Pajamagram - Interaction Design Case Study

Travis Nelson
www.linkedin.com/in/travis-nelson

Goals

Business The business goal of this project was to increase the number of completed "family pajama" orders because they result in a much higher average order value.

User The user goal for this work was to be able to easily find and purchase matching sets of pajamas for their loved ones.

My Roles

Usage Analytics
UX Strategy
Market Research
Information Design
Prototyping
Usability Testing
Icon Design

"Kevin is a leading example of the value of the professional creative technical leader. With demonstrated success in both creative and technical roles, Kevin has a deep background in technical architecture, front-end development, coordination to lead, design, and build successful projects that delight both user and technical needs."

Bob Stetzel
Art Director
Department of Creative Technology
Vermont Teddy Bear

Strategies and Objectives

Strategy 1 **Reduce confusion and context switching that was discovered in the usability testing when observing users of the previous version of the system.**

Heuristic - Streamline the process and eliminate the context switching that happens as users move between gallery, product detail, and cart pages during the purchase process.

Heuristic - Make it easier for users to edit previous selections while they are in the middle of a task.

Strategy 2 **Reduce the anxiety that was observed to be a potential barrier to conversion while testing the new version of the system.**

Heuristic - Condense the presentation of the interactions required to complete a task. Reduce the number of interactions that each step of the process to avoid overwhelming the user.

Persona and Scenario - Proud Mother

Holiday Card Photo

Margaret is a proud mother who wants to show off her entire family in a photo card for the holidays.

The entire family is going to visit for Thanksgiving making this the ideal time to take the photo. Usually, the family would all gather together and take a photo, but this year they will be in many locations different. Last year her friend sent a funny family photo of everyone wearing matching outfits. This year she wants to do the same and is going to coordinate pajamas for the entire family because she heard an ad for matching pajamas on the radio.

The Original Task Flow

When I started looking into what might be preexisting users from completing their purchase of matching pajama sets **I had an idea that customers would be likely to purchase a set of pajamas as a sample size for a family of five. That last number required a total of 25 clicks.** Aside from the large number of interactions required, I felt that there was a lot of unnecessary navigation. Additionally, the interface forced them to move between the gallery, product detail, and cart pages for each pajama that was ordered. **This was a lot of context switching for the user. I felt that it would be best to save the back button or go back to the home page and search for the product** to begin the process of ordering another pajama.

The Improved Task Flow

The issues I discovered while reviewing how the original system worked made me curious to see how other companies were handling the process. I reviewed competitor's websites, A/B selection cuts, and many.com. It didn't appear that any of those companies were treating the matching set purchase scenario differently than a single item purchase scenario so the research didn't provide any guidance.

With no clear directions, I sketched some alternative flows. One of those flows was a wizard-based approach that I hoped would eliminate the confusion about when the next step is once an item is added to the cart. I felt that this approach would be the best result in too many potential clicks, but that process let me to the solution we ended up using in the end.

Unified PDP Task Flow 13 Clicks

The key to improving this task for users included **reducing "load times" and reducing the total number of clicks required to complete the task.** To do that I created a unified PDP that allowed the user to select a pajama for each member of their group first and then select their preferred size and personalization options.

This enhanced process reduces the potential for confusion by reducing the number of page navigations required to complete the task. With fewer pages to move between the new process also reduces the number of clicks to complete down from 20 to 13.

Those improvements are possible because the new system allows the user to begin orders for all members of their group in a single product detail page instead of having to navigate between 5 separate product detail pages.

Wireframing, Prototyping, and Testing

Once I had a new task flow designed that I was confident would improve the experience, I moved on to wireframing ideas for the interactions that would be required for the flow. I began with paper wireframes for the ideas that would utilize the user's sketch of Pajamas needed for each member of their group. The wireframe below illustrates this first step in the process.

Progressively Revealing Content

The first version of the new flow simply presented the user with the full list of pajamas that were available for the user to begin matching set. For a family of 5 that would require the user's attention to look at when you consider that each item ordered would require a size and personalization options. It is a leaning shower that users found to be overwhelming/annoying to be intimidating.

To help reduce the sense of being overwhelmed with options users focus on one task at a time, I created a simple interaction pattern to reveal the required interactions related to one pajama at a time.

Collapsed for Simplified Review

Another advantage of the accordion pattern is that once all items have been completed the user can collapse the list to review an all device types but especially on mobile devices with limited screen space.

Once the user has verified their selections they can then proceed to checkout or continue shopping. Either way, at their next visit they will return to the cart with one click.

HTML, CSS, and JavaScript Prototype

The developer I was working with on the project told me he wasn't sure how to create the accordion interface that I had specified. Since we were the only 2 people working on the project at the time, I felt that I should be able to help him out. I spent time configuring the tool to be able to accommodate the interactions providing product detail pages from one interface while I created sample front-end code.

When he was ready to implement the code into the interface he was able to leverage my example to reduce the time he needed to get the system up and running.

High Fidelity Design

This project closely followed an agency designed overhaul of the high traffic areas of the Vermont Teddy Bear website. **Because of the UI style design, the interactions I designed were small.** I shared the final design here to provide more context for the final results and to provide my feedback on areas where I see room for improvement.

The first thing that stands out to me in this design is that the button style is inconsistent. I created a simple interaction pattern for the primary buttons that support the branding of a pajama company. **I believe the alternative icons I designed that are shown below, would represent the brand better** and would be more in line with the more consistent forms of icons than the ones that exist in the interface now.

Streamlined Interactions

Having all the required interactions on one page reduces context switching and lessens the chance that the user becomes confused during the process.

There is still room for improvement. The visual hierarchy of the "Add to Cart" and "Continue" at the time are placed too close to one another increasing the odds of user error.

Simplified Order Review

Even a complex order like this example really fits within one screen for review. This design also supports a streamlined process and allows for quick changes based on price.

To reduce the chance that a user might accidentally delete an item from their order, I would remove that functionality from this level of the interface.

Finally, I would explore ways to tweak imagegine the images into the interface in a way that invites to indicate that an item is complete and ready to be added to the user's cart.

The Results

Topline Revenue Immediately after the new system launched we were able to see **a 15% increase in conversion** and an increase of **$1.00** increase in the average order value.

Operational Efficiencies Selling more matched sets means that more pajamas are being sold. It also means that those pajamas are being shipped in fewer locations requiring less handling, packaging, and shipping thus reducing the overall cost of goods sold.