UX CASE STUDY

includ.

Design a new desktop app for marketers that will highlight potential areas of bias in content.

Project role.

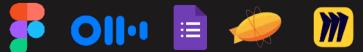
UX Design, Visual Design, UI Design, Prototyping, User Testing, Branding

Project duration.

8 weeks

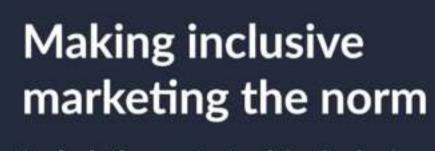
Tools used.





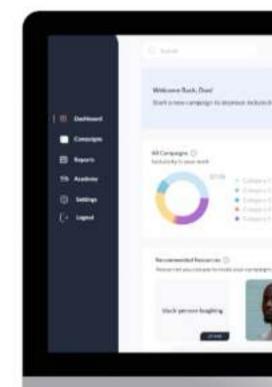






Includ: the go-to tool for inclusive marketing





SOLUTIONS

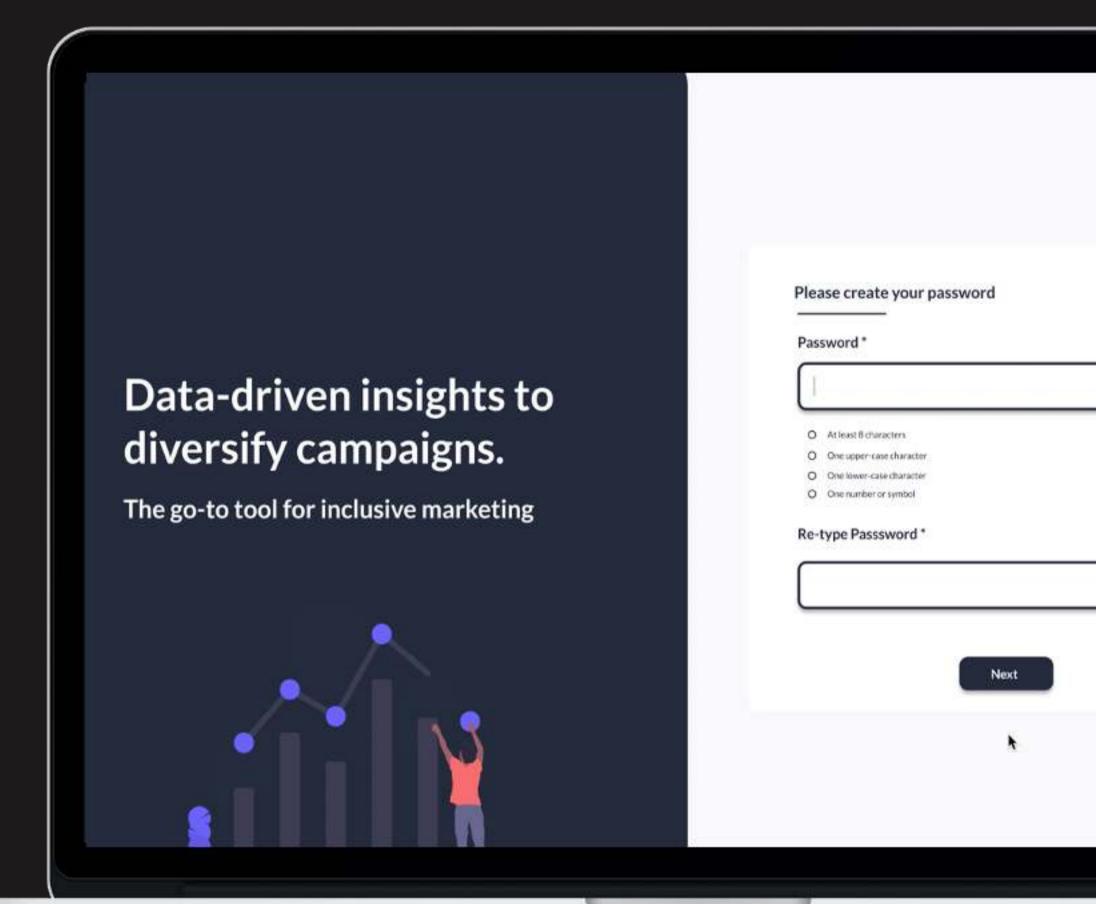
Problem Statement and Possible Solution.

Problem.

At the current rates of hiring it would take about 71 years (2080) to fill the employment gap between Black and White people in advertising agencies (Bendick & Egan, 2009). Factors like these and others contribute to campaigns with potential harmful racist content making it to the public. Brands and companies worldwide are committing to anti-racist actions in all aspects.

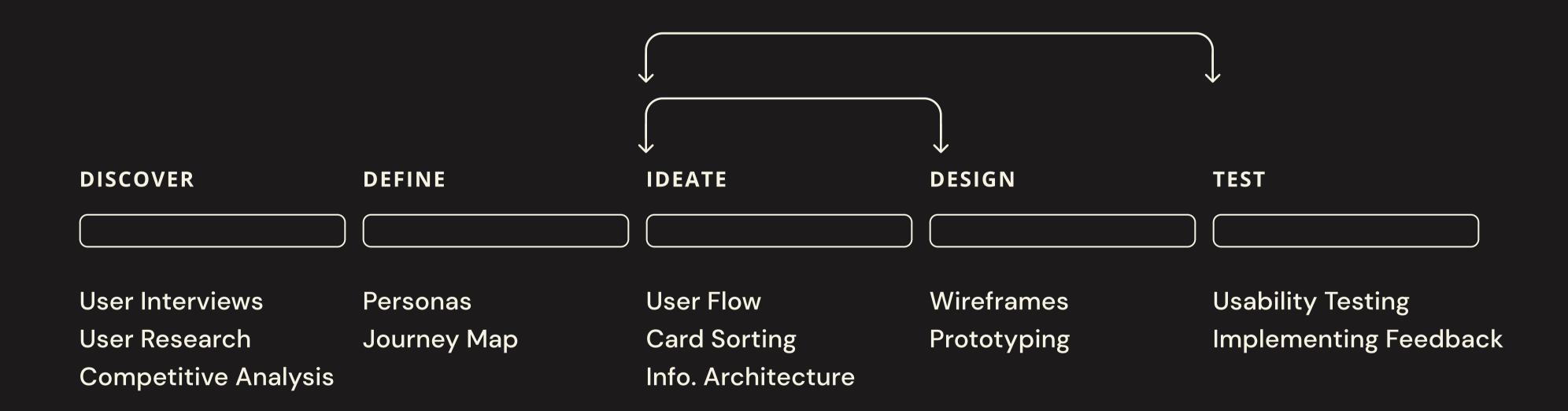
Solution.

Includ. is a data-driven prototype software to which will highlight potential areas of bias in content. The objective is for Includ. to be able to identify all forms of bias in imagery and literature content using AI and machine learning.



Design Process

As the experience designer for this project I was responsible for both strategy and visual design.



CONSTRAINTS

everybody deals with constraints

Project Timeline

The project was funded and supported by the South West Creative Technology Network, which required a strict deadline where the completion of the UX/UI design had to be completed within 8 weeks.

