

Concept idea & Lo-Fi Prototype

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Problem Statement

Young People in Europe need a way **to travel anytime to anywhere** with flexibility and in at affordable way because they **value their independence and privacy and wish to connect to others conveniently.**



Research

We wanted to understand what mobility issues young people faced so we conducted a survey. We found that people who owned their own transport had the highest ratings for their mobility experience and those who took public transport had rated their transport experience as average.

Through surveys, we understood that there are high possible changes expected in life styles, locations and work related transitions for the majority of the young population.

We also gathered that there were painpoints of inconvenience, heavy unreliance on public transportation systems and problems of crowdedness for those who took public transport.

On the contrary, people who owned their own transport reported feelings of autonomy and high satisfaction.

Next we conducted 5 interviews and 1 contextual inquiry. Then with affinity mapping we learned that young people value their need of independence and individuality in all aspects of their daily lives, which makes owning transportation vehicles extremely important to them.



Meet Maria,

Aged 25, Student
Single without a partner
Takes public transport
Rates travel experience at 2.8/5

She is currently a Masters student studying in The Netherlands, which is not her home country.

During Covid, she was unable to return home and due to loneliness, went through feelings of fear and depression.

Her hobbies are travelling, listening to music and sharing her life with her friends.

I'm so reliant on public transportation and its schedules. I wish I had a choice.



Needs

- Low-cost transport
- Efficient and reliable transportation
- Safety



Goals/ Aspirations

- To have choices in transportation
- To have her own vehicle at some point in life



Dislikes

- Relying on a schedule
- Service disruptions
- Crowds



Likes

- Independence
- Freedom
- Convenience



Maria

Masters Student | 25 years

Journey goal: Arrive at destinations at anytime, anywhere safely and at low-cost.

<p>Journey Step</p>	<p>I choose the housing location based on the mobility facility</p>	<p>Look for options to commute, so that i can meet my friends and family on a regular basis</p>	<p>Finds a housing which is affordable, however a bit far to reach public transport connectivity.</p>	<p>Start walk / bike for 10-15 mins on an average and reach public transportation</p>	<p>Public transport is not always reliable, there is a variation with the schedules.</p>
<p>Feeling</p>	<p>The graph shows a progression of emotions: a happy face (Step 1), a thinking face (Step 2), a sad face (Step 3), a very sad face (Step 4), and a face with a sweat drop (Step 5).</p>				
<p>Thought</p>	<p>It's a critical part of life, and something to think about while making any life decisions.</p>	<p>I do not have resources such as license to drive a car, dislike biking. Hence public transport is the only viable option</p>	<p>I can walk or bike a reasonable distance and take the public transport to reach point B</p>	<p>My travel time has almost doubled due to added touch points to reach from point A to point B</p>	<p>Many a time I end up having a 3-4 times of the travel time with many touch points to reach from point A to point B</p>
<p>Improvement opportunities</p> <p><i>What measures should be taken in this step from the service side?</i></p>	<ul style="list-style-type: none"> • Improved Infrastructure. • more accessible to remote locations 	<ul style="list-style-type: none"> • Point A to Point B private mobility options. • Autonomous vehicles 	<ul style="list-style-type: none"> • Last mile infrastructure • improved public transport infrastructure 	<ul style="list-style-type: none"> • Faster mode of reaching Point A to Point B 	<ul style="list-style-type: none"> • App alerts for public transportation. • Replan quickly and alternative options, public or private.

