Portfolio

Ashlie Webb
UX Designer, Frontend Developer

www.ashliewebb.com greetings@ashliewebb.com 0490 397 239

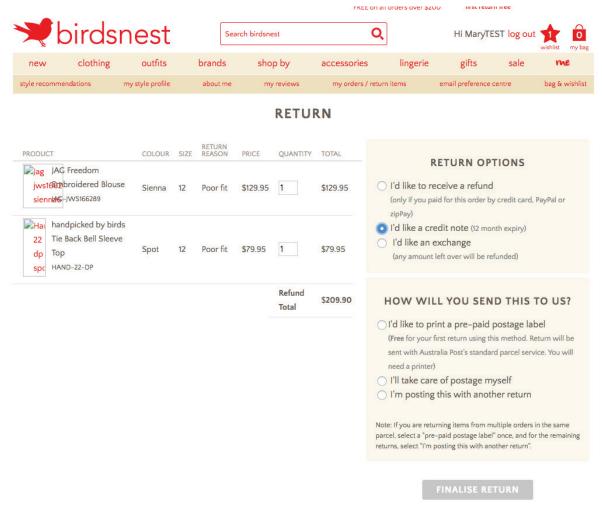
Online Return Process



What's the problem?

Within the online return process, customers cannot specify which product they may want to return for an exchange. They can only notify they want to make an exchange, and then need to contact Customer Service directly in order to provide further details.

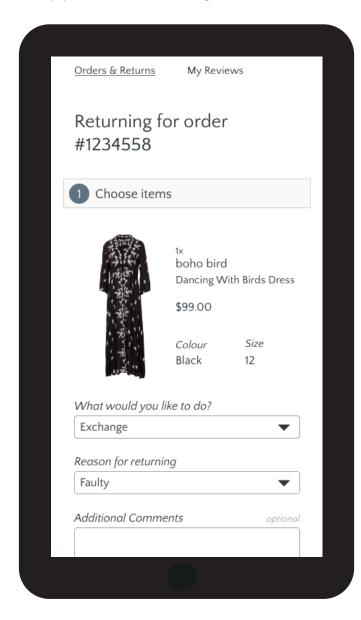
As a result, Customer Service need to manually handle all requests made for product exchanges. Immediately following peak shopping seasons, these requests are higher and Returns staff struggle to cope with this influx.

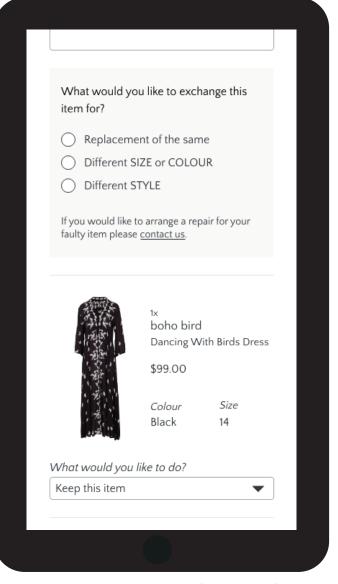


captured February 2017

Resolution

- Redesigned online return process to reduce amount of manual handling required by customer service staff
- Designed new feature to enable customers to choose their intended exchange without contacting Customer Service
- Separated each task into its own step in order to make the overall process clearer and procedural
- Applied new design across desktop, tablet and mobile

