Bed Bath and Beyond

Jonathan Dharmadi & Sarah Saboori Fall 2021



BRIEF

Bed Bath and Beyond is an American chain of domestic merchandise retail stores with 1000+ retail locations.

MISSION

We make it easy to feel at home!

SPECIALTIES

Retail, eCommerce, B2B, and Fulfillment

TIMEFRAME

7 Weeks

PROMPT

College is one of the most important seasons for retailers. Bed Bath and Beyond strives to deliver the best-in-class experience to help students and parents with the planning process for college.



THE PROBLEM

Bed Bath and Beyond provides a vast assortment of instore products for college shoppers, but misses out on the opportunity to leverage digital solutions for it's younger audience.

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TARGET AUDIENCE

College-age students living in residential areas on or around campus

KEY DEMOGRAPHICS

Age Range: 18-24 **Gender:** 60% Female, 40% Male **Common Titles:** Student, Undergraduate

KEY PSYCHOGRAPHICS

- 1. Free-spirited
- 2. Values having a clean and organized room
- 3. Loves using new technologies (Tech-savvy)

CHALLANGES

- 1. Having all items that match a certain style
- 2. Staying on a budget
- 3. Arranging their rooms

PREFERRED CHANNELS

- 1. Looking for answers via organic search
- 2. Trendy Social Media (Instagtam, TikTok)

PREFFERED CONTENT TYPES

- 1. Easily Digesteble
- 2. Curated content
- 3. Interactive and engaging



QUALITATIVE INTERVIEWS TAKEAWAYS

We completed a total of five 30 minute interviews and asked college students about their college shopping experience



BUDGETING

Most interviewers had an idea in mind of how much they planned to spend but **did not set up a strict budget causing them to overspend**. They wanted an easier way to create a budget.



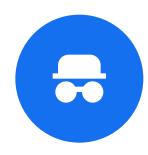
SHARING

Participants shared experiences while planning with roommates. They explained how **splitting the cost for** items occasionally led to confusion and miscommunication at the end of the year. They showed a desire for an improved way to communicate items with roommates.



ONLINE

Interviews indicated that consumers preferred online **shopping** due to a larger selection, less time commitment, and easy price comparison.



STYLE

Some participants noted their style preference when they first began shopping, while others made it clear that they didn't know how their items would look together. They expressed desire for a style, but didn't know how to start.

USER PERSONAS

Personas were created to identify opportunities for improvement and discover existing pain points in current practices.



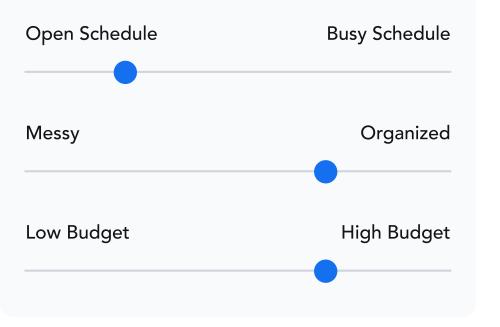
OLIVIA THE ORGANIZER

As a very organized person, I want to make a clear and accurate list of items I need so that I only purchase items that I truly need.

MOTIVATIONS

Use money responsibly, create a relaxing room, & have an organized and complete list

PERSONALITY



As a minimalist, I want to get only the essentials so that I can spend more time doing more important things

MOTIVATIONS

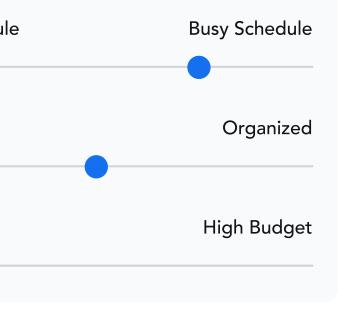
PERSONALITY

Open Schedule Messy Low Budget



MARK THE MINIMALIST

Taking care of family, being the best in his field. Being clean and moderately organized





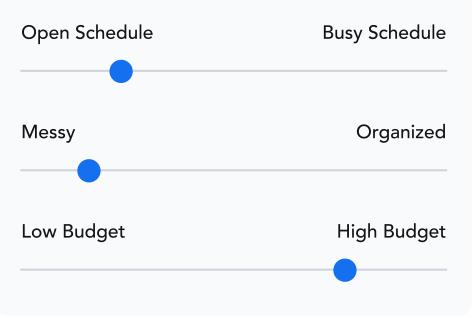
FRANK THE FRESHMAN

As a first year student, I want to spend less time planning for my room so that I can have more time making new friends.

MOTIVATIONS

Good quality items. Making new friends

PERSONALITY



QUANTITATIVE SURVEYS TAKEAWAYS

Based on survey research from over 70 responses, we have identified quantitative trends that validate qualitative insights.



BUDGETNG

75% of respondents did not set up a budget with the average spending between \$600-800. 82% of respondents believed that they overspent on college shopping.



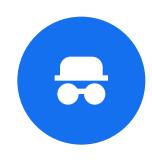
SHARING

54% of respondents split and assigned items with their roommates. They did find it difficult to split items evenly and often faced the awkwardness of splitting the bill.



ONLINE

67% of respondents shopped for their items mostly online with 83% shopping from Amazon. This was mainly due to convenient fast & free shipping along with a large selection of items.

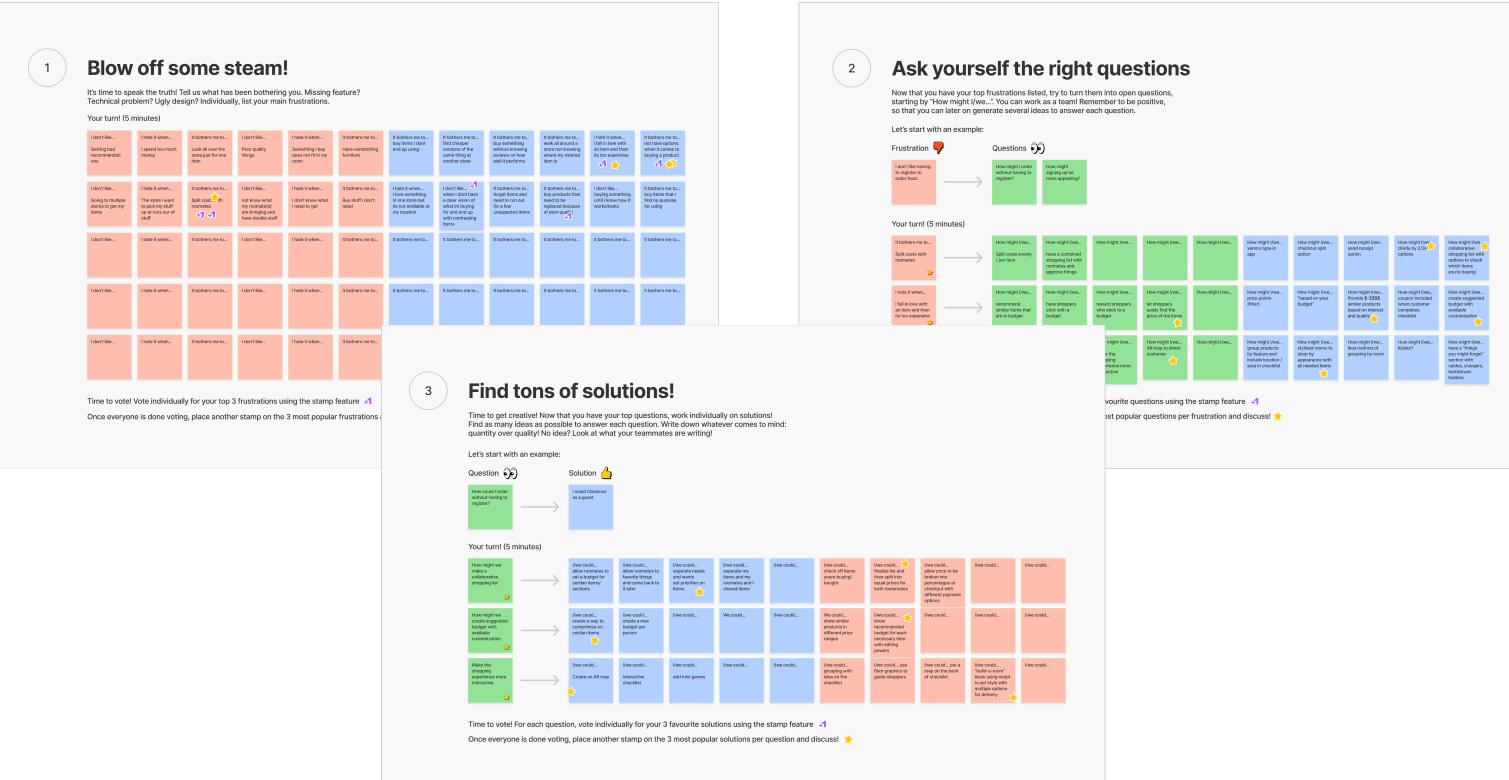


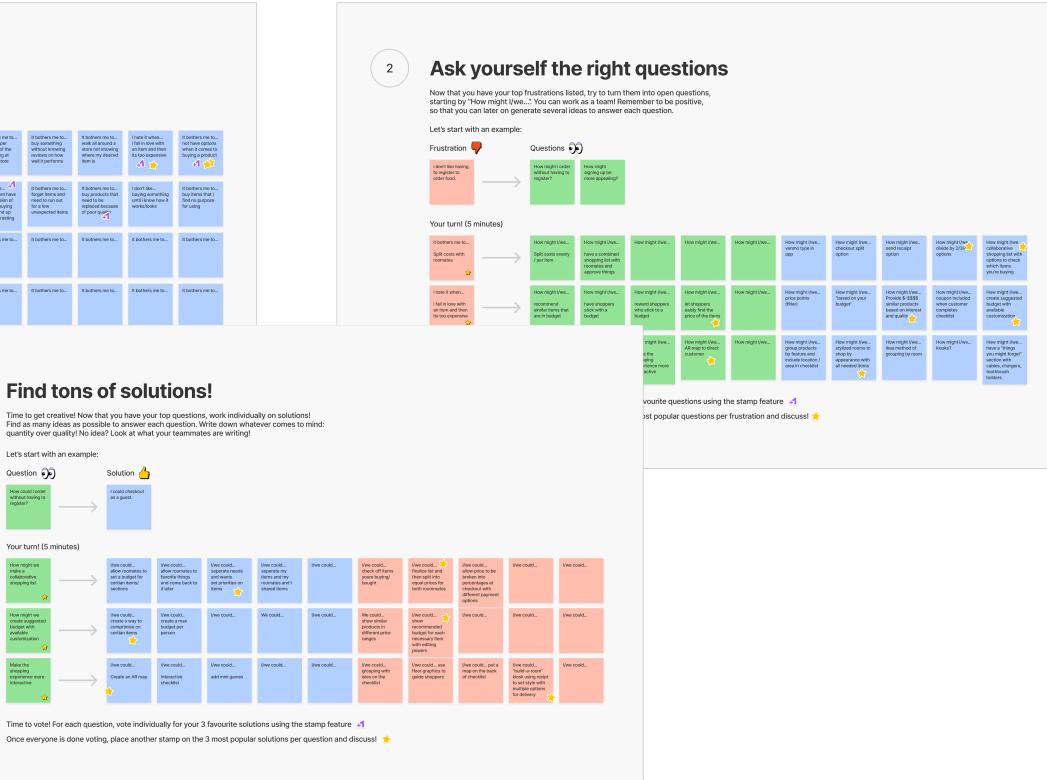
STYLE

74% of respondents found it difficult to find items that matched thier style. 56% of respondents describe themselves as having a comfortable style.

HOW MIGHT WE

We wanted to reframe the challanges that surround the product and find some possible opportunities.





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INITIAL IDEAS

After completing some brainstorming via mind maps, How might we's and customer value mapping, we came up with some initial solutions.

1. STYLING QUIZ	6.
Introduce new styles and provide options for self-expression	Use
2. SWIPE INTERACTION	7.
Swipe right if you like the style, swipe left if you don't	Ad
3. COLLABORATIVE LISTS	8.
Roommates can choose which items they want to share	Try
4. AUGMENTED REALITY MAP	9.
Allow for a way to eaisly find things in store	Av
5. PERSONALIZED LISTS	10
Based on your likes and dislikes	Av

THRIFTED/BORROW SECTION

sers can borrow or buy used items at a reduced price

GAMIFICATION

ding gamified elements to the shopping experience

TRIAL ITEMS

ying out certain items for a period of time before buying

BUDGETING

way to make sure you don't overspend

. COLLABORATION

way to create lists together with roommates

COMPETITIVE ANALYSIS

Based on competitive analysis research, we have identified trends that contribute to our product goals.

1. PRODUCT DISCOVERY

Sometimes consumers don't know what they want until they see it! Having an option to view suggested items and save products allows consumers to **inspire and define their style**.

2. STYLE SECTIONS

Sections of specific styles with all of the items under it complementing each other making it easier for college students to have better matched rooms.

3. EASY CHECKOUT

Minimizing the time between selecting and buying the item makes the interaction simpler and rewarding. Displaying savings makes the shopper feel satisfied with their purchase.

MERKET BETRETCH

Target

Target is a general marchandise retailer that caters to college students during "back to college" season.

