User Interface Design

PD4044 – EMILIA ZIOLEK



Week One – Benchmarking & Comparison	(3 – 33)
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Competitive benchmarking – two examples of user interface design that provide a service were evaluated to show good or bad design practice.









- Structure the arrangement of and relations between the parts or elements of something complex.
- Ease Of Use A metric of satisfaction in using a product
- Process Flow a sequential representation of a process and its components
- Navigation the action of moving around a website, the internet, etc.
- Discoverability the quality of being able to be discovered or found.
- Simplicity the quality or condition of being easy to understand or do.
- Consistency consistent behaviour or treatment.
- Page Layout the way in which the parts of something are arranged or laid out.
- Colour Scheme an arrangement or combination of colors.
- Typography the style and appearance of printed matter.
- Clarity the quality of being coherent and intelligible
- Feedback to Users information about reactions to a product, a person's performance of a task, etc.







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Car Rental



The action for proceeding further is small to entice the user to purchase the products advertised, this is a marketing trick that is unfriendly towards the user.

6 kdown > London Gatwick to Amsterdam Lets find your perfect car Skip > EJU8871 >> Departure 08:00 Tue 21st Feb 10:25 Arrival Discoverability Your fares Everything the user has selected in 1 x £38.99 Adult displayed in the legend in case someone Your flight options wants to double/re check the price or £42.99 🥖 Up Front seat 3F Europcar Tailor-made offers for your next getaway. chosen options. Your cabin bags Small cabin bag 1 x Included Europcar 1 x Included Large cabin bag easyJet Peugeot 200 Opel Corsa or similar or similar Basket £151.30 Food and Drink Vouchers **3** 0 **1**5 **m** 2 **0** Select food and drink vouchers Skip > London Gatwick to Amsterdam Budget 8.4 / 10 Budget 8.4/10 EJU8871 🔶 Departure 08:00 Tue 21st Feb £ 25 /day £ 24 /day Arrival 10:25 Food and drink voucher on board - add online and save 20% £ 201 | 8 days £ 199 | 8 days Your fares Adult 1 x £38.99 All flights Your flight options Peugeot 2008 Opel Corsa Add vouchers for your flights Up Front seat 3F £42.99 🅖 or similar or similar No inflight food and drink vouchers • Save 20%, buy £10 food and drink selected vouchers for £8 online · Save on food and drink once you're on Your cabin bags **1**5 **m** 3 **0 m** 2 0 Small cabin bag 1 x Included hoard. Large cabin bag 1 x Include AVIS 7.9/10 AVIS 7.9/10 Choose later More details > Amsterdam to London Gatwick EJU8868 🤶 Departure 07:05 Wed 1st Mar Arrival 07:20 Your fares 1 x £38.33 Adult Your flight options £30 99 d Up Front seat 2B

Basket £151.30

After the user checks their bags in there is more additional content that they must go through one by one even if they do not wish to purchase anything else like the food vouchers and a car rental.

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Process Flow

easyJet

SALE NOW ON

SAVE UP TO 25%!

Exclusive deals

Volkswagen Up

✓ Recommended

▲ 4 💼 2 0 Europear 7.5 / 10

£ 25 /day

or similar

£ 204 | 8 days

4 2 0

Alamo 7.8/10

Mitsubishi Space Star

or similar

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1 x Included

No inflight food and drink vouchers

selected

Your cabin bags Small cabin bag 12



easyJet







SUMMARY OF BAD POINTS Process Flow: *** Typography: *** Simplicity: *** Clarity: *** Discoverability: ** Navigation: *** Ease Of Use: ** Structure: ** Colour Scheme: **** Page Layout: *** User Feedback: SUMMARY OF GOOD POINTS Process Flow: • • • Typography: Simplicity: Clarity: Discoverability: • Navigation: • • Ease Of Use: • • Structure: • • • Colour Scheme: Page Layout:

User Feedback[.]

