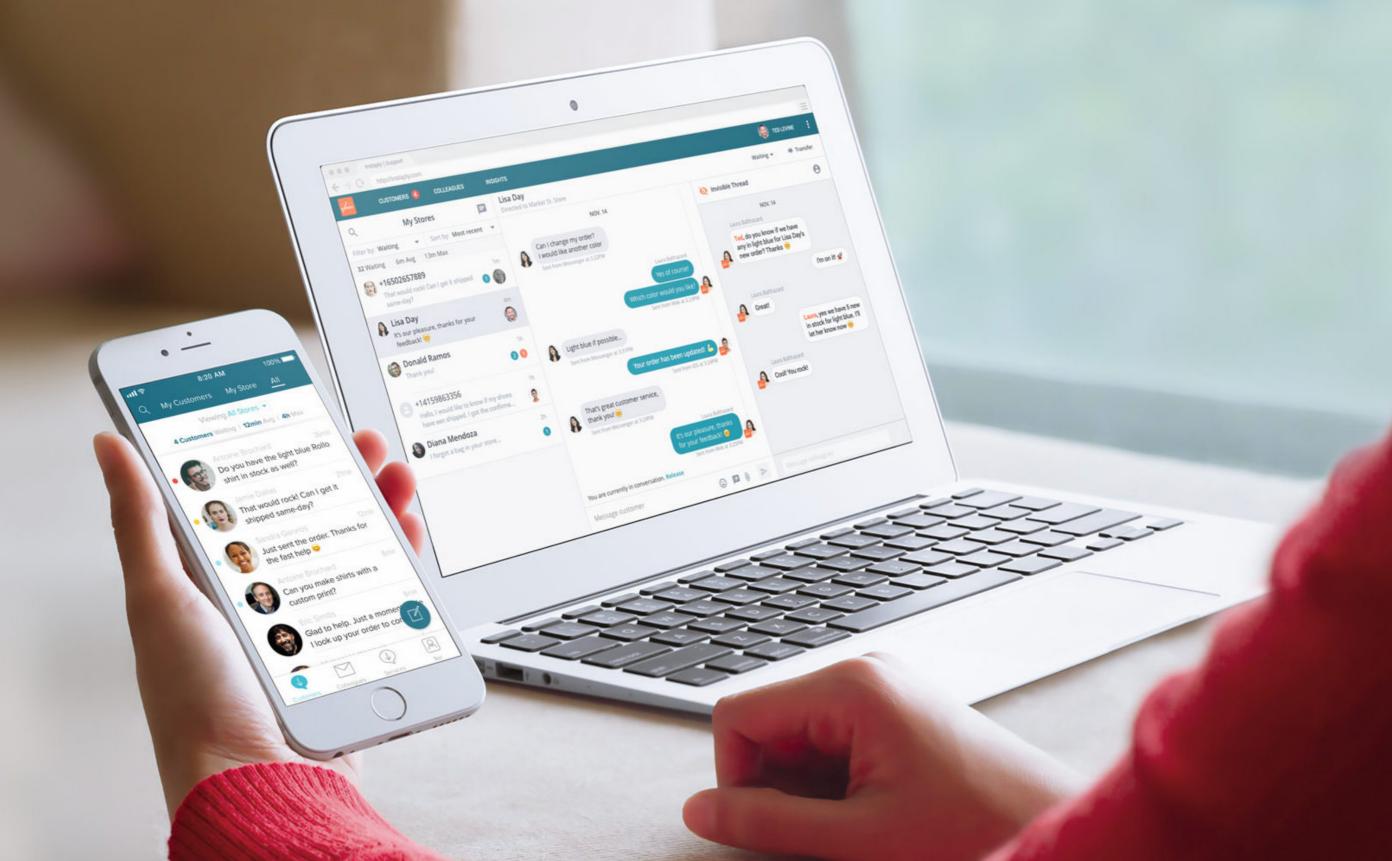
# Oinstaply

CASE STUDY

# Instaply Mobile & Web App



# The Problem

Providing and receiving support is expensive, time-consuming, and inconvenient.

#### For Customers

Difficulty of access and investment of time are high-friction deterrents across all phases of their journey, preventing potential customers from making purchases and building a brand relationship.

#### For Retailers

Offering a support number has meant hiring dedicated staff to incoming calls; and adding more channels of support like SMS or in-app messaging is often technically infeasible, while adding burden to support staff to handle even more incoming requests.

# Instaply's Solution

Businesses need numerous people and tools to manage their customers' incoming support inquiries – before purchase, during, and after. Often, this has yielded systems aimed at filtering and redirecting, like an automated phone prompt + long queues of customers on hold.

Instaply is a turn-key solution that fixes this issue in both directions:

#### **Customers Can Use Modern Channels**

Modern, asynchronous, rich messaging support is provided across SMS, in-app chat, and our own messaging app akin to GetHuman.

Push notifications mean never being tied to a phone waiting for a reply.

### **Businesses Can Reply Seamlessly & Easily**

Instaply consolidates everything into a cross-platform dashboard "triage" interface.

Companies can more easily manage and resolve customer inquiries, building a stronger relationship with their customers.

# My Role

As the sole **Lead UX Designer**, I drove our **research**, **execution**, and **design mentorship** for the startup's team of product managers, engineers, and leaders.

- 1. **Conducting research to inform our product development strategy** with our customers' usability issues and creative workarounds
- 2. **Feature implementation and componentized redesign** based on research insights, using collaborative ideation, low-, mid- and high-fidelity prototyping, and IA/Journey/System maps
- 3. Guided the team on mobile best-practices for iOS, Android, and Windows Phone
- 4. Integrated the design process into our development process and mentoring the team in how and why design tools are used

# Product Goal

Design a cross-platform solution to **foster deeper customer relationships** with **seamless support access**.

Create a support triage interface that makes managing 10x more support queries faster and simpler.

# Impact & Results

20x Customer engagement increase

of daily message volume during my time on the project

\$10M Funding raised from investors

using our prototypes, pilot research, and insights

5x Adoption increase of active stores

using our platform during my time on the project

3x New channel integrations added

including SMS, voice-to-text, and in-app chat SDK, which I flow-mapped and wireframed

In-Context feedback capture system

which I hand-coded, to both dog-food our system and track impact on our new feature rollouts

140% Faster support triage task-completion + 2x More messaging screen real-estate

after my usability and ergonomics audit reduced UI clutter and I introduced modern affordances to the triage system