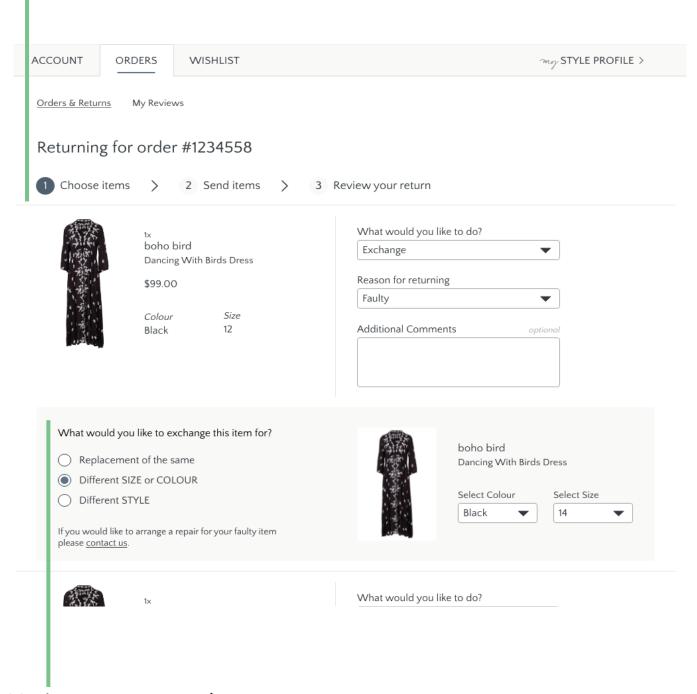




design October 2019

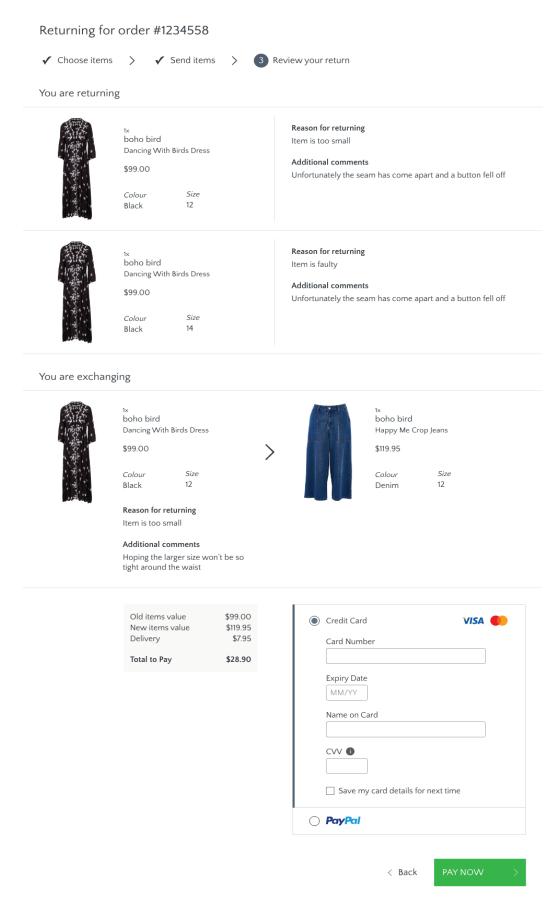
3 clear steps in process

User knows where they are and how much they have left



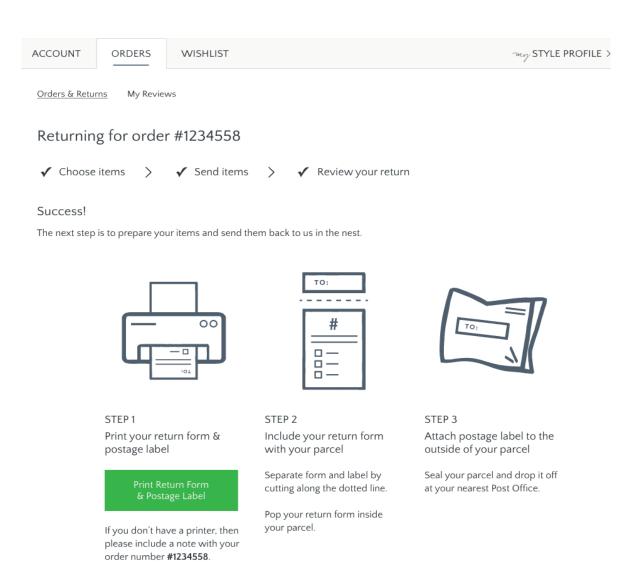
Various ways to exchange

Based on most common reasons for exchanging



Clear return summary

Ensuring all entered information is repeated and easy to review before finalising, especially when extra payment may be required.



Next step instructions

A combination of visual, textual and scannable content designed to make it simple to prepare and post the customer's return.