TOTAL NO. 12 22



Journey Map for easyJet

Stages	Landing Page	Choosing Flights	Option Details	Checking Out
Experienc	ce			•
Goals	 Navigate through the destination and trip details windows. Browse through different airports and locations. Put in dates and passenger details. 	 Pick a suitable flight for both journeys - Looking at price, destination and time. Choosing best location of airport. 	 Chose additional/potential packages like baggage and seats Add food vouchers or travel insurance etc. View cancellation and payment policies 	 Review booking details. Confirm flight details. Enter payment details confirm by paying full amount.
Touch Points	 Search engine for flights. Information about trip packages. Check in and managing flights. Navigation Bar 	 The display of flight times and prices. Filtering between destinations and times. Fares and availability notices for each flight. 	 Picking seats on the image of a plane. Adding on different types of luggage. Choosing extra options. 	 Booking summary. Payment/input method. Transaction confirmation.
Mental Models	 Expectations for various airports to pop up when being searched for. Expectations for dates to be flexible. 	 Expectations for a simple and easy to use system. Expectations for being able to quickly switch between different days. Expectations for full price and time details. 	 Expectations for a system that provides correct information on where the user sits on the plane. Expectations for correct luggage options and information. Expectations for an easily-navigation system. 	 Expectations for a number of different payment methods. Expectations for a final and clear summary including all extra add-ons.
Pain Points	 Colour scheme and page layout make the actual flight booking system look unimportant. 	 Time details are clustered and look disorganised making it look confusing. Irregular colour scheme adds to the cluster. Small typography about times can be hard to notice an read. 	 Too many separate tabs when choosing additional options. Plane image has no legend and is difficult to understand. 	
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Benchm	narking & Comparison	All commands and actions 19 are located on the front page and can easily be located.
	BOOK MANAGE EXPERIENCE WHERE WE FLY LOYALTY HELP	හී IE
Colour Scheme The opening picture does not change and there is a balance of red, white and black that is calming and luxurious which compliments the airline's pasthetia	Our thank you to ON NULLION	
Typography Fonts are cohesive and have a hierarchy with the important actions having an icon beside them and being in hold text	JUNILLIUN Emirates Skywards members Learn more Search flights Manage booking / Check in What's on your flight	Piight status
Structure	Visit our COVID-19 hub for current destinations, travel advice and more.	Go to COVID-19 hub
Main actions are split into what the user needs and are separated clearly, the upper header also has more actions the user might be	Join now to earn and spend Skywards Miles Advanced search: multi-cit Departure airport Arrival airport	Page Layout y, promo codes, partner airlines Opening picture takes up most of the home page and doesn't leave enough room for booking a flight.

All commands and actions

19

Navigation

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interested in bold font.





















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SUMMARY OF BAD POINTS Process Flow: Typography: ** Simplicity: Clarity: * Discoverability: Navigation: Ease Of Use: * Structure: Colour Scheme: * Page Layout: ** User Feedback: SUMMARY OF GOOD POINTS Process Flow: • • • Typography: • • Simplicity: • • Clarity: • • • Discoverability: • Navigation: • • • • Ease Of Use: Structure: • • • Colour Scheme: • • Page Layout: • • User Feedback: • • •





Journey Map for Emirates

Stages	Landing Page	Choosing Flights	Option Details	Checking Out
Experience		•	•	
Goals	 Navigate through the destination and trip details windows. Browse through different airports and locations. Put in dates and passenger details. 	 Pick a suitable flight for both journeys - Looking at price, destination and time. Choosing best location of airport. 	 Chose additional/potential packages like baggage and seats Add food vouchers or travel insurance etc. View cancellation and payment policies 	 Review booking details. Confirm flight details. Enter payment details confirm by paying full amount.
Touch Points	 Search engine for flights. Information about trip packages. Check in and managing flights. Navigation Bar 	 The display of flight times and prices. Filtering between destinations and times. Fares and availability notices for each flight. 	 Picking seats on the image of a plane. Adding on different types of luggage. Choosing extra options. 	 Booking summary. Payment/input method. Transaction confirmation.
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Pain Points	 Home page looks a bit plain and like an advertisement. 	Lack of Colour Scheme		



Overall Comparison

 The Emirates website and transaction surpasses easyJet by a lot of points. It is clear that easyJet has less clarity and navigation than that of Emirates, especially when choosing a flight time or seat selection. Emirates lacks a colour scheme however it's typography surpasses that of easyJet's. easyJet's process also takes substantially longer and there is a lot of unnecessary paths the user must take that can discourage them altogether from buying the flights. In general, Emirates has substantially more user friendly experiences than that of easyJet.