#### **PROCESS**

# Research & Discovery

#### Quantitative Research

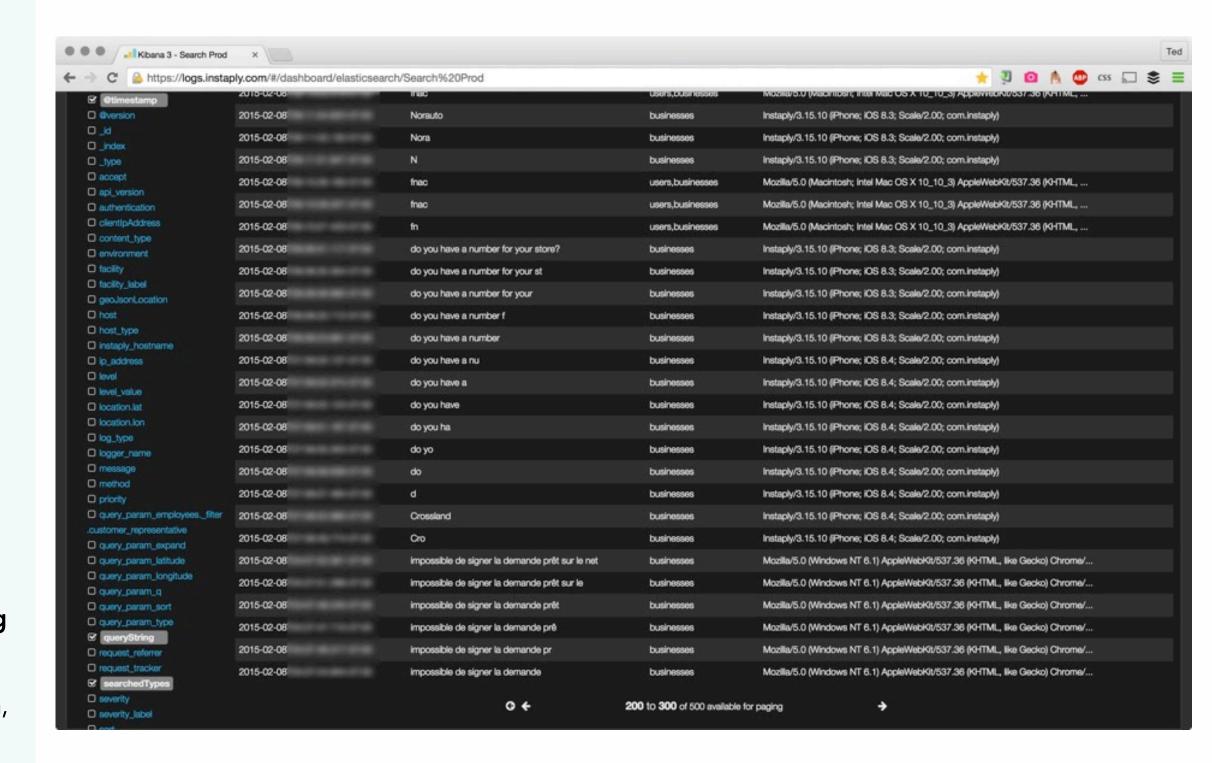
#### **Usage Data Analysis**

When I joined the team, one of my first projects was to audit our quantitative metrics reporting systems, and then iterate on how we could better evaluate performance and impact.

#### SHOWN ON RIGHT:

I culled our existing core logs to see how our messaging UI was being used, and discovered that many users were entering entire messages into the *To:* field.

This launched my mini-stream reworking of the affordances and interaction patterns around the New Message area, including adding cues to the overall UI to help orient users in active input fields.



#### Qualitative Research

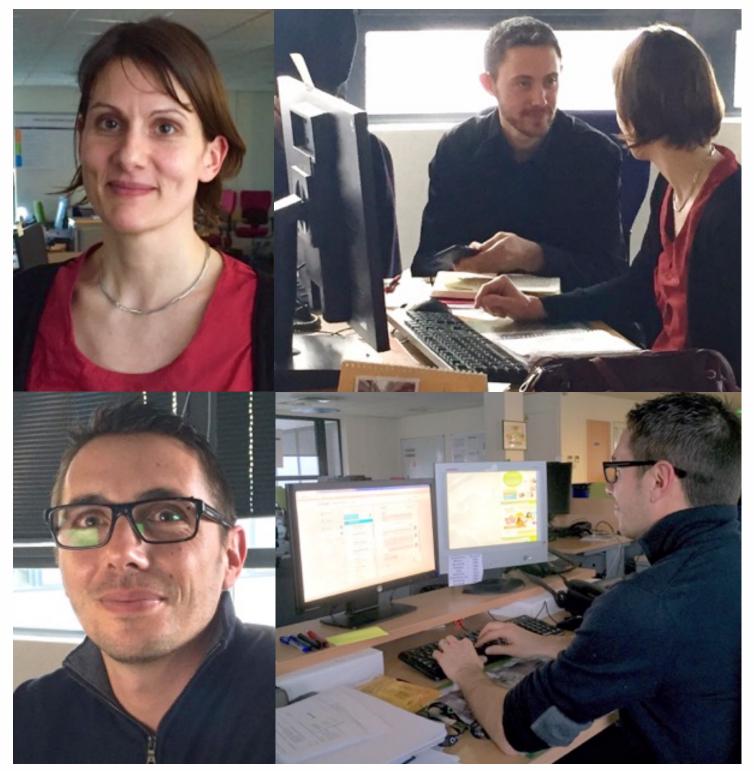
#### Performing In-Context Usability Tests

I travelled to headquarters and support centers across France, Belgium, and Spain to hear from our user spectrum, including department leads, directors, team leaders, call center advisors, and consumers in stores.

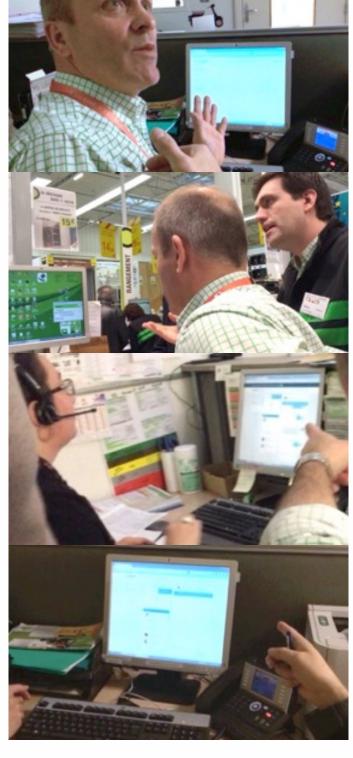
#### SHOWN ON RIGHT:

I performed 1-on-1 moderated testing and over-the-shoulder observation to record points of delight and stress for our core assumed tasks and workflows.

Audio clips, notes, photos, and videos show how they used the tool in-context, and capturing workarounds they created to make Instaply work for their needs.



Stéphanie, Customer Advisor at Banque Accord Nicolas, Advisor Manager at Banque Accord



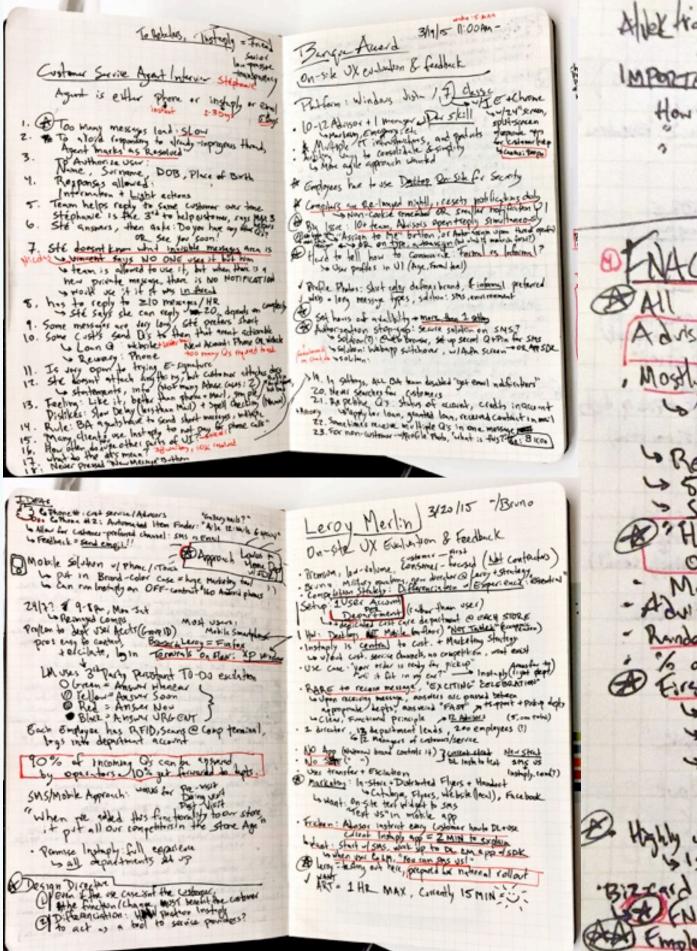
Bruno, Director/Strategy @ Leroy Merlin Support Staff & Floor Associates

# **Building Key Insights**

After completing my interviews, I catalogued key insights, quotes and figures from our spectrum of users, including culling my recordings and extracting important screen captures that our pilot users presented.

#### SHOWN ON RIGHT:

Interview and testing notes for our major European launch partners:
FNAC, Banque Accord, Oney, Leroy
Merlin, and Boulanger – with pull
quotes that persisted into our
product iterations.