My Role

UX Designer

- Leading workshops to explore and identify optimal user journey
- Understanding business goals and requirements
- Translating requirements into a usable UI by means of wireframes, interactive prototype and final design
- Identifying areas of improvement to overall feature usability

Team Timeline Operations Analyst Customer Service Project Manager Timeline 3-4 months (over 3+ years)

Design Process

Map user journey

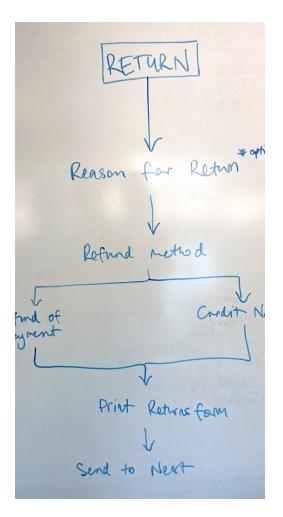
Understand the current journey in order determine how it could be expanded upon

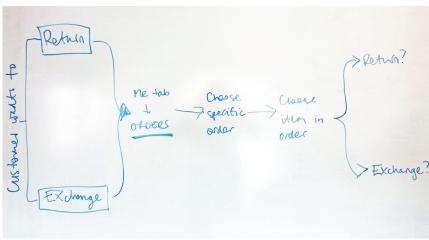
Interview staff

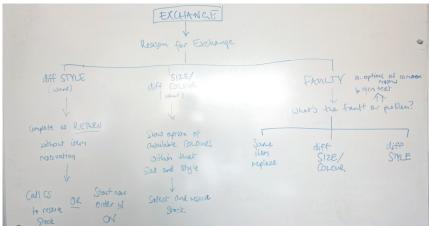
In order to understand how to design the solution, I needed to understand how operations for returned items were handled

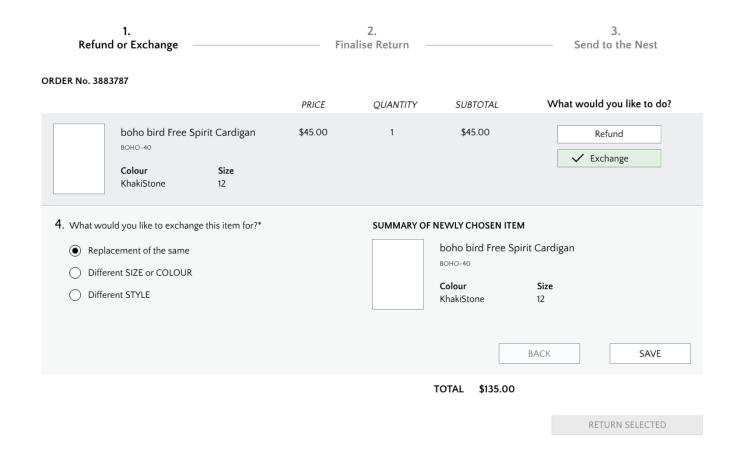
• Conduct end-to-end return journey

I purchased some items and returned them in various ways using the online process in order to understand how a customer might perceive this experience





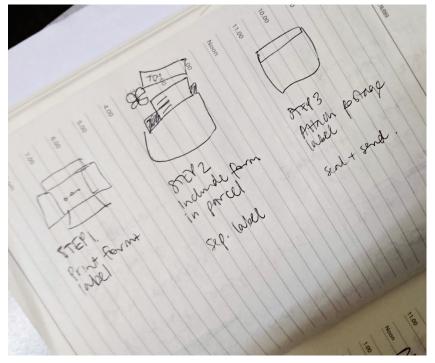




Interactive prototype was created in Adobe XD to demonstrate how the Online Return Process would be expected to work.

It also demonstrated the return options' possibility of being developed in stages, allowing iterative feature release rather than a single launch of a completely new feature.





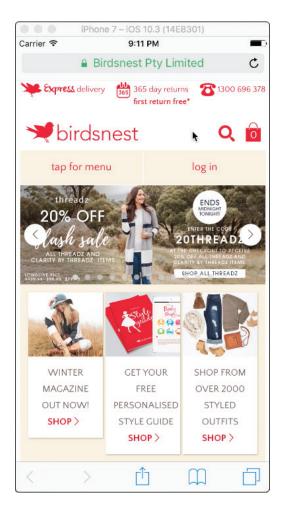
Sketch notes to plan the content displayed on the final screen where different instructions are shown depending on selections the user has made during the online return journey.