Usability Research

User Testing – Conducted to understand the behaviours, actions and thought processes to gain a deeper insight of the impact of each website. This is to address the user's pain points and struggles at each step of the transaction.

User Analysis – Analysing test videos and synthesis of information collected into a format of Observation, Problems & Needs to formulate a focus design statement.

Usability Research

Overall Requirements

- Gather two participants to conduct an in-depth interview with their experience of using both websites.
- Preferably gather a male and female, one above the age of 40+ and another in their 20's. There is no strict demographic when booking flights, therefore this portrays both ends of the spectrum.
- Sessions will last 40 minutes maximum.
- Participants will be asked relevant questions within the first ten minutes and then asked to complete the task at their own pace.

Usability Goals

- Identify the confusion and pain points of the interaction between the participant and the website at any stage of the transaction.
- Identify the needs and desires of the user while they interact with the site.

Overall Goals For Website

- How to speed up process of booking flights so the user doesn't get discouraged?
- How to reduce the amount of mistakes and confusion made by users when they book flights?
- How to create an easy to operate way of booking seats and extra luggage?

Recruitment Screening

- Participants x 2
- In depth interviews
- 1st Interview: 1st February 2023.
- 2nd Interview: 5th February 2023.
- Male x1
- Female x1
- Between the ages of 18-30 x1
- Between the ages of 30-50 x1
- Minimum booked a flight once x2
- Minimum owns smartphone/laptop x2
- Minimum has been through a transaction before x2

Location & Contact

- Limerick
- Emilia Ziolek
- 083 384 8636 or 21307067@studentmail.ul.ie



Usability Research

Script

Scenario* -



You are currently in **London** and are looking to book a relaxing holiday in **Barcelona**, Spain for you and your two brothers and parents. This will be during the month of June for a week, the dates are flexible.



You are currently in **Dublin** and are looking to book a romantic getaway for you and your partner to **Dubai** for Valentine's day. Try to keep the dates firm at the 12th of February to the 16th of February.

*Because of the different classes of airlines, there was hard to find the same location both airlines fly to and from to.

1. Welcome –

Thank you for helping out today, this session is scheduled to run no longer than 40 minutes. Before we begin, I'll explain how the session works and ask some additional questions.

2. Agenda –

Today I'm responsible for conducting customer research on the easyJet/Emirates website, this is to identify issues with the user interface that could be fixed and make the website easier to use.

- I will be asking you some background questions.
- I will be observing you and taking notes during the task.
- I will record this session this footage won't be seen outside of the team.

3. Important Notes

- During the task I ask of you to speak out-loud about the actions you're performing and what you are feeling. As an example; 'this button is here but not here this is confusing'.
- I need you to understand this is not a test of any sort and there is no right or wrong answers we are testing the website.
- I didn't design this website and have no association with it.

4. Background Questions

- Please tell me your name, age and occupation.
- What sort of travelling do you normally do?
- How frequently do you book flights?
- Where do you book your flights?
- Which type of website do you prefer?
- What's most important when you book a flight?

5. Explain Task and begin.

- (Do a practice run to make sure the system is running and everything is being recorded).
- Explain the scenario and begin observing the user.


Usability Research

User Personas

• Dan Killackey

Demographic

19 Year old, Living in Clare with family, Low income level, Travels for leisure.

Motivations

Clear process on seat booking on flights Price and lowest fares for flights What can you bring on flights

Frustrations

Small text in big clumps Confusing selection of options Unclear instructions

• Maya Ziolek

Demographic

42 Year old, Living in Limerick with family, Medium income level, Travels for leisure.

Motivations

Quick and fast checkout Lowest fares for flights Additional options

Frustrations

Confusion with volume of content Small text and misdirection's Unclear to find information

Usability Research

Usability Tests

Interviews were useful for understanding different directions of perspective that I have not thought of before. Interview Objectives:

- 1. Observe and acknowledge user experiences and pain points.
- 2. Evaluate the website in more intricate and realistic detail.
- 3. Revise information.

