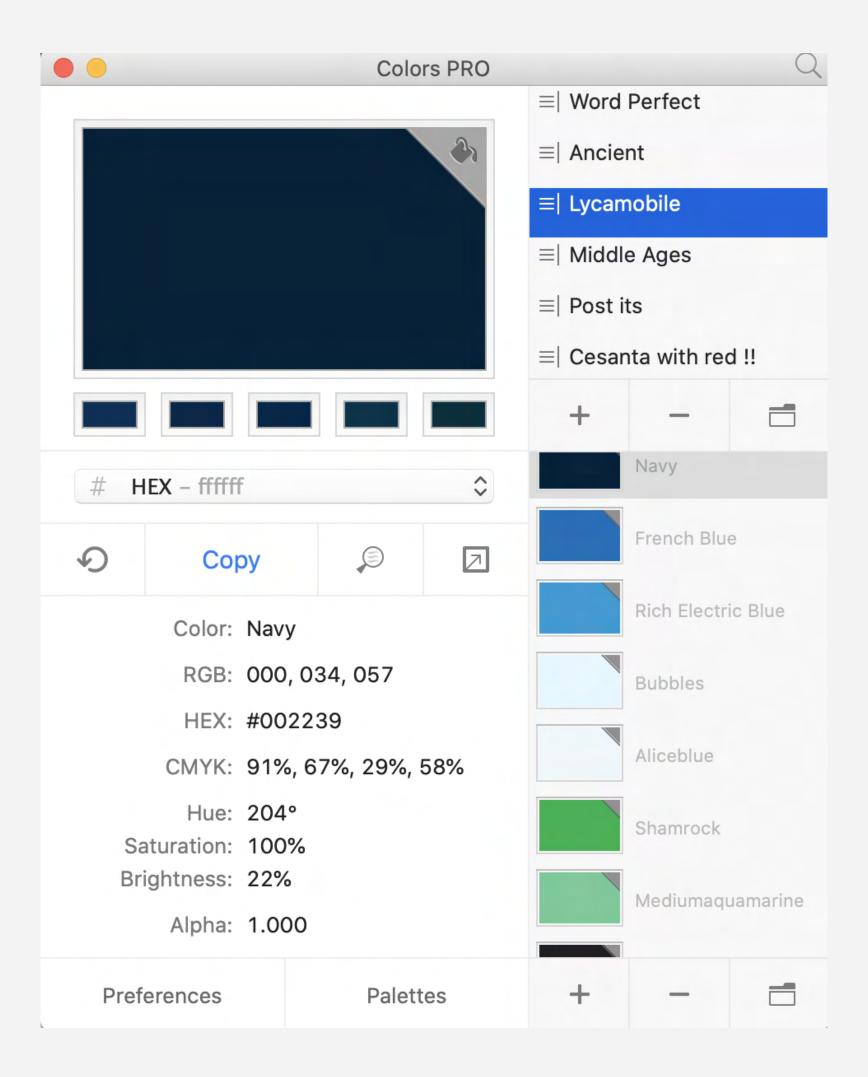






Colours





Typography

Body / Default Regular 17	Body / Bold SemiBold 17	Body / Italic Regular italic 17	Body / Bold Italic SemiBold italic 17
Large Body Copy / Default	Large Body Copy / Bold	Large Body Copy / Italic	Large Body Copy / Bold Italic
Regular 22	SemiBold 22	Regular italic 22	SemiBold italic 22
Callout / Default	Callout / Bold	Callout / Italic	Callout / Bold Italic
Regular 16	SemiBold 16	Regular italic 16	SemiBold italic 16
Caption 1 / Default	Caption 1 / Bold	Caption 1 / Italic	Caption 1 / Bold Italic
Regular 12	SemiBold 12	Regular italic 12	SemiBold italic 12
Caption 2 / Default	Caption 2 / Bold	Caption 2 / Italic	Caption 2 / Bold Italic
Regular 11	Medium 11	Regular italic 11	SemiBold italic 11
Footnote / Default	Footnote / Bold	Footnote / Italic	Footnote / Bold Italic
Regular 13	SemiBold 13	Regular italic 13	SemiBold italic 13
OVERLINE / DEFAULT Regular 15	OVERLINE / BOLD SemiBold 15	OVERLINE / ITALIC Regular italic 15	OVERLINE / BOLD ITALIC SemiBold italic 15
Regular 15	Settibold 15	Regular Italic 15	Semibold italic 15
Headline / Default	Headline / Bold Italic		
SemiBold 17	SemiBold italic 17		
Subhedline / Default	Subhedline / Bold	Subhedline / Italic	Subhedline / Bold Italic
Regular 15	SemiBold 15	Regular italic 15	SemiBold italic 15