TAREAWAYS

- Arranged in catagories to simplify locating items.
 They create a special searchal section for callegal
- dom/spartment move-it • Web platform has not visualization option
- · Suggests a variety of different room styles and
- Fitter options for price, brand, type, color, case, etc.

OPPORTUNITIES

- They didn't provide many price point options
- The checklet warn't customized for shappers with different words or desires
- In-store can utilize app features to locate items and check discount/coupon opportunities

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MARKET RETRANSCO

Amazon

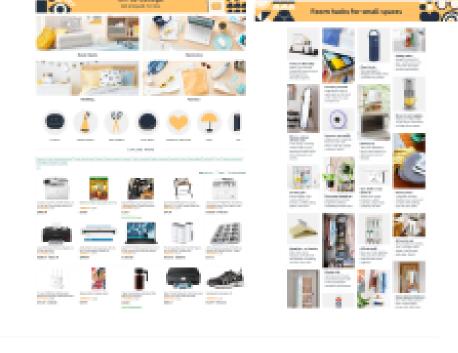
Amazon has launched a one-stop-shop for college students with their "off to college" section available in web and mobile

TAKEAWAYE

- The section makes it easy to find things you need with even smaller sections.
- "Dorm-inapo" helps you find styles curated by lifestyle influenets in college.
- Prime Student is free for the first 6 menths and then helf all often that (Bitmently, R. often into express shipping along with tors of other tenents.
- . The ability to create and share lists

OPPORTUNITIES.

- . Due to the large amount of items, it can be
- difficult to stay on budget. • The UNIX is inconsistent an on be improved to
- In a server, a reconstruction can be improvide a more effectent experience
- An in-person shopping experience



Jonathan Dhannadi & Sanah Saloooni, 1. Bed Bath and Beyonsi, 1. Pail 2021

	MART RESEARCH
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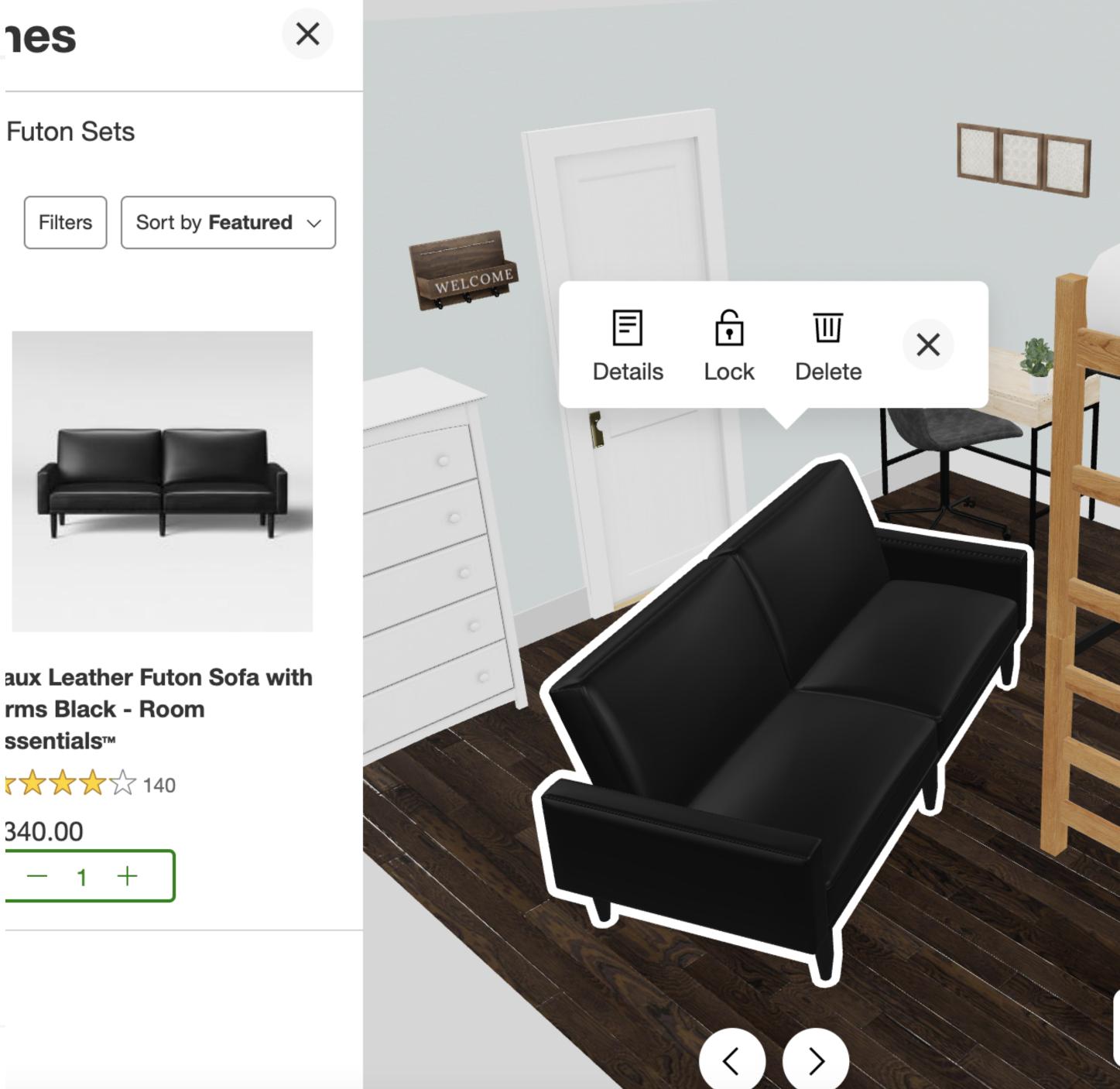
TAKEAWAYS

- Arranged in categories to simplify locating items
- They create a special seasonal section for college/ dorm/apartment move-in
- Web platform has room visualization option
- Suggests a variety of different room styles and items that fit certain styles
- Filter options for price, brand, type, color, care, etc.

OPPORTUNITIES

- They didn't provide many price point options
- The checklist wasn't customized for shoppers with different needs or desires
- In-store can utilize app features to locate items and check discount/coupon opportunities

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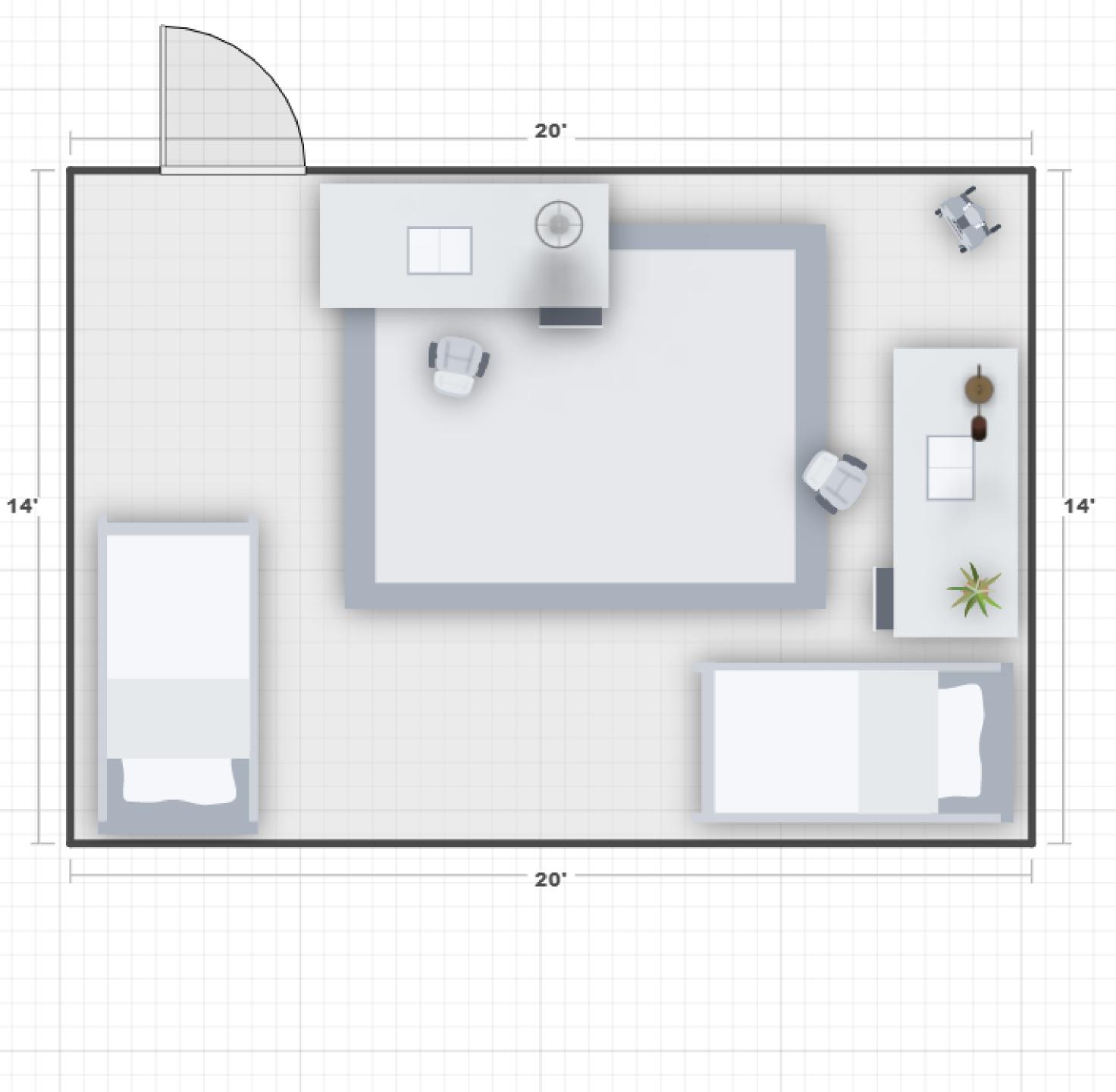
POTTERY BARN

Pottery Barn utilizes 3D to create an environment for users to style, visualize, and create a list of items.

TAKEAWAYS

- Visualizing the space can make it easier to realize what items are needed
- Pottery Barn allows users to customize room size, add furniture, and create a list based on items they dropped into their room

- Prices are not displayed until you move to checkout, making it harder to select items within the consumer's price range
- There is room to improve the method of adding objects and placing them, since the current platform is relatively difficult to navigate



INSTACART

A grocery delivery service that employs personal shoppers to shop for you and then deliver the groceries to your home.

TAKEAWAYS

- Provides convenience for people who are unable to shop themselves
- Free same-day delivery within 2 hours
- Makes staying on budget easier by not diverting from the shopping list

OPPORTUNITIES

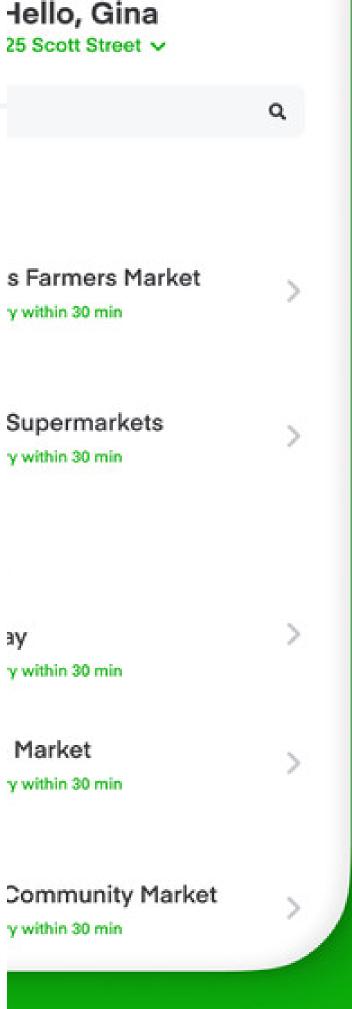
- Not transparent about prices as some items are marked up by instacart
- Only able to view two options for replacements
- Some dissatisfaction with shopper item selection and replacements