Accessibility Standards

The tool would pride itself on its ability to be accessible. WCAG (Web content accessibility guidelines) would be used to ensure accessibility in the design and development of the tool.

Database

The skincolour database, was created by the data scientist.
Although large masses of data were accumulated, there were restrictions in the data that could be accessed.

Identity

The tool itself would be a by product of the clients wider company. Arima & Co. (Previously, The Social Detail), would be the basis to understand the identity of the product, though the tool will have it's own branding.

Everybody wants to win, here's how we defined success

- Idean: The Universal Score (Above 80%)
- Conversion Rate From From free trial to monthly subscription
- Completion of Tasks (Above 78%)

QUALITATIVE RESEARCH

Qualitative Research

For research purposes, 5 potential users were interviews to understand the challenges they face when creating inclusive campaigns. A few sample questions are listed below.

Understanding the Market

- 1. What does your typical day look like?
- 2. Do you currently use any systems or tools when creating campaigns?
- 3. How often do you use these tools to create campaigns?
- 4. What do you like the most about the tools that you use?
- 5. What do you like the least about the tools that you use?
- 6. Please can you walk me through the content creation process of your last campaign.
- 7. Tell me about a time you were frustrated when using a content creation software.
- 8. What do you define as inclusive marketing?

Competitors











Key insights derived from the interviews

- Many users mentioned that inclusivity in the past was not always a priority for their client, but with the rise of the BLM movement, more clients were asking for inclusivity.
- One major pain point, was challenging the heirarchies and structures of clientele to understand the need for inclusivity.
- Hubspot, Canva, Hootsuite, were all mentioned as tools that were often used within the content creation process.
- Inclusive content was often described as, disability, gender and race.
- Being provided with a report that displays metrics was a must have for most users.

From Problem to Potential

40% of Gen Z have stopped purchasing from a brand that did not represent their values.

How do we ensure that brands are representing the values of their target users?

£300 billion. The amount consumers from ethnically diverse communities in the UK spend annually.

How do we minimise brands missing out on their revenue potential due to their lack of diverse campaigns? 38% of consumers are more likely to trust brands that do well with diversity showing in their brands.

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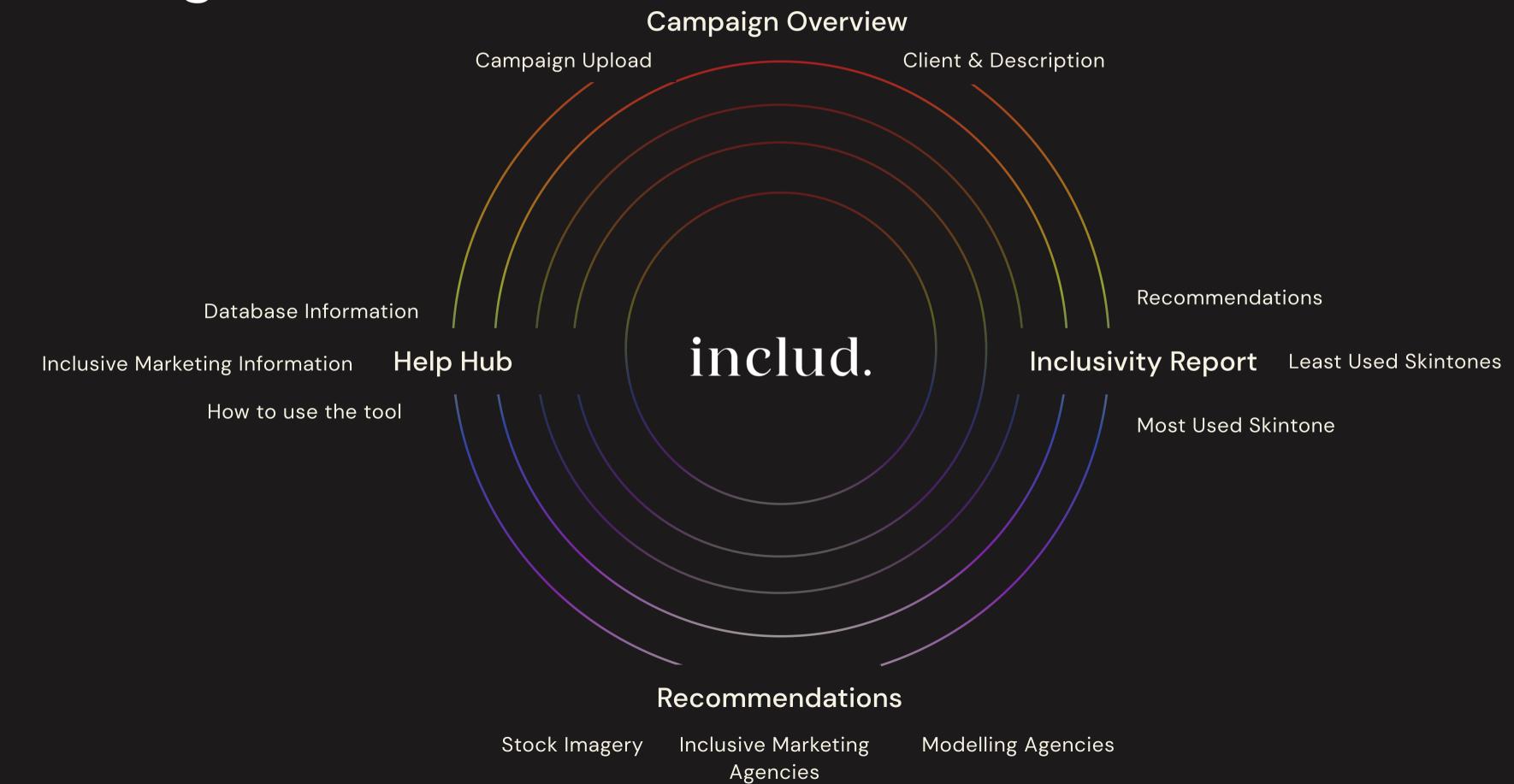
How do we also encourage users to improve diversity in their campaigns?

Affinity Mapping

With the research conducted, I worked with the user researcher to analyse the user research, and proiritise user features. The affinity mapping helped us create a better solution as it provides an in-depth understanding of the user key requirements in the new tool.