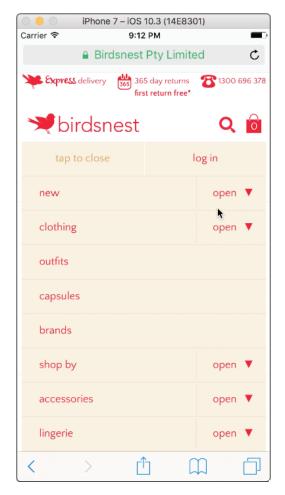
Mobile-first Site Navigation



What's the problem?

- Over 60% of website visitors are using their mobile phone
- Unfriendly layout design with a colour palette that makes the content difficult to see and use
- Unclear path of navigation for mobile website
- Important features are not obvious, even unknown to mobile users.
 Popular Wishlist feature is not accessible on mobile, and only available if users are visiting on a desktop device

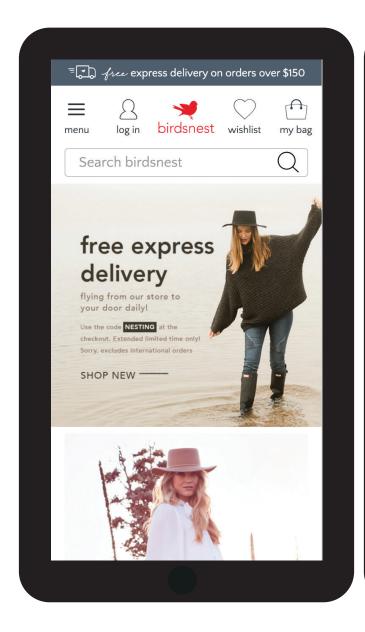


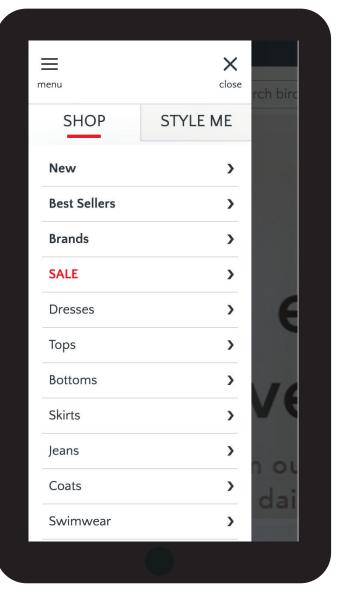


captured July 2017

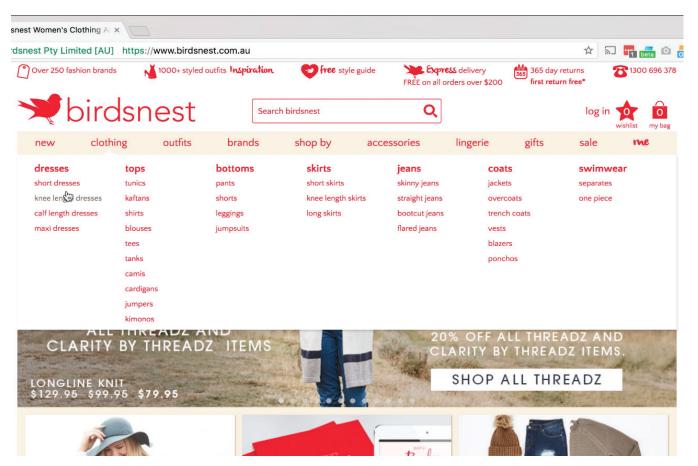
Resolution

- Redesigned header layout and appearance to improve usability
- Reorganised content to minimise bulky appearance, as well as reduce complexity
- Created two new groups within the menu to better define the different ways to shop
- Applied new design across desktop, tablet and mobile

