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Case Study App Redesign

By Ivy Tan



IVY TAN WINTER 2022 SENIOR PROJECT

TABLE OF CONTENTS

About Me	4
IRB Statement	5
Abstract	5
Problem Statement	6
Problem Scope & Objectives	7
Timeline & Planning	8
Process	
• Research	11
 Branding Guidelines 	21
 Hi-fidelity Mockups & Iterations 	27
Newsletter Template	41
Project Reflection	44
References	46

ABOUT ME

Hello! I am Ivy Tan, a graduating senior studying Graphic Communication with a concentration in UX/UI. I grew up in San Francisco, and absolutely love the fog city vibes. On my path to be an interaction designer, I hope to create experiences that bring joy and ease into our world. I love challenging myself as a designer, problem solver, and painter. In my free time, I enjoy spending time with my cat and going longboarding.



IRB STATEMENT

The project is not systematic investigations. It will not collect data from Cal Poly students or employees as subjects. It does not attempt to answer research questions. Therefore, this project does not need to be reviewed by the California Polytechnic State University Institutional Review Board.

ABSTRACT

FairWear is an app tackling the lack of sustainable shopping experiences. It also exists as a platform to bring awareness and general apathy toward the problem. The redesign will reimagine branding to align with a broader user demographic and expand the user flow by incorporating up to 8 screen designs.

PROBLEM STATEMENT

There is an opportunity to improve the interface of FairWear through branding and interface user flow. As a result, there is also an opportunity to incorporate a newsletter campaign to touch upon the educational aspects of problems in the popularization of fast fashion, and further promote the mobile application.

This project is an accumulation of my design and research skills as well as to push myself to see how I've progressed as a product designer from when I first created this case study.

PROBLEM SCOPE & OBJECTIVES

PROJECT MANAGEMENT

- Have a timeline plan with deadlines and a task checklist each week.
- Organize workload efficiently to accomplish tasks and cohesively put together a revised case study/booklet.

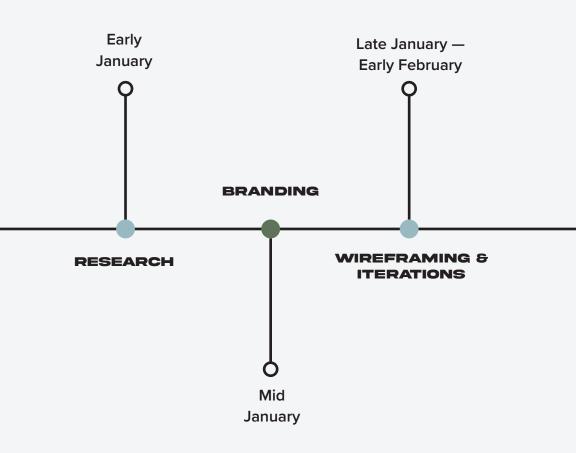
CREATIVITY

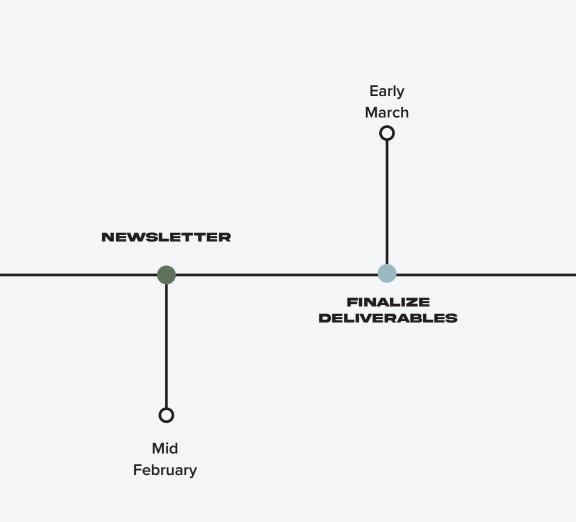
- I want to be able to accumulate my knowledge in visual and product design to this revamp project while addressing the challenge and core issue of this project.
- I will be combining my user research and visual design skills to document my design and iteration process.
- Ultimately, I want to be able to create a successful design to put on my portfolio.

THOUGHTFUL AND CONSTRUCTIVE ITERATIONS

- As an expansion of an existing project, I would like to revisit the project with design choices that are thoughtful.
- I will be relying on user interviews and previous feedback I received from my professor and peers to construct meaningful designs.

TIMELINE & PLANNING





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RESEARCH, READING, & KEY INSIGHTS

- 01. Review feedback from peers and professor
- 02. User Focus Groups
 - + Contextual Inquiries
- 03. Defining the Problem
 - + Filtering through resources and publications: affinity map
- 04. Examine current user flow

USER FOCUS GROUPS

QUESTIONS:

How do you go about learning about sustainable fashion?