LargeTitle / Default

XLargeTitle / Default

XXLargeTitle / Default

LargeTitle / Bold

XLargeTitle / Bold

XXLargeTitle / Bold

Bold 6

DisplayTitle / Default

LargeDisplayTitle / Default

DisplayTitle / Bold

ExtraBold 96

LargeDisplayTitle / Bold

Title 1 / Default
Regular 28

Title 2 / Default
Regular 22

Title 3 / Default
Title 3 / Default
Regular 20

Title 3 / Bold 29

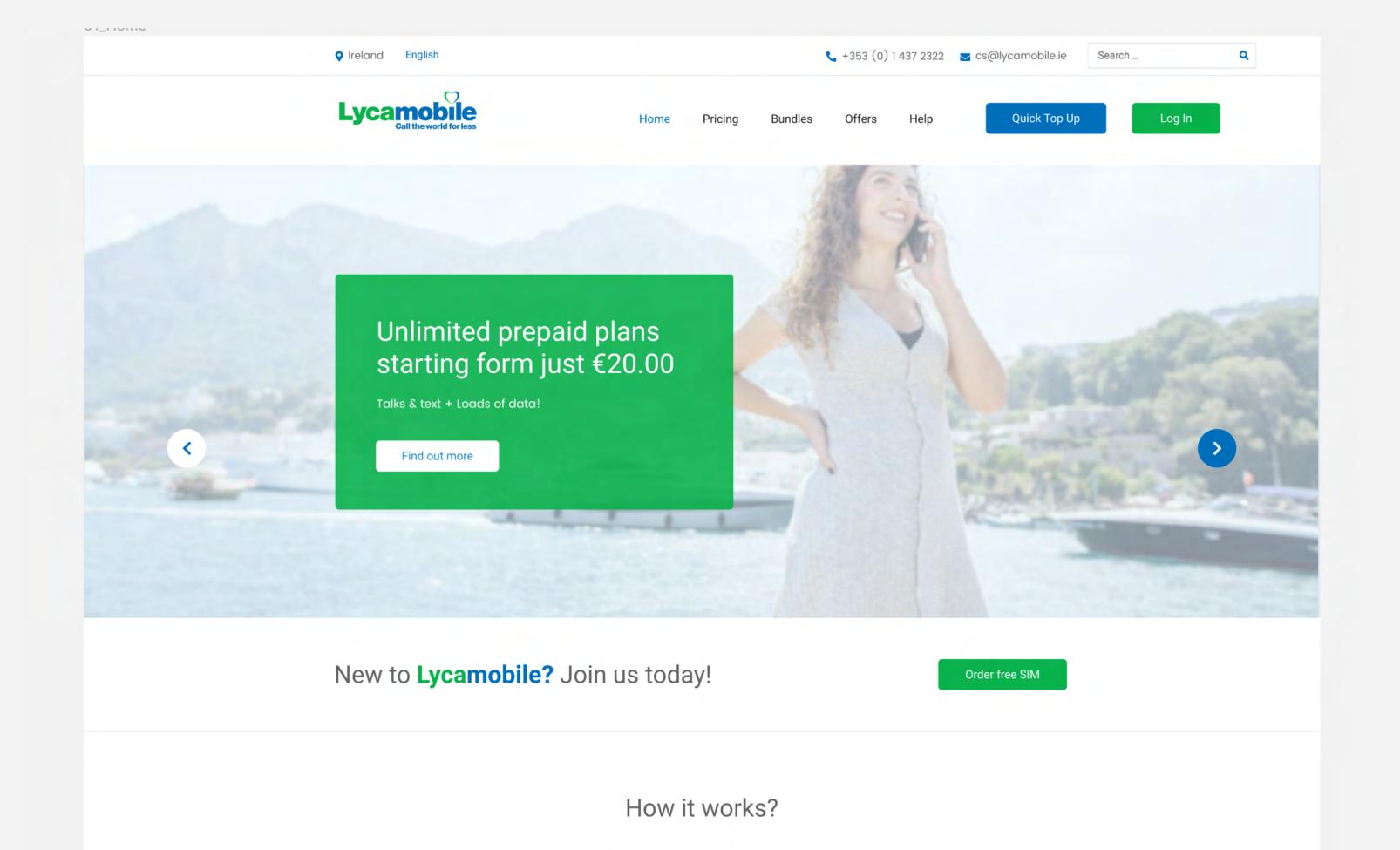
Title 3 / Bold 20

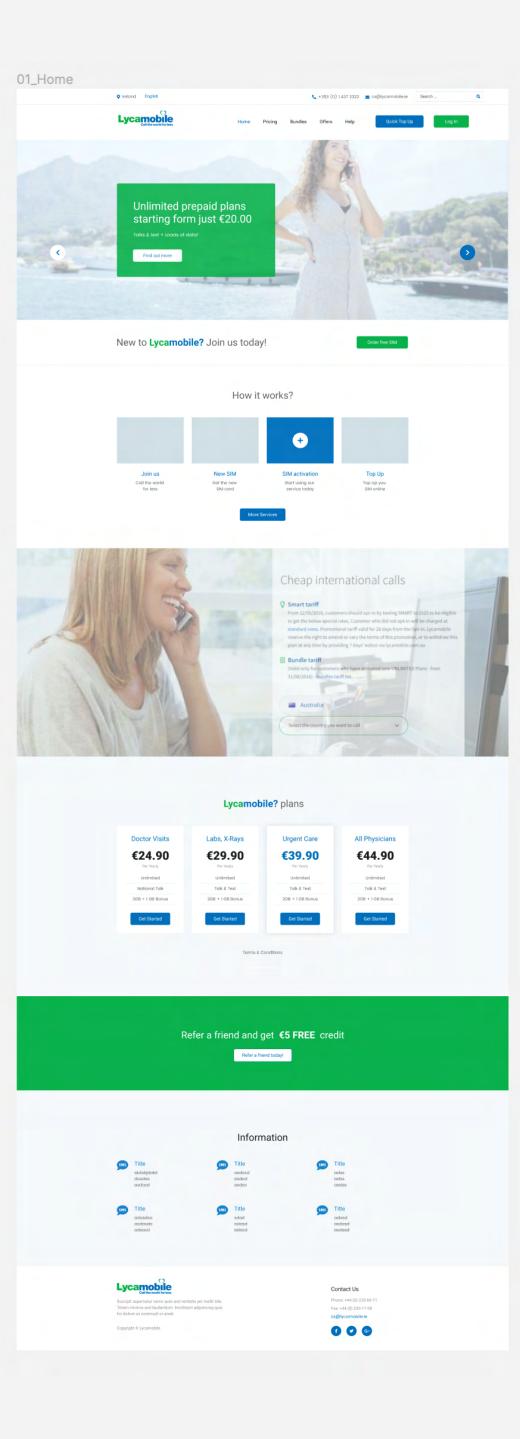
Medium 20

Medium 23

Medium 23

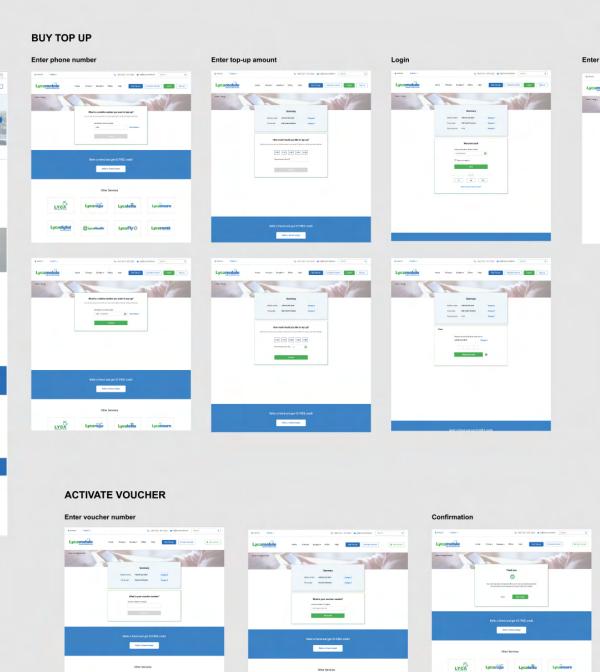
Initial Mockup

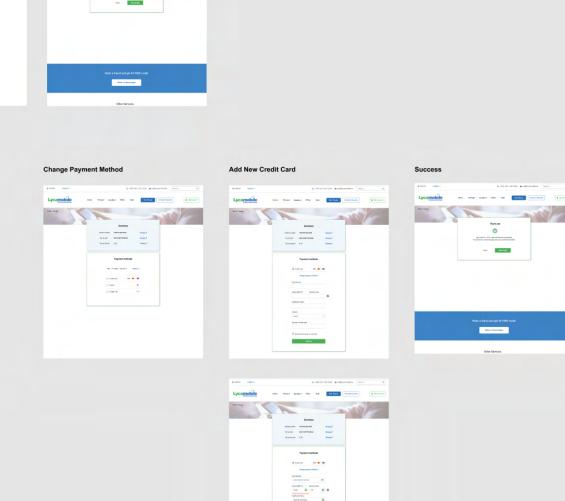


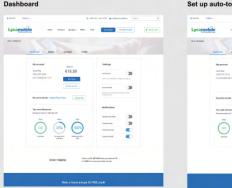


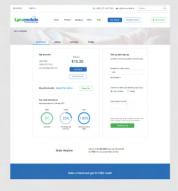
High-Fidelity Prototype

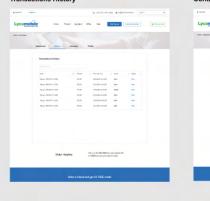


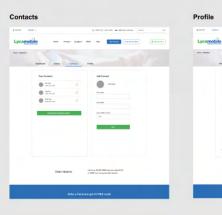


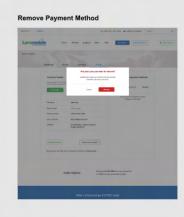




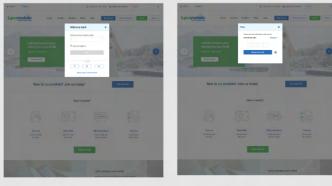






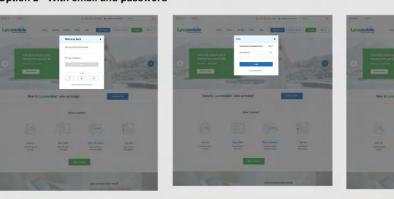


SIGN IN (the same form for both options)