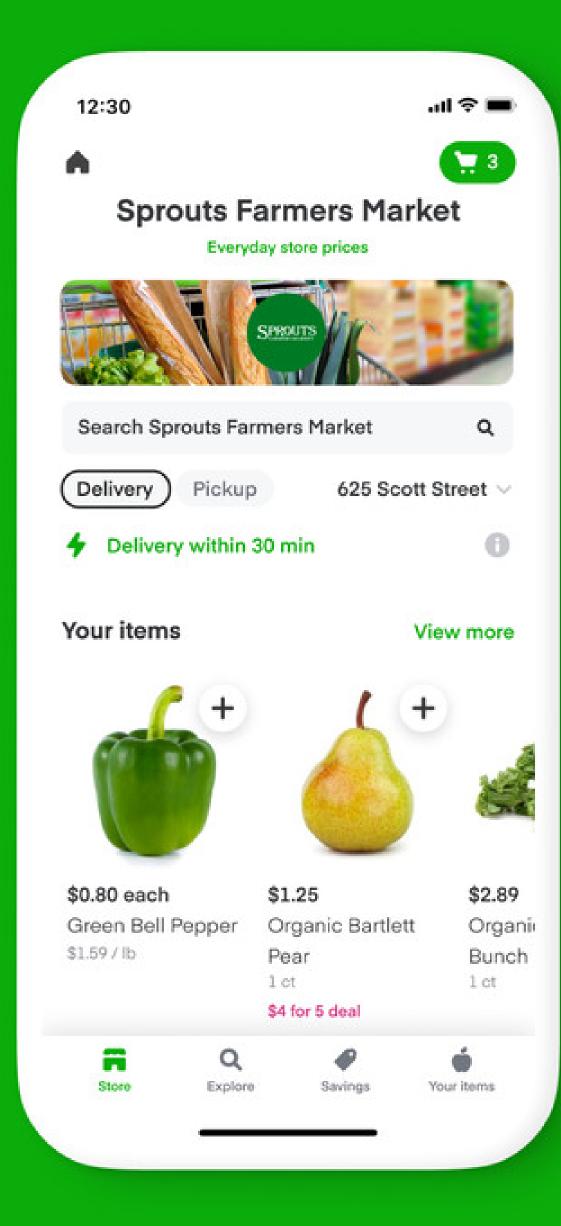
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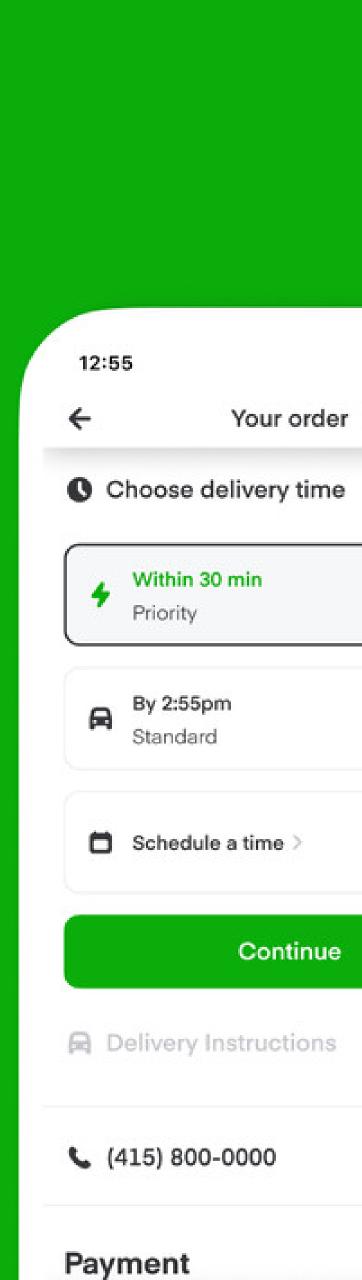
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STITCH FIX

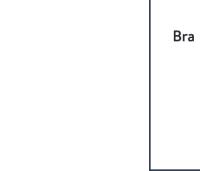
Stitch Fix is an online personal styling service. It uses recommendation algorithms and data science to personalize clothing items.

TAKEAWAYS

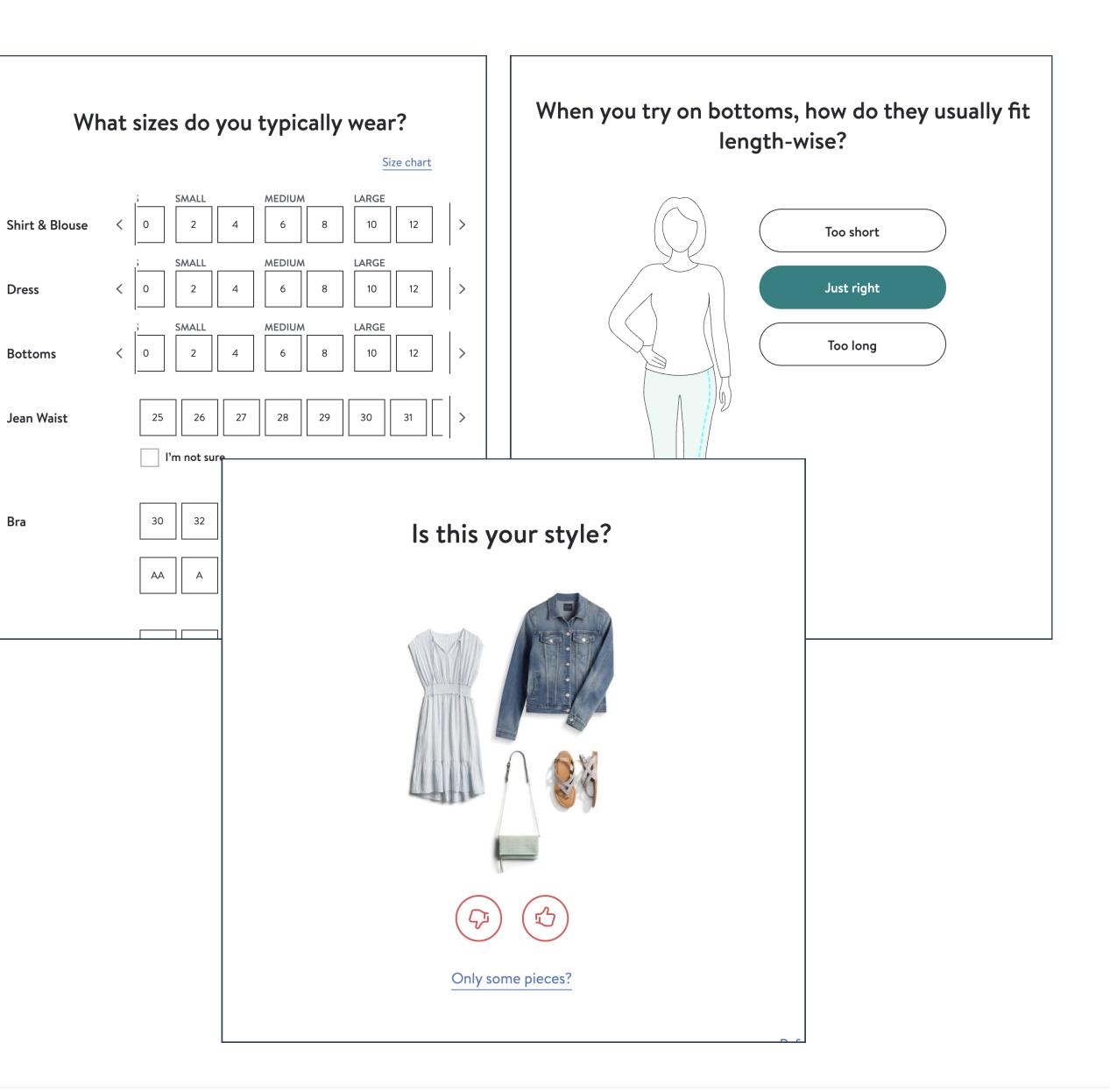
- Variety of selections from 1000+ Brands
- A rating system to 'like' or 'dislike' items which makes the app more interactive and also helps to give you more personalized boxes
- A personalized stylist hand-selects a box of items based on your preferences, budget and profile
- Great for people who don't know their own style

OPPORTUNITIES

- The long & tedious onboarding process can cause users to quit the app.
- Prices are too high on top of the \$20 styling fee.



Dress



AMAZON

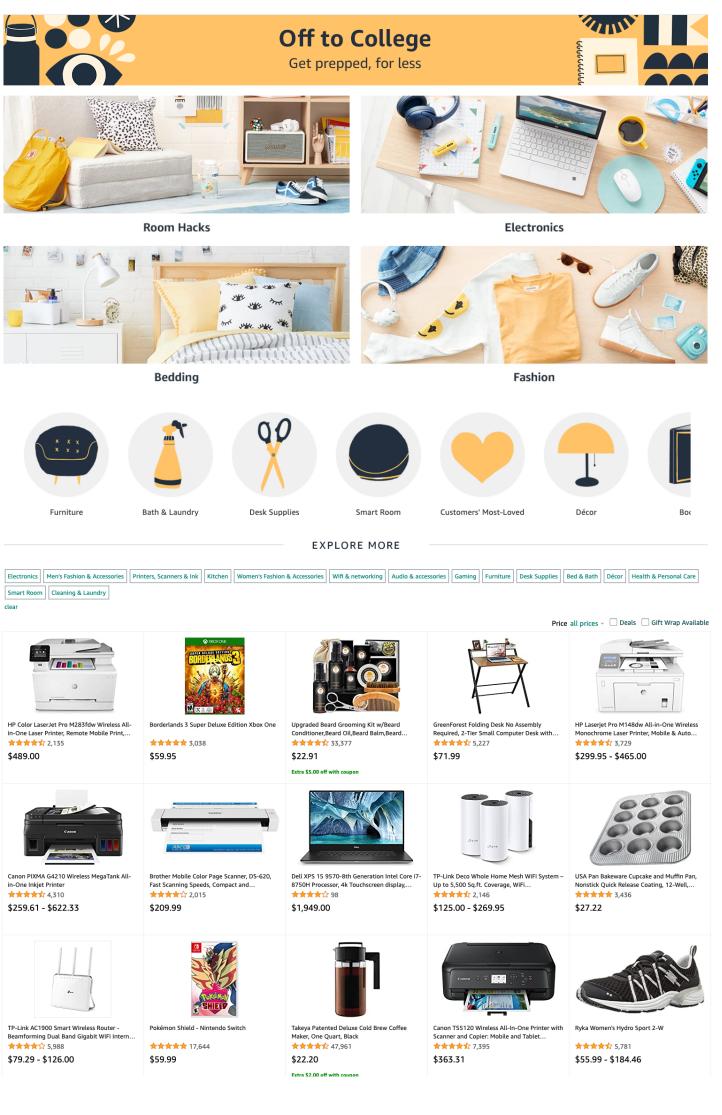
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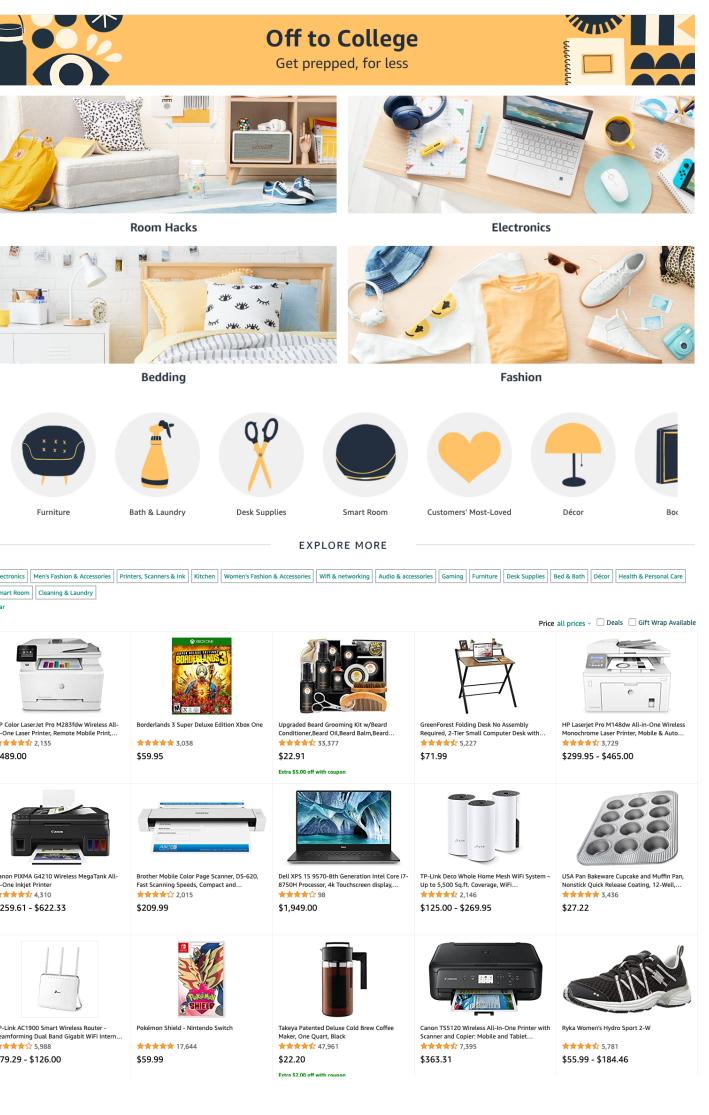
TAKEAWAYS

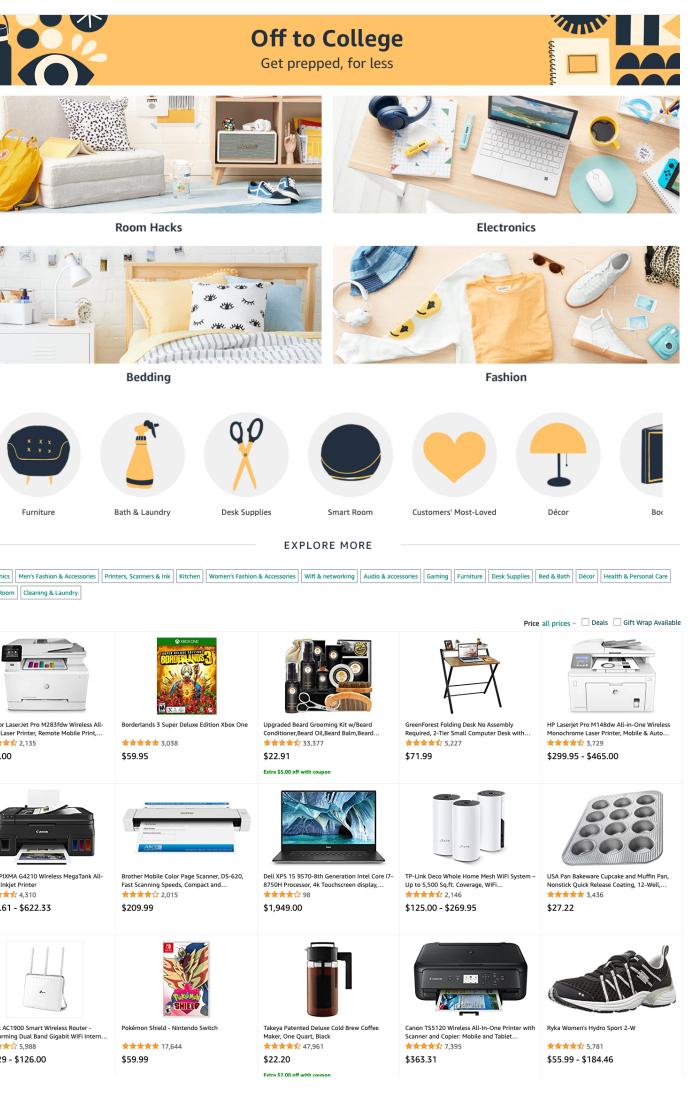
- The section makes it easy to find things you need with even smaller sections.
- "Dorm-inspo" helps you find styles curated by lifestyle influeners in college.
- Prime Student is free for the first 6 months and then half off after that (\$5/month). It offers free express shipping along with tons of other benefits.
- The ability to create and share lists