Value Proposition



Value Proposition 1

Giving users a sense of control



Value Proposition 2

Allow for meaningful connection to people



Value Proposition 3

Convenience and reliable transport

Idea



**On-demand
Booking System**



**Customisable Vehicle
Configurations**

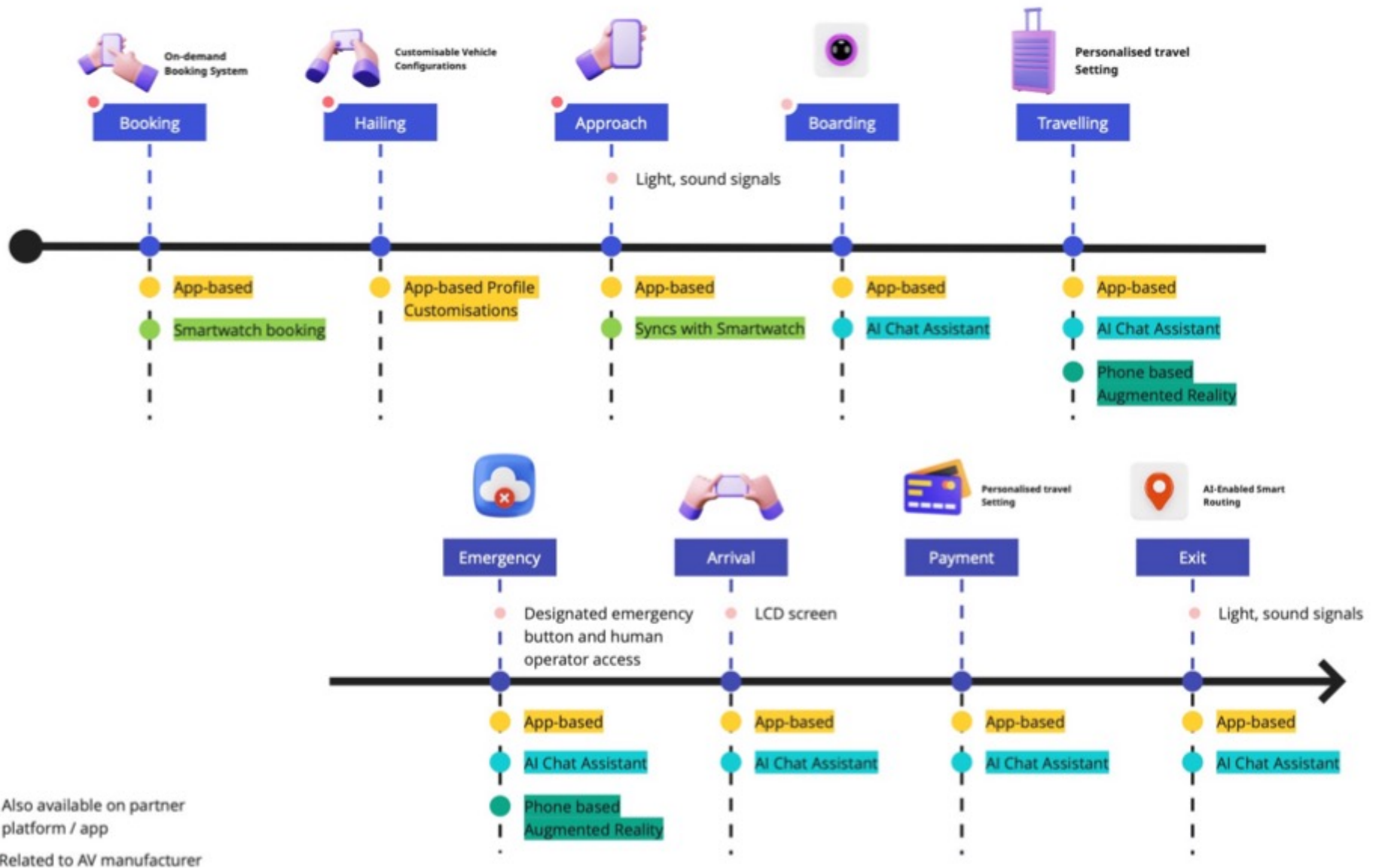


**Personalised travel
Setting**

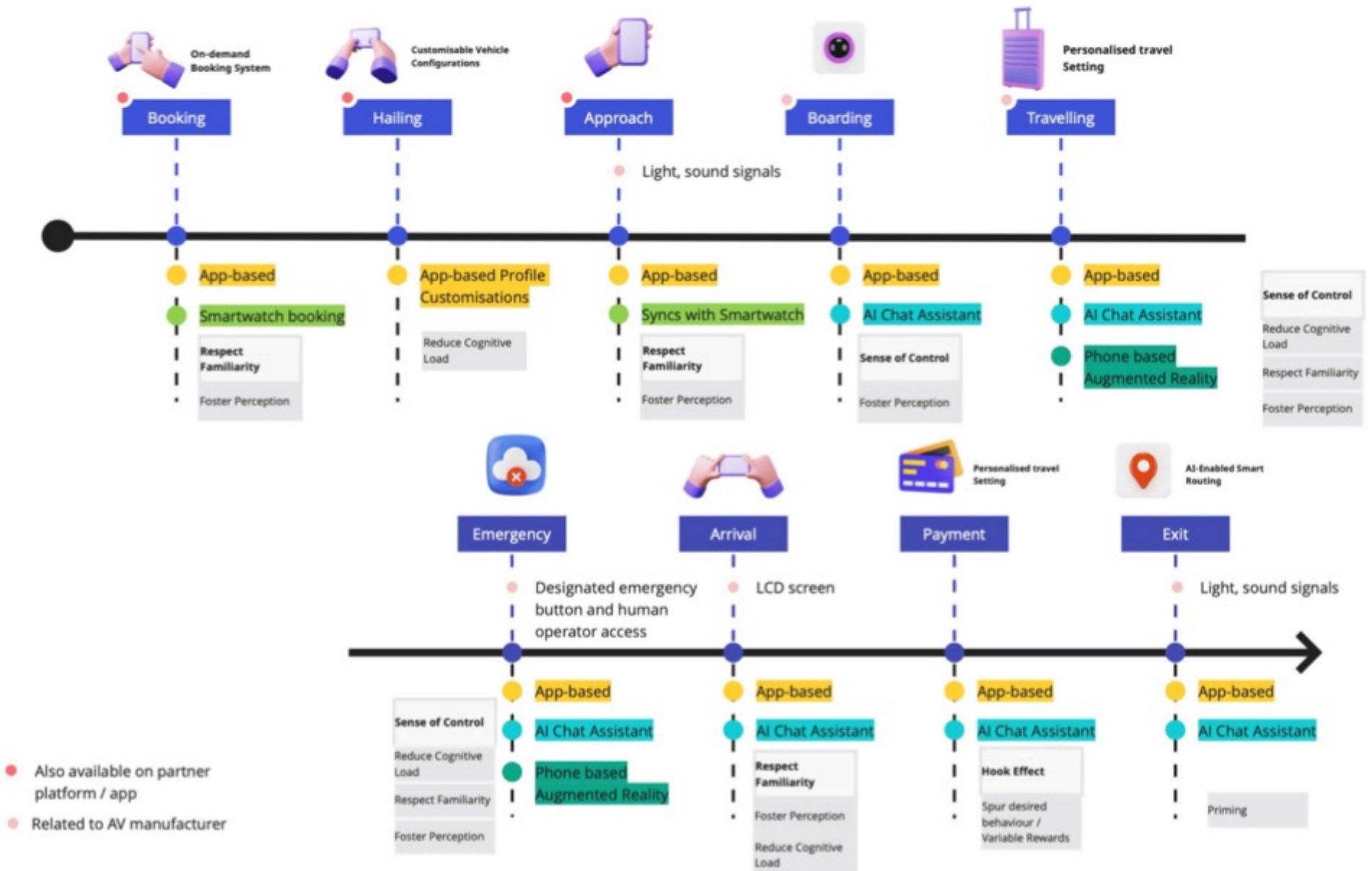


**AI-Enabled Smart
Routing**

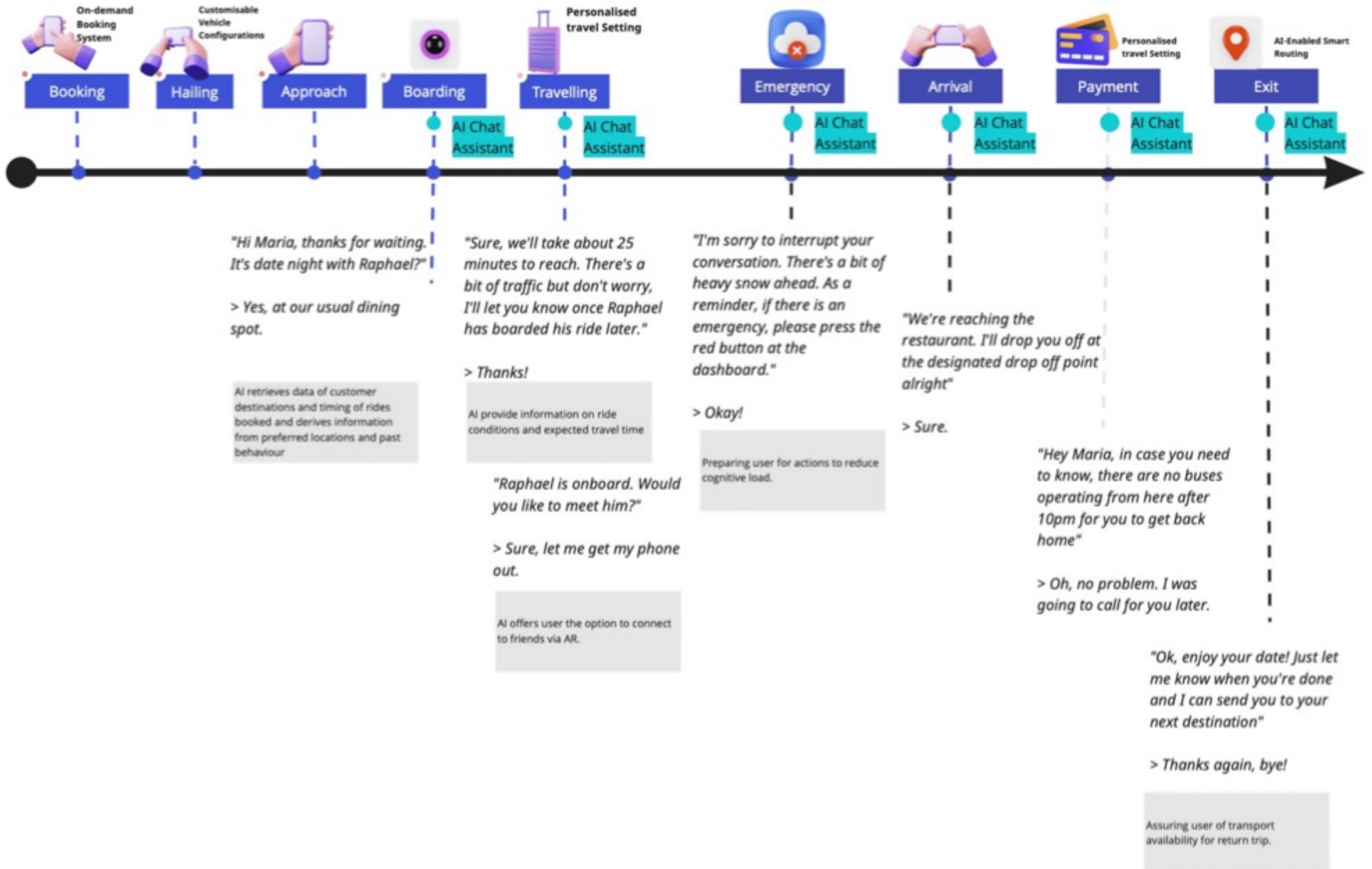
A Subscriber's Journey



Human Factors Analysis



Voice Chat Design - Product Brand



Exercises

