

# XM Automobile Responsive Website

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# Project overview



## The product:

A responsive website for XM automobile to help them unveil their limited production Boutique manufactured supercar. The website will aims to provide product details to its potential clients and to maintain an online presence and fulfill their branding needs.



## Project duration:

Feb 2023



# Project overview



## The problem:

A need of online presence and a globally accessible display showroom where exclusive content would be unveiled.



## The goal:

Design a responsive website to meet XM's branding needs and to maintain an online presence and be their online display showroom.

# Project overview



## My role:

UX designer leading the app and responsive website design from conception to delivery



## Responsibilities:

Conducting interviews, paper and digital wireframing, low and high-fidelity prototyping, conducting usability studies, accounting for accessibility, iterating on designs, determining information architecture, and responsive design.

# Understanding the user

- User research
- Personas
- Problem statements
- Competitive audit
- Ideation

# User research: summary

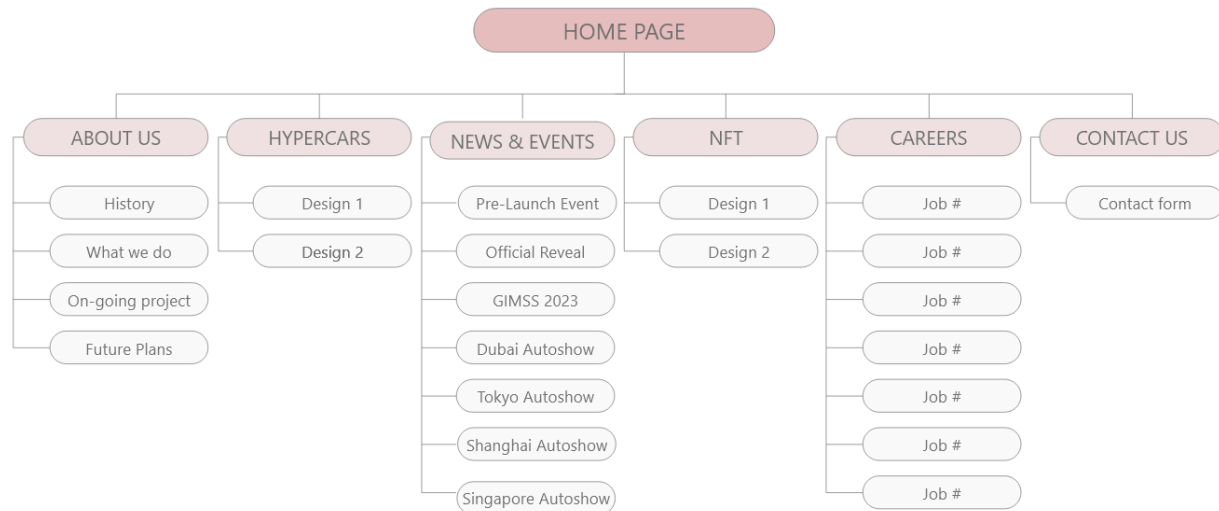


I used XM's data for determining their branding and design requirements and developed interview questions, which were then used to conduct user interviews. Most interview participants reported feeling positive about the website, but had some concerns regarding the website not responding well to their older devices. The feedback received through research were converted into valuable insights and it was clear that the app would help achieve our goal a visually appealing and a true representation of a Luxury Exotic boutique manufacturing automobile company.