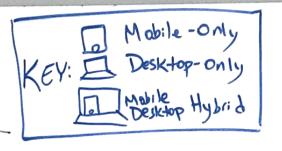
IMPORTANT metric to Keep in mind: How many of your costomers have smartphones? have data plans (confortably) advisors have Non-SIM Android phones Teverage Instaply only of white exp small purchases mostly, lower budgets ( Gent Instaply rollout (4 Days ago): Helps us position ovi company better with cus formers " Customer Fredock Survey Check - Himes / day (For early to test) Kundon escalation @ 5mms -% of costomes - smartphones: First store (FNAC) to use NPS, want to have highest located per team, measure increase us decrease Stats VIq: Post-prichase EM - currently dolunteer-based Instaply test to Kind ress us knowledgeability, by dept is Is this threat resolved? (X) contact : puts have on Biz card, hards to customer EMPlayers lave competitive stats (gamque man)

# User & Channel Mapping

After exploding the array of possible users our product reached, I worked with the team to select our prime targets for upcoming projects, shown in green.

The Consumer persona initially had 3 groups, however after reviewing our research insights, I concluded we needed to consolidate it into two groups aligned with purchase phases, to better articulate the multi-channel reality shoppers navigate.

# TARGET USER PERSONAS



### Consumers

On-the-go Shoppers + of Same!
Online Home Shoppers + of Same!
Post-Sale (ustomer (MAngry)

# Business Profis

Support Agent Wigh vs Low Traffic

Team Manager 10

Department Lead

On-Site Sales Rep []
Tech Admin []
Potential Partner []

# Objectives

- 1. Define which user groups we are designing for.
- 2. Build Metrics to track primary flows of users
  Ly Find issues w/current app IXD
  Ly Re-Visit full states & user data to qudit

  & redefine our assumed personas

  3. Conduct User Testing to evaluate flow completion us drop-offs.

# Defining Core Personas

We arrived on **two core groups of users that we developed stories for**,
shown on right.

These personas included vision statements and key needs, goals, and tasks that surfaced from our observational research of the consumer and support journeys.

Persona: High Traffic Support Agent

(a) Heather Leeds Customer Support Agent @ Finance Bank

Story

I'm on a team of 12 advisors
that handle all incoming messages.

Ne try to handle all questions quickly
& fully; and when we cantfully answer
it ourselves, we'll discuss the issue as a team;
and if that fails, we'll send it to the
appropriate Special asses department."

Persona: Consumer

F John Anderton Health Broker & Dad

Story

"I'm an active Dad with a busy work-life schedule, and I'm looking for a tent I can buy for our upcoming family Camping trip."

# Persona Journey Mapping

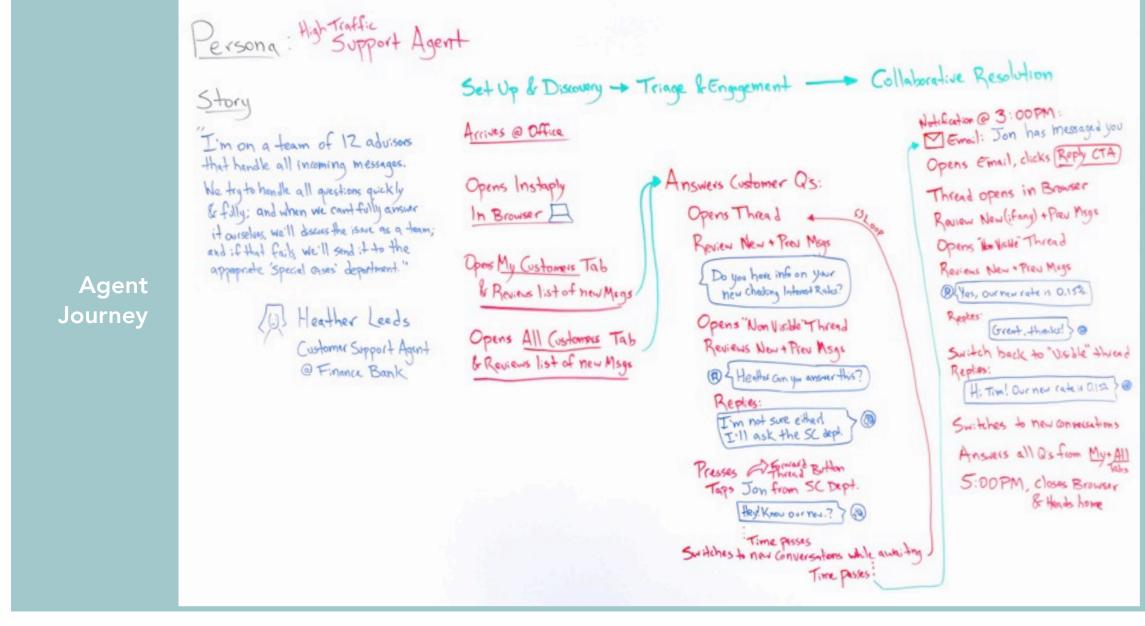
For each persona, I created journey maps that identify what is needed (Instaply or external), why they need it, and how they reach their goal.

We visualized ideal journeys and used them as a reference point to audit the current system for redundant and/or inefficient areas.

#### SHOWN ON RIGHT:

Transitioning from current to ideal journey mapping, the Support Agent journey revealed drop-off points during their Triage & Engagement chapter due to reliance on external notification systems.





# Heuristic Usability Auditing

Combining our field studies, usage data, and our persona/journey maps, I led a heuristic audit of the Service Agent web interface and flows.

Our usability studies influenced a majority of the notes. One study asked users to describe what they expected each element on the main screen would do after tapping it.

For the majority of users, the existing interface's structure, ambiguous labeling and feature iconography were the largest areas of confusion.



#### PROCESS

# Research Artifacts

# Principles



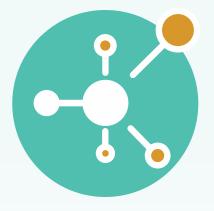
Integrate Seamlessly

Promote Rich Engagement

Special focus for **consumer** ideation







Drive Deeper Partnerships

Special focus for **business** ideation

I defined product principles which focused our research and ideation process on real consumer and business needs.

#### Final Persona: Advisor

A final advisor persona was created and included in all solution artifacts connected to our customer support agent's interfaces.

#### SHOWN ON RIGHT:

As I was the sole UX designer on the team of business leadership, engineers and project managers, I led knowledge-sharing workshops and included notes in all of my artifacts that helped illustrate how and why these design components would fit in our overall product development.



#### Advisor User Julianne Louis

"I'm on a team of four advisors that handle all incoming customer questions. We try to handle all questions quickly and fully; and only when we can't fully answer a question ourselves, we'll discuss the issue as a team; and if that fails, we will send it to the appropriate rep on the floor."



#### Ted's Notes

Julie is an ideal user I've created to help us explore how to optimize the Instaply experience for this primary use case.