What is a factor of searching that is important in helping you shop for niche items in ethical way?

In what ways are you influenced by social media when purchasing clothing or accessories?

FAIR WEAR



MARIE S.

24 YEARS OLD | MARKETING ANALYST

MAIN TASK

Marie is hoping to purchase sustainable pieces for a capsule wardrobe
Marie is also open to discovering brands

FINDINGS

Marie does not like going through online resources as it's scattered. While she does not mind reading through a company's values and missions, she wishes there was one-stop resource she could access all the information





JOHN B.

18 YEARS OLD COLLEGE FRESHMAN

MAIN TASK

John is looking to dive deeper on the detriments of fast fashion
He wants to be able to shop trendy outfits

FINDINGS

John loves partaking in trendy fashion but has recently learned about the impacts of fast fashion. He wants to be able to stay updated on trends but start shopping with intent.

AFFINITY MAP

Target Audience (Gen Z/Mil)				
Social Media Marketing+ Influencer on Gen Z can be positive and negative	disproportionate pressure placed on women to be ethical & sustainable			
Gen Z age group is 10-25 yrs old • focus group is early 20s to late 20s				
Gen Z using social media as a form of news outlet				

Product Discovery

Abudance of shops -Patagonia, Reformation, Riley Studio and more Evaluate goals and missions of a company to assess if they are sustainable Lack of one stop User base has lot of ethical, changing and learning mindset place to gather information besides blogs

Solution Filtering and Searching task as the primary tasks

Brand Values

Not a matter of shaming people for shopping fast fashion but educating and doing what you can Transparency and innovative solutons to problem of sustainability

providing methods to shop sustainable discovering big, small and underground brands It was important to consider my past feedback from the project; this included the findings I gathered from user focus groups and internet resources. Creating an affinity map was the best way to condense all of the information while actively ideate solutions. From there, I highlighted the key insights and formulated a use case for fairWear.

Frustrations	Competitors	Solutions
Social Media's Low prices influence with big sometimes beats hauls from stores ethics like Shein → increases people urge to shop fast fashion bc its also cheap	Good on You Rates al brands based on green production, labor conditions, and environmental policiers	Easy searching page - search bar - category accesible every page
Having to open multiple storefronts	Chesper and Shopping in trendy person because alternatives you can try on the outfits	



KEY INSIGHTS

- 01. Lack of central resource to discover brands
- 02. About 76% of consumers buy products seen in social media posts
- 03. Brands often display unclear ethics and values

THE USE CASE

Improving the searching experiences for users who are discovering brands and searching for products based on key trends and accuracy

USER FLOW

Key insights and a use case drove the new user flow of the main task. The new user flow shifts from primarily viewing companies and videos to discovering products from various companies.

Designs will be thoughtfully following key insights, the use case, and the user flow.

ORIGINAL Main Task

Discover affordable ethical fashion companies



NEW Main Task

Discover affordable ethical fashion companies



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BRANDING, Colors, Fonts & More!

- 01. Color Palette
- 02. Typefaces

03. Mission Statement and Values

ORIGINAL BRANDING



IDEATION & ITERATIONS





FAIR WEAR FAIR WEAR



FAIR WEAR

FAIR WEAR

FAIR WEAR

FAIR WEAR



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TYPOGRAPHY

AA BB CC DD EE FF GG HH II JJ KK LL MM NN OO PP QQ RR SS TT UU VV WW XX YY ZZ Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz

ICONS



Off White

#F2F2F2





Kombu Green

#314633

Primary

FAIR

Pewter Blue

#99B9C2

White



Granite Gray

#686868

Alternative





BRANDING GUIDELINES

REIMAGINED BRANDING

Initially, the direction headed for a brighter theme with gradients as it would attract younger audiences. Ultimately, these colors would make the design interface too busy. The logotype redesign was a little more difficult; I chose to use a bold san-serif for legibility purposes. The color palette is neutral and simple with the blue as a pop out color; the color palette is simple in order to not clash with product images.

VALUE PROP

FairWear helps e-commerce brands sell and easily **connect with users** that are curious and passionate about ethical and sustainable brands.