Option 2 - With email and password

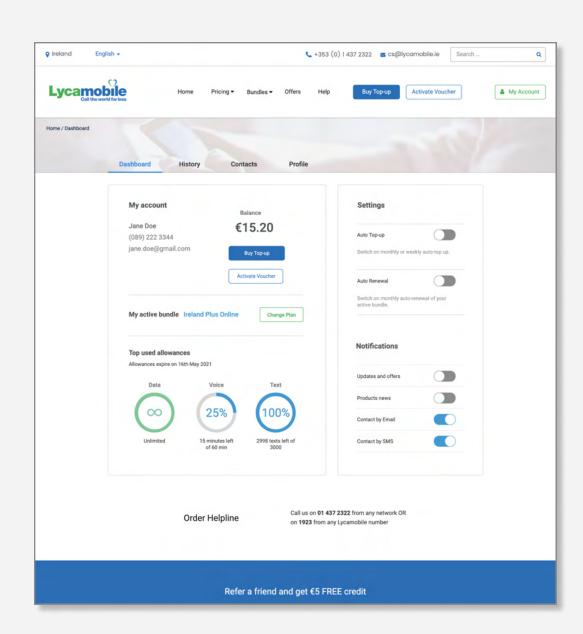




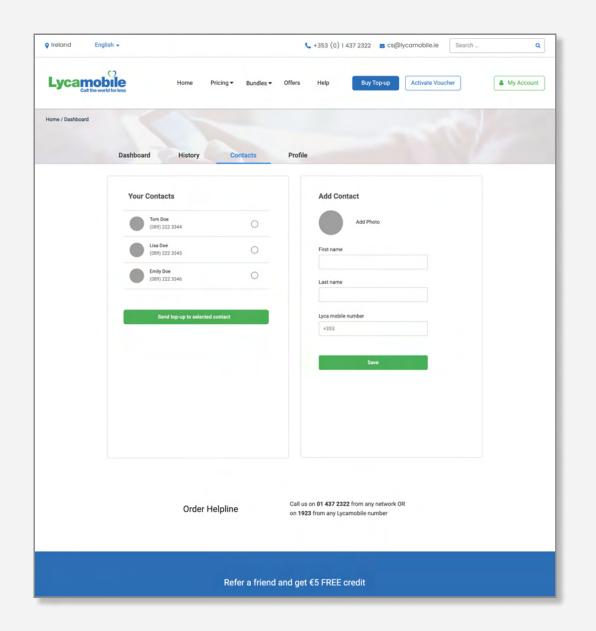


New clean design Easy to find CTAs

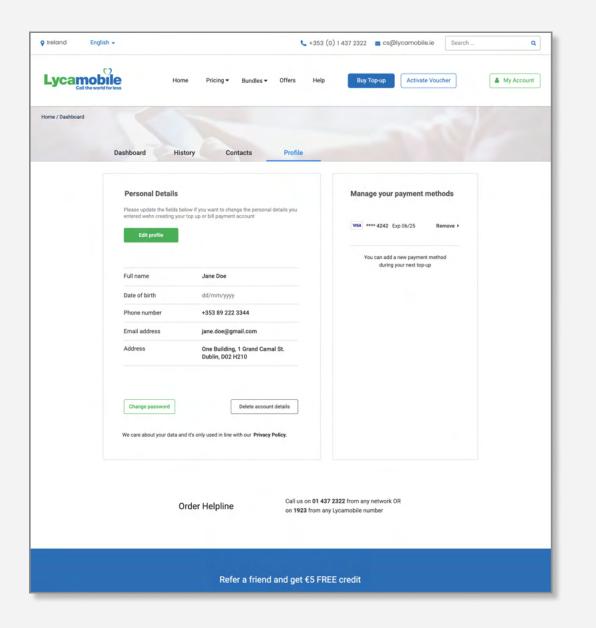
Added more white space in the dashboard

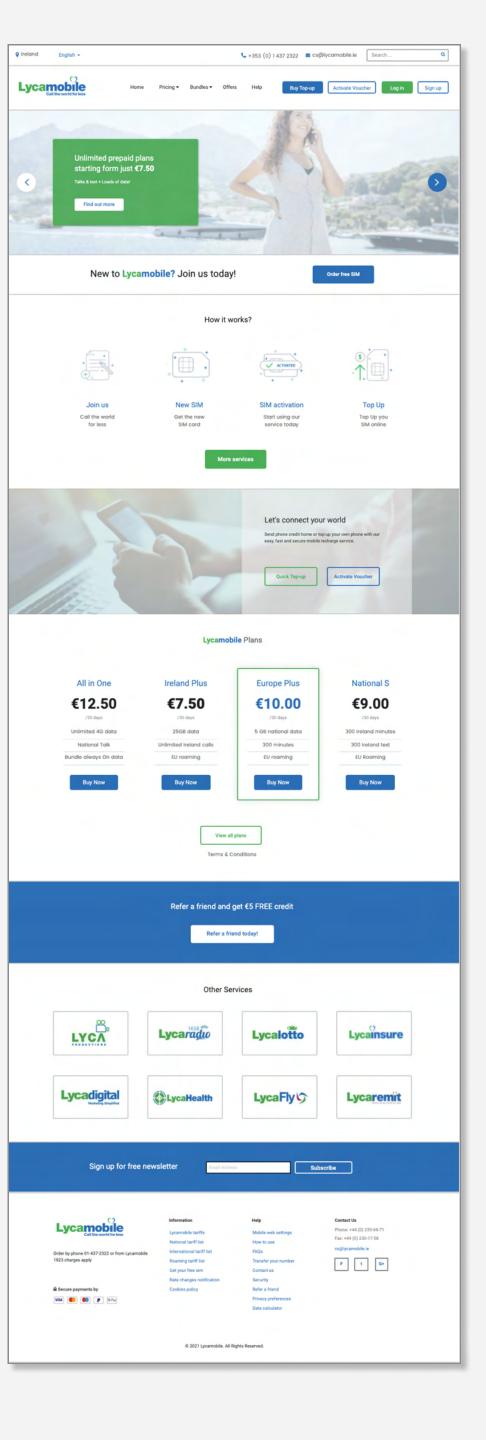


Contacts list to speed up top-up of other numbers.