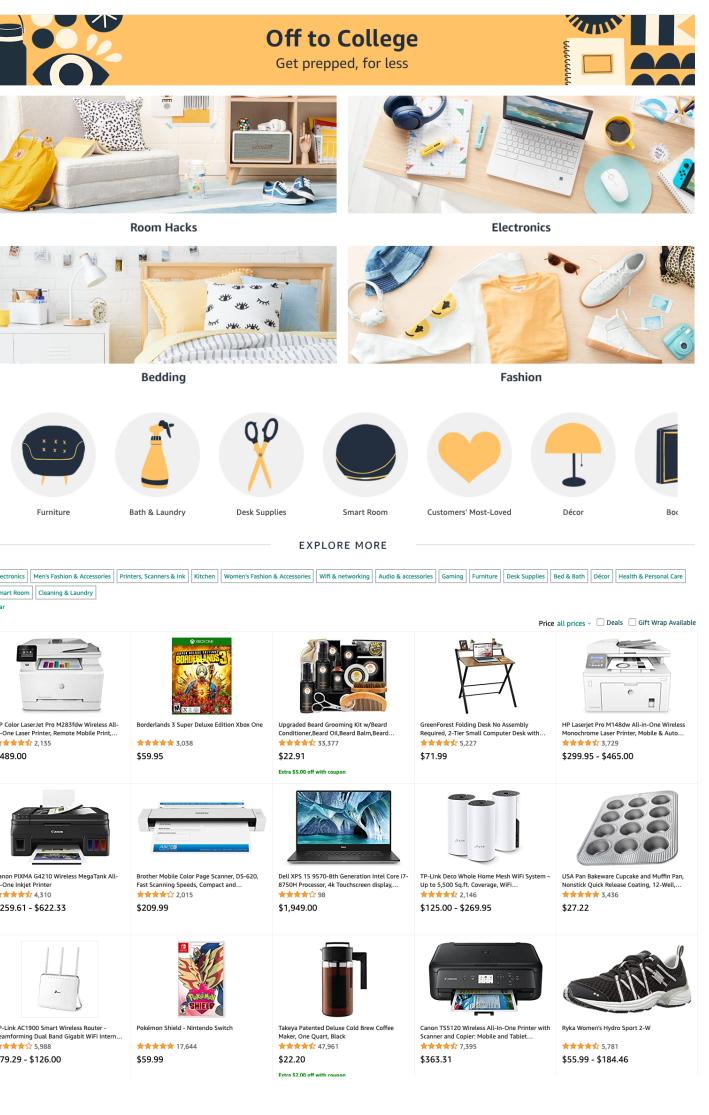
OPPORTUNITIES

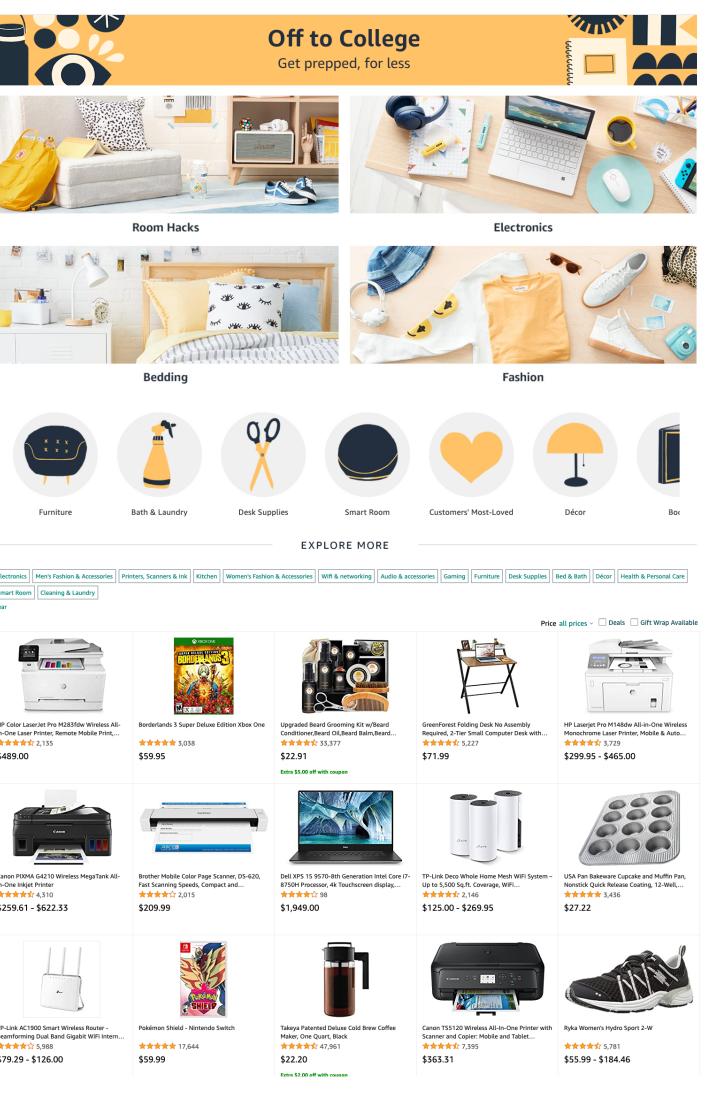
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- The UI/UX is inconsistent an can be improved to provide a more effecient experience
- An in-person shopping experience

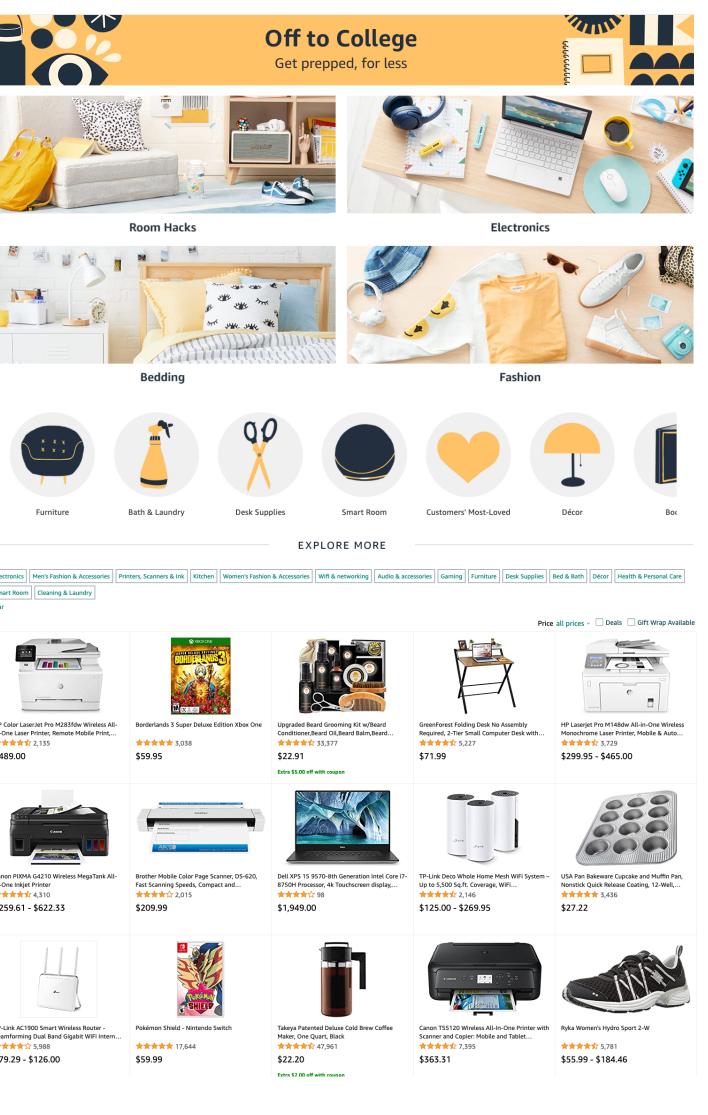


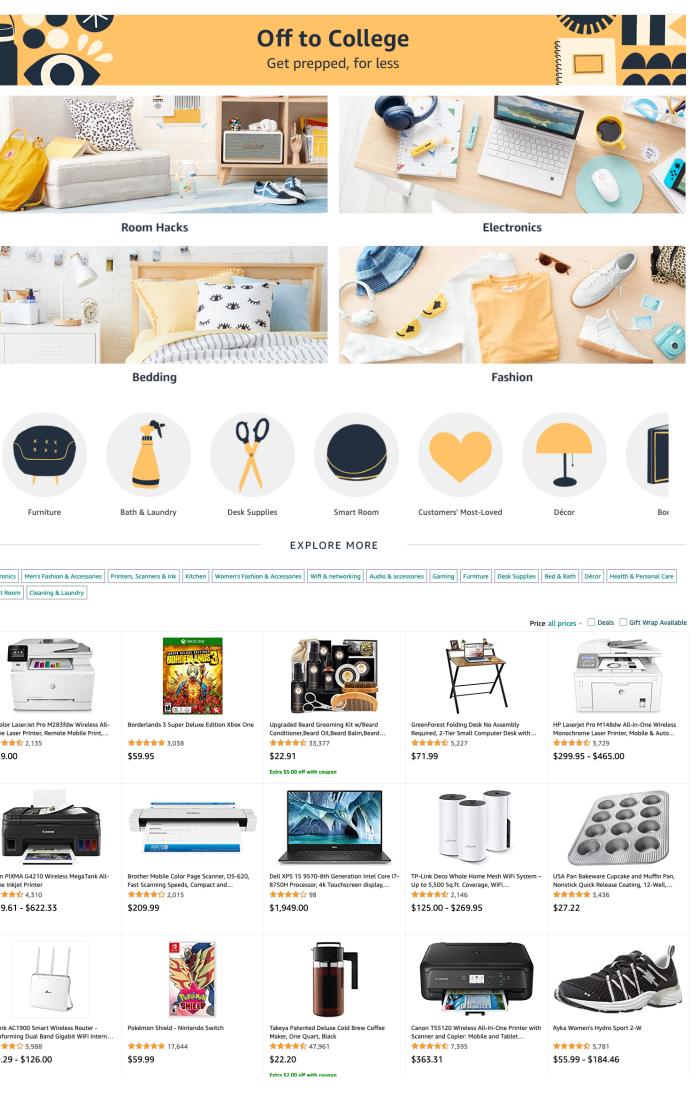














Room hacks for small spaces

Shop all college essentials



Mirror, mirro

off the wall

On the grid

Easily display class

notes, photos of

lights, and more.

This sturdy standing

mirror takes up less

space and holds hefty

items like jeans and





Contain voursel Keep clutter out of sight and out of mind with under-the-bed

08:00

torage bins





Clear the air Wave goodbye to allergens and odors with a portable air purifier.



Stack your coffee maker

Snoozes, not sniff: Wake up and smell the fresh air with this Moving up two-in-one air purifier Turn your appliance and alarm clock. into a micro-pantry by adding two levels of



Space saver, surge protector, outlet extender...what more could you ask for?

Power poufs A storage ottoman or table while adding style to your space.









Hang ten... or twenty Ultra-thin velvet hangers can hold even the heftiest of clothing and look very posh















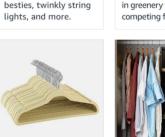




































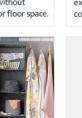




































DORMIFY

Dormify specifically targets college students as they navigate the process of shopping for a dorm or apartment.