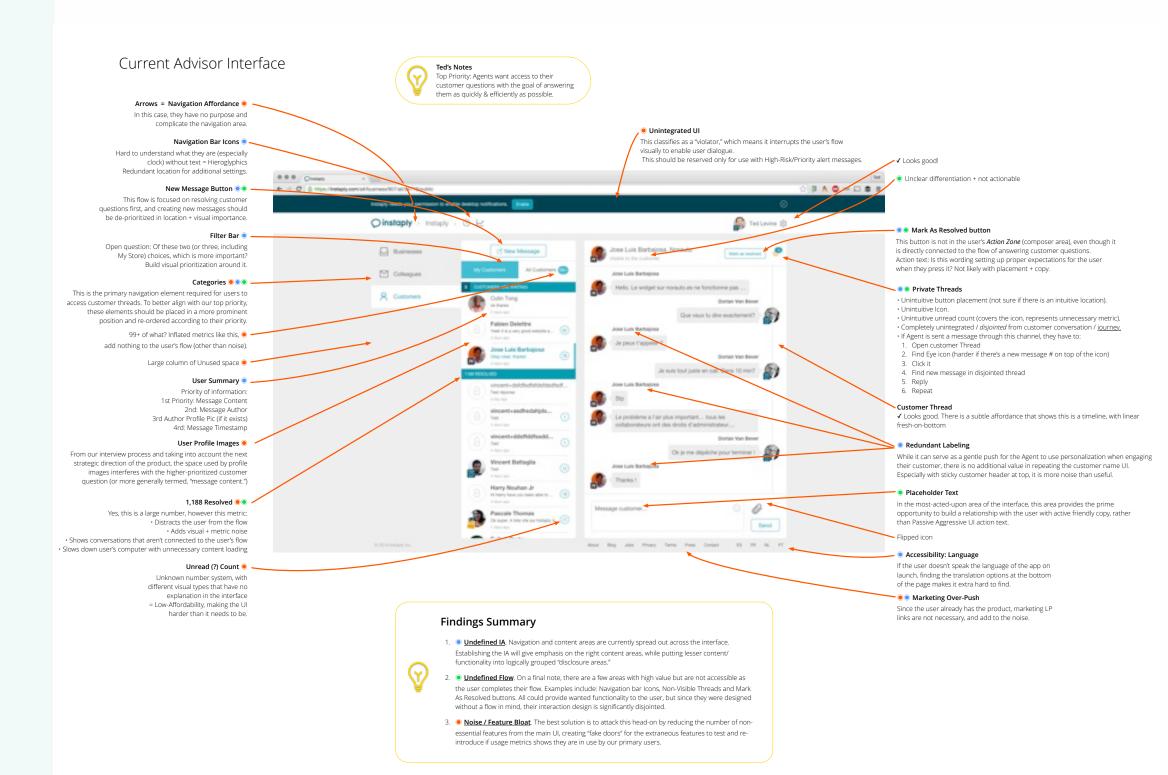
### Heuristic Usability Auditing

My objective was to reduce redundancy and boost navigability in flows and feature legibility across the app's primary screen on native mobile and the desktop web app.

#### SHOWN ON RIGHT:

Audit notes were assigned UX categories: IA, Flow, or Feature Integration.

I also created a **presentation and video walkthrough for our core team and stakeholders** across the world to
reference.



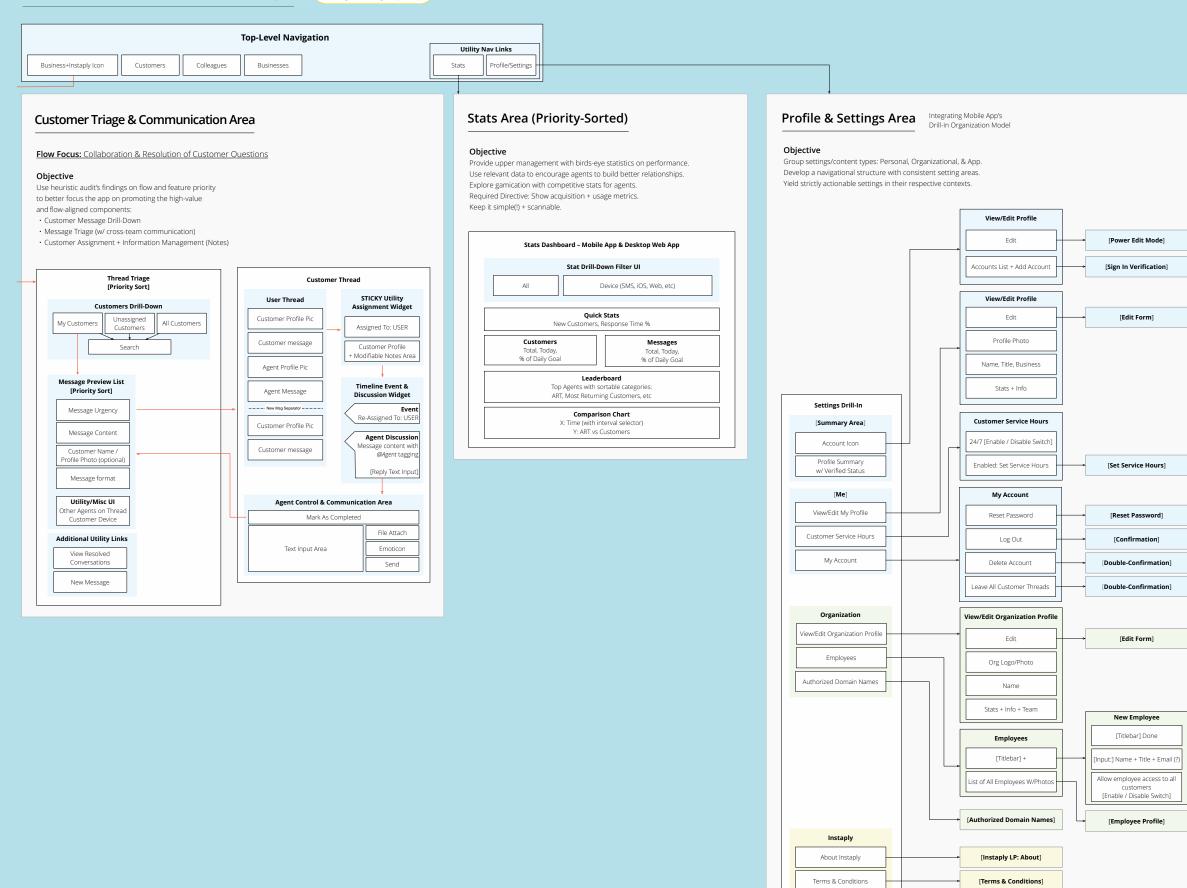
# IA & Flow Development

Using the usability audit's findings on flow and feature priority, I built an information architecture map that promotes high-value functions and components essential to flow completion.

Similar to my heuristic usability audit, the final artifacts were presented and given a video walkthrough for the global team.

#### Information Architecture & Core Flow Map





#### IN-DEPTH

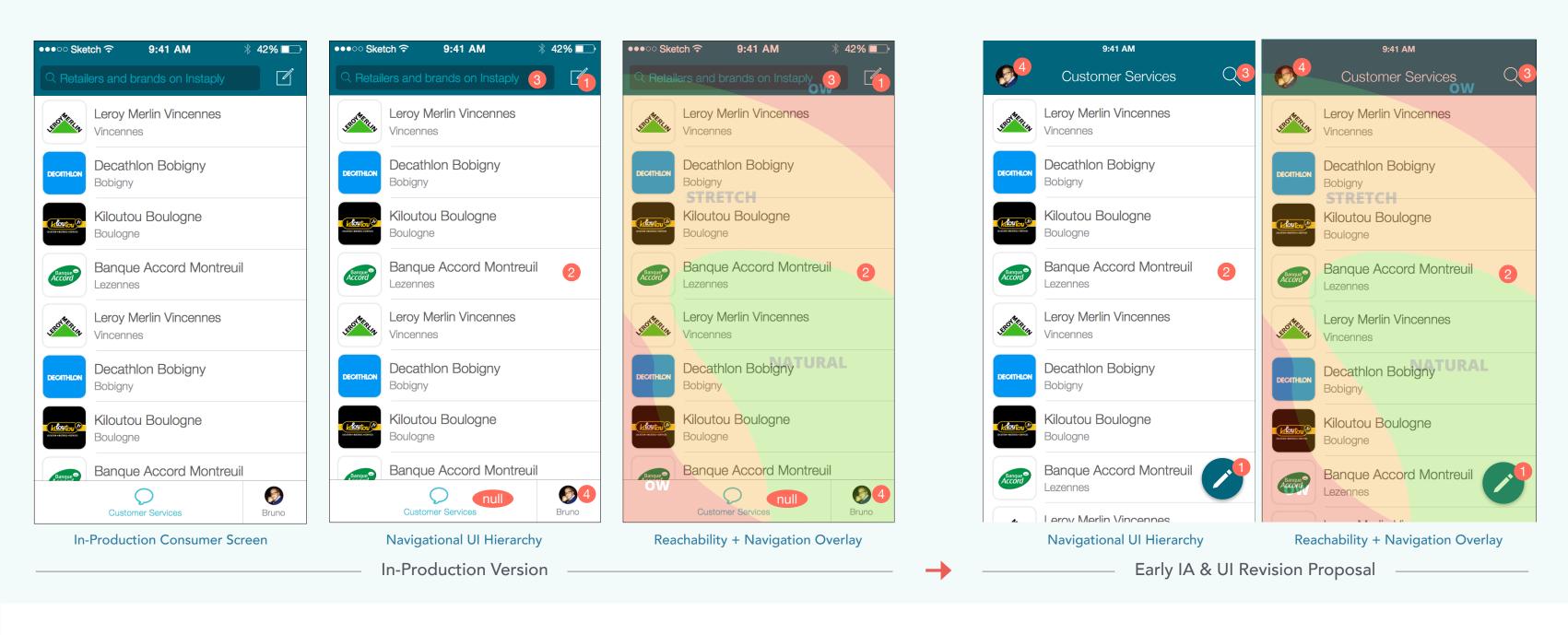
# Final Solutions

# Mobile App Ul Redesign

My self-started redesign project focused on creating a new foundation for the UI, informed by our research findings, app store reviews, and our upcoming feature rollouts.