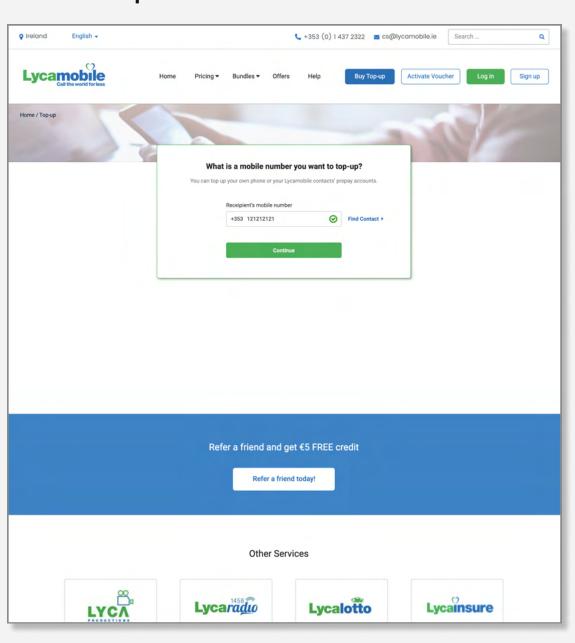
Option to remove credit card



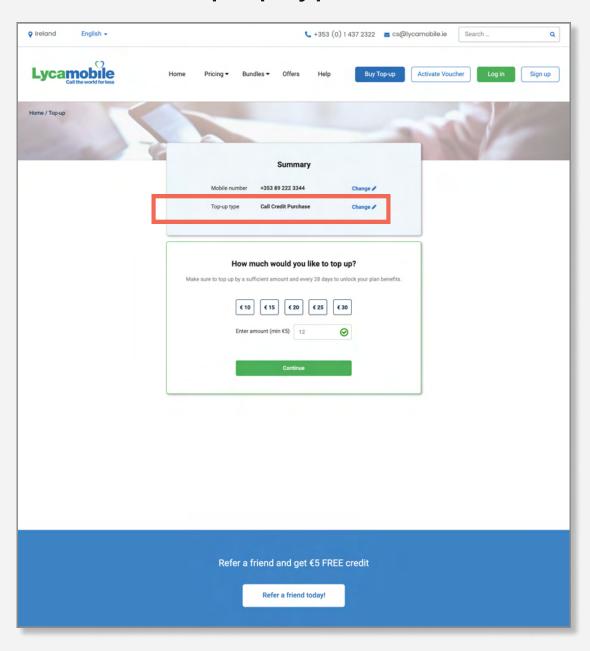


Buy Top-up

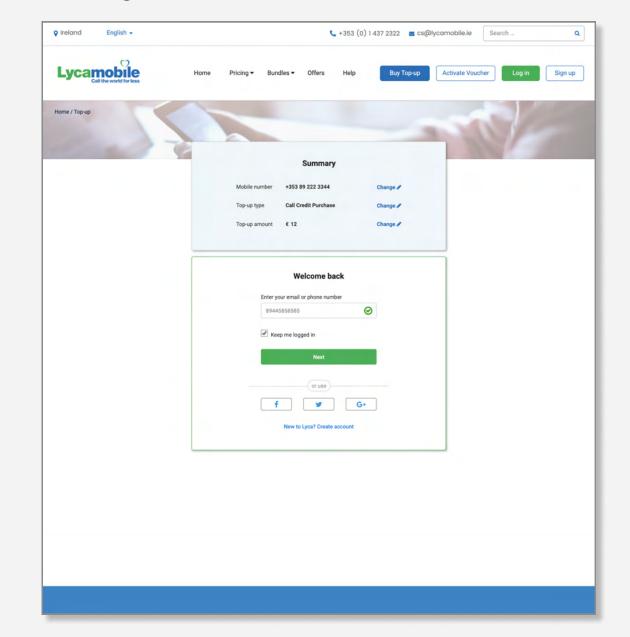
1. Enter phone number



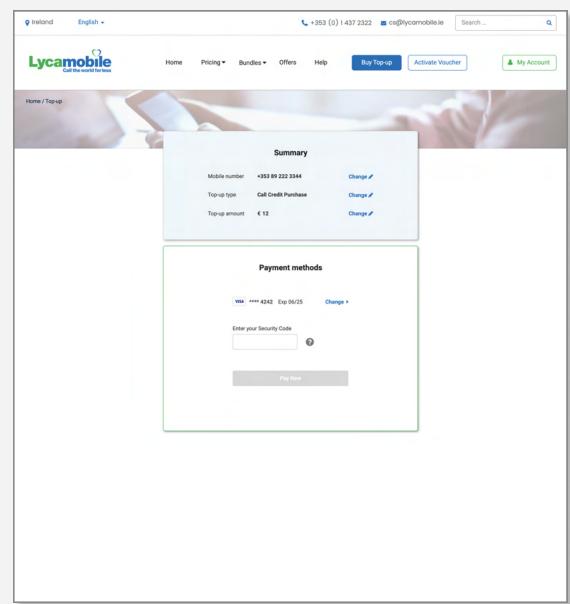
2. Choose top-up type



3. Log in



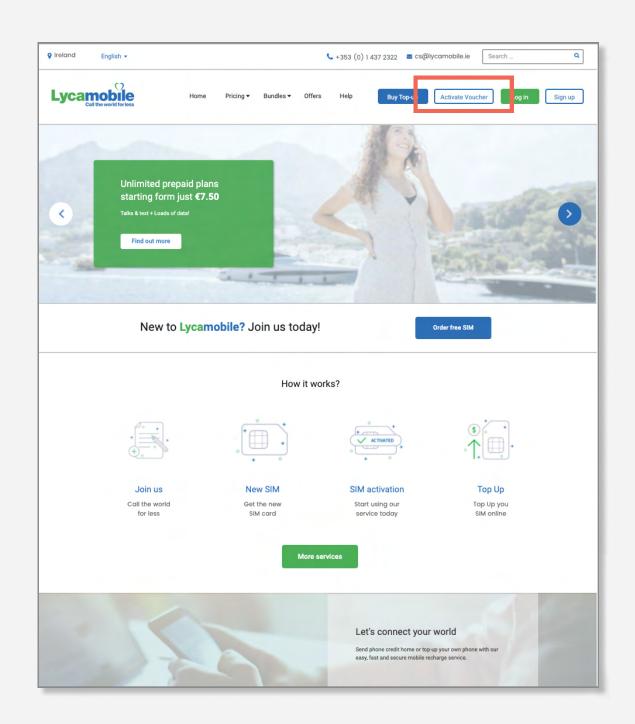
4. Enter CVV



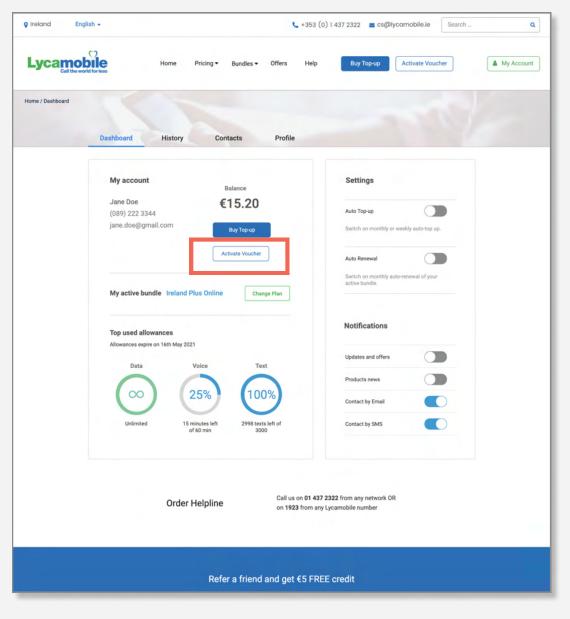
Removed option to choose top-up type, but users can still swich to voucher activation in necessary.

Activate Voucher

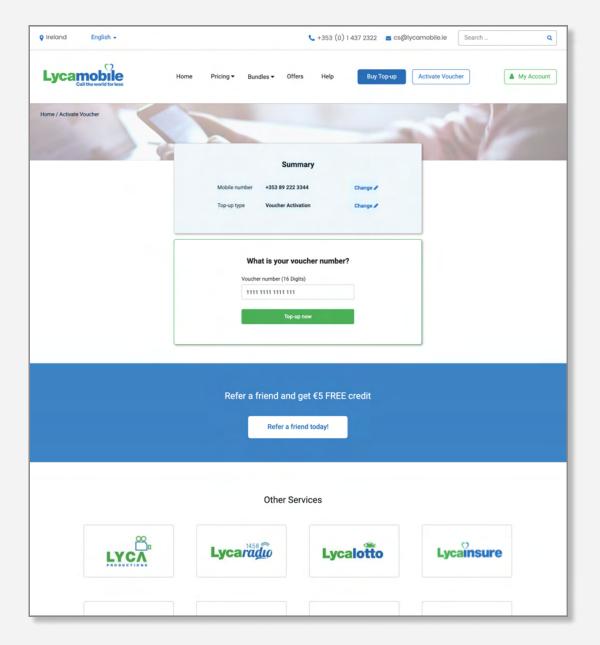
1. Click Activate Voucher



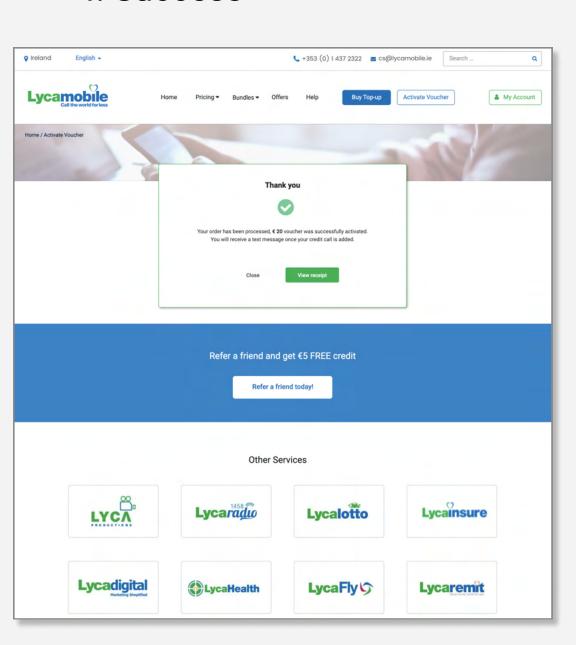
2. Click Activate Voucher



3. Enter voucher number



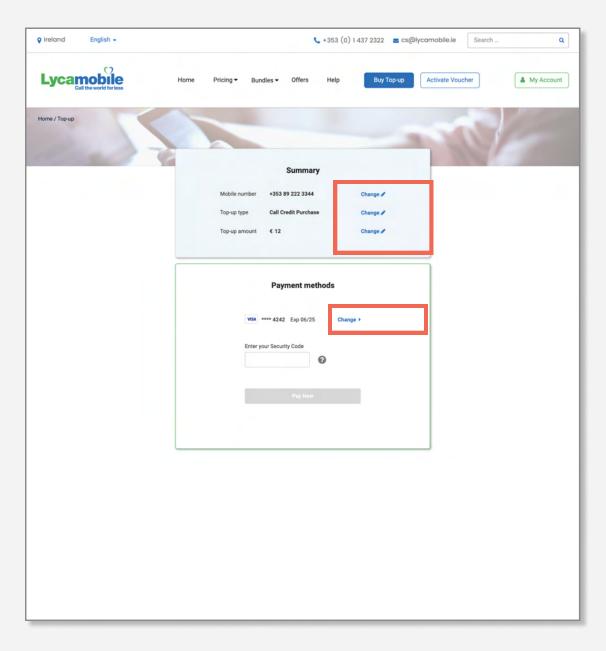
4. Success



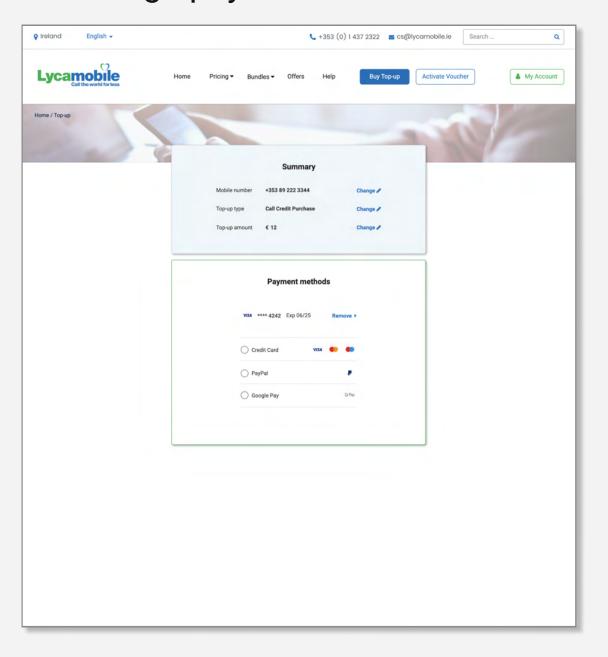
Voucher can be activated directly from the Home Page or Dashboard