# Sitemap

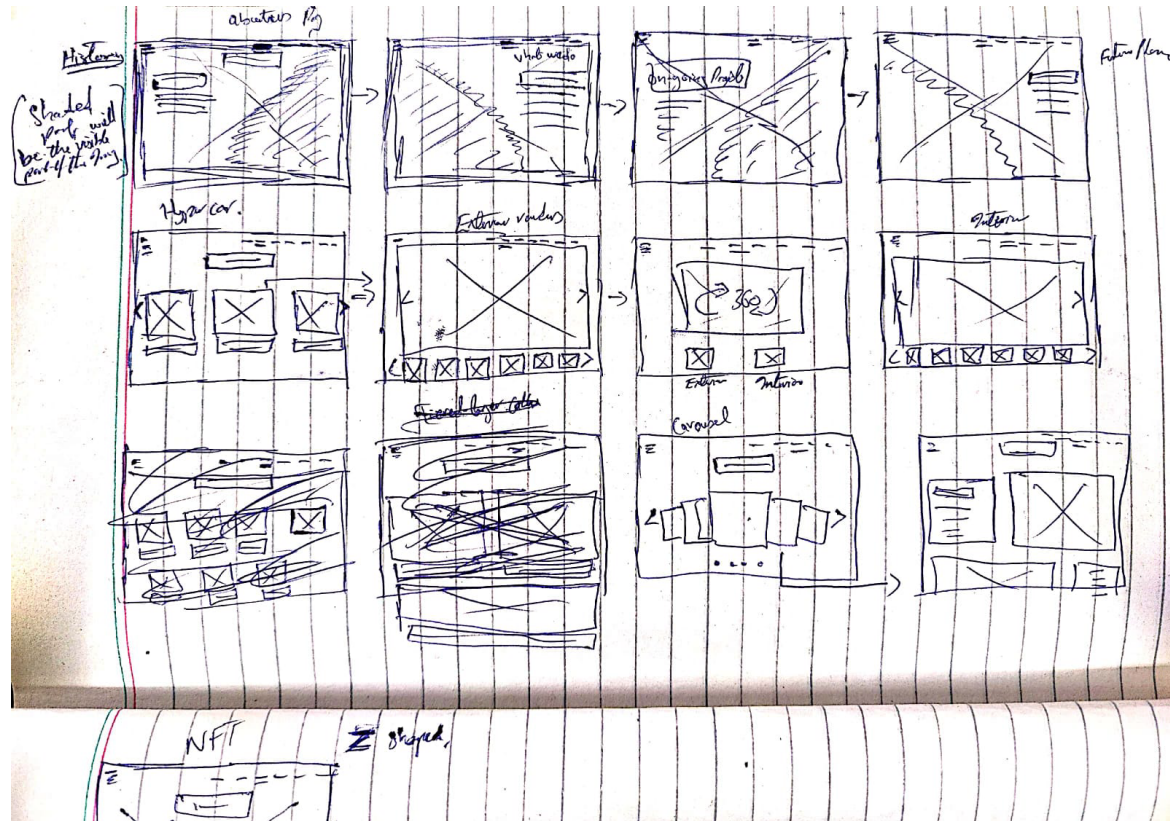
I started work on designing the responsive website. I used the XM automobile's sitemap to guide the organizational structure of each screen's design to ensure a cohesive and consistent experience across devices.





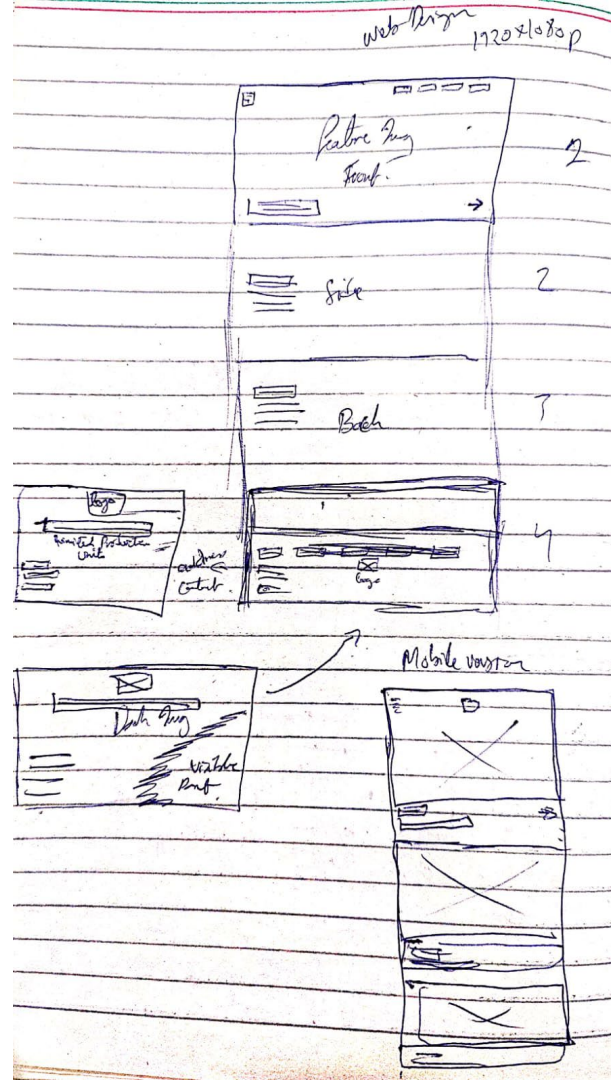
# Ideation

I did a quick ideation exercise to come up with ideas for how to address gaps identified in the competitive audit. My focus was specifically to design a visually appealing user experience for those who visit the website and get a sense luxury and uniqueness.



