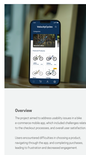


UX/UI Case Study — 2024

VelocityCycles Mobile App

Creating the user experience of the world's first electric bicycle subscription app

Overview

The project aimed to address usability issues in a bike e-commerce mobile app, which included challenges related to the checkout processes, and overall user satisfaction.

Users encountered difficulties in browsing products, navigating through the app, and completing purchases, leading to frustration and decreased engagement.

The objective was to iterate a design approach guided by industry research and user feedback, aiming to enhance the app's functionality and improve the overall user experience.

Project Type: Case Study

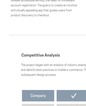
Role: UX/UI Designer, Research Design & Testing

Skills: Researching, Prototyping & User Testing

> "How might we streamline the checkout processes and improve navigation to enhance user satisfaction and increase product checkouts?"

Problem

The challenge for the users study is the key processes were observed in the bike e-commerce mobile app. Despite successfully adding items to the cart, 70% of users failed to complete their purchases, often due to the mandatory account creation requirement during checkout. A rigid checkout options suggested, while still exploring personalized user information like email addresses. Hence, the main problem was to streamline the checkout process by offering smoother navigation, informative decision-making, and frictionless checkout processes to drive higher conversion rates.



Solution

The proposed solution for enhancing the user experience of the bike e-commerce mobile app revolves around implementing streamlined navigation and a frictionless checkout process. By reducing the requirement for mandatory account creation and offering detailed product information and customer reviews we could enable the need for creating an account registration. The goal is to create an intuitive and user-friendly platform that not only meets but also exceeds the users' expectations.

Competitive Analysis

The project began with an analysis of industry examples, like Amazon, Target, and Temu/Shein, to gather insights and identify best practices in mobile e-commerce. The research phase provided valuable guidance for the subsequent design process.

Company	✓	✕	Opportunities
	Has many options for customization	It takes a lot of the system decisions	Personalized recommendations and easy-to-find customization options
	Has a clear and easy-to-find checkout process	Has a lot of distractions and ads	Streamlined checkout process with minimal distractions
	Has a good selection of products	Requires an account to checkout	Simplified shopping process
	Has a good selection of products	Has a lot of distractions and ads that can make it difficult to find what you're looking for	Streamlined checkout process with minimal distractions

Research Synthesis

The challenge for these platforms is to have a balance between offering a convenient guest checkout experience and guiding users toward account creation for future benefits.

Site Map

The site map outlines the structure of the bike e-commerce mobile app, providing a clear path for users to navigate through key sections like the home page, product page, and checkout process.

Sketches

In the initial sketches for the VelocityCycles project, the primary focus was to organize the app's layout, prioritizing the main pages in the user flow and ensuring a logical progression. Emphasis on the home page, the Mobike, checkout, and the homepage were explored, each emphasizing different

First Round Usability Test

In the first round of usability testing for the VelocityCycles mobile app, digital low-fidelity wireframes were used. Participants successfully completed tasks but identified key usability issues. These included the presence of distracting ads in the homepage, Mobike, checkout, and the homepage, which were considered unnecessary and could potentially hinder the user experience. Additionally, participants expressed confusion with the checkout page layout, and difficulty with navigation between different sections.

Second Round Usability Test

The second round of usability testing aimed to gather feedback on the mobile app's overall layout, navigation, and purchasing process. Participants were tasked to explore the home page, browse and select a product, and complete the purchase process. While participants were generally able to complete tasks, challenges were encountered in finding specific features and navigating between pages. Users also noted the Mobike experience lacked a personalized UI/UX, with the main page still suggesting options based on the product, rather than a more tailored confirmation after placing their order for increased confidence.

High Fidelity Designs

Following the second round of usability testing, feedback was directly integrated into the high-fidelity designs to increase the app's user experience. This included eliminating distracting ads and to user access to both checkout as a guest or creating a profile before checkout. Additionally, the user's ability to set addresses and payment methods during the checkout process was streamlined to enhance guidance, and user confidence throughout the purchasing journey.

The Outcome

Through iterative design guided by industry research and user feedback, the VelocityCycles mobile app underwent significant improvements in its checkout process, and streamlined its features. These improvements aimed to create an intuitive and visually appealing e-commerce mobile app, ultimately improving user satisfaction and increasing engagement.

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