We asked users to organise a series of labelled cards and sort them into groups that they think are appropriate.

We also gave to 2 participants a set of components and asked to sort them into a dashboard screen that they would like to see in such a product.





Objective

The card sort was conducted to understand how users might navigate our app this will help to shape the information architecture for the app.



Participants

There were 10 participants recruited for the exercise. All 10 participants completed the card sorting exercise.



Methodology

There were 35 cards and the participants organised the cards into categories that they would expect to find on an app providing ride subscriptions. They then labeled each category. The cards were randomised for each participant.

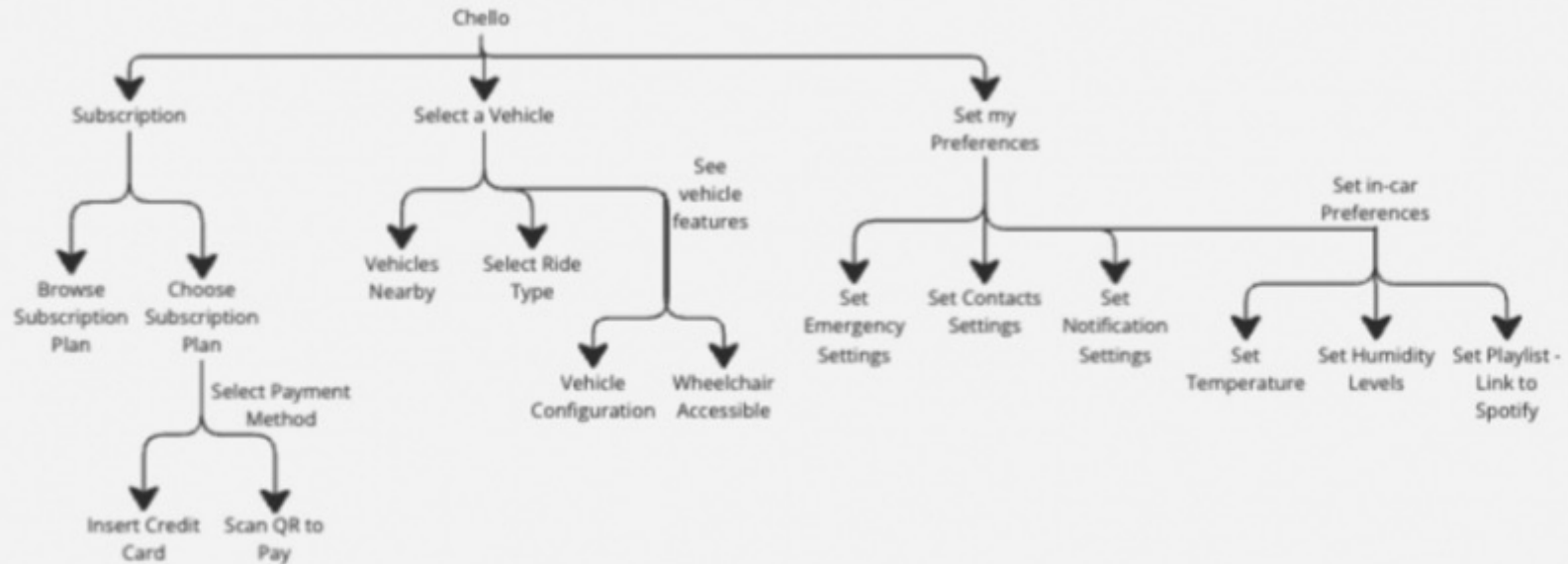
Analysis

Based on the exercise, these are our key findings:

- Gen Z personas are similar in approaching the process.
 - 1. They think about broad values
 - 2. Understand and get information
 - 3. Are slower to commit to payment as they do so after understanding the product value
- Gen Z thought processes are clear and straightforward.
- Gen Z keenly recognise what 'Extras' are and place them as after-thoughts if they wish to at all engage with it.