What if our app was simpler, faster, and easier to learn to use, but with even more functionality?

### IA & Reachability Auditing



I performed mobile-focused ergonomics testing on the consumers' and retailers' mobile apps.

This resulting restructured UI places flow-critical elements in the most reachable zones of the screen.

### Typography & Legibility Study









Each design was tested for character legibility directly on mobile screens, from small and large.

Finding the right typography and colors drove critical positive impact for Support Agents' task completion time.

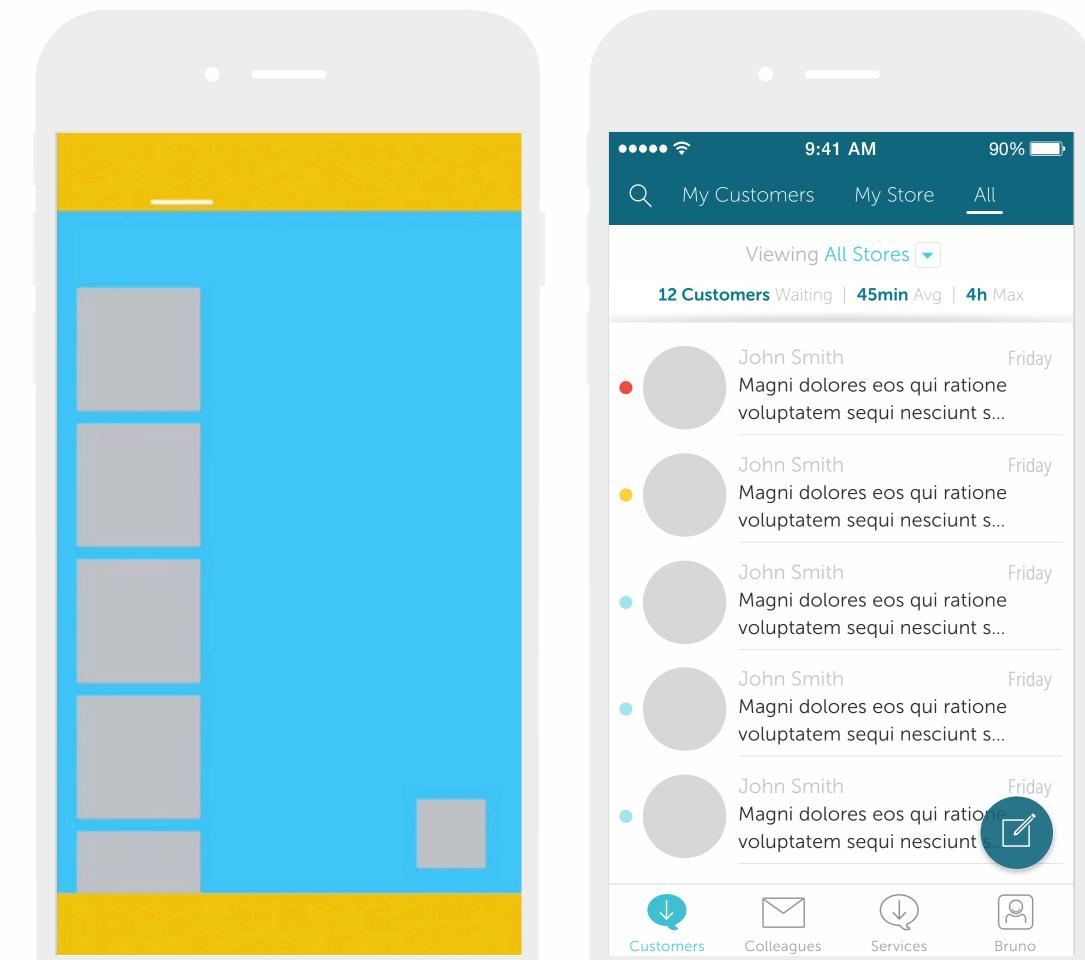
# Rapid Interactive Prototyping

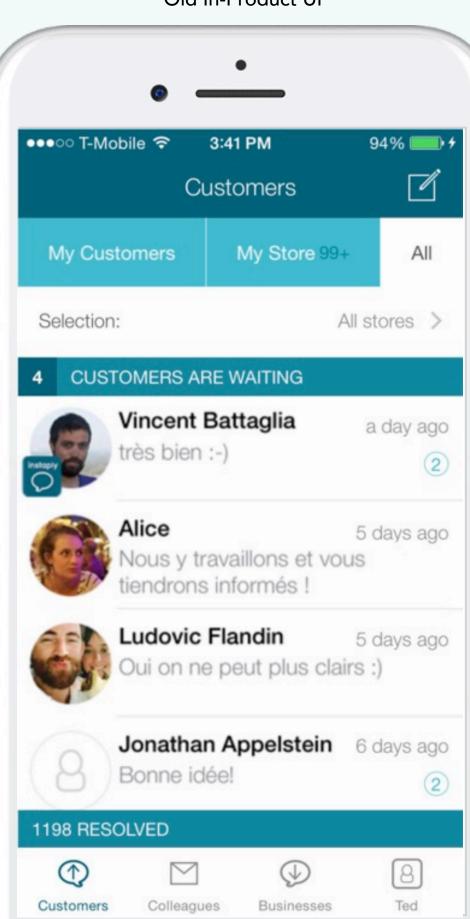
Interactive prototypes were built in mid- and high-fidelity prototypes for task, interaction and affordance testing.

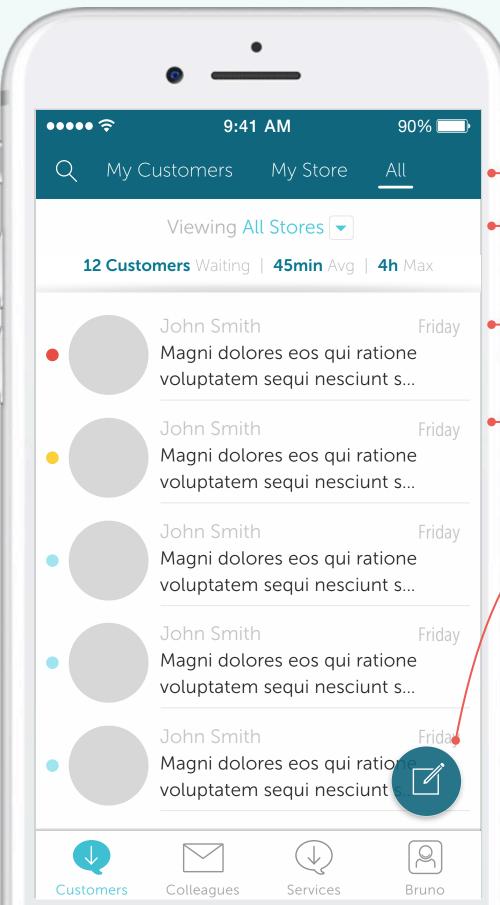
As I iterated, I discovered new ways to surface information, such as introducing a lower-elevation store filter drawer revealed below the customer list.



Watch the prototyping demo from testing to the final result: <a href="http://tedlev.com/instaplytouch">http://tedlev.com/instaplytouch</a>







### Final Prototype Design

Navigation bar with reduced visual space, but with new horizontal-slide navigability

Store selector and metrics given lower zdepth for scrolling affordance

New typographic exploration visually aligns the hierarchy of information its display in the UI

Color-code priority system (neutral, priority, urgent) was introduced to reduce cognitive load

Updated tab bar uses retina-optimized and iOS-aligned icons. Reachability-optimized UI means one-handed access for critical navigation.