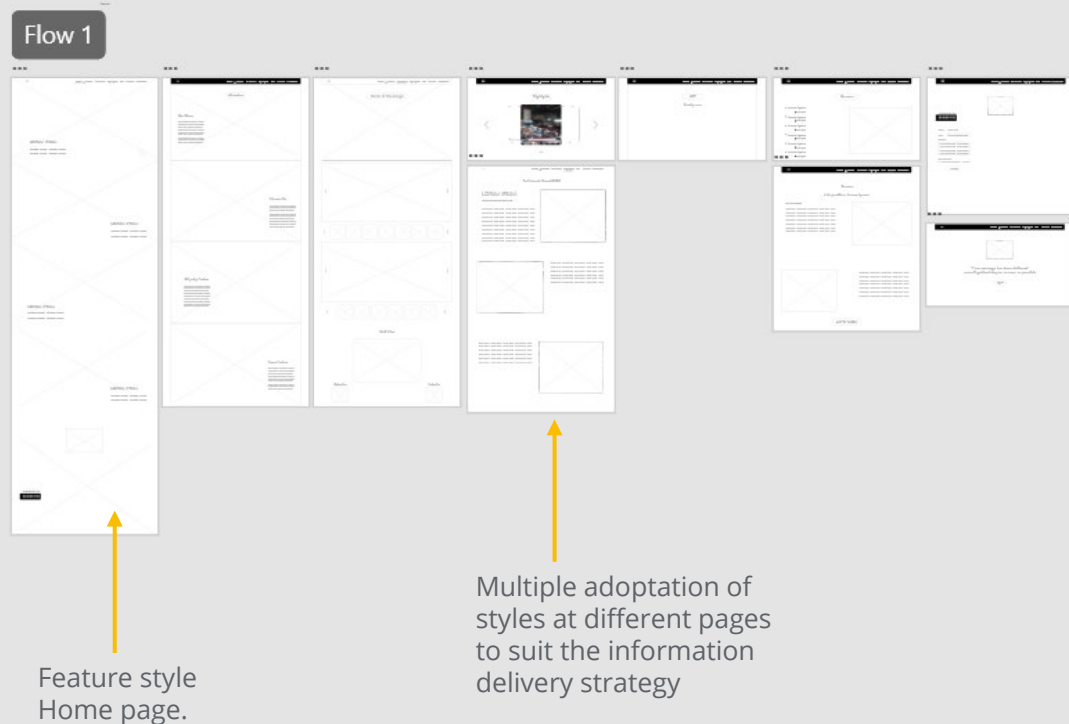
# Paper wireframe screen size variation(s)

In order to create a true responsive website I took into consideration three sizes; A mobile, Tablet and desktop version.



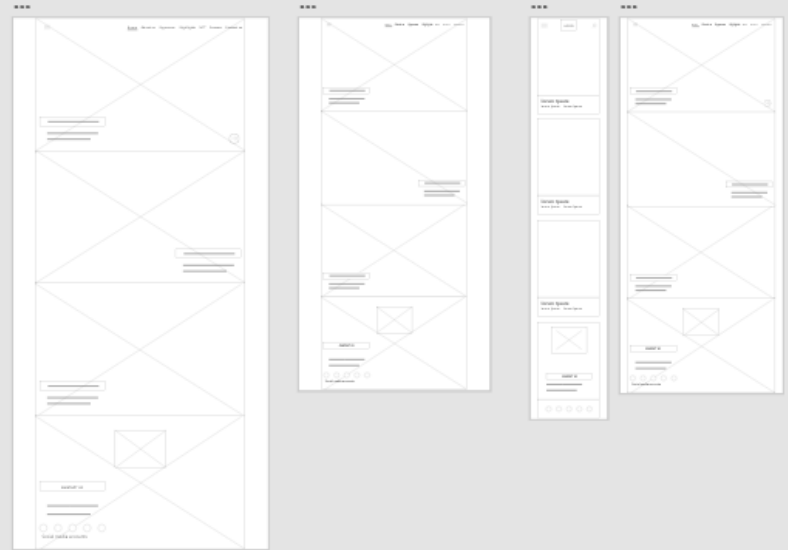
# Digital wireframes

An adaptation of multiple styles such as feature style for the home page and about us page. Then Z shaped style for the news and highlights page.