FairWear helps users (Gen Z-ers and young millenials) **discover** and purchase clothing through a platform that is **simple and intuitive.**

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HI-FI MOCKUPS & Lots of Iterating

- 01. Sketcheing ideas + wireframes
- 02. Lo-fi Wireframes
- 03. Feedback Focus Group
 - + Iterations
- 04. Hi-fi Wireframes: 8 screens

ORIGINAL SCREENS



×	Filters	С
Category		
All	Clothing Undergarm	ents
Shoes	Activewear Fine Jew	erly
Price Range	\$200	0
Gender		
Women	Men Unisex	
Material		
Organic Cotto	n Organic Linen Herr	1p
Recycled Nylo	n Silk Reclaimed Mate	orial
Ethics		
VI	EW RESULTS	







On Sale

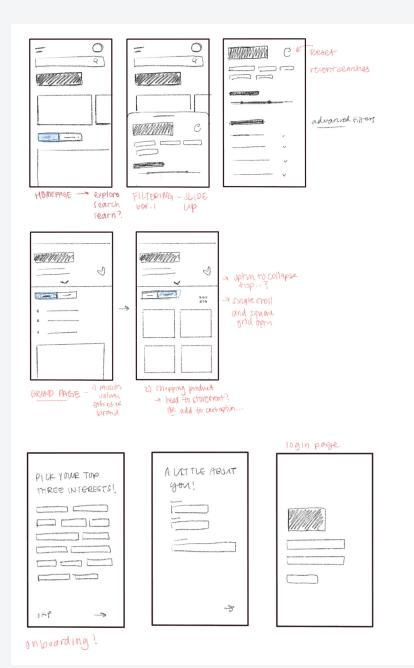


Most Popular



28



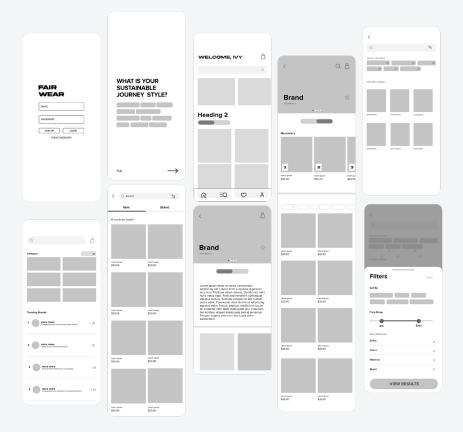


LO-FIDELITY WIREFRAMES

Through my sketches I was able to layout elements and features. The sketches received feedback from the user focus groups ; after a few iterations, I worked on the lo-fidelity wireframes.

In the wireframes, I highlighted the importance of **searching** effectiveness:

- 01. Don't erase users' query after they hit Search button
- 02. Provide accurate and relevant results
- 03. Show the number of search results
- 04. Keep recent user's search queries



HI-FIDELITY WIREFRAMES

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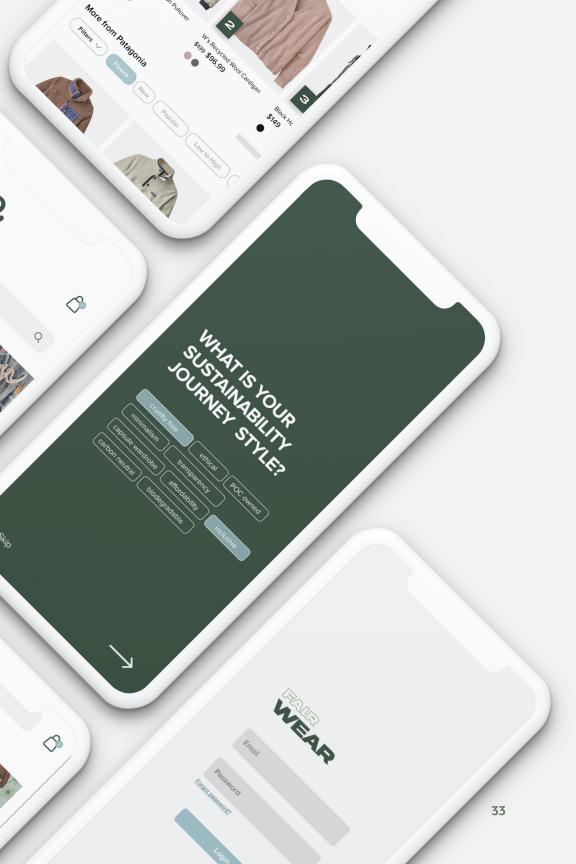
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Patagonia and a scalar

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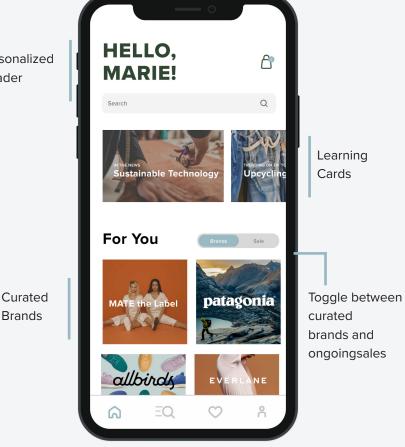
Daragonia

I was able to create 9 screens in total compared to my original goal of 8 screens. However, only a few screens will be highlighted with key features.