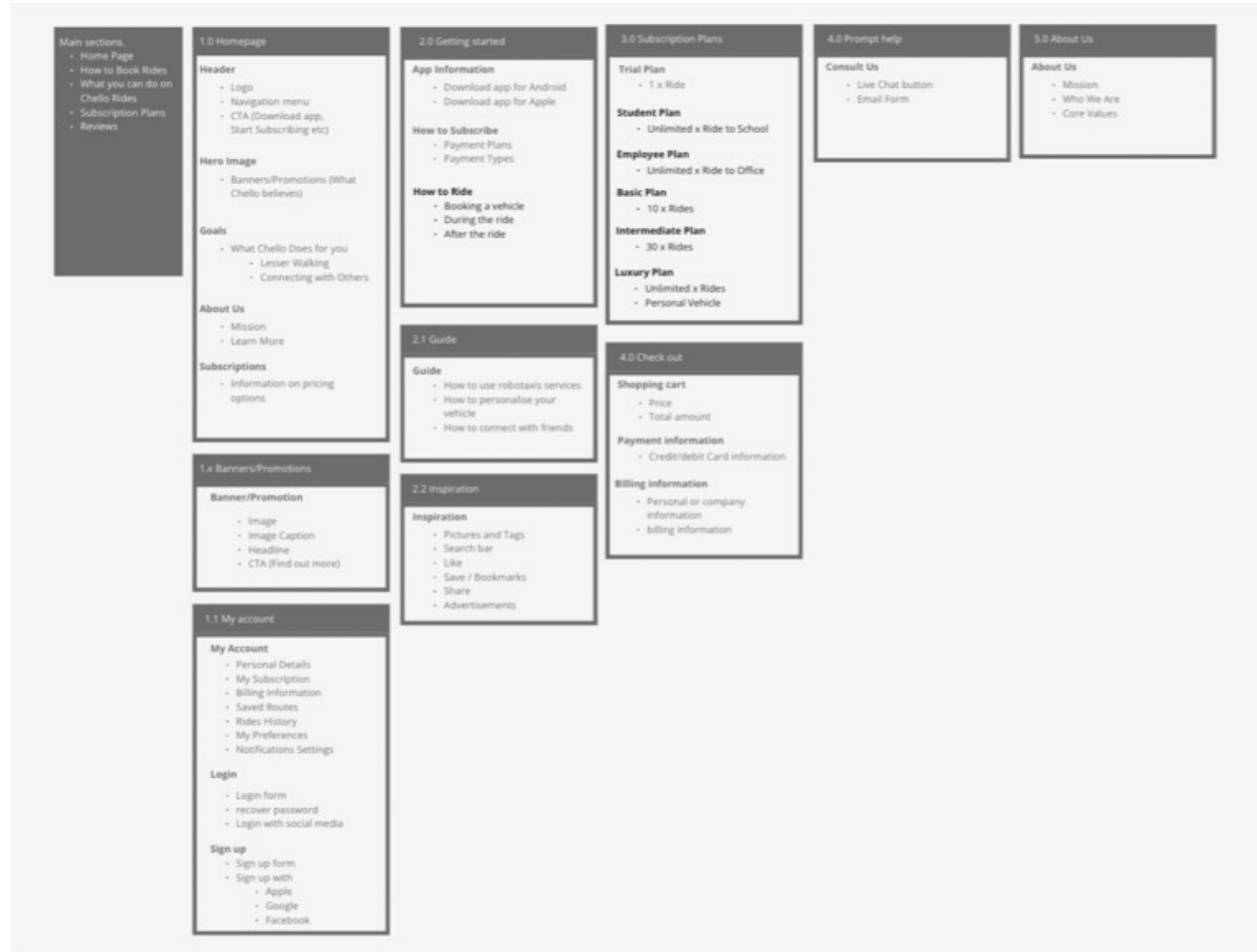
Diagram

Based on the exercise, we were able to generate this diagram



Information Architecture

The card sorting exercise revealed the mental models users go about for getting rides and subscribing to the service. The following information architecture is proposed.



01

Participatory Design

To co-design with persona to identify design ideas and uncover preferences





Objective

The co-design session was conducted to understand ideas that the target group might have for the app design and how they intend to use Chello.



Participants

There were 2 participants recruited for the exercise. All participants completed the design session.



Methodology

A facilitator shared the design brief and idea and asked the participants to sketch or put together their ideas for the app and how they might use it. Some design components were pre-created to let participants piece together.

Co-design Artifacts

Driving Buddy

Subscribe now and drive into the future!

— . . .

X Pricing X Features X FAQ

Choose your vehicle

X Vehicle X
Get the best value for your money

X Vehicle Y
For excessive use

X Vehicle Z
For your inner adventurer

Select Your Plan

Monthly Yearly Pay upfront

Add your preferences

Please Enter

Subscribe Now

Driving Buddy

X Vehicle 1 X Vehicle 2 X Vehicle 3 X Vehicle 4

Saved preferences

X Preference 1
AI assistant with "this" voice, larger tank, space fo...