TAKEAWAYS

- Bed visualizer tool to allow users to add comforter, posters, pillows, etc.
- Various styles to select
- Gathers selected items to add to cart at end
- Encourages more purchases by prompting consumers to select one of each category (while not necessary to function)

OPPORTUNITIES

- Bundle styles into one place
- Visualize space as you go, adding selected items
- Save and share your cart/list



BLUE GROOVE ROOM

DESERT OASIS ROOM

SHOP THIS ROOM



SHOP THIS ROOM

SHOP THIS ROOM





VARSITY ROOM

KATIE FEENEY'S ROOM

SHOP THIS ROOM



GOOD FOR YOU ROOM

SHOP THIS ROOM













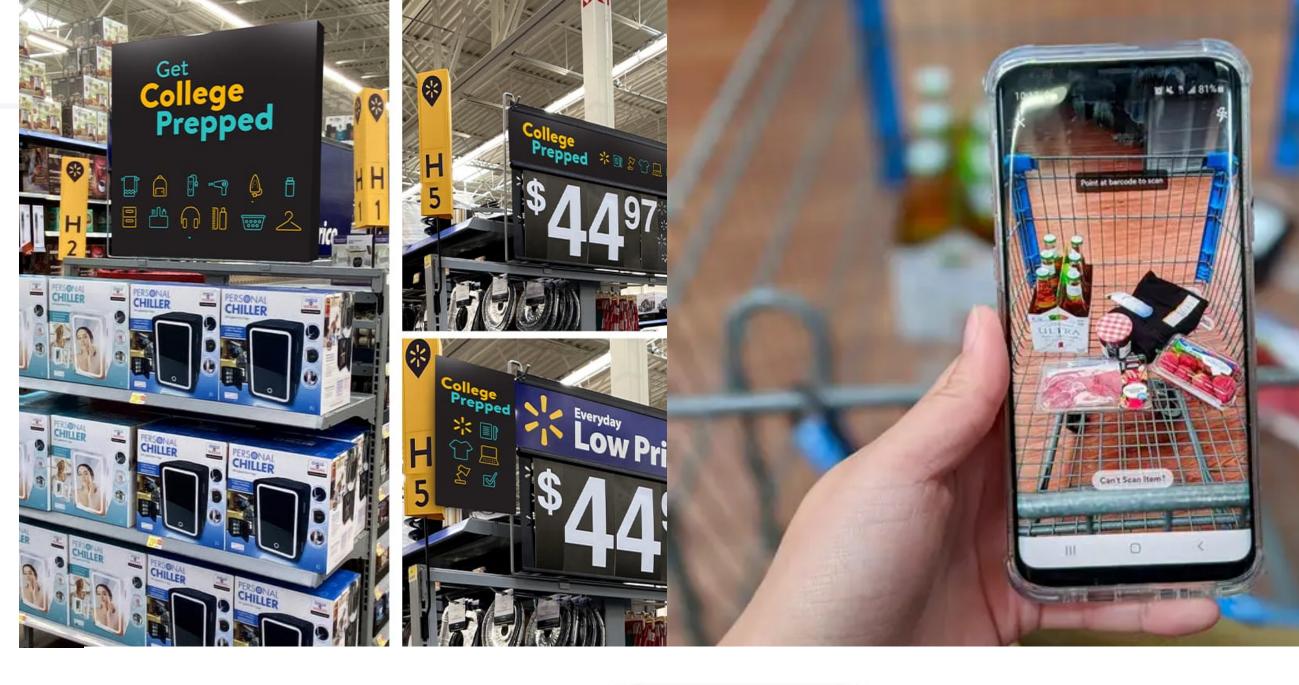
WALMART

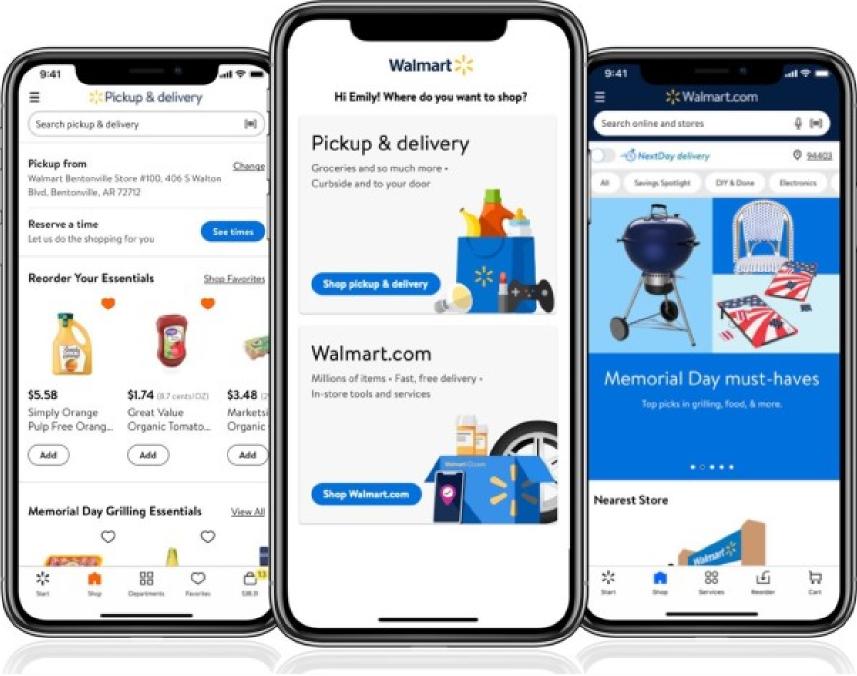
Walmart's college & Beyond Shop is a destination for all college essentials to make your place feel like home at low prices

TAKEAWAYS

- Largest retailer in the world providing affordable products for low-income families
- Large selection of products over 1000 less that \$3
- Quick checkout with Walmart-GO. Scan items in cart on your phone and check out with a card
- Levrages great in-person and online shopping experience

- Values quantity over quality
- Though the items are cheaper, it still does not solve the overspending issue.







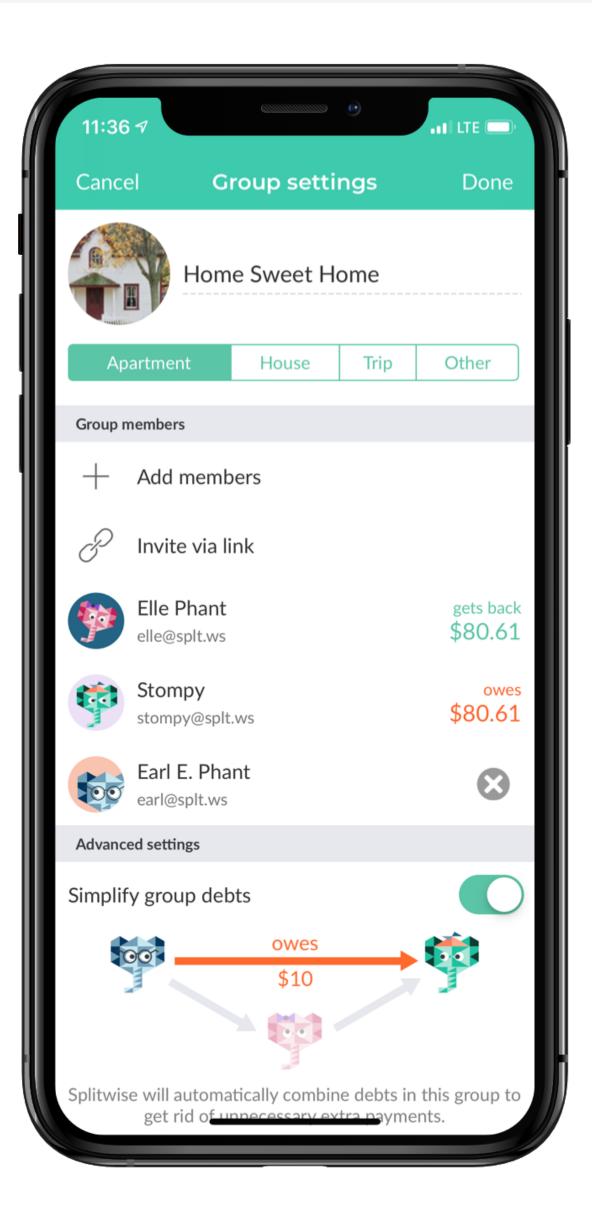
SPLITSWISE

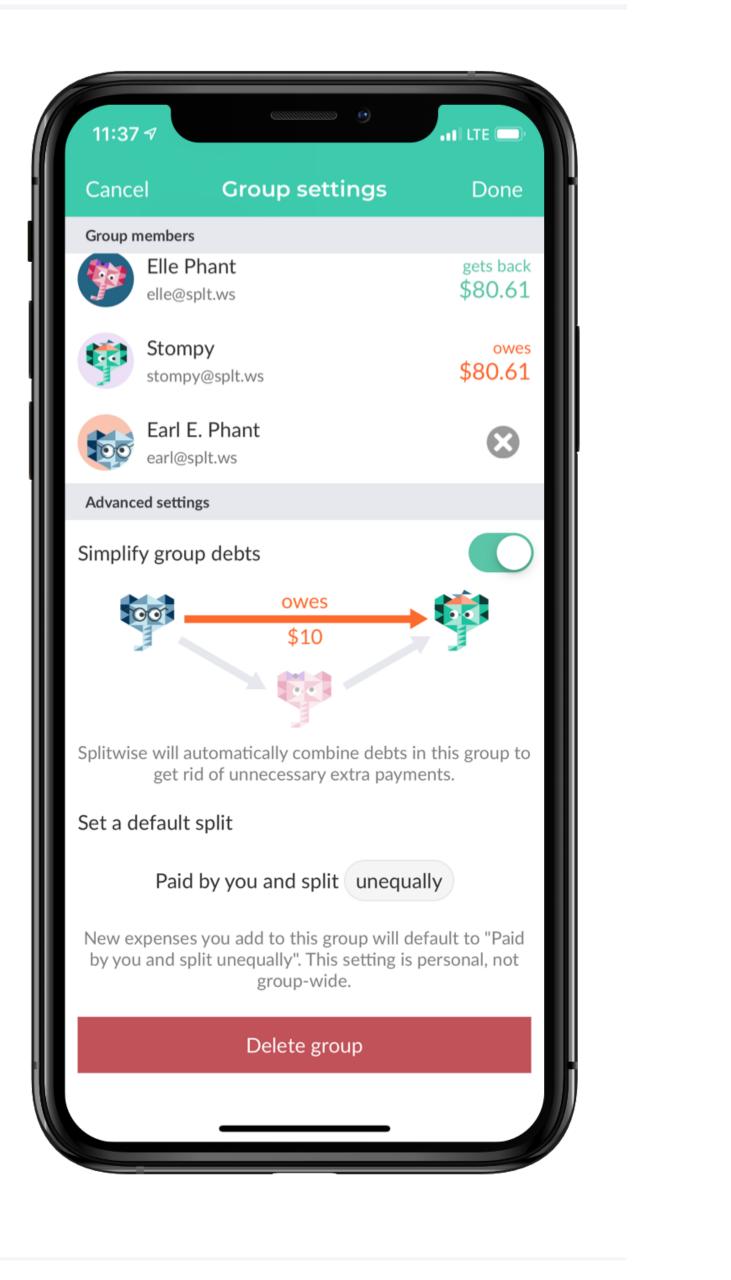
Splitwise is the easiest way to share expenses with friends and family and stop stressing about "who owes who."

TAKEAWAYS

- Reduces the stress and awkwardness that money places on relationships.
- Keeps track of who should pay next, or settle up

- Althought the app is functional, it has a rather playful style which does not seem appropriate for a fintech app. The UI/UX can be simplified to better fit its targer audiance.
- In order to split bills, all parties have to download the app and create an account instead of just sending it to them via text or external apps





SEPHORA

Sephora's customized shopping experience provides consumers with products that meet their interests and personalized needs.

TAKEAWAYS

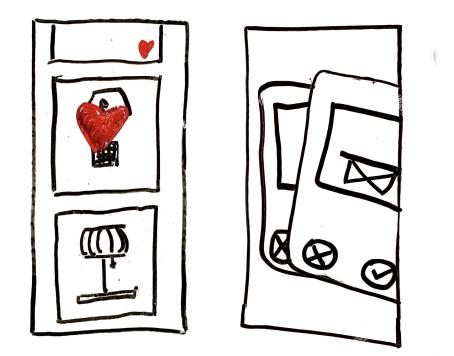
- Shoppers "try on" different products before purchasing to find their shade
- Quizzes for foundation, lip, skincare
- View events at your local store
- Ability to filter specific concerns, size, coverage

- They utilize augmented reality to allow online shoppers a similar experience to being in-store
- Screens in-store prompt suggestions based on what consumers are looking for
- Quizzes could provide more customization for different skin types, brands, sizes, etc.



OPPORTUNITY 1

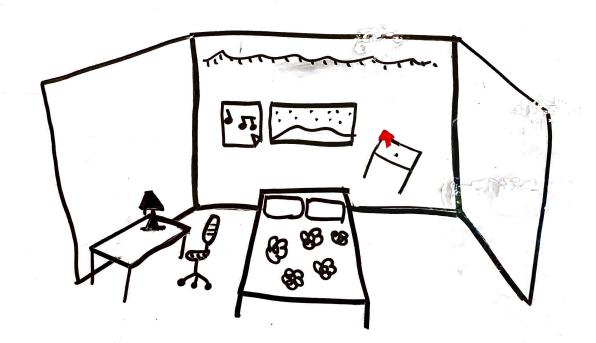
There is an opportunity to provide college students with the ablility to identify their style that results in a room that makes them feel at home.



CUSTOM STYLE QUIZ

A method of style discovery that allows students to curate items for their list based on a series of prompts and suggestions.

Unlike most generated quizzes, this style finder will base suggestions off of quality, comfort, appearance, and budget, allowing users to define their style with a few swipes.