Payment Form

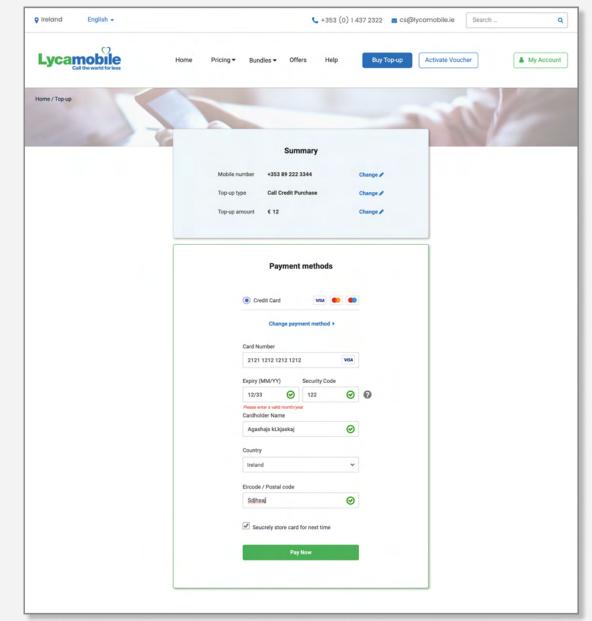
1. Enter CVV



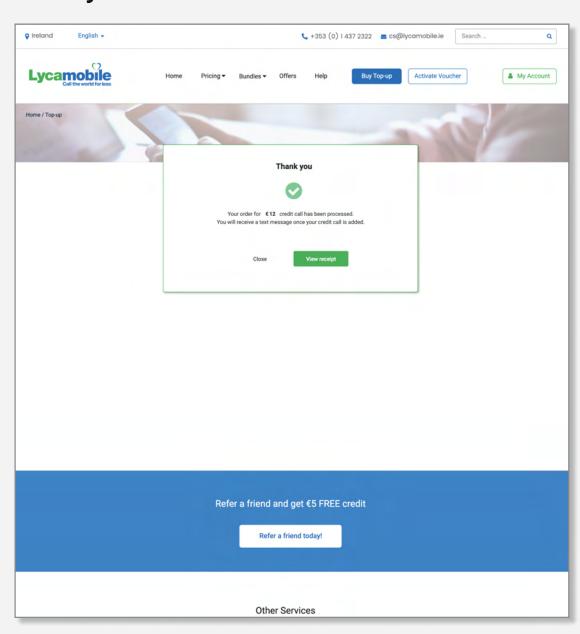
2. Change payment method



3. Add new card



4. Payment confirmation



Linkes in blue, to helo users identify them.

Test Plan and Goals

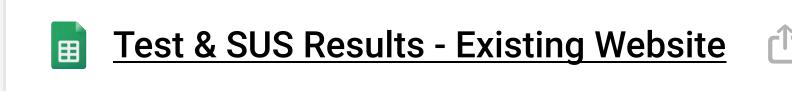
Comparing usability test results.

Existing website testing:

- Measured time on tasks.
- Measured error rates.
- Measured satisfaction with SUS questionnaire.

Proposed website testing:

- Measured time on tasks.
- Measured error rates.
- Measured satisfaction with SUS questionnaire.





Test Results - Rainbow Spreadsheet

	Existing	Proposed
Task 1	3:53 min	2:08 min
Quick top-up	67%	80%
Task 2 Topping up after logging in	3:38 min 33%	1:38 min 80%
Task 3	N/A	0:42 min
Remove saved credit card	0%	60%
Task 4	N/A	1:43 min
Set up auto top-up	0%	60%
Task 5	0:30 min	0:52 min
Switch off notifications	67%	80%

	METR	ICS														
PARTICIPANT	Tas	sk 1	Tas	sk 2	Tas	sk 3	Tas	sk 4	Tas	sk 5		TOTAL				
	Success (1-4)	Time (MM:SS)*	Success (1-4)	Time (MM:SS)*	Success (1-4)	Time (MM:SS)*	Success (1-4)	Time (MM:SS)*	Success (1-4)	Time (MM:SS)*	Completion Rate %	Success	Partial Success	Failure	Skip	Total Tim (MM:SS)
P01	2	03:40	3	03:30	n/a	n/a	4	n/a	1	00:18	20%	1	1	1	1	N/
P02	2	04:06	2	03:45	n/a	n/a	4	n/a	1	00:41	30%	1	2	0	1	N/
											0%	0	0	0	0	N/
Average Time		03:53		03:38						00:30						
Success	0		0		0		0		2							
Partial Success	2		1		0		0		0							
Failure	0		1		0		0		0							
Skip	0		0		0		2		0							
Completion Rate*	67%		33%		0%		0%		67%							
		SUCCESS	1	Success		NOTE:										
	CRITERIA 2 Partial Succ				ess	* To add time type it in (hh:mm:SS)			format: 00:	00:00						
			3	Failure			* For Think (N/A): P1, I	Aloud we d P6, P7, P13								
Failure		- 4 9	4	Skip				on Rate: tas		cess rate 1						

	METRICS															
PARTICIPANT	Task 1		Task 2		Task 3		Task 4		Task 5		TOTAL					
	Success (1-4)	Time (MM:SS)*	Completion Rate %	Success	Partial Success	Failure	Skip	Total Time (MM:SS)								
P31	1	01:58	1	01:50	1	01:10	1	01:30	1	00:38	50%	5	0	0	0	N/A
P32	1	02:55	1	02:05	4	n/a	2	02:05	1	00:20	40%	3	1	0	1	N/A
P33	1	02:20	1	00:58	1	00:19	4	n/a	2	01:56	40%	3	1	0	1	N/A
P34	1	01:17	1	01:37	1	00:36	2	01:33	1	00:33	50%	4	1	0	0	N/A
											0%	0	0	0	0	N/A
Average Time		02:08		01:38		00:42		01:43		00:52						
Success	4		4		3		1		3							
Partial Success	0		0		0		2		1							
Failure	0		0		0		0		0							
Skip	0		0		1		1		0							
Completion Rate*	80%		80%		60%		60%		80%							

Effectiveness (completion rates) and efficiency (time on task)

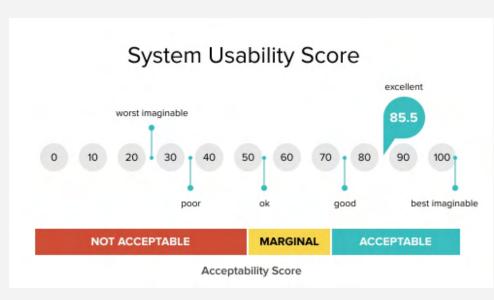
Test Results - SUS

Existing website satisfaction score:

25.00

Proposed website satisfaction score:

88.75



Source: SUS Acceptability Score. Image credit 10up.com.

Note: For accurate results we need at least 14 participants.

SYSTEM	USABILITY	' SCALE									
	elow to help you calc			ınt. A line has been	filled out as an exa	mple.					
Reference: http:	://www.measuringus	2	3	4	5	6	7	8	9	10	
Participant	I think that I would like to use this website frequently.	I found the website unnecessarily complex.	I thought the website was easy to use.	I think that I would need the support of a technical person to be able to use this website.	I found various functions in this website were well integrated.	I thought there was too much inconsistency in this website.	I would imagine that most people would learn to use this website very quickly.	I found the website very cumbersome to use.	I felt very confident using the website.	I needed to learn a lot of things before I could get going with this website.	SUS Score
P1	1	4	2	3	2	4	2	4	2	4	25.00
P2	2	5	2	3	2	4	2	5	2	3	25.00
Value	Key									Result:	25.00
1	strongly disagree	•									Poor
2	disagree										
3	neutral										
4	agree										
5	strongly agree										

SYSTEM USABILITY SCALE

Use the table below to help you calculate the SUS score for each participant. A line has been filled out as an example.