Usability Test Videos

Dan Killackey

- Interview One + Background Questions easyJet (26 minutes)
- Interview Two Emirates (14 minutes)

Maya Ziolek

- Interview One + Background Questions easyJet (24 minutes)
- Interview Two Emirates (10 minutes)

Usability Test Videos

Dan Killackey https://youtu.be/PkiH2VVJXD0 https://youtu.be/Z-r4wwfp8wl

Maya Ziolek https://youtu.be/XvXO-Q6oW0g https://youtu.be/iulzLnaOO9Q



Key Highlights from Interviews/Research:

- Users concentrated on finishing the task as quickly as possible.
- Users attention span was short when looking for things.
- Users struggled to navigate through the clustered interfaces.
- Users disliked the amount of pages and constant alterations.
- Users didn't use the legend and questioned what they had.
- Users disliked the colour scheme and typography of the site.
- Users struggled to efficiently proceed to the next pages.
- Users had trouble understanding the words and different commands display.

Good Points **Bad Points** Dan struggled to Dan considered Dan was confused input airport buying a holiday at the placement locations because of the departure package and not he wasn't aware just flights when and returning of the typing the option was boxes function presented. Maya put in Dan didn't know people first and how to go back didn't use the and select an departure times earlier date of boxes until she was reminded to departure Maya wasn't sure when she completed all the tasks to move on further.

HOMEPAGE

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Good Points Dan didn't know Dan was Dan Couldn't The plane picture Maya found the Dan wouldn't Dan wouldn't where to see how change cabin bag was too long and confused by Skip button much bags he has have considered have allowance even if Maya didn't scroll the image of confusing from and that he could the website asked all the way down a car rental if considered book bags later. the usual the plane and it he would like for cheaper the option for it insurance if it Leading him to Continue button. lack of legend. options. more. paying the plus fare. didn't come up. didn't pop up. Maya didn't want to Maya was confused Dan couldn't Dan was confused Website let Dan book seats get a car but ended for adults in emergency isle distinguish when she had to by why the up pressing view but not the children per difference between select seats again as website showed standard - made the more because the cabin bags, hold it wasn't clear they process long and parts of the plane continue and view unnecessary to understand bags and what he's were the return buttons look the he couldn't book. **CHOOSING** and rebook seats. already purchased. flight same. Dan had to take Dan didn't like Dan couldn't find time to understand Maya was pressured Maya didn't know how there was the type of car he that he has to into buying in a hold if insurance was was looking for no children choose separate bag which she for the whole trip because the icons for passengers thought was a a icons to show or just the flights. every time he books filtering was very cabin bag by the where they sit a seat for someone. limited. constant reminders.

Bad Points

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OPTION

DETAILS/

SEAT





Journey Map for easyJet

Stages	Landing Page	Choosing Flights	Option Details	Checking Out
Experience	Ø	æ		•
Goals	 Input flight details and dates/potentially discover different options. 	 Be able to find the best price for a flight and quickly manoeuvre through the times and dates. 	 Choose additional/potential packages like baggage, insurance and food vouchers. Choose seats by navigating through the seat selection. 	 Review booking details and input passenger details Confirm flight details. And enter payment details.
Behaviours	 Confused by the system and didn't think to type. Tedious process of resetting flight dates the user didn't want to go through. 	• Choosing the best flight time and the lowest fare where you must navigate the interface.	 Picking best and most convenient seats on the image of the plane. Choosing luggage that isn't already included in the fare. 	Booking summary.Payment/input method.Transaction confirmation.
Mental Models	 Expecting to be able to go back and change dates while in interface. Expecting to be able to look at all the airports. 	 Expectations for a clear layout and system Expectations to be able to choose different dates if flexible. Expectations to be able to filter through the flights. 	 Expectations for a system that provides correct information on where the user sits on the plane. Expectations for clarity about what baggage is for the hold or cabin. Expectations for an easily-navigated system. 	 Expectations for passenger details to be put in quickly and conveniently. Expectations for normal input method for payment.
Pain Points	 Confusing side interfaces that pop up. 	 Confused by small typography and layout of boxes – which times indicate which? Layout of different airports presented in a weird structure. 	 Plane is difficult to understand and parts of the plane you can't book are still displayed. Hard to understand what baggage the user has purchased. 	