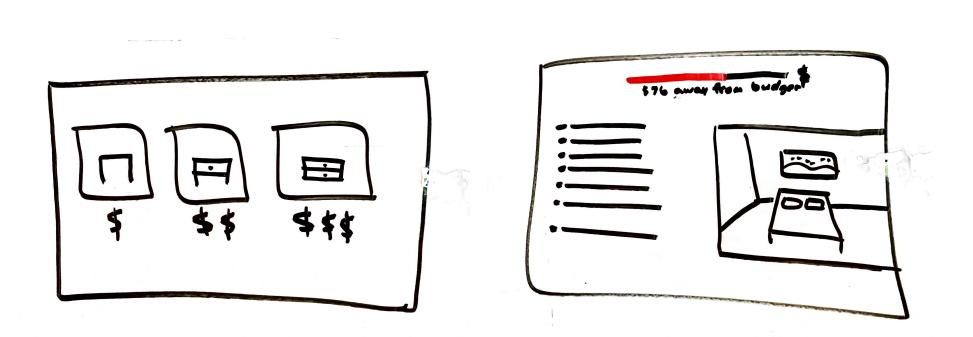
ROOM VISUALIZATION

A visualization tool that allows consumers to view their ideal/ suggested items by placing them in an accurately depicted 3D room.

Unlike other visualization tools on the market, users can also create a collaborative room that allows roommates to view what others are bringing / sharing.

OPPORTUNITY 2

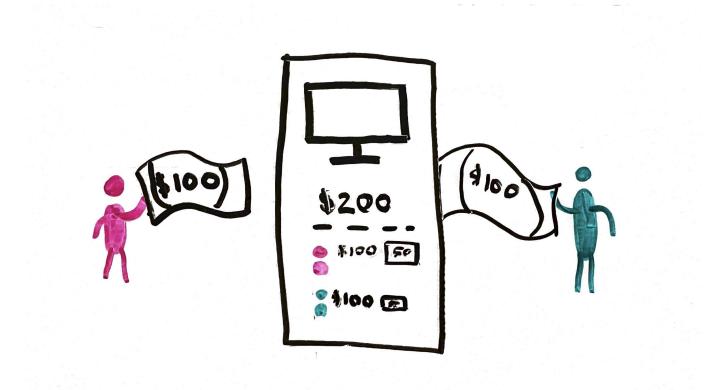
There is an opportunity to provide consumers with financial tools that results in purchasing all necessary items while staying in budget.



BUDGETING

A **self budgeting feature** that allows students to **stay on budget** by **warning** them for being overbudget and **suggesting cheaper** alternatives

Companies typically want people to spend more money for thier products but we aim to advocate for the consumers by helping the to stay in thier budget.



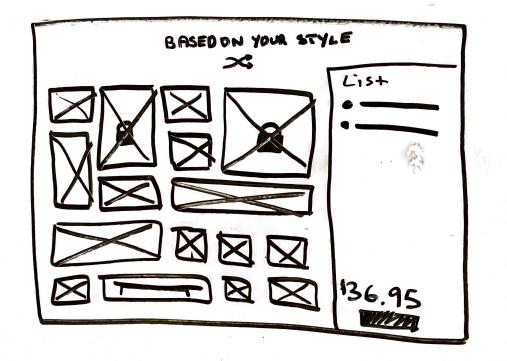
SPLIT COSTS

A **bill splitting feature** that allows parents and roomates to easily **share cost of items** by **selecting what items they want to split** with who.

None of the competitiors allow a easy way to split costs of items with roomates or parents make the process akward and tedious.

OPPORTUNITY 3

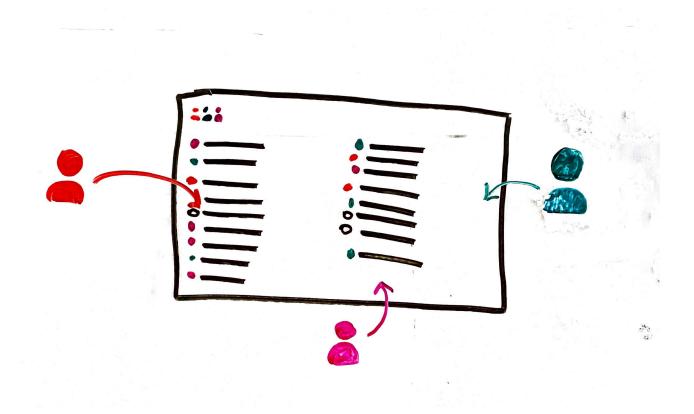
There is an opportunity to provide consumers with a clear and engaging platform that minimizes the tediousness of list-creation.



GRID-VIEW SHUFFLE

An curated moodboard style visual based on responses to quiz questions that allows shoppers to eaisly find items similar to their style by locking favorite items and shuffling mismatched items.

Unlike most stores, a customized list would be based off of user questions, items the user already owns, and unique attributes to their college living space.



COLLABORATIVE SHARING

A collaborative list that allows family, friends, and roommates to ensure that every person brings what they need to succeed in their space by assigning items to certain people, agree to split items, and mark items as already owned/purchased/needed.

Unlike previous companies, adding an element of collaboration creates ease between new and familiar roommates.

DEFINING CONSUMER VALUES

We mapped what users valued based on our interviews.

LOW VALUE MEDIUM VALUE Quality • Style Brand loyalty • Product info • Storage • Ratings / reviews Gamify • AR capabilities Mobile shopping • Voice accessibilities • Free shipping • Return policy

- Price point suggestions

HIGH VALUE

- Customization
- Budget / discounts
- Search & navigation
- Space (?)
- Fast checkout
- Availability / nearby
- Web shopping
- Roommate sharing

COMPETITIVE ANALYSIS

We presented our ideas to eight potential users. They ranked several aspects of the ideas and helped us to discuss improvements through an open discussion.

1. USEFUL

Is the idea useful? would you use it? does it solve your problems or is it a waste of time?

3. ACCESSIBLE

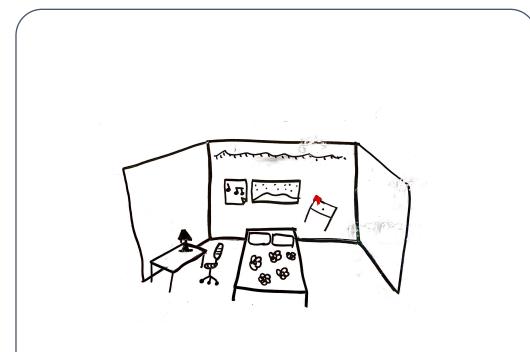
How easy would it be to use the product?

2. USEABLE

How easy would it be to use the product?

4. DELIGHTFUL

Would you enjoy using the product? is it something that will be memorable and make an impact?

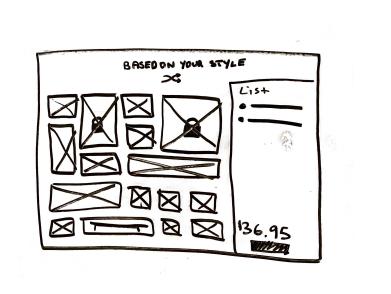


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Useful	1	2	3	4	5
Useable	1	2	3	4	5
Accessible	1	2	3	4	5
Delightful	1	2	3	4	5



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Useful	1	2	3	4	5
Useable	1	2	3	4	5
Accessible	1	2	3	4	5
Delightful	1	2	3	4	5

IDEA ONE - CUSTOMIZED CATALOGUE

A method of list creation that allows consumers to understand their needs by providing suggestions and curating products based on user input.

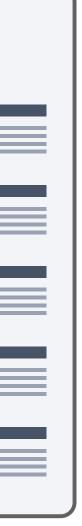
INTENTIONS

Our project focuses on providing a clear and personalized list for college students. Identifying necessary items will prompt them to select products that match their style, and suggestions will help navigate the purchasing process.

DIFFERENTIATION

Unlike existing visualization tools and college packing lists, our app's focus on understanding the individual user will direct them to maintain their budget, & select and modify a personalized list.

Login	
X	Favorites



IDEA TWO - BED BATH & BEYOND ISLANDS

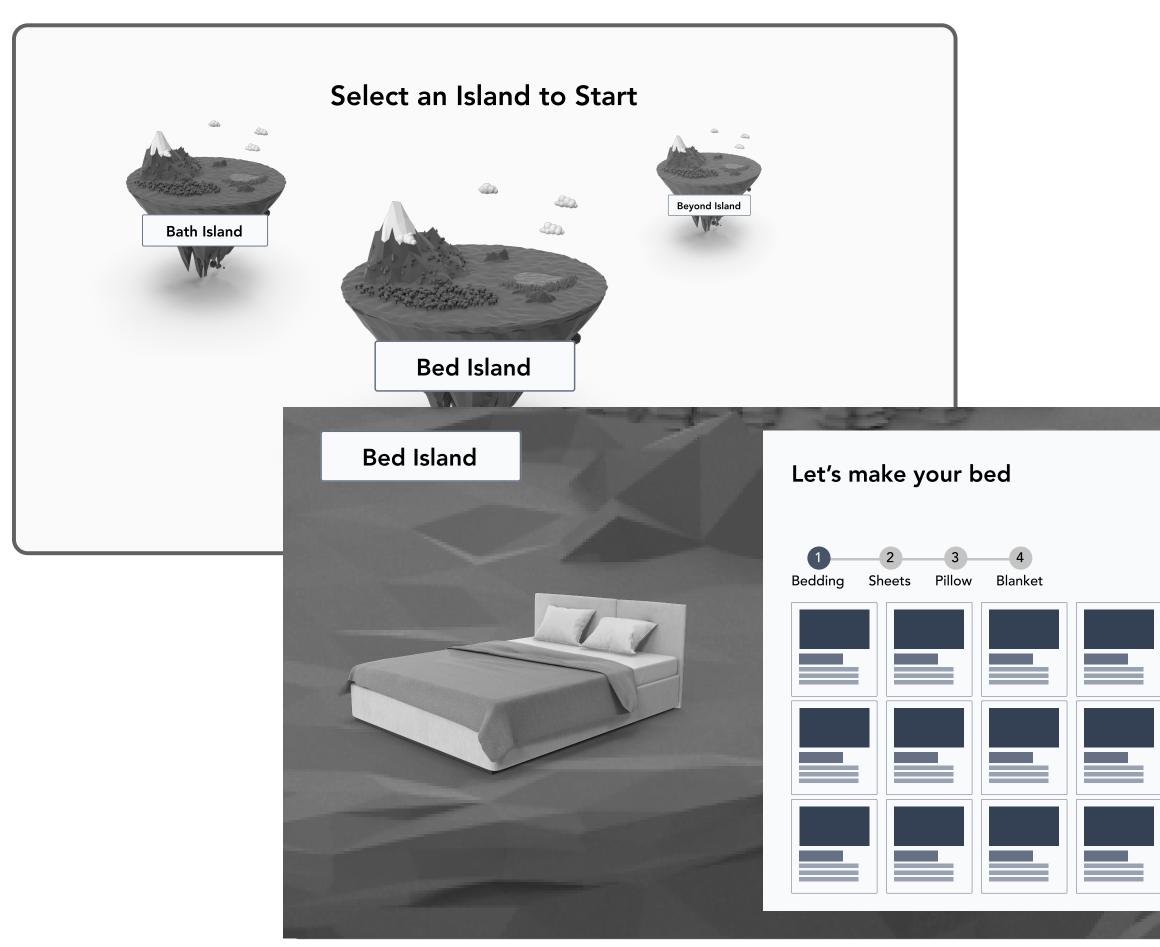
A gamified list creation that allows consumers to curate a list by visiting islands for bed, bath, & "beyond" (kitchen, study, living) products for college.

INTENTIONS

Studies show that consumers ages 16-24 have an attention span of 8 seconds. Gamifying the experience will engage users by allowing them to navigate through bed, bath, and "beyond" islands to discover new products and complete their customized list.

DIFFERENTIATION

Unlike other methods of list creation, this interactive island experience takes shoppers to each "location" before prompting them to add various necessities and decorative items.





THE AGONY OF DECISION MAKING

Based on primary and secondary research, we concluded that young adults (Ages 16 - 24) have difficulty making decisions.

PROBLEM

We make decisions everyday, but young adults have many life changing decisions that they have to make. Where will I go to school? What major will I choose? Who do I want to be?

There are many psychological factors that shape the way we think and act. Understanding these factors can make them easier to overcome.

PSYCHOLOGICAL FACTORS

Status Quo Bias - We have a tendancy to stick with what we know instead of changing to something new and different because we would rather be comfortable than take the risk.

Anchoring Bias - We rely too much on the first thing we hear causing us to overestimate the importance of the first piece of information. This can cloud our judgment and hinder us from adjusting our plans or forecasts as frequently as we should.

Choice Overload - We feel overhwelemd by the number of options and are less likely to choose anything at all

Decision Fatigue - When we are forced to make multiple decisions one after another, we can get tired and typically follow the path of least resistance because it's the easiest thing to do.