The new interface features a modern navigational structure, a cleaner UI, and tighter focus on the triage task.

# Instaply Support Webapp Redesign

What if our support agents could connect more deeply with their customers, coordinate with each other in the context of their support ticket, and be relieved from managing their incoming customer queue?

#### WEBAPP REDESIGN

# Iteration & Wireframing

In collaboration with our development team, I led a divergent/convergent ideation session to catch the team up on our user research insights, gather their ideas, and establish an agreed-upon short- and long-term product plan.

#### SHOWN ON RIGHT:

From there, I created and iterated on the wireframed solution in collaboration with our visual design in Europe to realize our improvements in context.

DERSONA: RETAILER (ADVISOR)
WEB APP UX PROPOSAL Colleagues Businesses (A) Jilie 0 Boulanger Customers ASSIGNMENT BNOD @ [Great. thanks! My Cust Unassigned Terry James Account # 3165210 + Add Note @ Maryanne Pelo Not a problem. Let us Will I be given another credit card after the ... Know if you have any other questions about it. ASSIGNED TO BME Terry James B check with my friends. Hello again! Doyor have the Sony TV In Stock? Hello again! Do you have the Sony TU in Stock? @Paul: Can you Check the sorry One moment while I confirm 1/2 Colleague 1 B Inventory? REPLY Mark as Completed

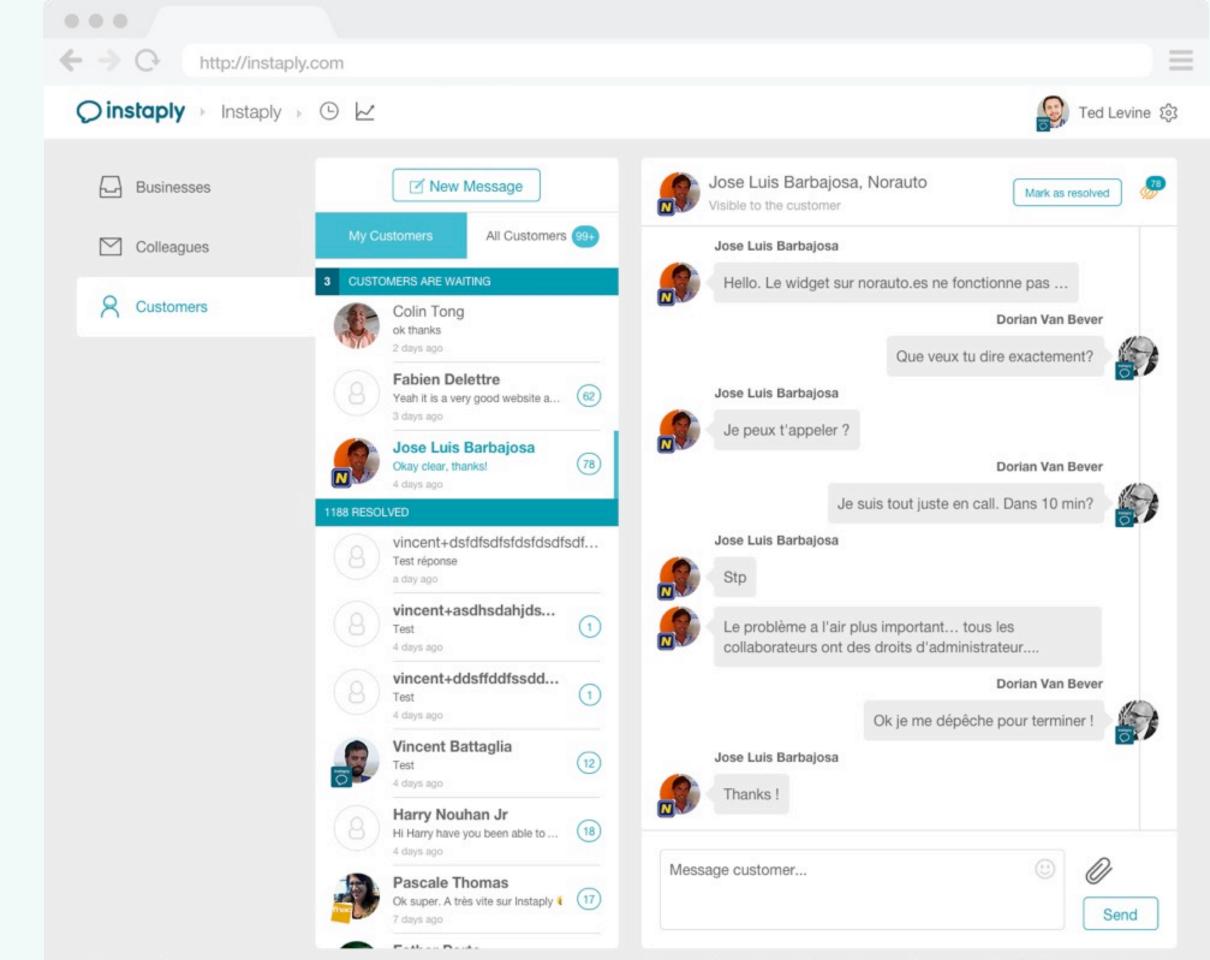
+ New Message

#### WEBAPP REDESIGN

# In-Production UI: **Pre-Redesign**

This screenshot documents the interface prior to our research and design workstreams.

It was critical to retain the overall content structure and simplicity of the original design, since we had dozens of established brands relying on it worldwide.