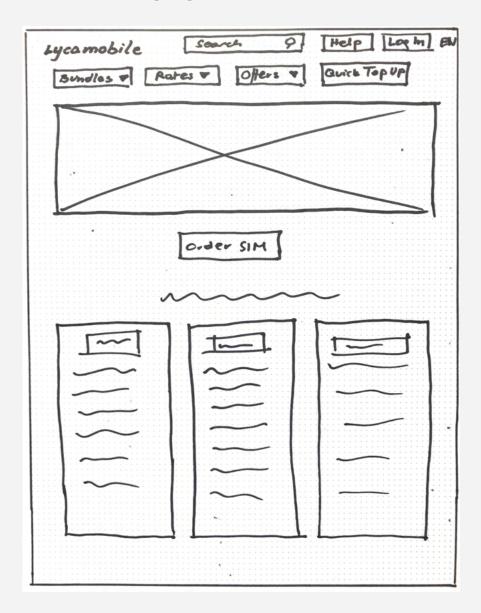
Reference: http://www.measuringusability.com/sus.php

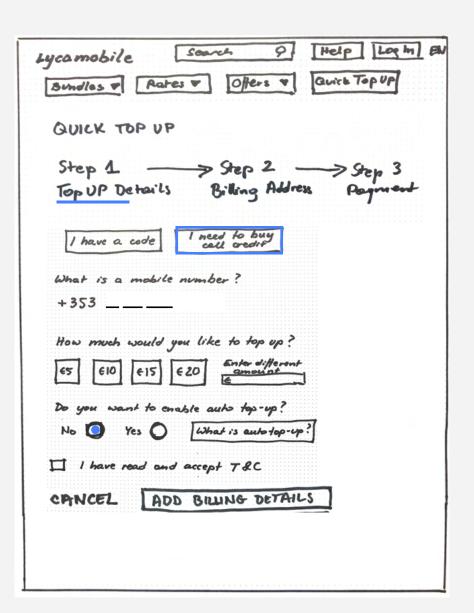
strongly agree

	1	2	3	4	5	6	7	8	9	10	
Participant	I think that I would like to use this website frequently.	I found the website unnecessarily complex.	I thought the website was easy to use.	I think that I would need the support of a technical person to be able to use this website.	I found various functions in this website were well integrated.	I thought there was too much inconsistency in this website.	I would imagine that most people would learn to use this website very quickly.	I found the website very cumbersome to use.	I felt very confident using the website.	I needed to learn a lot of things before I could get going with this website.	SUS Score
P31	4	2	4	1	5	1	4	2	4	2	82.50
P32	5	1	5	1	5	1	5	1	5	1	100.00
P33	4	2	4	1	3	2	5	2	4	1	80.00
P34	4	1	5	1	4	1	5	2	5	1	92.50
Value	Key									Result:	88.75
1	strongly disagree	Э									
2	disagree										
3	neutral										