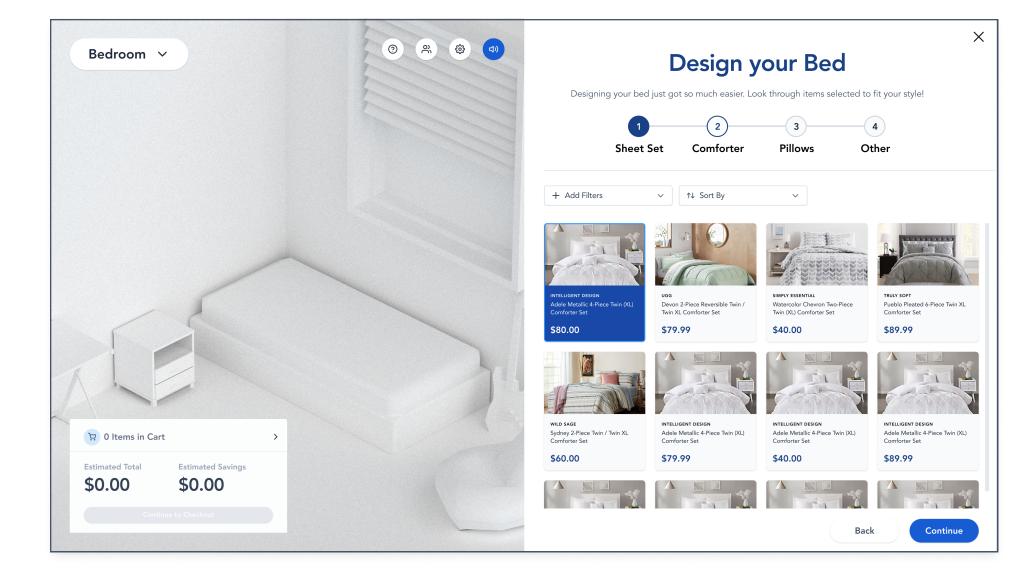
SOLUTION

A shopping experience that allows consumers to curate a shopping cart by creating, sharing and designing rooms for bed, bath, & "beyond" (kitchen, study, living) products.

	E-mail om0411@rit.edu	
	Share Access	
Invite Collaborators	My Bedroom	Kitchen
Add roommates, parents, friends, or whoever you want! You can add and manage people later too.	Private Can View Can	Edit Private Can View Can Edit
	Bathroom	Living Room
Send Cancel Invitation	Private Can View Can	Edit Private Can View Can Edit
Already have an account? Sign in		

COLLABORATION

This collaborative room builder ensures that every person brings what they need to succeed in their space by assigning items to certain people, splitting purchases, and marking items as already owned/purchased/needed.



DESIGN + LIST CREATION

Design the room of your dreams while also maintaining your spending goals and creating a consistent aesthetic. Build each room before moving to checkout and adding Bed Bath & Beyond's famous discounts - no paper coupons required!

ONBOARDING

An intuitive onboarding experience that briefly gauges user needs through a series of questions.

Bed Bath & Beyond

Explore, visualize, and collaborate on your room:

Get Started



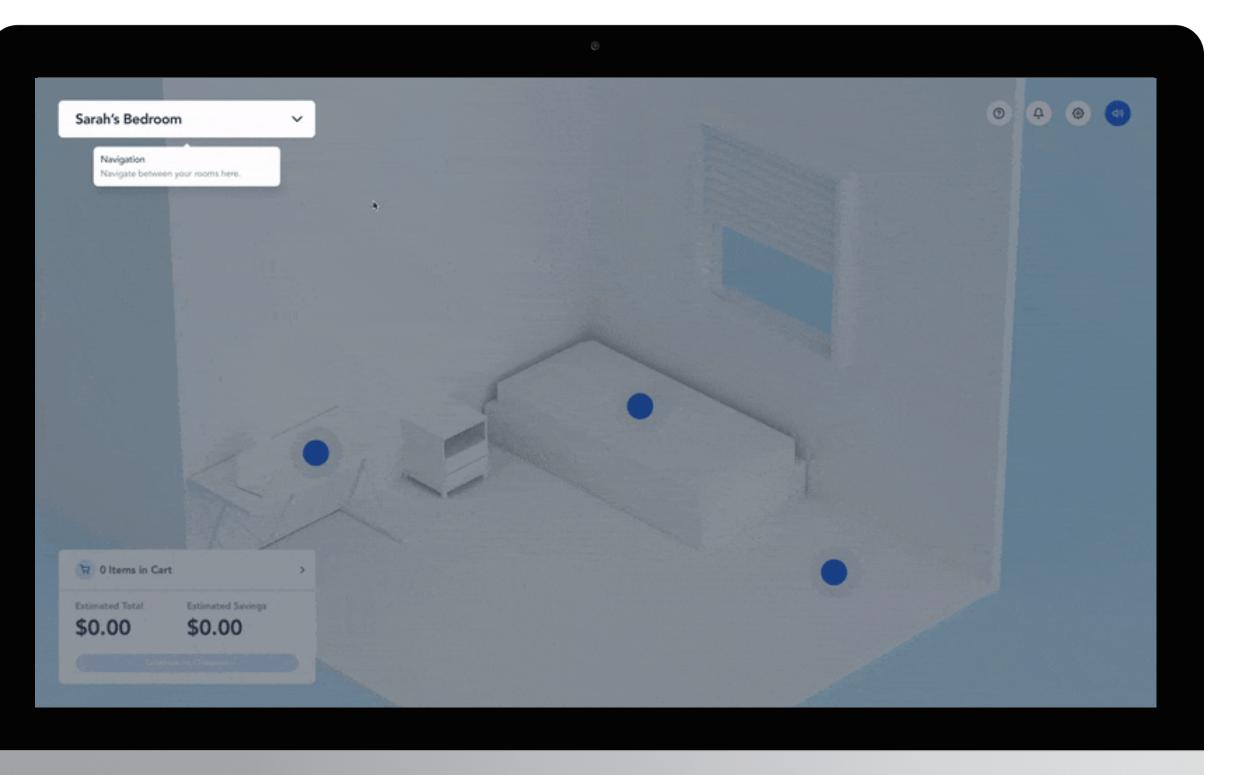
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Add roommates, parents, friends, or whoever you want! You can add and	Can View	Can Edit	Private	Can View	Can Edit	P
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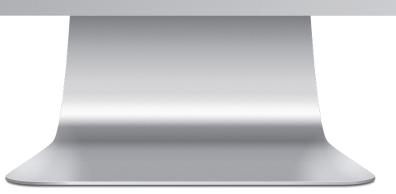
COLLABORATION

Allowing the option to add roomates, friends, parents to create together.

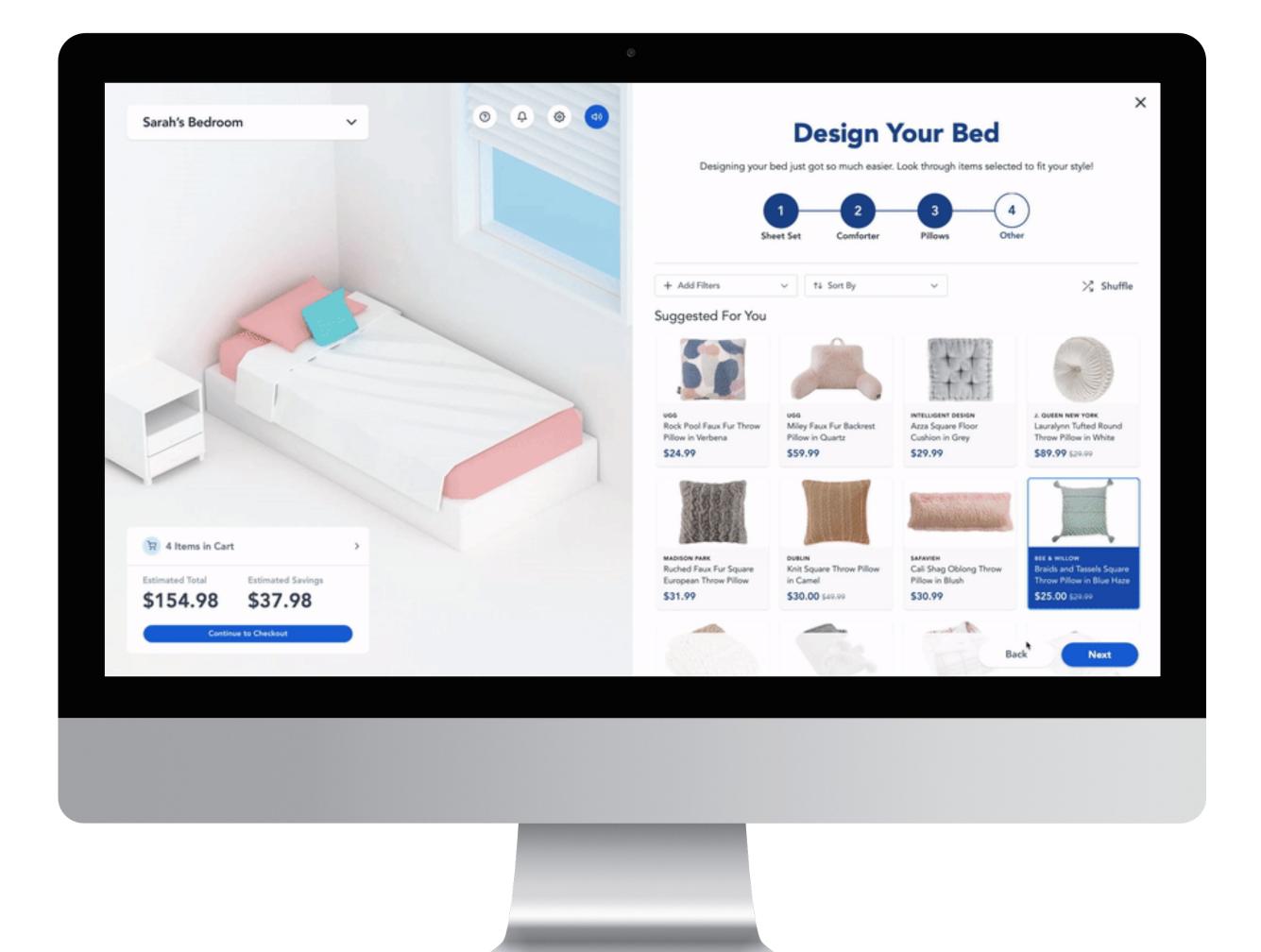
TUTORIAL

A quick walkthrough of different aspects of the interface to familiarize new users.





SOLUTION

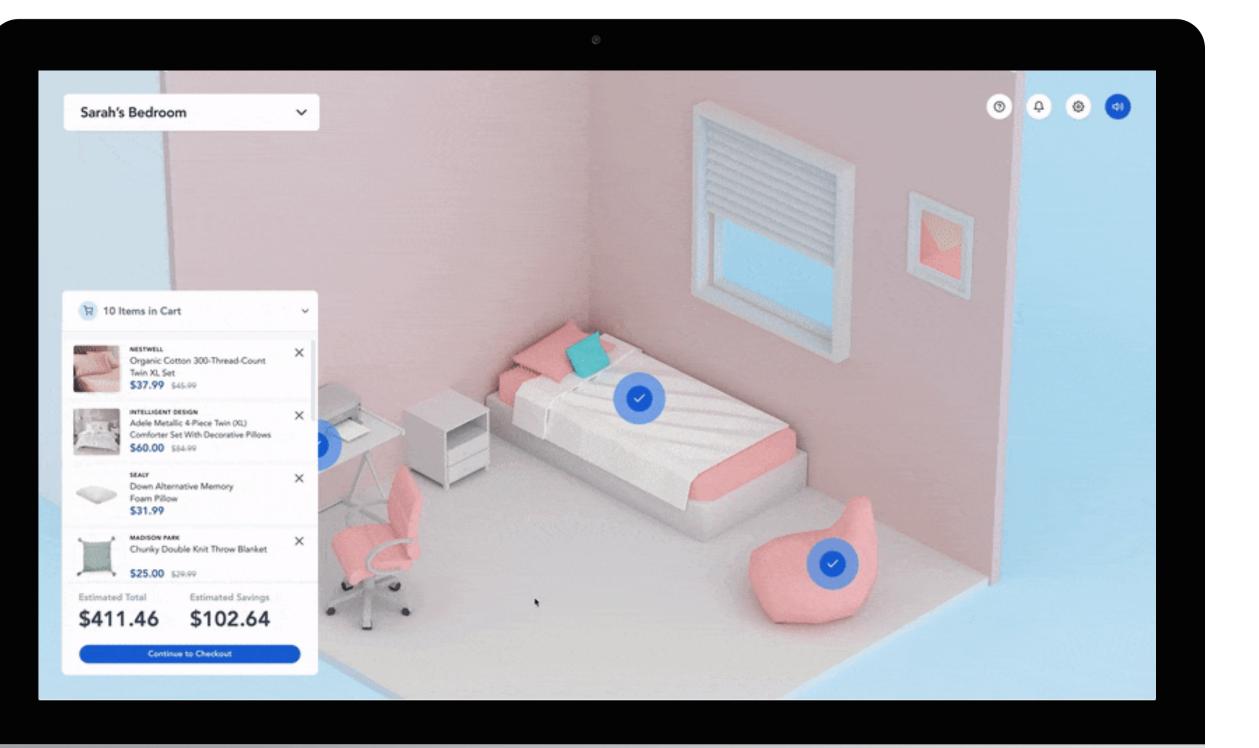


CUSTOMIZE

Allow users to create their rooms with ease and personalization. Curated suggestions based on previous selections.