HOME PAGE

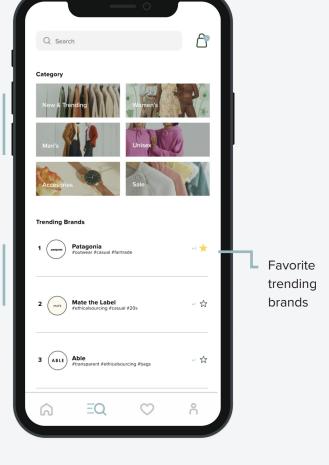
Personalized Header



CATEGORY & SHOP

Category buttons leads to detailed categories

User can see what brands other users are also browsing



SEARCH & FILTERS

User's previous queries

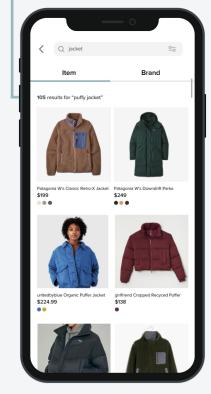
User's previous viewed items



Recent Searches			
_		-	
Filters		Reset	
ti Sort By			
O Most Popular	Newest	Relevancy	
O Price: Low to High	O Price: High	to Low	
Price Range			
		-0	
\$10		\$300	
More Attributes			
Ethics			>
Colors			>
Materials			>
Gender			>

Swipe pop-up card of filters and sort by choices

Accurate and relevant results with number of items



BRAND PAGE

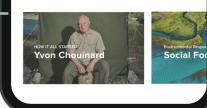


Favorite your brand to add to your list

Recently,

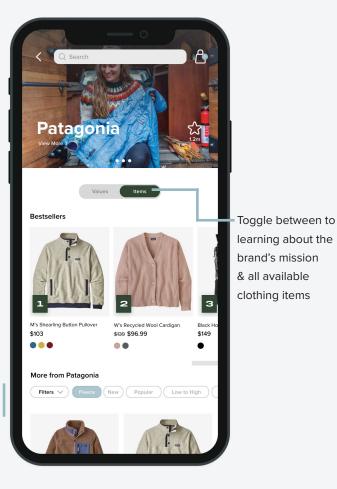
With large concerns of their environmental impact, Patagonia conveniently supports and provides insights on initiatives devoted to reducing impacts. WornWear is their sister company which "celebrates the stories we wear, keeps your gear in action longer through repair and reuse, and recycle your garments when they're beyond repair". It subconsciously entices the consumer who is worried about all the things it aims to lessen or eliminate. Consumers can feel better buying a Patagonia fleece knowing its second life will be waiting. If sharing the same beliefs with the brand is not enough, WornWear shares the beliefs of its current consumers.

Learn more about their the company's visions/founder



PRODUCTS PAGE





See all items available

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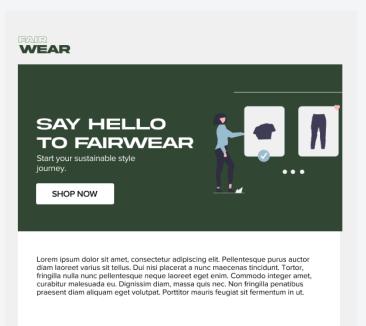
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02. Design elements consistent to brand guidelines

FIRST EMAIL

Initially I had envisioned a fully designed newsletter with educational text. However, as I re-evaluated my projects and constraints, i pivoted to a template format. THe final result is a template of the first email that would go out advertising the application. The newsletter campaigns are envisioned to also provide educational facts and new on sustainable and ethical fashion.





HOW FAIRWEAR WORKS



PERSONALIZE

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DISCOVER

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PROJECT REFLECTION

Overall, I really enjoyed this project and revamping an existing project. In some ways, it was more difficult than starting from scratch. I had to revisit my past self and remember why I chose to design certain elements the way I did. From there, I really had to iterate accordingly and think of my processes carefully.

I learned a lot about how I grew as a designer and what constitutes as a usable produce versus an aesthetic product. As for next steps, I want to prototype this project and receive feedback on my hi-fidelity wireframes.

WHAT WENT WELL

I completed my three deliverables: Hi-fidelity Prototype, Newsletter Template, and Branding Guidelines. Ultimately, I am proud of the final product and I think each phase was executed very well to supplement other parts.

IMPROVEMENTS

I definitely struggled with time management; there was a lot to juggle with classes and organizations. I also reached a road block with brainstorming the brand values so it pushed back hi-fidelity mockups a little. However, I was able to work quickly and finish up the project smoothly.



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