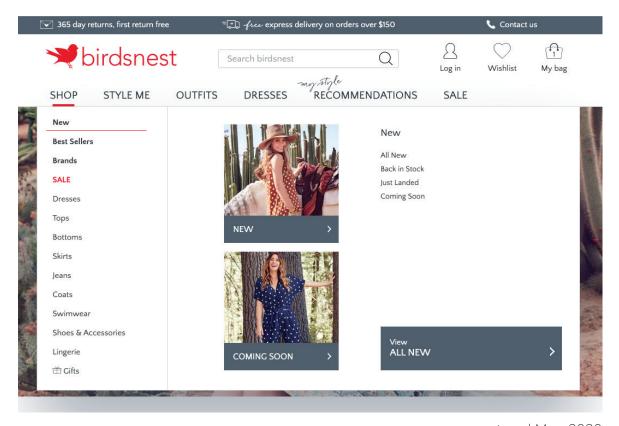




captured May 2020



captured July 2017



captured May 2020

My Role

UX Designer & Frontend Developer

- Leading workshops to explore and identify optimal user journey
- Understanding business goals and requirements
- Translating requirements into a usable UI by means of wireframes and interactive prototype
- Identifying areas of improvement to overall feature usability
- Building the interactive navigation using HTML, CSS and jQuery
- Developing mobile-first, and as a responsive design for multiple screen sizes
- Ensuring cross-browser compatibility

Team	Timeline
Content Writer	4 months
Graphic Designer	
Marketer	
Project Manager	

Outcome

Increased mobile conversion by 21% within 3 months

Design Process

Began by identifying opportunities to reorganise and consolidate navigation elements, in order to reduce the initial complexity.

• Several planning sessions

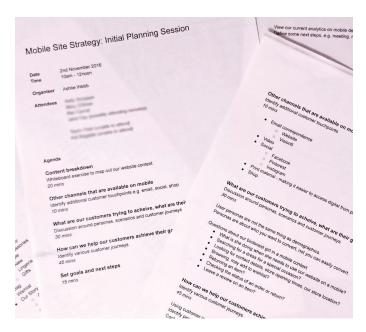
Looking at content breakdown, identifying customer journeys, identifying customer touchpoints and understanding user goals

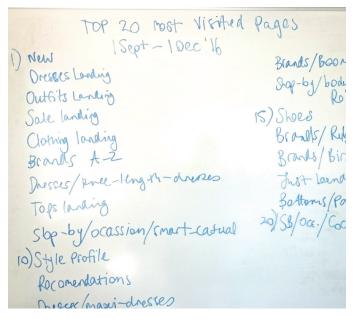
Card sortings

For main menu and account tab content

Website traffic analysis, top visited pages

To assess and determine which items should be present in main menu

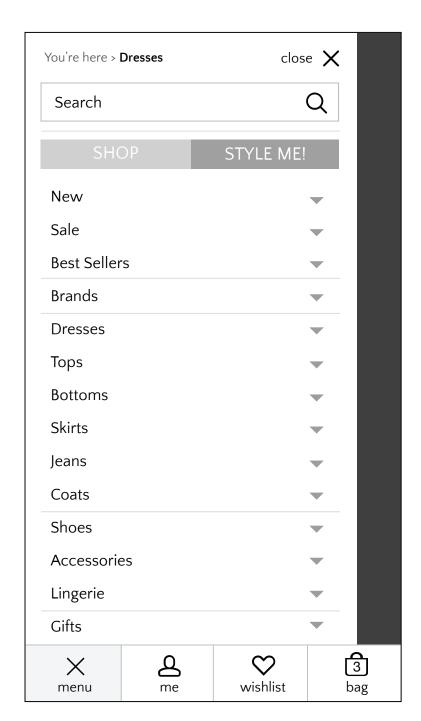












Interactive prototype was created in UXPin to demonstrate how the Mobile Menu, as well as other features in the fly-out tab, would be expected to work.

SHOP was created to group clothing categories, much like an index.

STYLE ME was created to group birdsnest's curated offerings e.g. Style Profile, Style Recommendations, Shop by, Outfits and Capsules.