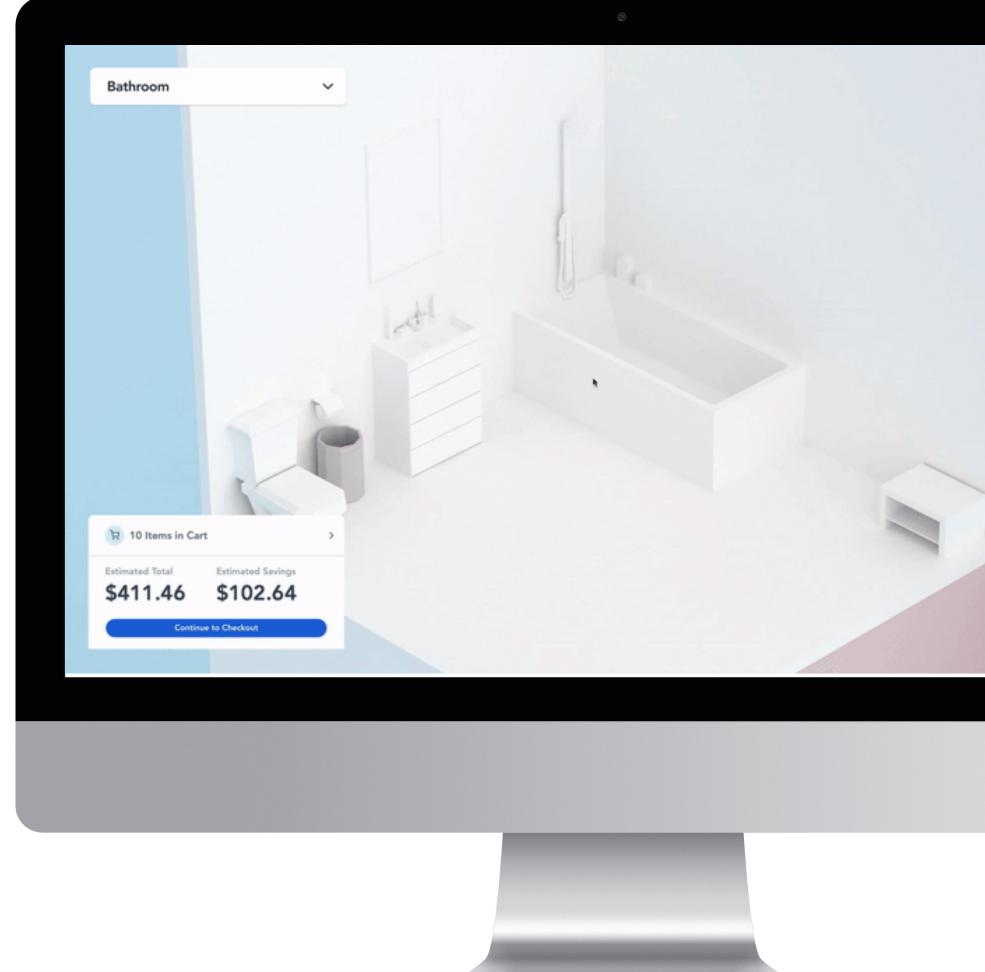
NAVIGATION

See all your items and navigate through your rooms efficiently.





SOLUTION





SPLIT COSTS

Sharing purchases has never been easier. You can now split costs of items you will be sharing with roommates.

DESIGN SYSTEM

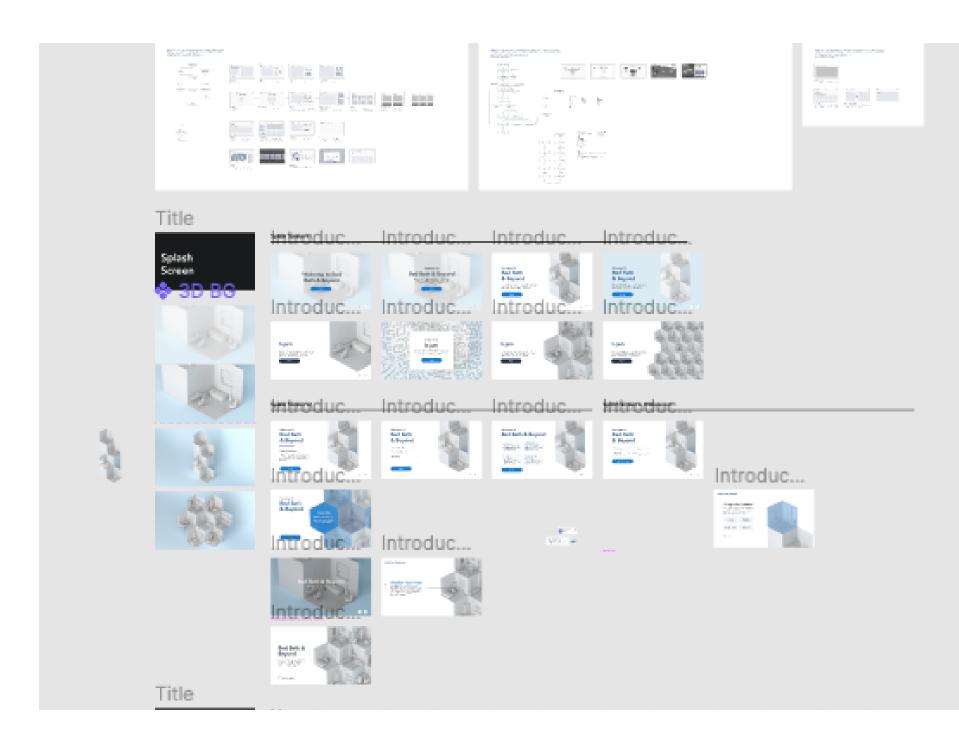
Avenir reflects the modern and minimal intentions for the interface. We applied the blue color palette, with some modifications to the hue.

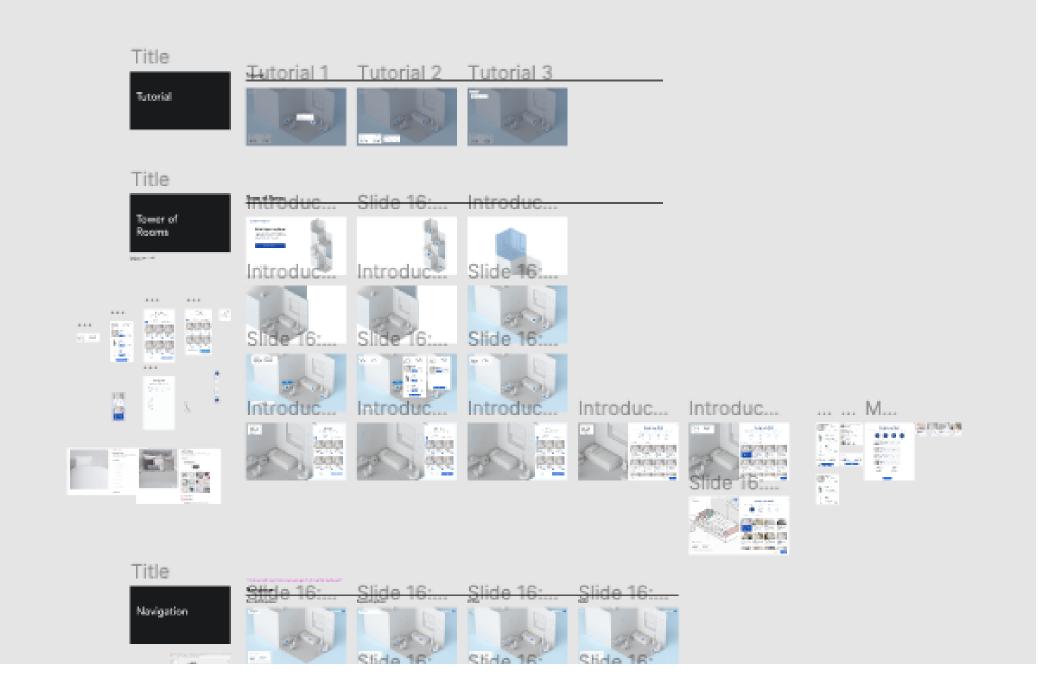
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ITERATION

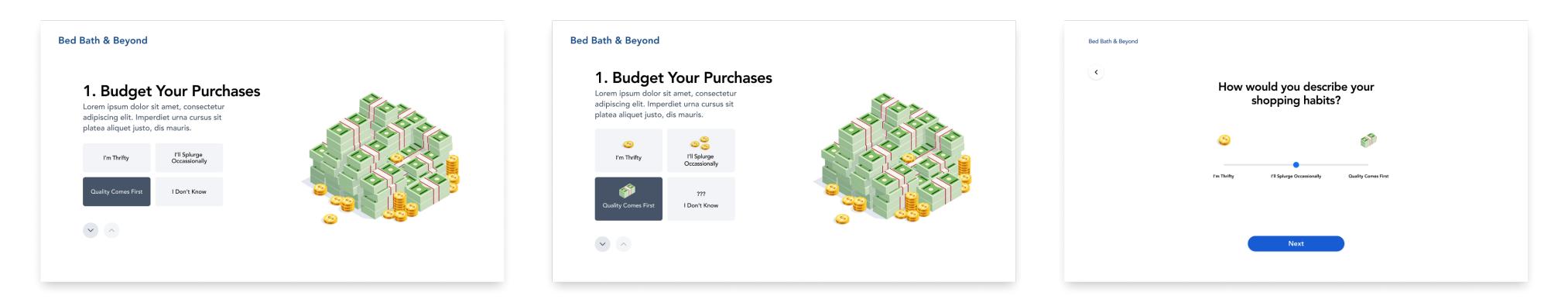
Changes to our interface were based on improvements to the user experience and consistency of the site.

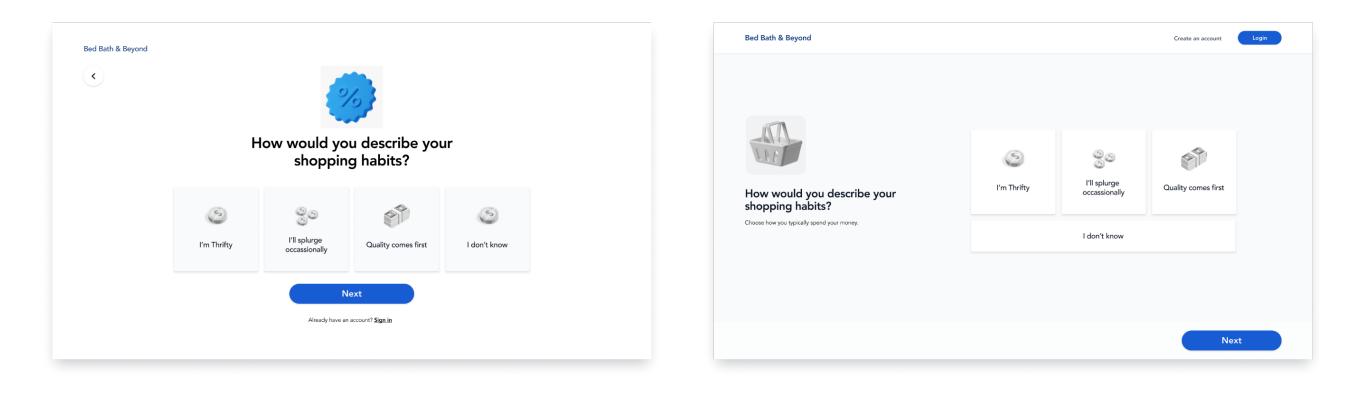




ITERATION

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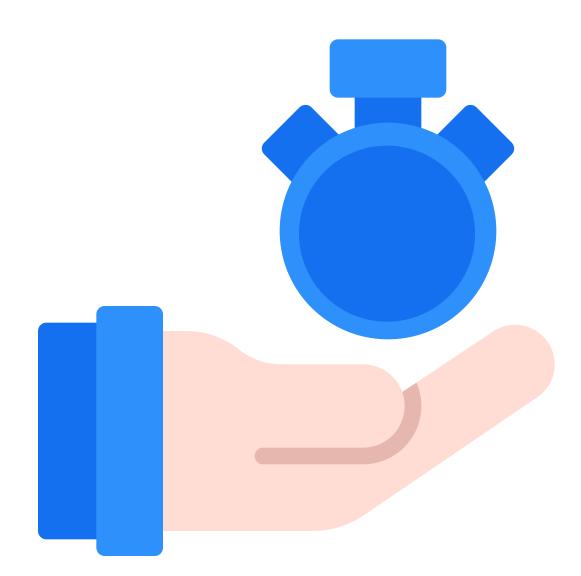
Which option best suits your shopping habits? Choose how you typically spend your money. Well find items that stay within your comfortable spending amount.	(5) I'm Thrifty	S S It Depends	(5)(5)(5) Only The Best!	(G) I Don't Know
Already have an account? <u>Login.</u>			Pr	revicus Continue



TAKEAWAYS

Here are some things we learned throughout the duration of the project...

- As designers it is our job to design the most optimal user experience. Be we have to also understand the business needs and create a compromise between the two.
- 2. **Think about the bigger picture.** Focus on a happy path, an ideal user flow for a majority of users. There were too many times where we were overthinking tiny details with the limited time that we had.



NEXT STEPS

If we had more time...

- Scale the project for a wider audience such as new grads looking to save money or newlyweds who just got a new house.
- 2. Focus more on **collaborative features.** This can include features such as: Spliting unevenly, shared saved lists, merge room styles
- 3. Conduct user testing. we would use our interactive prototype to understand how users interact with the application and make improvements based on their painpoints.



Thanks for listening!