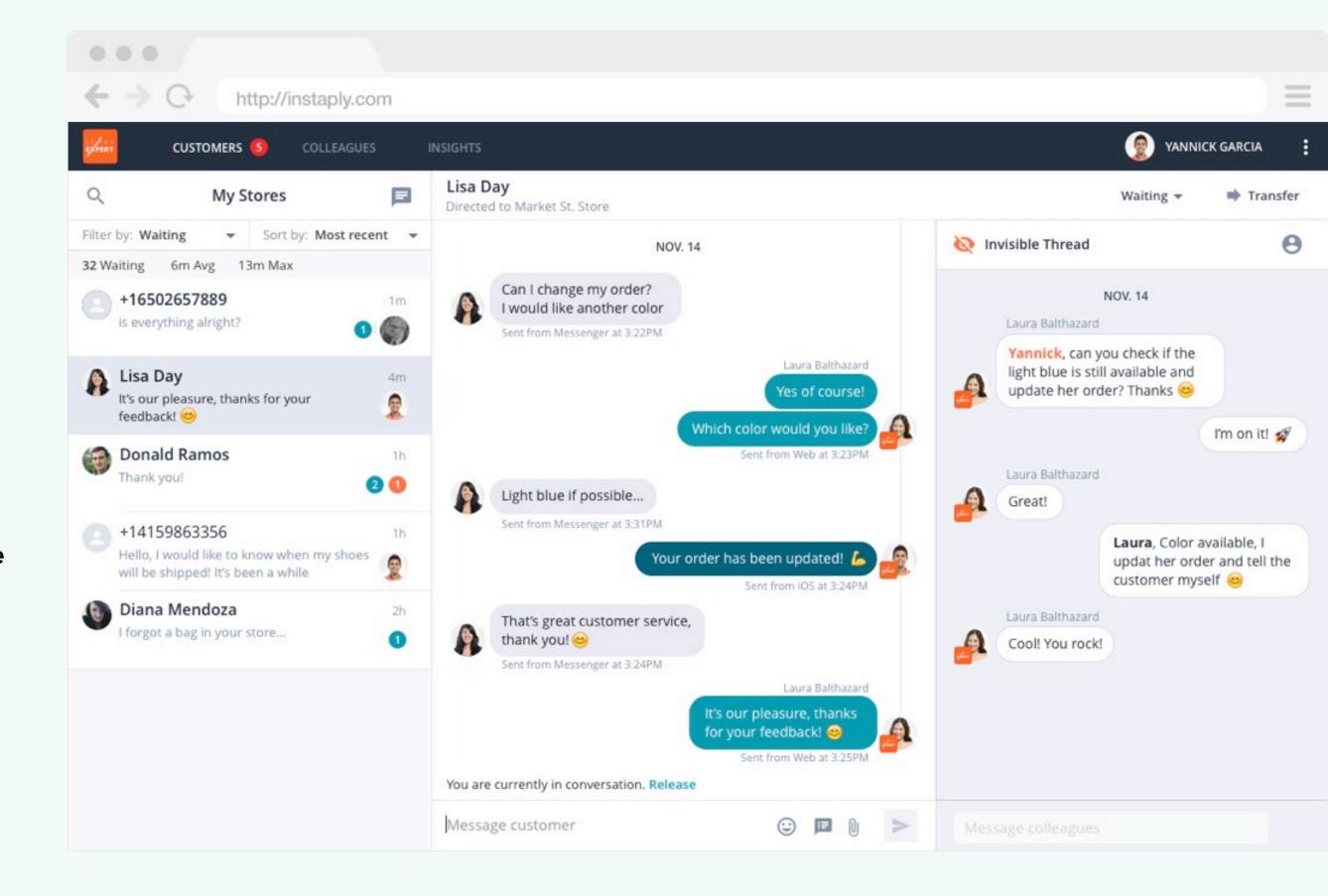
#### WEBAPP REDESIGN

# In-Production UI: Post-Redesign

The redesign was **split into components for gradual rollout**, aligning with our engineering team's 2-week agile sprint schedule.

#### SHOWN ON RIGHT:

Today, almost all of my wireframed solutions have been implemented in the live production webapp. These changes catalyzed Instaply's rapid message volume increase to +10M daily.



# Feature Implementation & Component-Level Optimizations

What if our under-the-hood fixes and feature releases made our product experience more seamless, for consumers and support agents alike?

### Customer Sort Toggle

Testing revealed that support agents wanted to view their customer list by longest wait, instead of the then-default most-recent reply first. I iterated on where we could integrate a toggle, an explanation of the changed list, and waiting times.

#### SHOWN ON RIGHT:

My final solution uses an animated microinteraction to confirm the toggled state, a new color-coded prioritized waitlist, and takes up only 1% of the screen real estate.

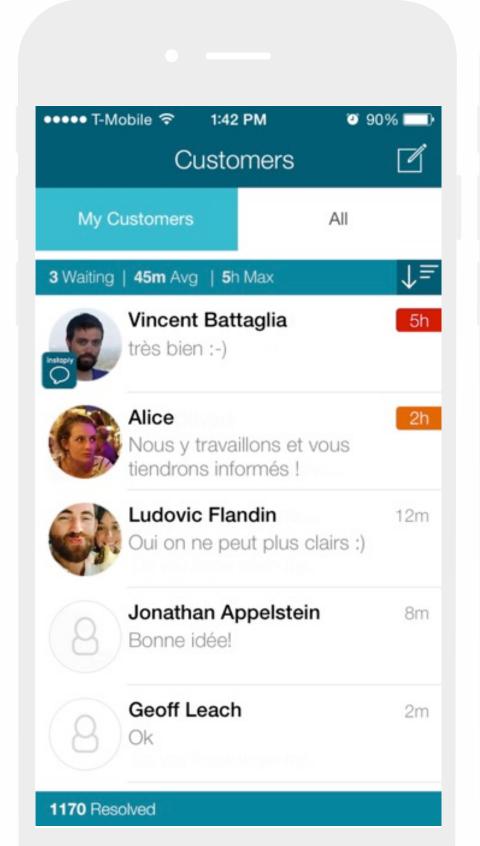
The final assets included a new gridded UI system, interaction specifications, and a motion prototype for engineering reference. Additionally, I ran accessibility testing including total color blindness contrast checks.

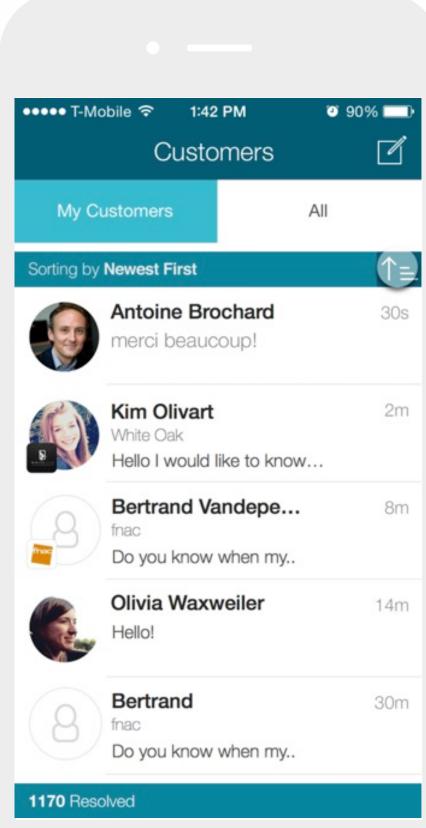


Watch the motion prototype demo:
<a href="http://tedlev.com/instaplymotion">http://tedlev.com/instaplymotion</a>
View the presentation: <a href="tedlev.com/instaplysort">tedlev.com/instaplysort</a>

Customer View Longest Wait

Sort Toggled **Transitioning State** 





#### FEATURE IMPLEMENTATION & OPTIMIZATIONS

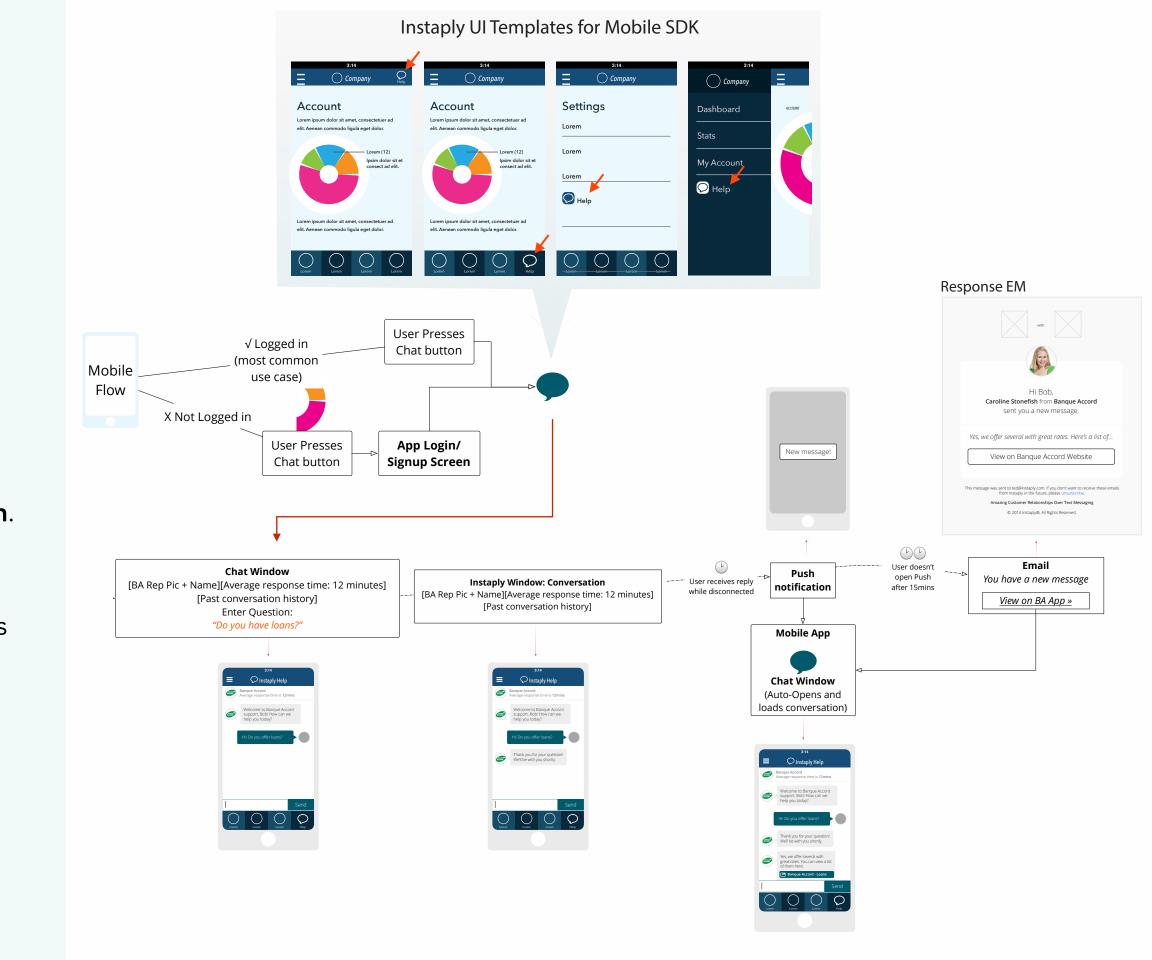
### Mobile In-App Chat Integration

I created an integration strategy, flow map and wireframes for each of Instaply's added communication channels.