X Preference 2
Call "number" while riding, tinted windows

X Preference 3
Lorem Ipsum

Add Preference

Saved routes

Route 1 Route 2 Route 3

Home Office School

Analysis

Based on the exercise, these are our key findings:

- Participants referenced their familiar travel applications, which was Uber.
- Participants were savvy with digital interfaces and gave a wide range of more fun and interactive design elements beyond simple buttons
- Participants liked to have information presented to them in ways they were familiar with.

02

Testing of Voice Chat Assistant

To assess how users might interact with a voice chat assistant.

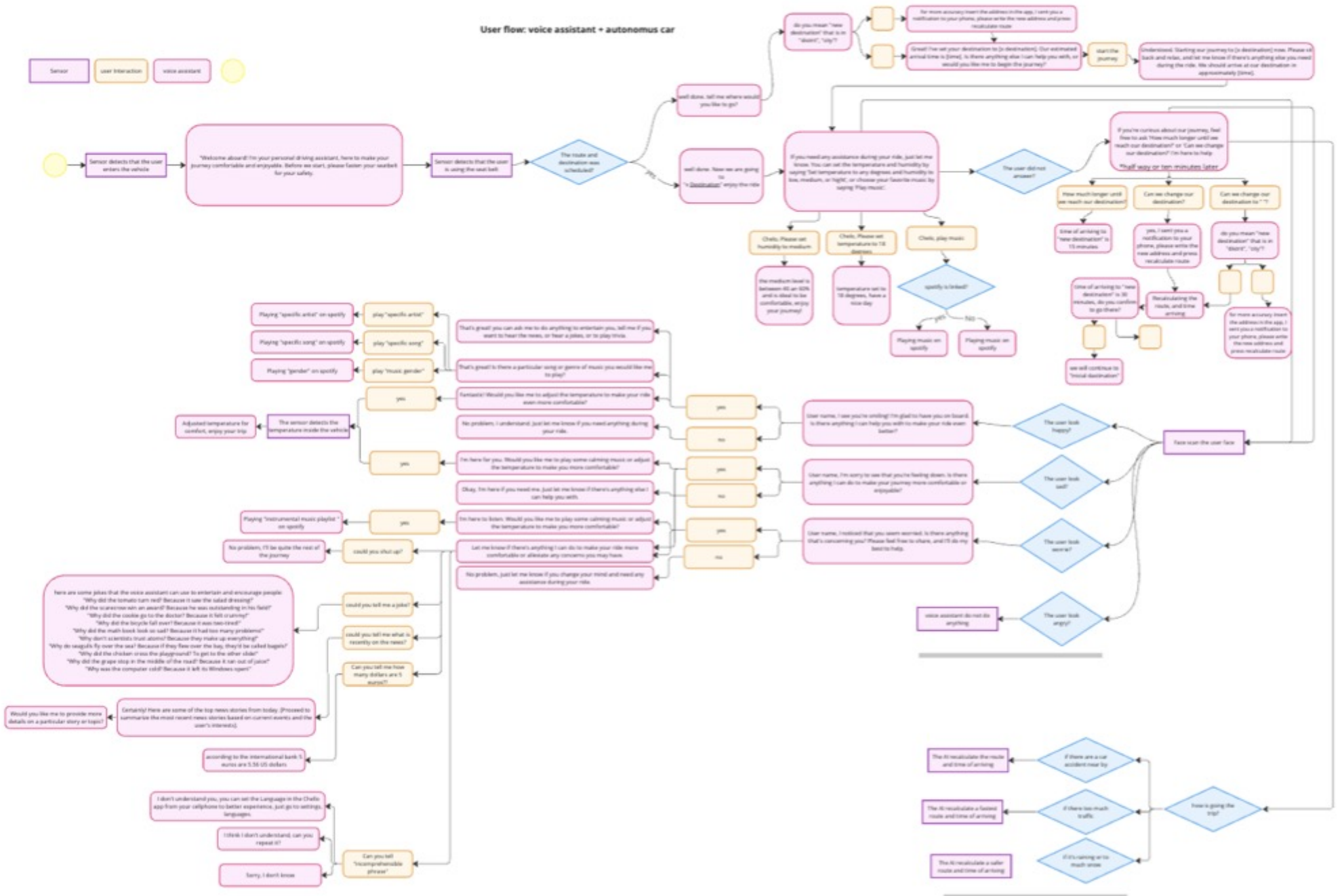


Analysis

Based on the exercise, these are our key findings:

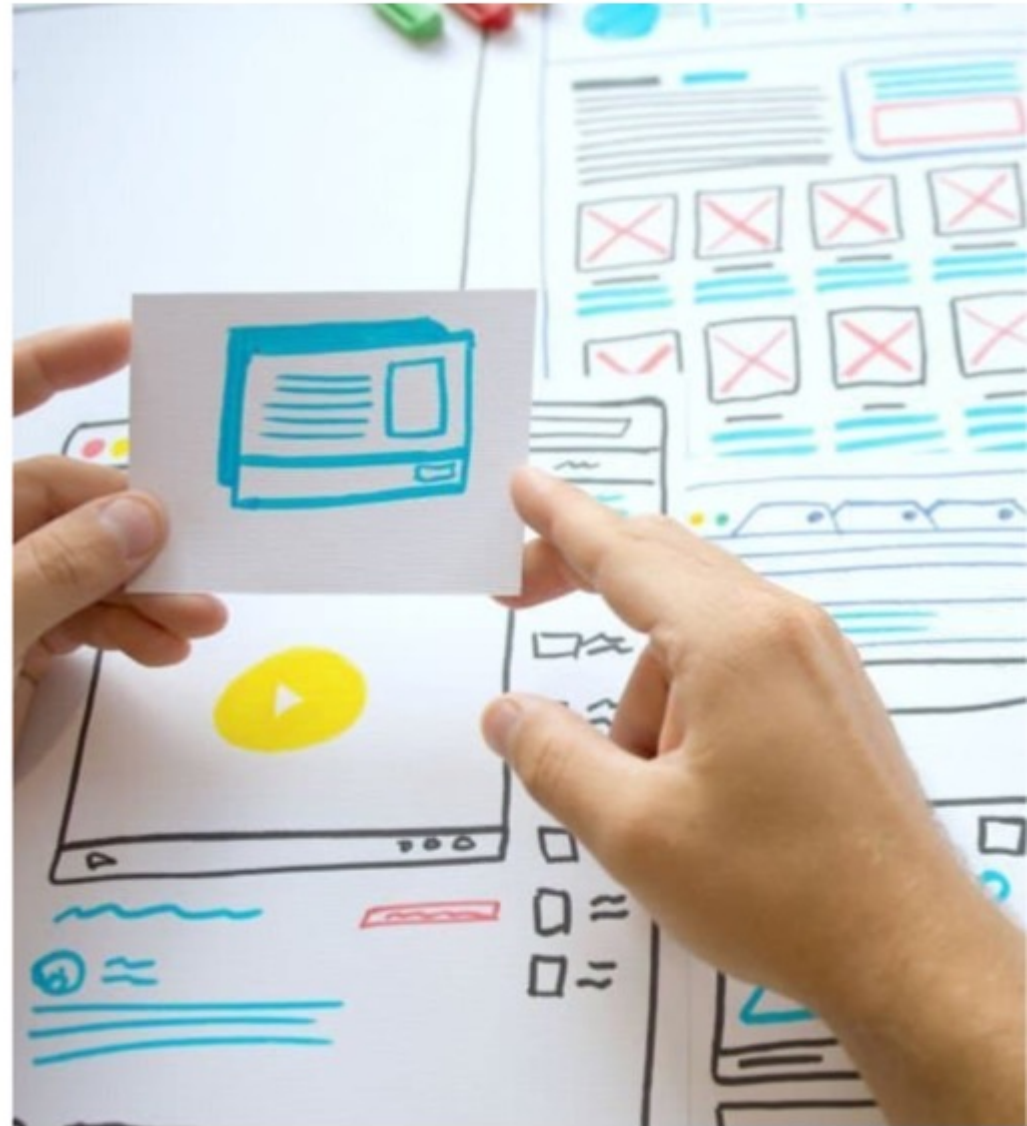
- Participants preferred a more human-like natural tone
- Participants may have different requests at different junctures so it is best to understand the context to identify triggers that may facilitate 'orders' at the right timing.