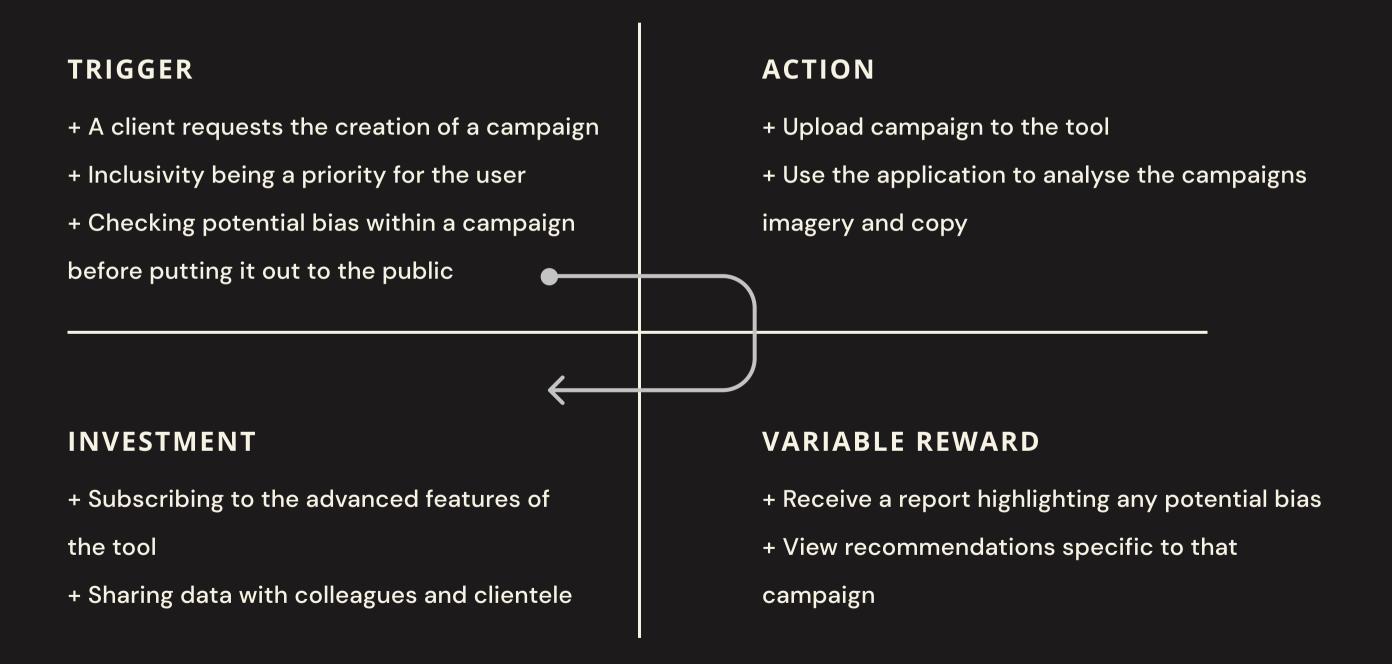
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Brainstorming features



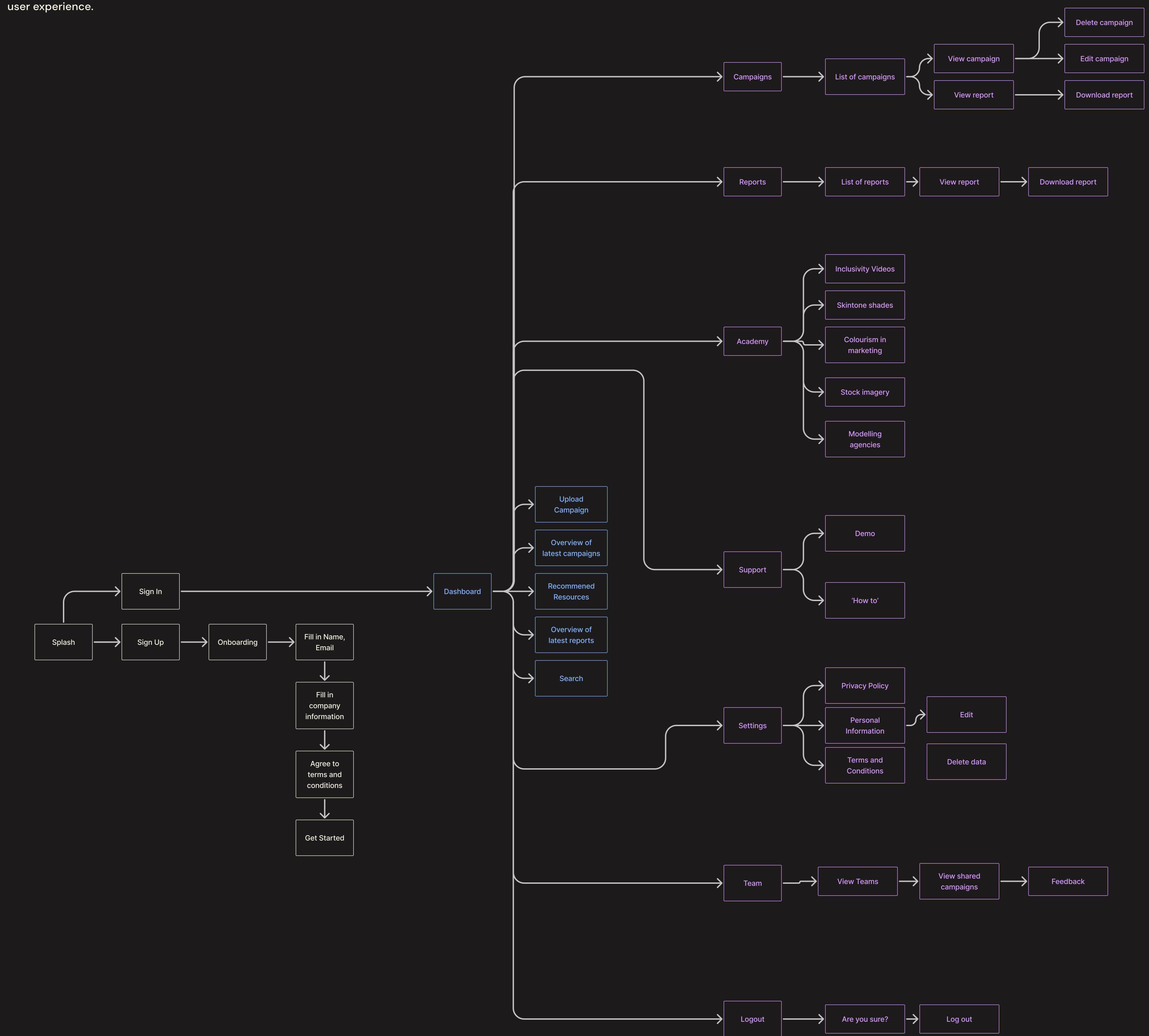
User Interaction using Hooked Model

The overall aim for this app is to be the 'go-to' inclusive marketing tool used across the industry. I used the Hooked Model by Nir Eyal to structure the user's interaction with the application.