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Journey Map for Emirates

Stages	Landing Page	Choosing Flights	Option Details	Checking Out
Experience		•		•
Goals	 Input flight details and dates/potentially discover different options. 	 Be able to find the best price for a flight and quickly manoeuvre through the times and dates. 	 Choose additional/potential packages like baggage, insurance and food vouchers. Choose seats by navigating through the seat selection. 	 Review booking details and input passenger details Confirm flight details. And enter payment details.
Behaviours	 Straight forward and large in size booking system that the user focuses on. Smaller actions like inputting dates let the user stay where they are instead of travelling with the mouse. 	 Choosing the best flight time and the lowest fare where you must navigate the interface. 	 Picking best and most convenient seats on the image of the plane. Choosing luggage that isn't already included in the fare. 	 Booking summary. Payment/input method. Transaction confirmation.
Mental Models	 Expecting to be able to go back and change dates while in interface. Expecting to be able to look at all the airports. 	 Expectations for a clear layout and system Expectations to be able to choose different dates if flexible. Expectations to be able to filter through the flights. 	 Expectations for a system that provides correct information on where the user sits on the plane. Expectations for clarity about what baggage is for the hold or cabin. Expectations for an easily-navigated system. 	 Expectations for passenger details to be put in quickly and conveniently. Expectations for normal input method for payment.
Pain Points		Limited options.	 Traveller is unsure whether they have to purchase additional things or it is all inclusive. 	•



Design Guide

Focus Statement – Using observations to create needs and prioritizing them in a hierarchy of most importance.



Observation	Problem	Need
Dan didn't know how to select a departure date before the date he has already selected.	Dan gave up on changing the departure time because he couldn't figure it out.	A way to be able to change the departure date in the interface.
Dan was confused by the interface and didn't know which boxes linked to one another.	Dan took a risk and assumed that the boxes between flight times and prices were the same ones.	A clearer structure for flights to be organised and displayed.
Dan was confused by the typography and small text used when booking a flight time.	Dan had a harder time reading and interpreting the page.	Implement a structural hierarchy to the typography on the page.
The seat selection let Dan place adults in the emergency isle even if they couldn't sit with their children.	Slowed down the process of seat selection and was puzzling to understand.	Present a warning of some sort that reminds the adults about sitting with children.
The seat selection displayed seats that were stated to be unavailable in the plus fare.	Dan had to read and understand why he couldn't book half the plane and why it was showing it to him anyway.	Show the user only the available seats that they can book.
The flight prices listed were for per person only and not booked for the family of 5 until they were chosen after.	Users were startled by the price increased and felt hoodwinked.	Show and explain full price listed for the members in a group.
Dan couldn't distinguish the difference between a cabin and a hold bag.	There was nothing to explain to Dan the difference between them.	System that shows the user the difference between a hold and cabin bag.
Dan didn't know what bags he had already purchased.	The system wasn't clear to show the user what bags they already had.	More focus on what the user already has when adding extra luggage.
Dan was confused by the two 'continue' buttons on the page and wondered about the difference.	The page made the user think unnecessary and irrelevant things.	Have one main control panel of actions.
Dan couldn't change his cabin bag allowance even if the website asked him for more.	The page made the user think unnecessary and irrelevant things.	Don't confuse the user with different instructions.