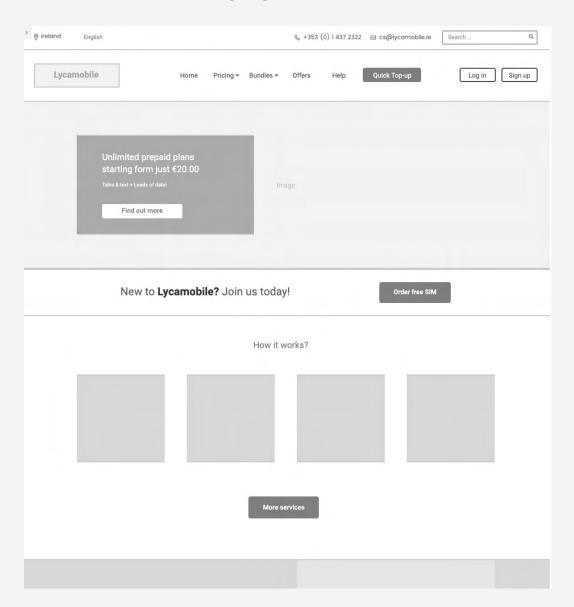
Iterations Comparison

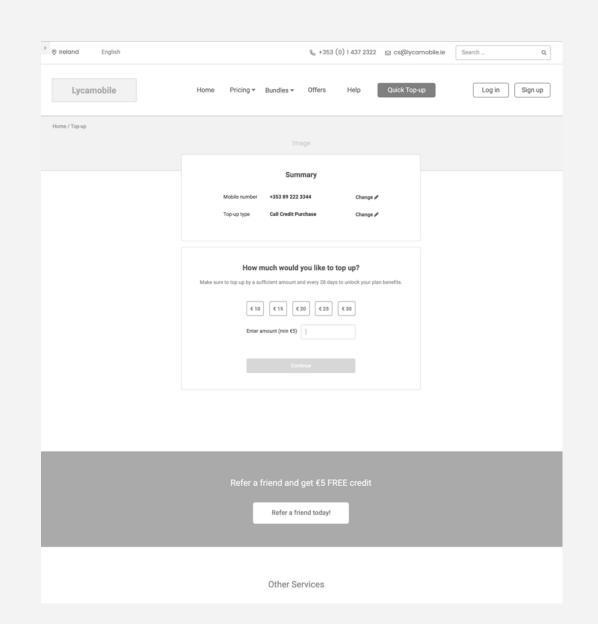
PAPER PROTOTYPE



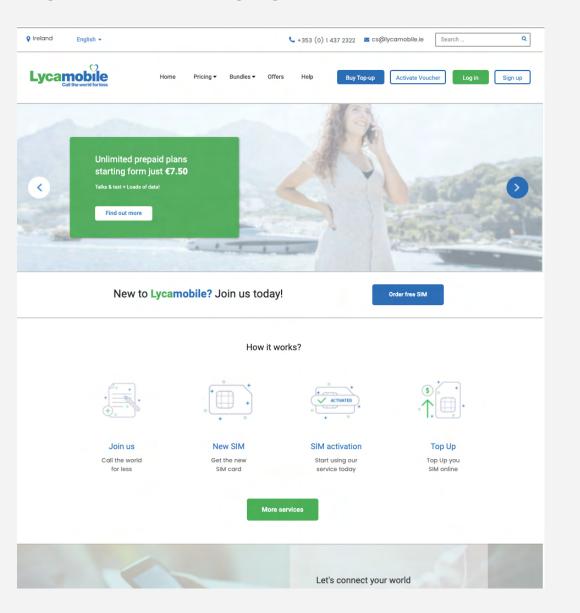


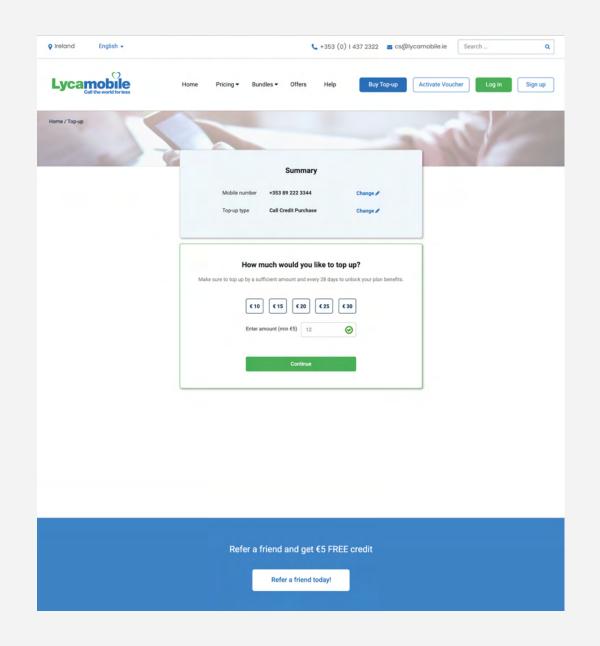
MID-FIDELITY PROTOTYPE



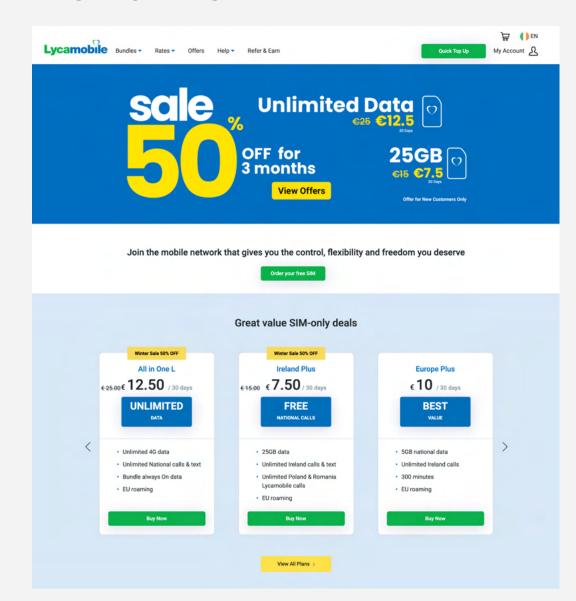


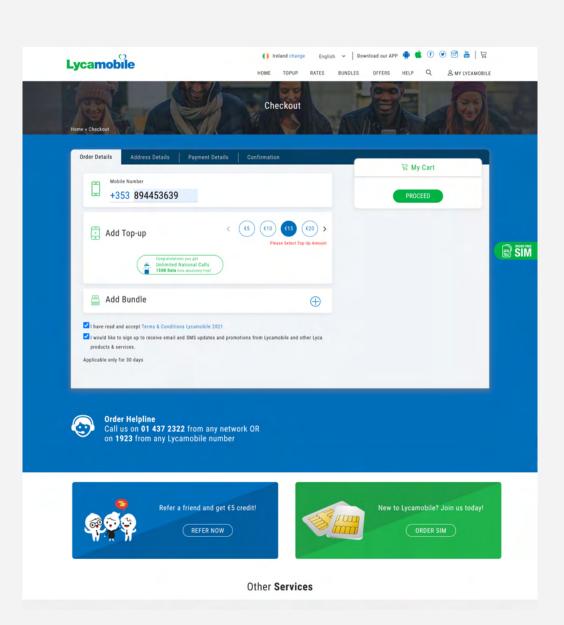
HIGH FIDELITY PROROTYPE





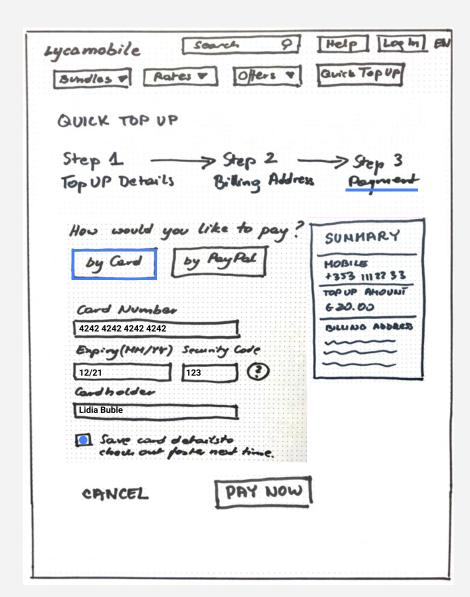
EXISTING WEBSITE

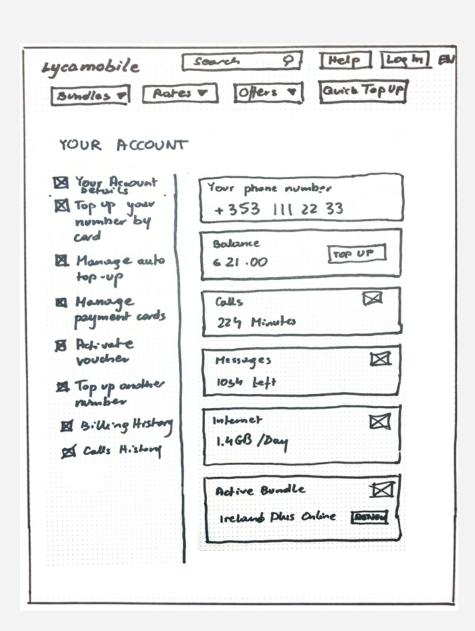




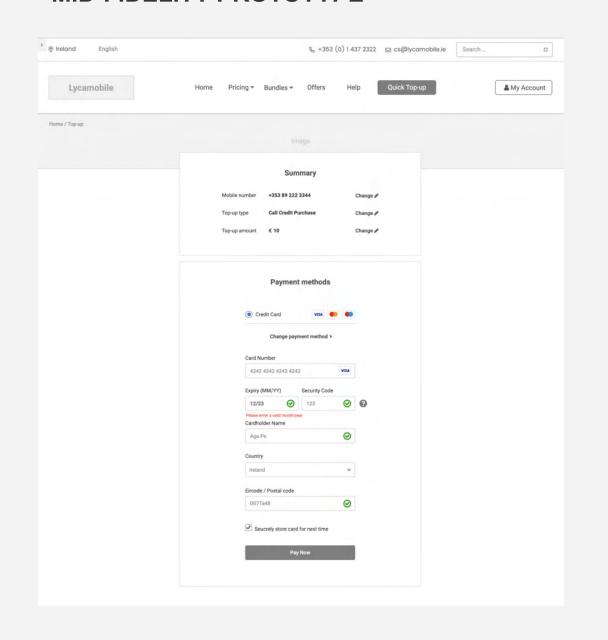
Iterations Comparison

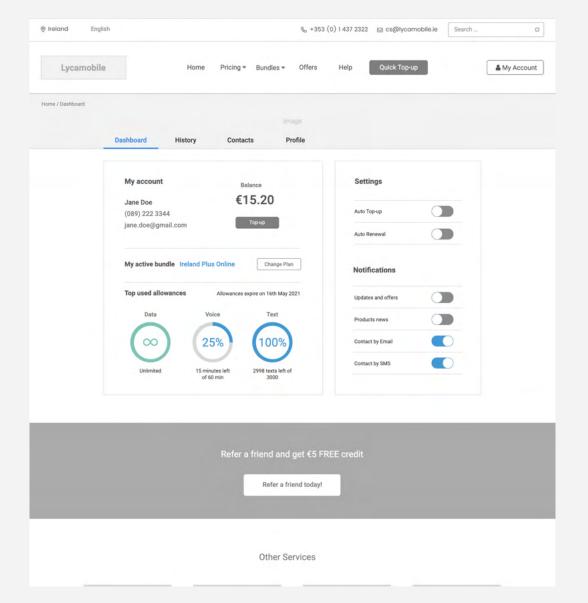
PAPER PROTOTYPE



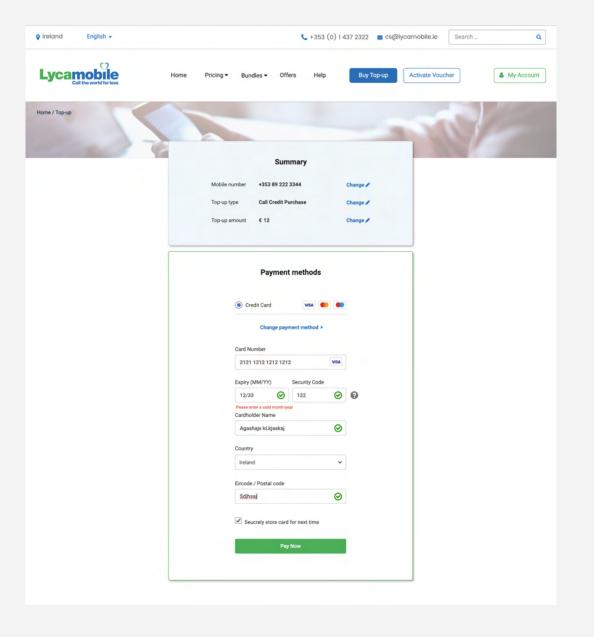


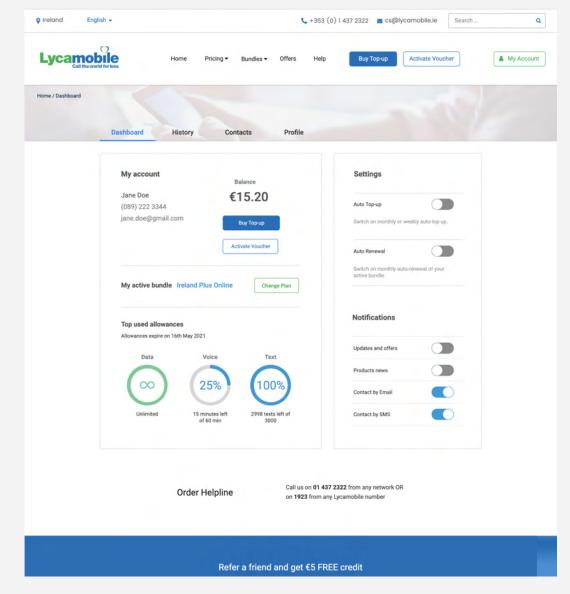
MID-FIDELITY PROTOTYPE



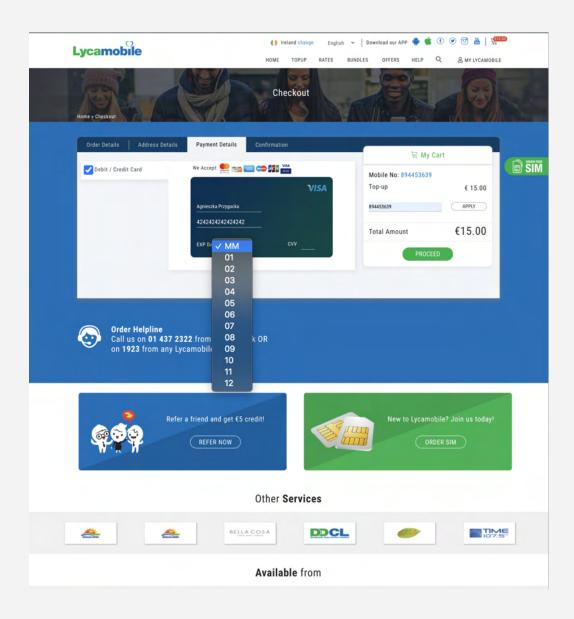


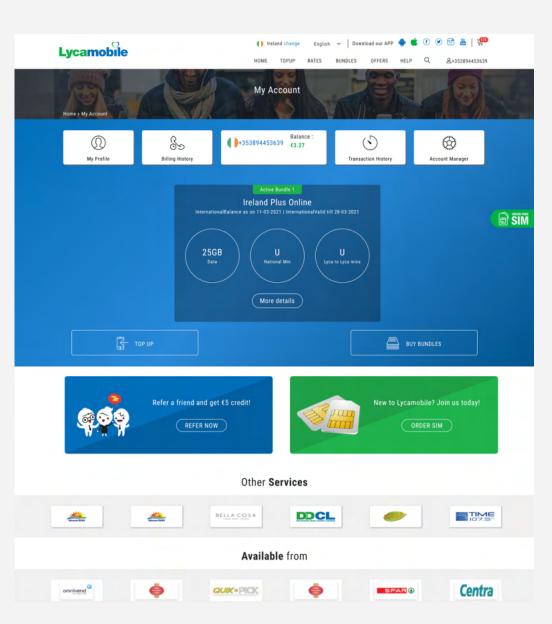
HIGH FIDELITY PROROTYPE





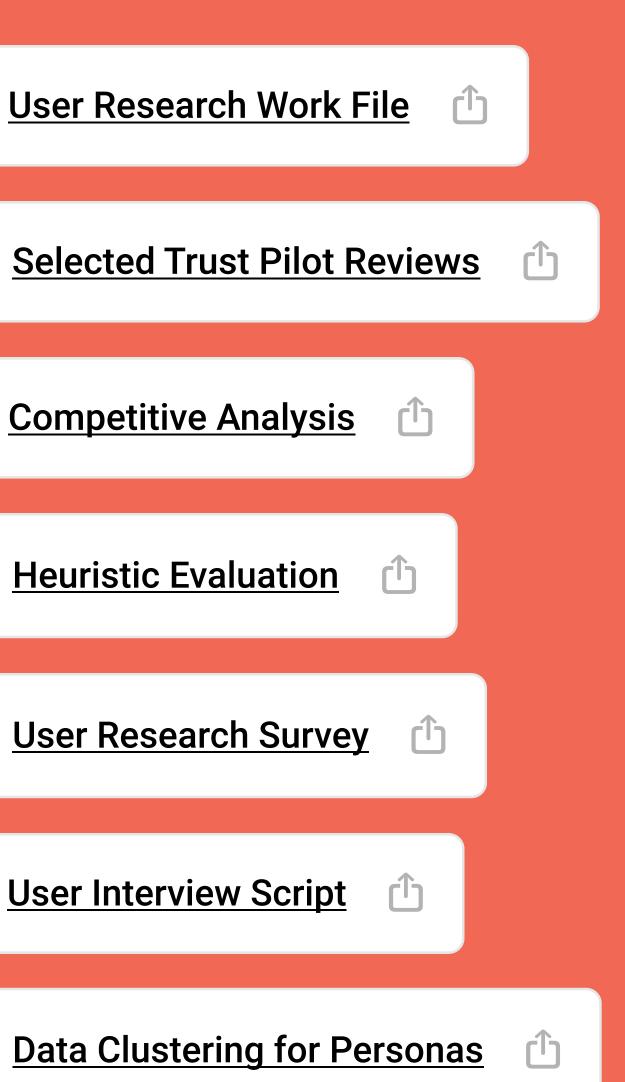
EXISTING WEBSITE





Reflection