Information Architecture

I created a visual represetation of the user's journey acorss all touchpoints of our application to understand where we can improve the



DESIGN PHASE

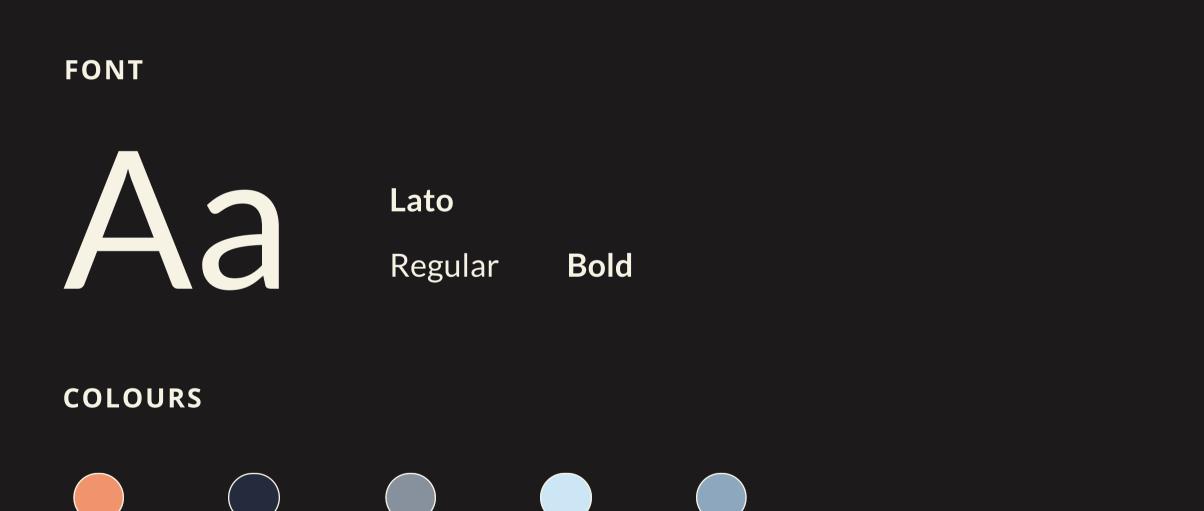
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Typography and Colours

For the app logo, I created an app logo for use in the digital environment, and created an icon for the app market. The main task was to create a simple, clear and recognisable logo.



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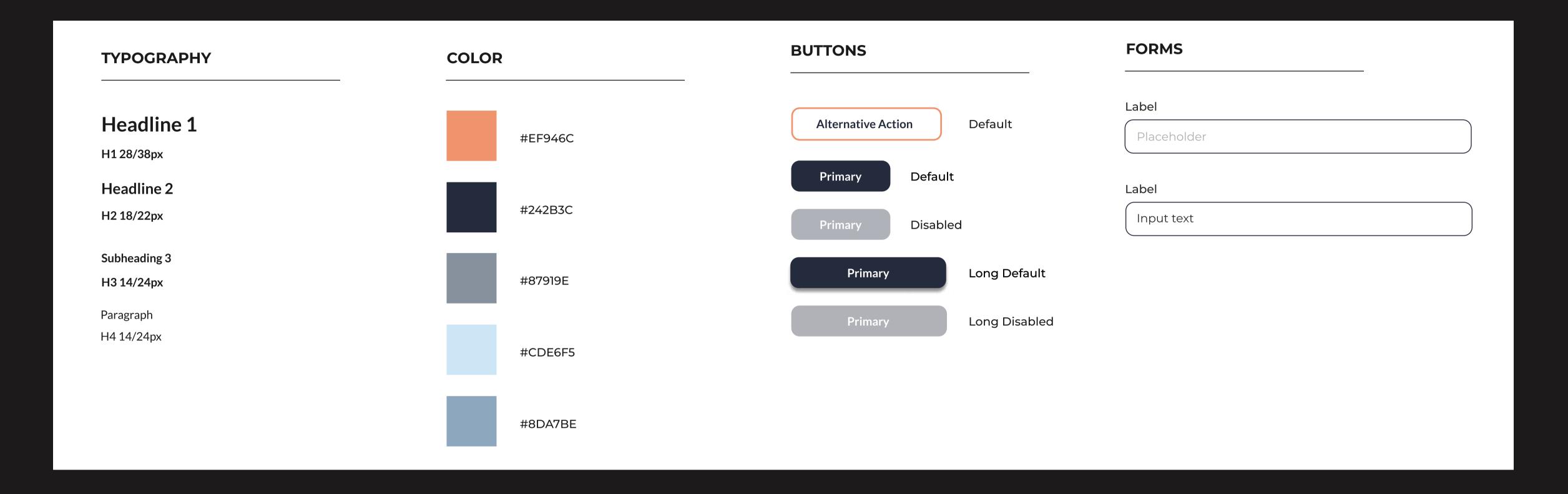
APP LOGO & ICON



ACCESSIBLITY

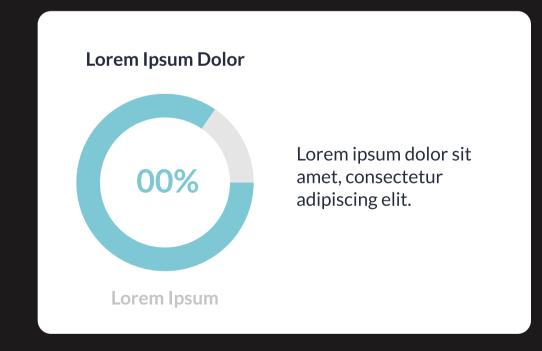
Design System

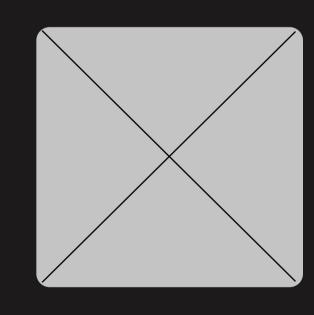
Throughout the design phase, we were constantly updating the design system, showing the basic design elements for the application.