Observation	Problem	Need
Maya found the look of the typography and actions inconsistent and was confused by them.	The lack of consistency on actions can lead the user to a different path.	Consistency among action boxes and typography.
Maya wasn't sure when she completed all the information and if she needed to move on.	The website did not provide her with any user feedback.	The page should provide user feedback when an action is finished.
Maya was puzzled by the information provided by insurance and didn't know if it was for the whole trip or not.	The insurance page did not provide enough relevant information or was not found easily.	Relevant information should be provided on every page.
Maya couldn't distinguish between outbound and inbound times on the flight page.	The process of booking flights isn't simplified or clear to the user.	A way for a simplified and clearer interface for flights.
Maya could not find a way to filter the flights.	The filter option wasn't clear to her and didn't stand out.	A more prominent method of filtering between all the flight times.
Maya was 'pressured' into buying a baggage for the flight because of it continuously asking it to.	There was too many pages asking her for bag options.	A system where the user is asked for bags once.
Maya didn't explore the plane interface because she was too preoccupied.	The image of the plane is too long and doesn't compliment the layout of the page.	A concise image of the plane that presents all the options.
Maya couldn't figure out a satisfactory password and the requirements didn't pop up.	Maya had trouble with the password because the requirements kept disappearing.	A stationary list of requirements for the password creation.
Maya used the scroll button a lot because she couldn't search for anything.	Maya spent a lot of time and effort navigating by scrolling.	A way for easier navigation of moving up and down on the site.
Maya assumed she could continue the booking process by scrolling to the bottom.	Maya spent a lot of time and effort navigating by scrolling.	A way to advance the process by continuing at the bottom of the page.



Observation	Problem	Need
Both users had trouble understanding and navigating seat selection.	This slowed down the process and led them down irrelevant paths.	A clear navigation system during seat selection.
Both users had trouble selecting the destinations either through typing or scrolling.	This made the users less eager and uninterested.	A way to ensure usefulness of controls.
Typography was unclear and led Maya to booking the wrong month.	Decision-making process takes longer for the user.	A way to present text in a user-friendly way.
Both users had their attention drawn by irrelevant options and pop-ups.	These pop-ups clutter the page and distract the user from their goals.	A way to move or understate these popups.
There was no border or anything to distinguish inbound and outbound flights.	The information isn't clearly highlighted.	A way to create a consistent color scheme so important information is not overlooked.
Both users didn't know what options and amenities they have already purchased.	The user is not guided through the process.	Consistently prioritize key information on every page.
The layout of the seat selection led Maya to not book seats for the second flight.	Too many pages and tabs for each step of the process.	Reduce the number of selections a user must make on each page.
Both users did not use the price breakdown/summary until the very end.	The information isn't clearly highlighted.	Provide a summary that is easy to read.

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Search/Control Needs	Hierarchy Needs	Decision-making Needs
 A way to be able to change the departure date in the interface. More focus on what the user already has when adding extra luggage. Have one main control panel of actions. Consistency among action boxes and typography. A more prominent method of filtering between all the flight times. A clear navigation system during seat selection. Reduce the number of selections a user must make on each page. 	 A clearer structure for flights to be organised and displayed. Implement a structural hierarchy to the typography on the page. A way for a simplified and clearer interface for flights A way for easier navigation of moving up and down on the site. A way to create a consistent color scheme so important information is not overlooked. 	 System that shows the user the difference between a hold and cabin bag. Don't confuse the user with different instructions. A system where the user is asked for bags once. A concise image of the plane that presents all the options. A way to advance the process by continuing at the bottom of the page. A way to ensure usefulness of controls.



Information Needs		Account Needs
 Present a warning of some adults about sitting with c Show the user only the availabook. Show and explain full price 	e sort that reminds the hildren. ailable seats that they can e listed for the members	 A stationary list of requirements for the password creation. A way to present text in a user-friendly way. Consistently prioritize key information on every page.
 in a group. The page should provide u action is finished. 	iser feedback when an	
 Relevant information shoupage. 	Ild be provided on every	
 A way to move or understate Provide a summary that is 	ate these popups. easy to read.	