#### SHOWN ON RIGHT:

This flow details the mobile in-app chat integration, including access touchpoints, conversation strategy, an omnichannel delegation aligned to the customer's session.

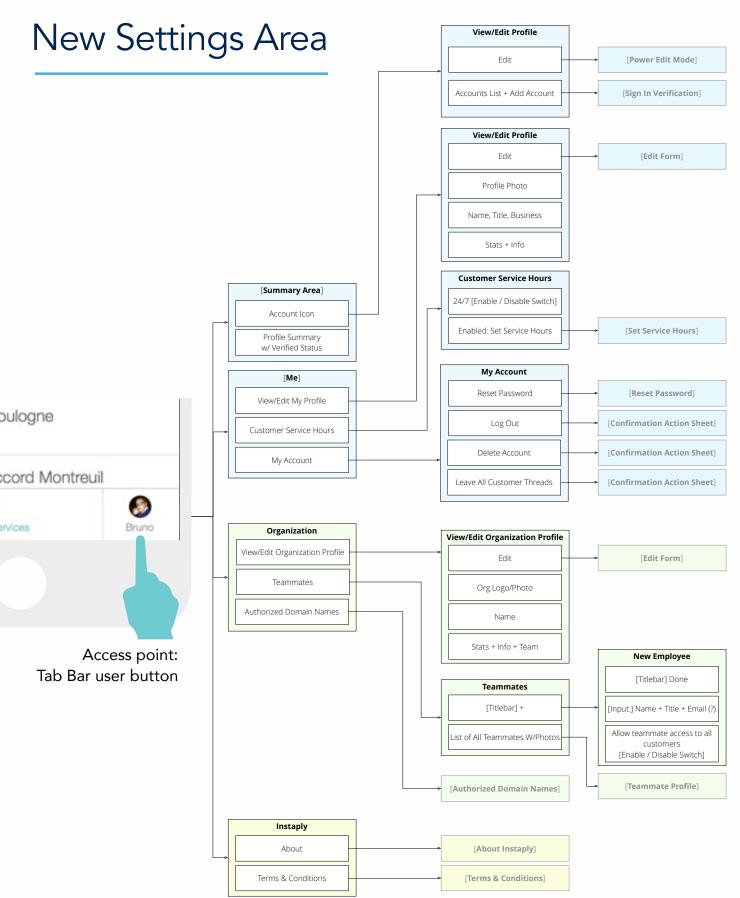
A high-impact opportunity emerged in this per-channel approach: by leveraging the SDK's in-app integration, we could use the existing customer's account session of the host app, meaning less account setup and leading to significantly reduced friction and drop-off rates for the in-app messaging channel.



Similar to the in-app SDK solution, my integration strategy for SMS and embedded web chat was designed with the customer's natural omnichannel journey in mind.

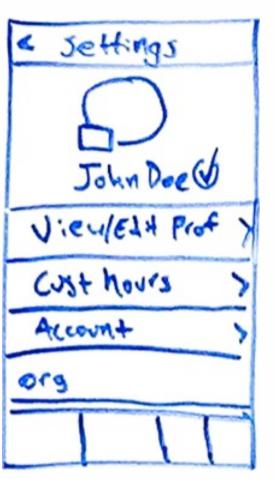
We enabled (and encouraged) customers to continue their threads on more convenient channels – open for both logged-in and anonymous users, all while onboarding them to the Instaply experience.

#### FEATURE IMPLEMENTATION & OPTIMIZATIONS

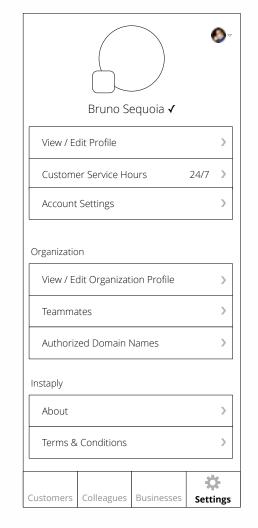


#### **Iterations: Settings Landing Screen**

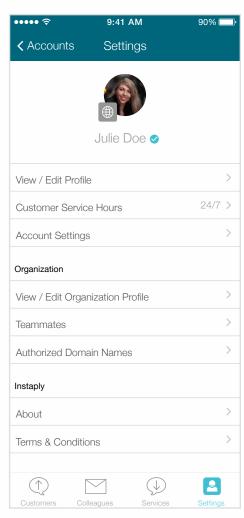
#### Low-Fi Whiteboard



Mid-Fi Testing/IA Wireframe



Final High-Fidelity Deliverable



The Settings area was based directly on findings from our interviews and in-production usage metrics.

I collected requested tasks and options and structured them into easy-to-understand categories via IA and flow maps.

The final wireframes show exclusively relevant and actionable settings in their respective contexts.

#### FOLLOWTHROUGH STRATEGY

# Creating Key Metrics & Evaluation Tools

What if we could measure our impact across multiple levels of success?

What if we could gather our customers' opinions on a new feature, while keeping the flow lightweight?

#### **CREATING KEY METRICS & EVALUATION TOOLS**

### Metrics Strategy Development

Early on the project, I led team checkin's to gather and discuss current usage metrics for the product. Previous to my being on the team, I found out the group was only sifting through server log data to evaluate our usage and rollout impact.

#### SHOWN ON RIGHT:

After mentoring the team on product evaluation best practices, we developed a list of core and deeper "challenge" metrics to evaluate from.

# Ley Metrics Questions

- 1) How many Users are corrently on Instably?
  La Customers us Advisors
- DMS+ US <u>L3MS</u> VS >4MSC L2s. = Dropoft Newbie Regular >2s. = Newbie
  - 3) What do they use?

    Screens us Features us Msg Channels
    (inside screens) (Email us sms us Embed)
  - 4) On which device(s) do they access it?

    Mobile us Desktop

    what version of Device 105/Browser?

Key MSG=Messages) S.=Sessions) D.=Day(S) W.: Week(S)

How long has the user been on Instably?

Os. us \( \frac{2}{2}\). Us \( \frac{10}{2}\). \( \frac{10}{2}\). \( \frac{1}{2}\). \( \frac{1}{2

Challenge Metrics

- (6) When is the user Most us Least engaged?

  What are Points of Delight? (Qualitative?)

  What are Dropoff points?

  When is site/App performance slowest?
- For Customer Service Conversations,
  What is the Average Wait per business & Combined?

  Customer waiting for Advisor response

  Advisor waiting for Advisor response

#### CREATING KEY METRICS & EVALUATION TOOLS

### At-Rollout Feedback Gathering

I also helped fill our qualitative evaluation gap: when we rolled out a new feature, we didn't have surface area to capture customer feedback.

#### SHOWN ON RIGHT:

I designed and hand-coded our qualitative survey widget, which appears during or following use of a new feature, employing a smooth fade effect to reduce flow disruption.

The tool's introduction enabled capturing feedback immediately and in-context. It also led to a new practice during our standups: review captured feedback and integrate a follow-up quick win solution into the dev sprint.



See the widget used in the interface: <a href="http://tedlev.com/instaplywidget">http://tedlev.com/instaplywidget</a>



Yannick, can you check if the light blue is still available and update her order? Thanks







Great!

Laura the color is available

How satisfied are you with the private chat area?



Describe your feedback here



Send

# Thank you!