CARDS

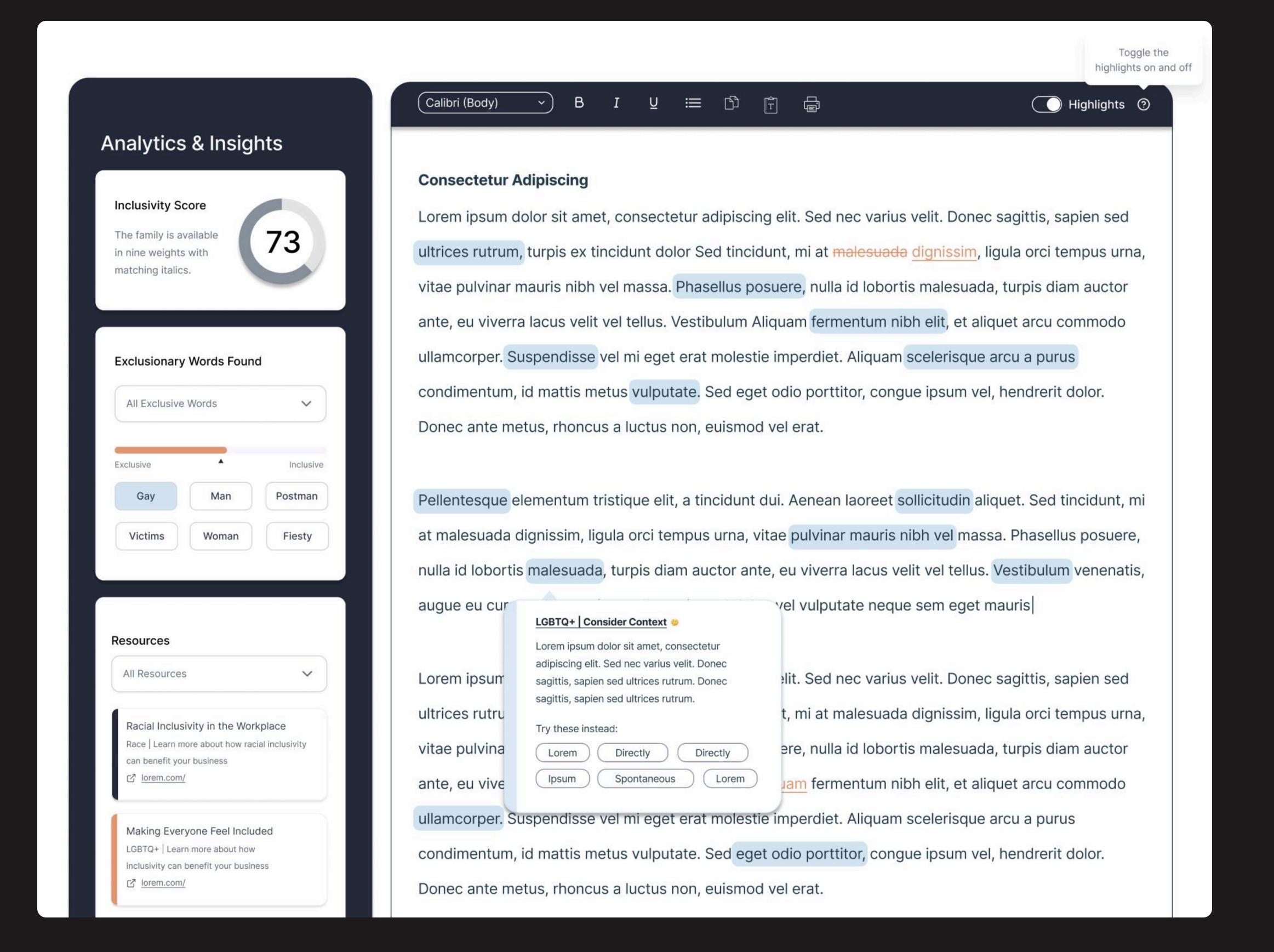


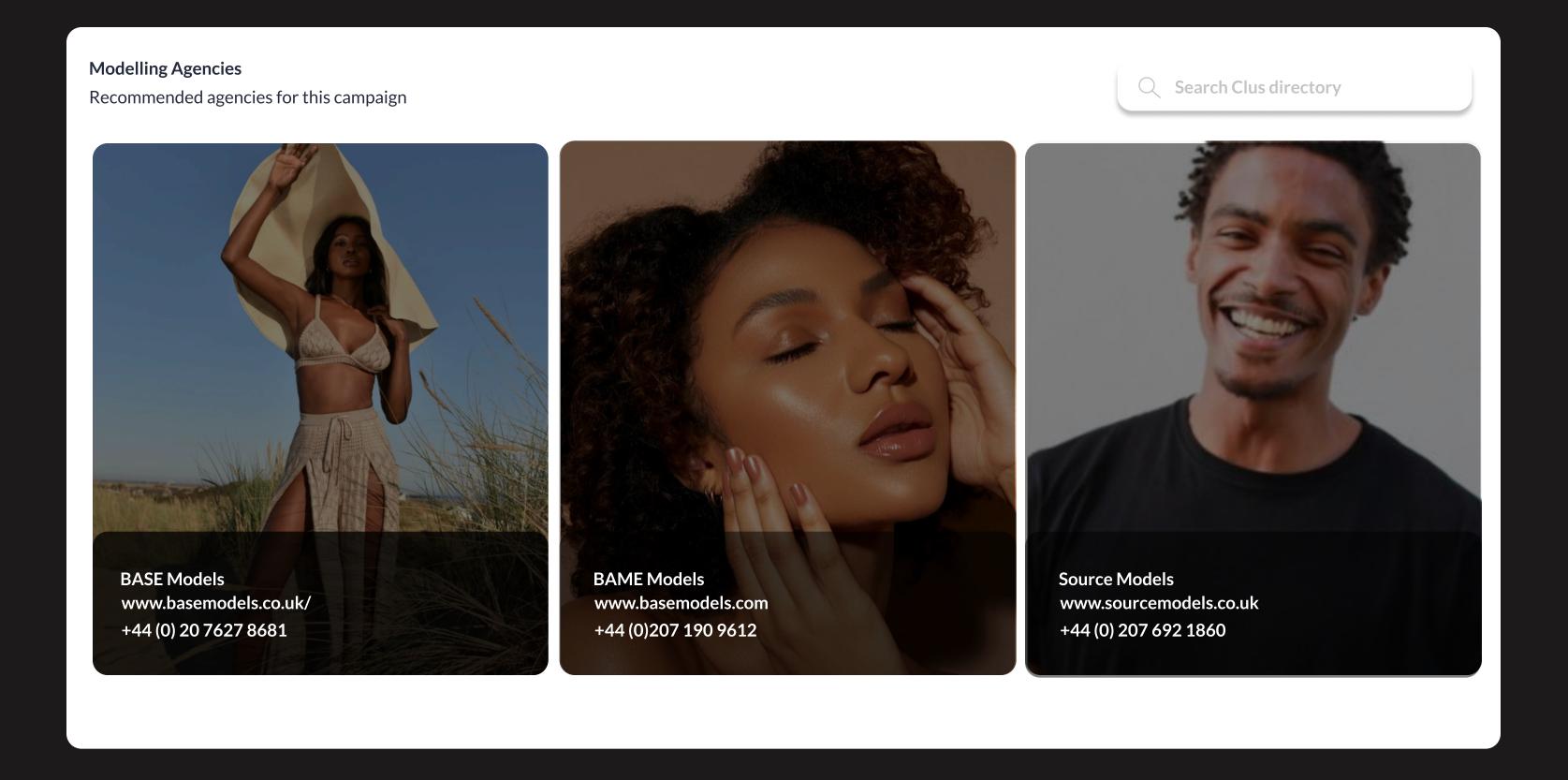


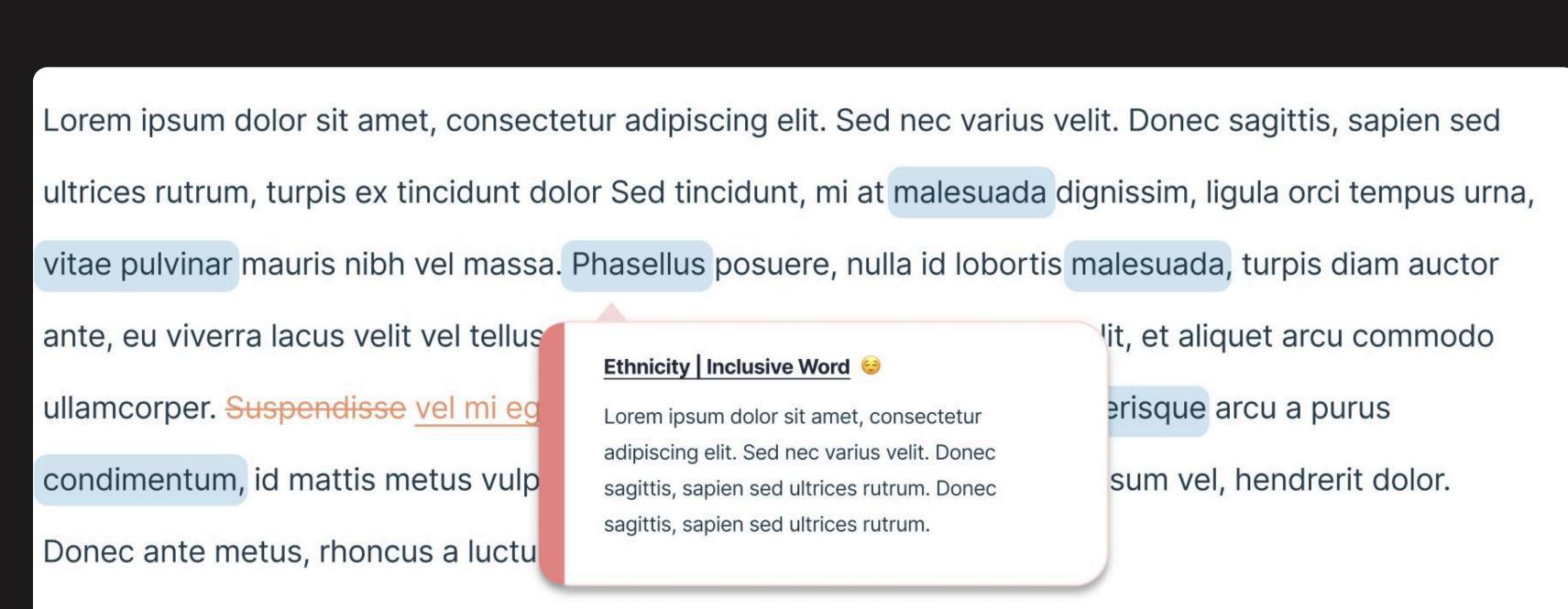


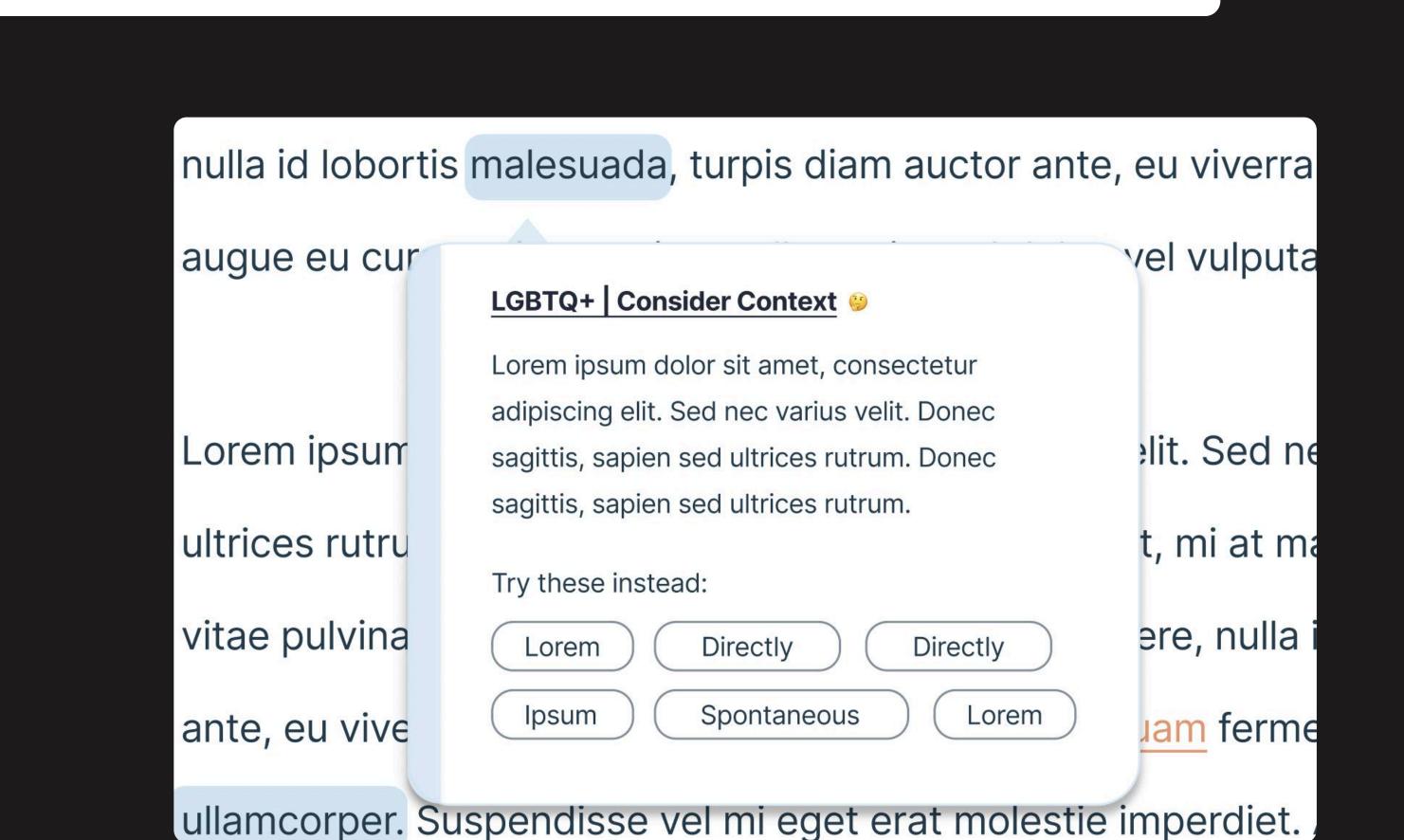
High Fidelity Wireframes

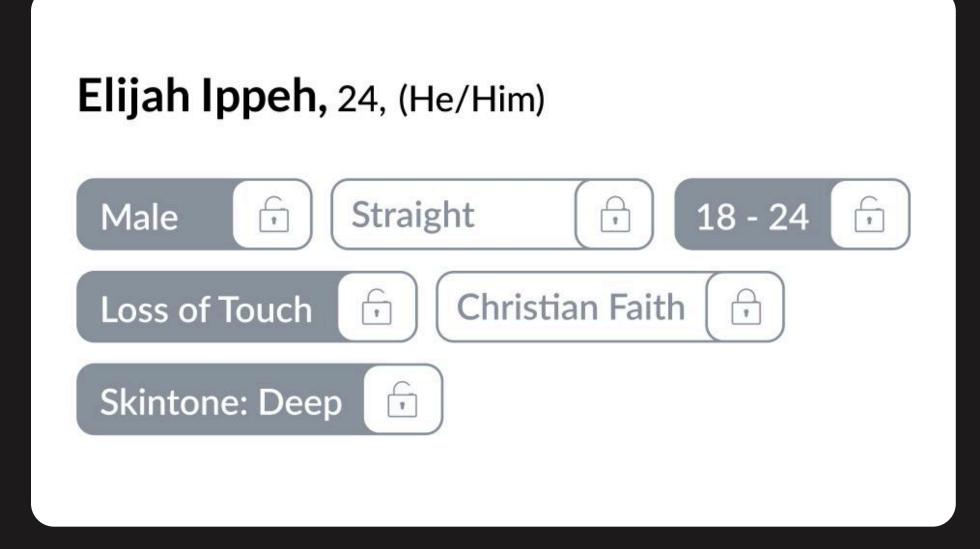
ONBOARDING

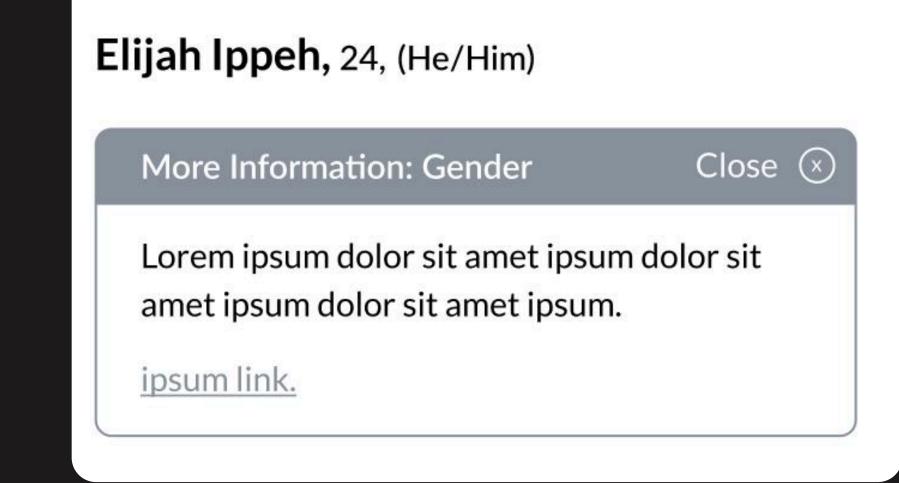












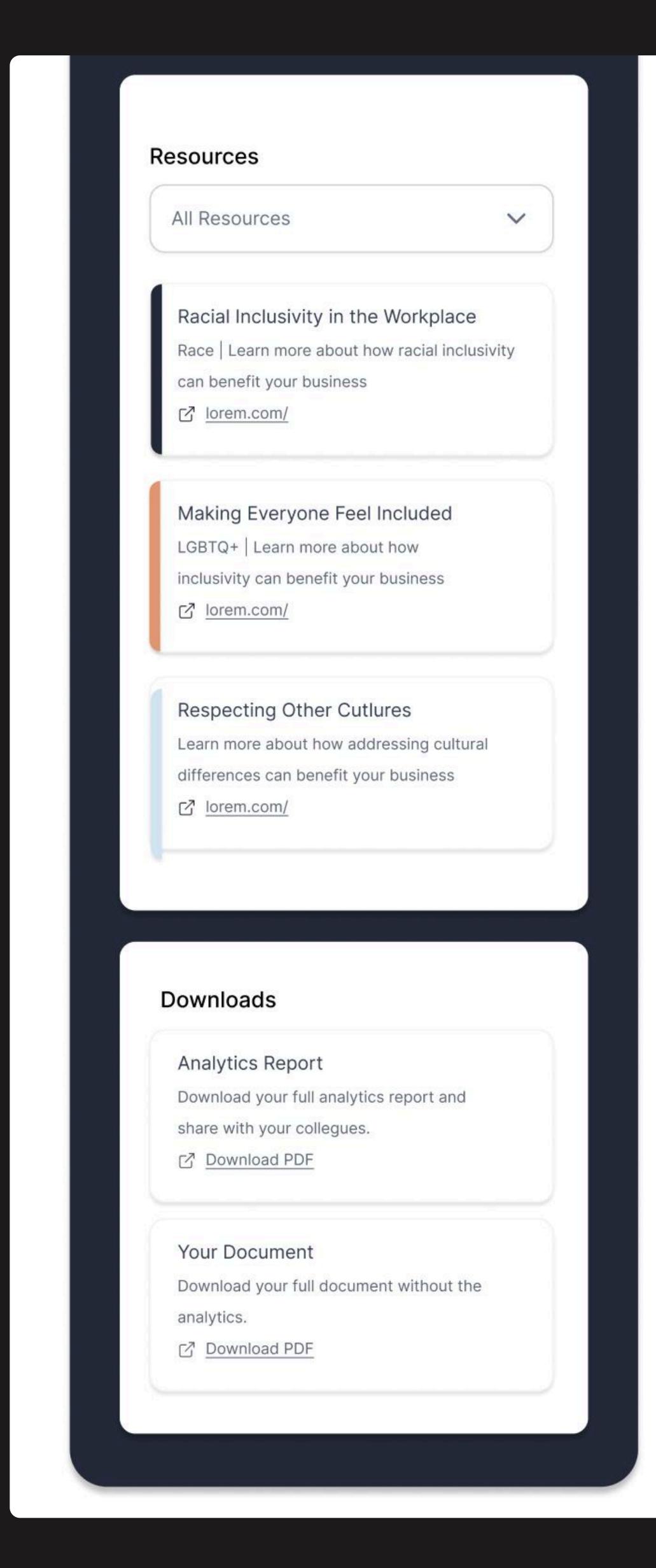
Analytics & Insights

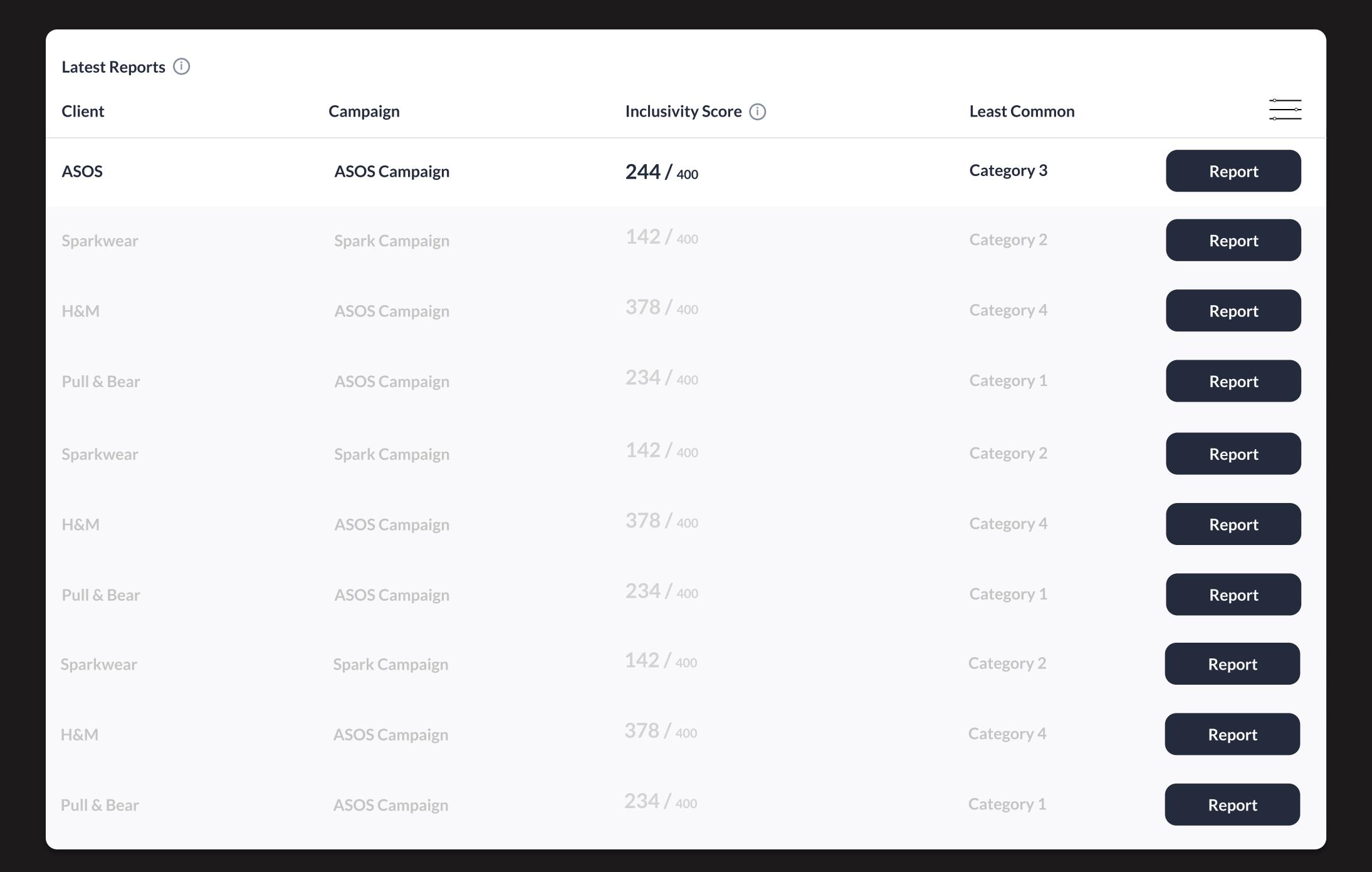
The family is available in nine weights with

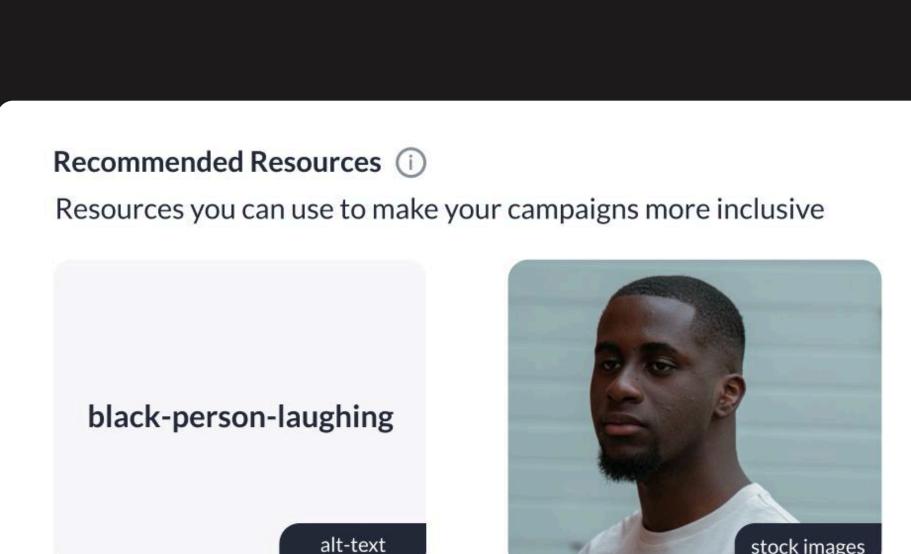
Inclusivity Score