- Initial research was invaluable to inform the design decisions and ensure that the proposed soultion addresses real problems.
- Each of the applied methods helped to identify various issues.
- Running moderated tests in the first iterations helped to gather qualitative data.
- Running tests on UserTesting.com requires a fully interactive prototype.
- Prototyping with Axure gives better results than with Figma. Axure allows to make prototypes fully interactive.
- Loop11 was dissapointing, as it requires reloading page after every task, and it breaks the user flow.
- SUS questionnaire should be conducted with more participants.
- Research indicates that users would prefer to top up via a mobile app rather than a website. The mobile app
 was out of scope for this project but should be considered in the future.

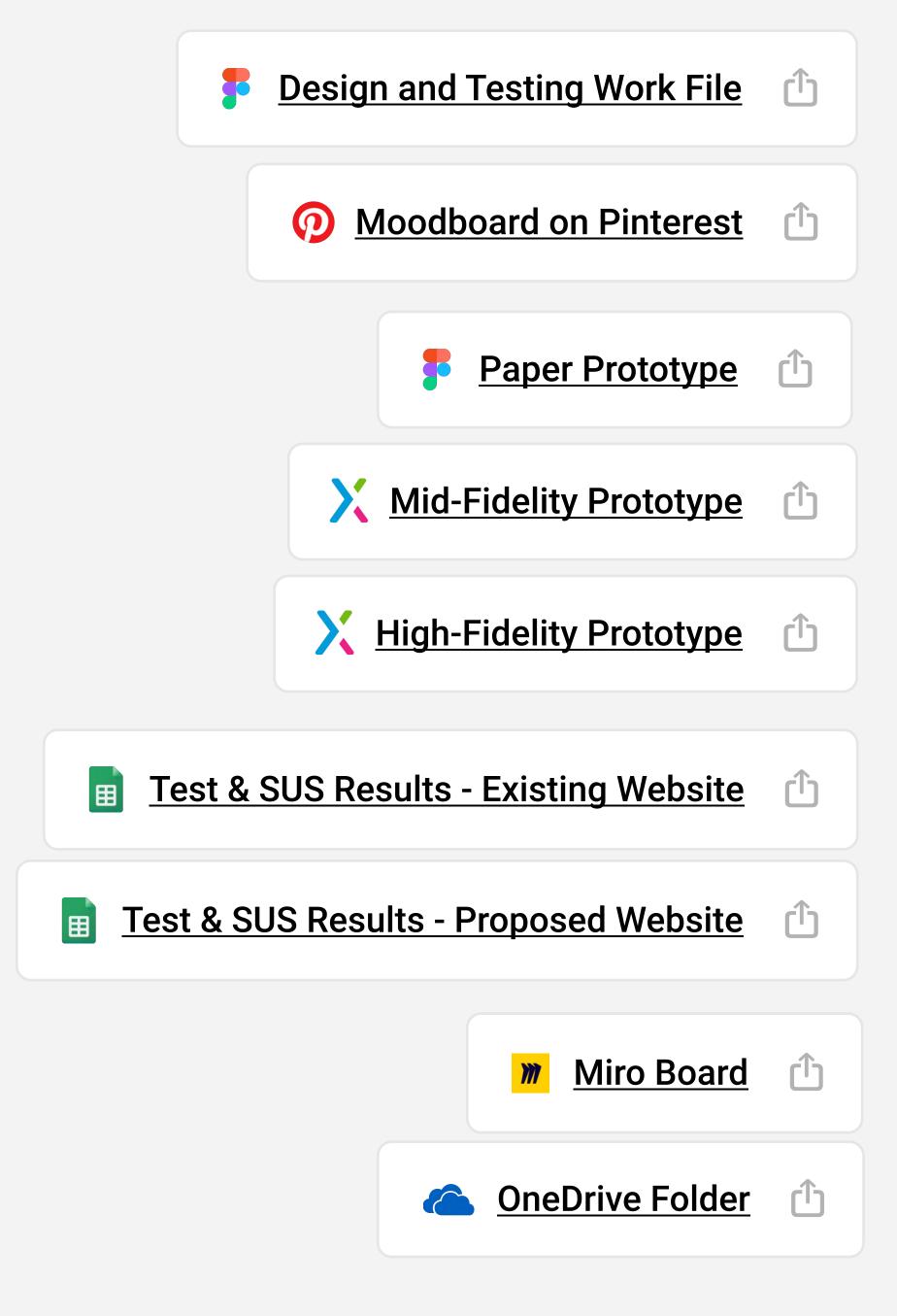


Competitive Analysis

Heuristic Evaluation

User Research Survey

User Interview Script



Thank You.