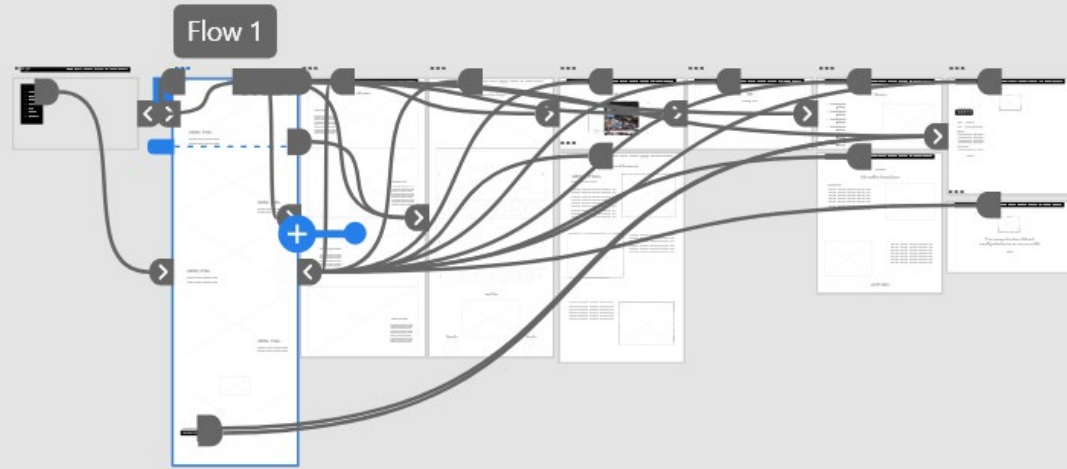
# Digital wireframe screen size variation(s)

Multiple screen sizes were kept into consideration and were designed accordingly to ensure a smooth experience across multiple screen sizes.



# Low-fidelity prototype

To prepare for usability testing, I created a low-fidelity prototype that connected the user flow of viewing the flow and interactivity of the complete website.



# Usability study: parameters



## Study type:

Unmoderated usability study



## Location:

Dubai, remote



## Participants:

5 participants



## Length:

20-30 minutes

# Usability study: findings

Insert a one to two sentence introduction to the findings shared below.

1

## Visually appealing

The dark theme served the purpose of keeping alive the element of surprise

2

## Lack of Content

Due to lack of content a few images had to be repeated.

3

## Smooth flow

The interconnectivity was smooth and users could find their way.

# Refining the design

- Mockups
- High-fidelity prototype
- Accessibility



# Mockups

The idea was to create a website which would insite curiosity and give a luxury feel and that was achieved in the Hi-Fi prototype.