matching italics.









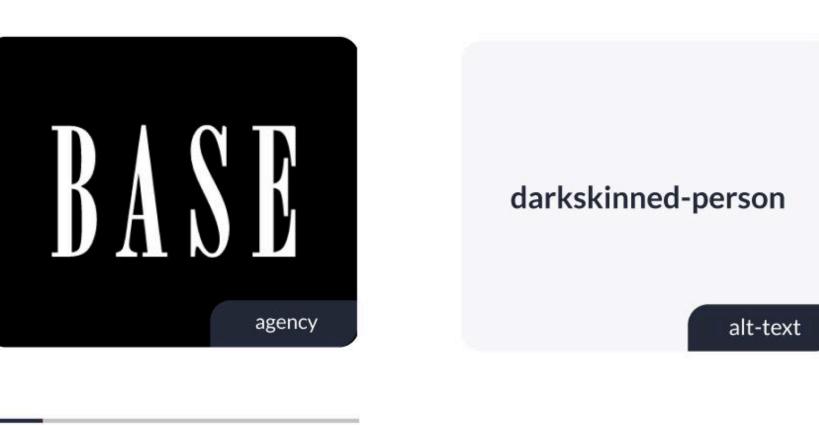
Could this person be a customer?

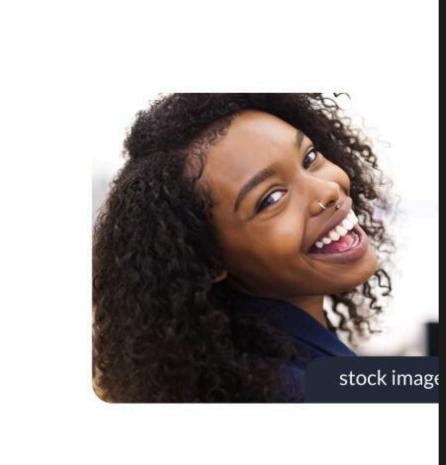
Close Characteristics ^

Elijah Ippeh, 24, (He/Him)

Male Straight

Loss of Touch (1) Christian Faith (1)
Skintone: Deep (1)





SOLUTIONS

Here's what really happened

The trade-offs we had to make along the way, due to external constraints. Due to our limited time, only a few features could be carried forward into the MVP. Features had to to be prioritised for the MVP stage.

MVP Features	Future Features				
Campaigns	Teams				
Reports	Checking copy				
Recommendations	Integration with other software				
Training / Marketing Materials	Accessibility Checker				

WHAT DOES SUCCESS LOOK LIKE?

Everybody wants to win, here's how successful we were

91%

Idean: The Universal Score

The universal score by Idean looks at how inclusive your design is. We used this survey to understand how we have included inclusivity in our design, and understand here we could improve. Further accessibility testing will take place during beta testing.

92%

Completion of Tasks

Usability tests were conducted to see how target users interact with the tool. Tasks included, uploading a campaign, viewing a report, downloading a report, setting up a profile and finding recommendations for marketing agencies.

Ongoing

Conversion Rate

Currently ongoing, beta testing is open and conversion rates will be able to be measured in the upcoming months.

*Backed and Supported by the South West Creative Technology Network