Design Guide

Must Haves	Nice To Haves
Clear/Concise Navigation: The navigation should be intuitive and easy to use, with clear labels and a logical hierarchy.	COVID-19 Measures: It's crucial to let travelers know about your safety precautions, health regulations, cleanliness standards, and local restrictions.
Structural Hierarchy: The content should be well-structured and easy to read, using headings, subheadings and have a visual hierarchy.	Accessibility: With tools like alt text for images and keyboard-friendly navigation, the website should be usable by people with disabilities.
Search Functionality: The website should have a flight search function that allows users to easily find flights based on their departure and arrival cities, dates, and preferences.	Search History: A save function for users that want to save their flights for later or in their history.
Brand Consistency: The website should be consistent with the brand's overall look and feel, using the same color scheme, typography, and imagery.	Mobile Responsiveness: it is important for the website to be mobile- responsive, providing a good user experience on both desktop and mobile devices.
User Feedback: The process of booking flights should give the user constant feedback about what they're engaging with.	Special offers and promotions: The homepage should display any special offers or promotions that the airline may be running, such as discounts or special deals on flights or travel packages.
Booking Management Customer Support	

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Fast Load Times

Airline/Airport Information



Design Guide

TOP NEEDS STATEMENTS

- 1. The website should be designed with the user in mind, providing a clean, attractive, and intuitive user interface that makes it easy to complete tasks.
- 2. A system that allows the user to explore the most with flexibility while still being grounded in the task.
- 3. A process that ensures that the searching options are quick and simple to use.
- 4. Create a structural hierarchy of importance on information and details relating to the flights.
- 5. A way to ensure that user feedback is provided within every action taken.
- 6. Content on the page should be high-quality, relevant, and up-to-date that provides value to the user.
- 7. Easy to read and use way of viewing the booking summary and itinerary at all times of the process.
- 8. A way to make seat selection as easy to use as possible along with option selection.

Usability Research

FOCUS STATEMENT

My goal is to redesign easyJet's desktop website with a clear and **intuitive navigation system**, that provides a **structural hierarchy** to its actions and provides a **user-orientated/friendly experience**. The website should also include; Functionality, responsiveness and content organization.



Development

The Development Section is split into three distinct parts;

Site Maps – A site map is a visual representation of the website's hierarchy and structure. It shows the organization of the pages, the relationship between them, and the navigation paths.

Task Flow – Task flows are diagrams that show the steps a user takes to complete a specific task or achieve a goal on the website. They focus on the user's interactions with the website and help designers to identify potential pain points or areas where the user might get stuck.

Wireframing - Wireframes are the visual representation of the website's layout and content structure. They show the placement of different elements on the page, such as text, images, buttons, and navigation menus. Wireframes are typically created before the design stage and are meant to be simple and low-fidelity, focusing on the overall layout and content structure rather than visual design details.









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Terms & Conditions



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Development – Task/Process Flow













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Development

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Site Maps – A site map is a visual representation of the website's hierarchy and structure. It shows the organization of the pages, the relationship between them, and the navigation paths.

Task Flow – Task flows are diagrams that show the steps a user takes to complete a specific task or achieve a goal on the website. They focus on the user's interactions with the website and help designers to identify potential pain points or areas where the user might get stuck.

Wireframing - Wireframes are the visual representation of the website's layout and content structure. They show the placement of different elements on the page, such as text, images, buttons, and navigation menus. Wireframes are typically created before the design stage and are meant to be simple and low-fidelity, focusing on the overall layout and content structure rather than visual design details.







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Development – Wireframing



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Development

The Development Section is split into three distinct parts;

Site Maps – A site map is a visual representation of the website's hierarchy and structure. It shows the organization of the pages, the relationship between them, and the navigation paths.

Task Flow – Task flows are diagrams that show the steps a user takes to complete a specific task or achieve a goal on the website. They focus on the user's interactions with the website and help designers to identify potential pain points or areas where the user might get stuck.

Wireframing - Wireframes are the visual representation of the website's layout and content structure. They show the placement of different elements on the page, such as text, images, buttons, and navigation menus. Wireframes are typically created before the design stage and are meant to be simple and low-fidelity, focusing on the overall layout and content structure rather than visual design details.





Moving On To Mock-ups/Design Iterations...



Mock-Ups – High Fidelity Wireframes created in Adobe XD. Beginning to create wireframes in the programme for a clearer understanding of my design.



































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Prototype + Design Refinement

Sitemap– Improving the existing sitemap of EasyJet's website for better and more intuitive navigation and hierarchy of needs.

High Definition + Working Prototype – A fully rendered and working prototype in Adobe XD, along with usability interviews and design refinement by evaluating the pain points of the experience.