Before usability study



After usability study



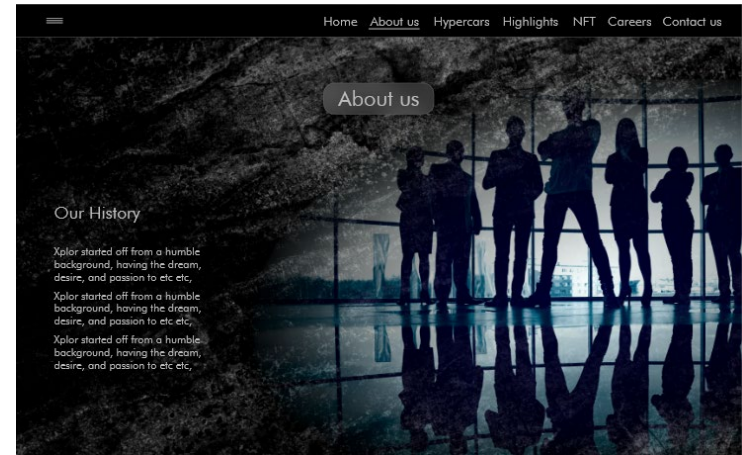
# Mockups

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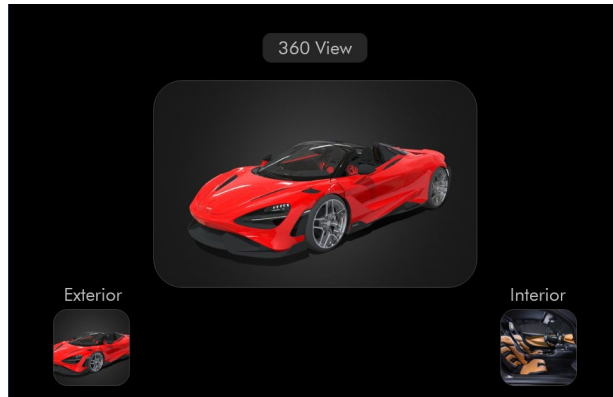
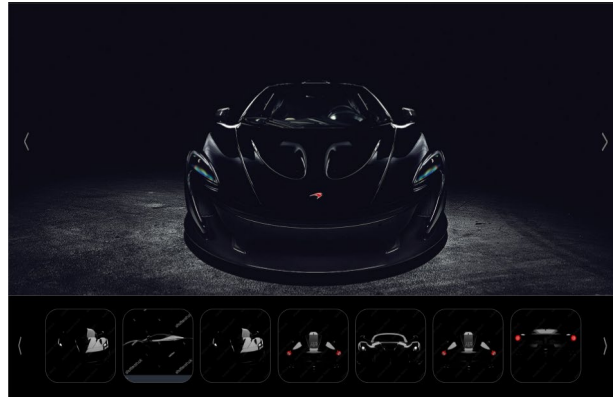
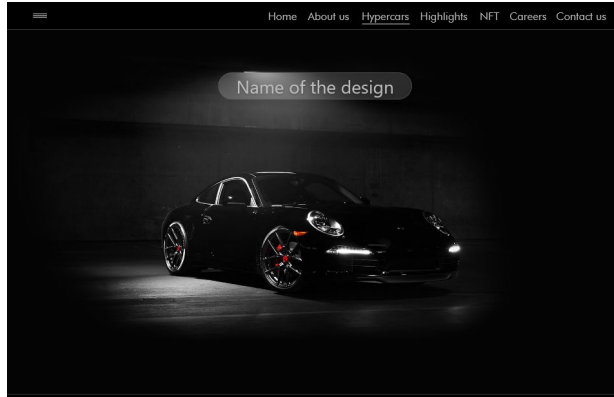
## Before usability study



## After usability study



# Mockups: Original screen size

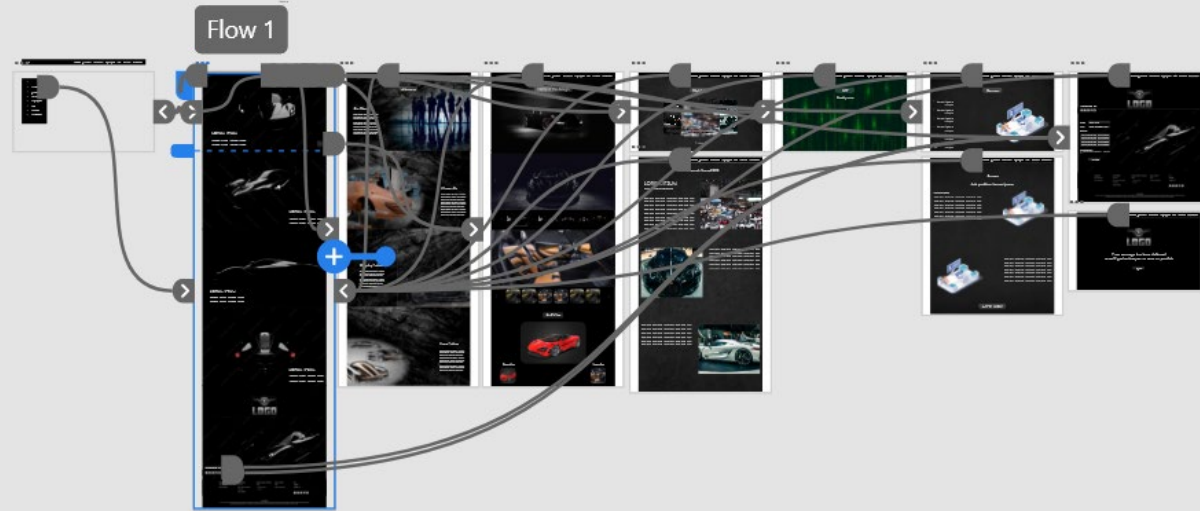


# Mockups: Screen size variations



# High-fidelity prototype

The high-fidelity prototype followed the same user flow as the low-fidelity prototype, including design changes made after the usability study.



# Accessibility considerations

1

Clear labels for interactive elements that can be read by screen readers.

2

Headings and texts are placed in hierarchical order.

3

Animation transition time has been set between 150 – 300 ms

# Going forward

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- Takeaways
- Next steps

# Takeaways



## Impact:

“I think this is it, that’s what we needed and it serves our purpose and company vision.”

— Syed Ali, Managing Director at XM  
Automobile.



## What I learned:

UX design lays out the foundations and user flow of an app paving the way for developers to simply follow instructions and make the app run in real time. It is a very crucial role and I find this to be the right career choice for me.



# Next steps

1

Insert actual product renders

2

Integrate a 360 degree model tour.

3

Insert a VR experience in the website.