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Working Prototype Video – Video Link to the working prototype of the easyJet website. <u>https://youtu.be/DOkkBNOPKfw</u>

Prototype In Adobe XD Link -

https://xd.adobe.com/view/ec62a7b4-0633-4cde-99eb-6240cc91364b-b931/?fullscreen







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Passenger Details





Prototype + Design Refinement













Options





CONTINUE

1. Flights	2. Seat Selection	3. Luggage	4. Options	SUMMARY London (Stansted) - Barcelona x2 Adult Fare €26.99
Car Hire?				Barcelona - London (Stansted) x2 Adult Fare €19.99 Subtotal Of Flights: €93.96 London (Stansted) - Barcelona
Peugeot 2008 or similar	Opel Corsa or similar ● 5 m 2 0 >Budget 8.4/10 £ 24 /day £ 199 8 days		Volkswagen Up or similar ✓ Recommended	x2 Standard Seat €5 Barcelona - London (Stansted) x2 Standard Seat €5 Subtotal Of Seats: €20 Options x2 10kg Cabin Bag €14.50 Subtotal Of Seats: €29
Food Vouchers?				TOTAL: €142.96 View More

CONTINUE



1. Flights	2. Seat Selection	3. Lugg	age 4		Options	5. Payment	
Sign In			Create Account				
Email:							
New Password:					i		
Contact Details						\bigcirc	
Payment Method	I					\bigcirc	
Summary						\bigcirc	
		Confirm	Paymer	nt			


Prototype + Design Refinement

Usability Tests

Interviews were useful for understanding different directions of perspective that I have not thought of before. Interview Objectives:

- 1. Observe and acknowledge user experiences and pain points.
- 2. Evaluate my website in more intricate and realistic detail.
- 3. Revise information.

Usability Test Videos

Dan Killackey

- Interview EasyJet Redesign Evaluation Maya Ziolek
- Interview EasyJet Redesign Evaluation

Usability Test Videos

Dan Killackey https://youtu.be/jeZzcl7wBko Maya Ziolek https://youtu.be/Hpd-Afy5WXU

Further Improvement

Dan Killackey Insights

GOOD POINTS

- Easy to navigate the website.
- Clear structure and process flow that shows what to do.
- Typography is clear and has a hierarchy of importance.
- Found it easier to identify the different type of seats.
- Understood the difference between cabin and hold bags.

BAD POINTS

• Colour scheme and font is a bit too straight forward and dull.

Maya Ziolek Insights

GOOD POINTS

- Order of what to do is clear.
- The automatic scrolling helps with identifying what to do next.
- The calendar is on the same page and isn't like a pop up anymore.
- Consistent continue buttons on bottom of page are helpful.

BAD POINTS

• Some font was hard to read and double clicking the calendar was a bit of a struggle.



Prototype + Design Refinement

Further Improvement

A lot of my downfall in my website's design was the lack of attention I put into the font and general 'visuals' as in this case I focused on the function. If I were to keep refining my website I would put more attention into how the text boxes and fonts work together. This below is an example of the difference in aesthetics between my original and refined Home Page.



Emilia Ziolek - 21307067

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Reflection

Reflection

I really enjoyed this project, mainly the time-frame of six weeks was good because I didn't have to rush anything and could take it stage by stage along with learning a new programme (Adobe XD). User Experience design is definitely something I'm really interested in.

I learnt how to:

- Design a website with a transaction from start to finish with visuals and a working prototype.
- Creating an in-depth analysis of existing website and identifying what is right or wrong about them.
- Conducting user tests that show a more realistic reflection of the website and understanding the true user needs.
- Creating a focus statement and prioritizing needs in the user interface over others.
- Found out that to me an intuitive navigation system, visual structural hierarchy and cohesiveness is most important in UI design.

I think my biggest takeaway from this project is learning to understand user needs. Conducting research and tests are super important in the process of redesigning something user-friendly. There is also providing accessibility for all types of users and communicating with them through visual cues and feedback. I believe my redesign of easyJet fulfilled my design statement and I provided a more enjoyable experience of booking a flight than the previous.