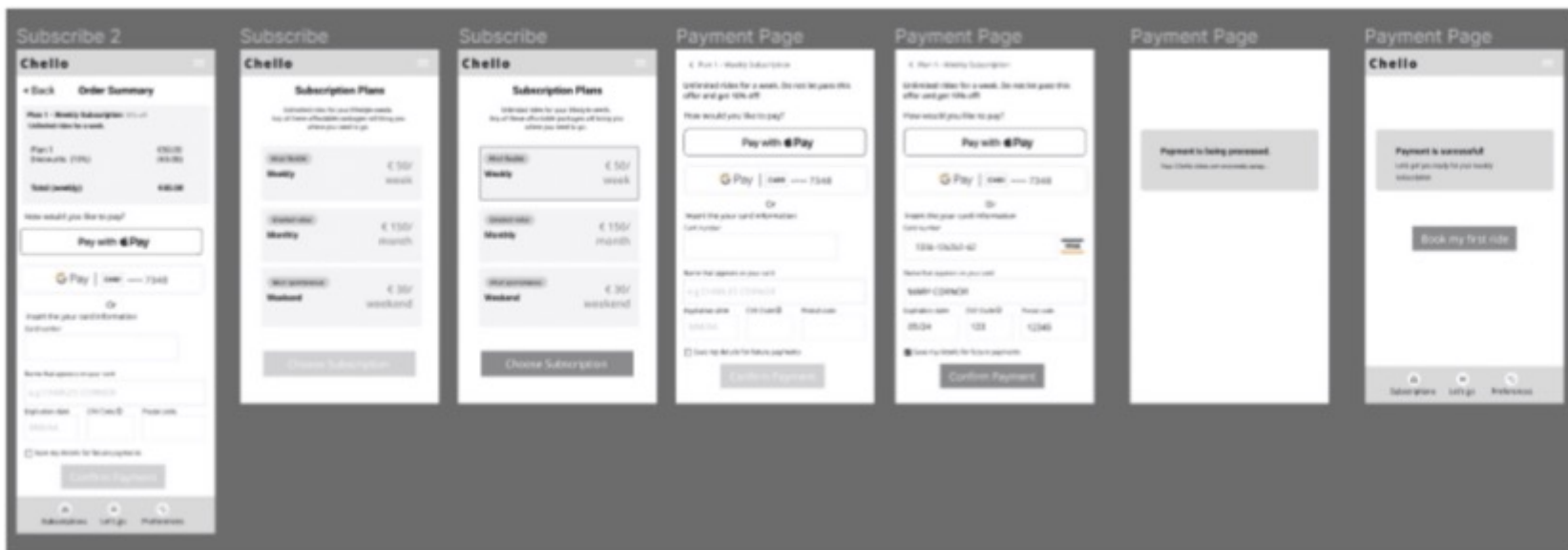
User flow: voice assistant + autonomus car



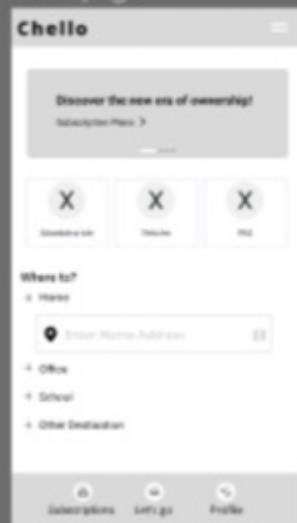
Prototype

Low-fi Prototype

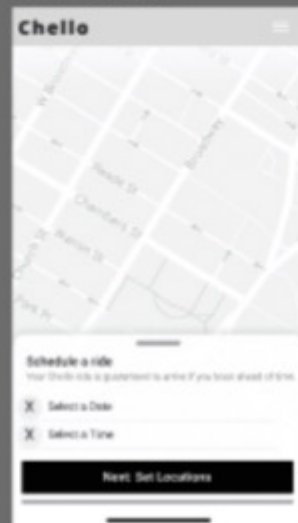




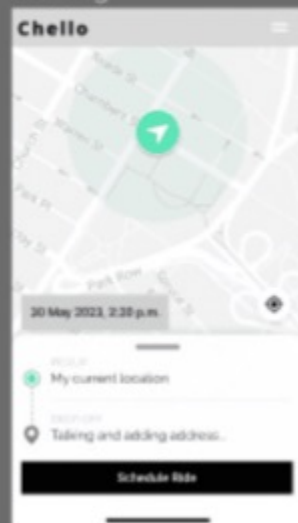
Homepage



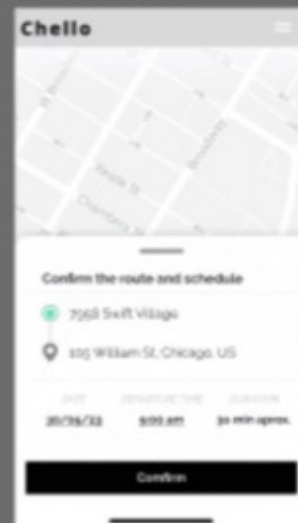
Schedule Ride



Booking



Schedule Ride



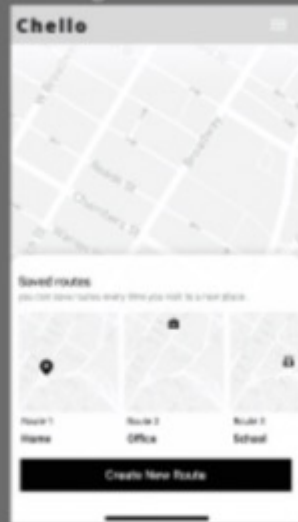
Scheduled Rides



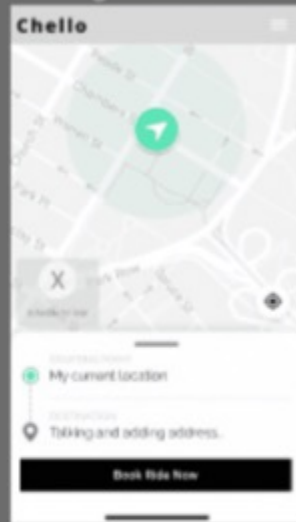
Homepage



Booking



Booking



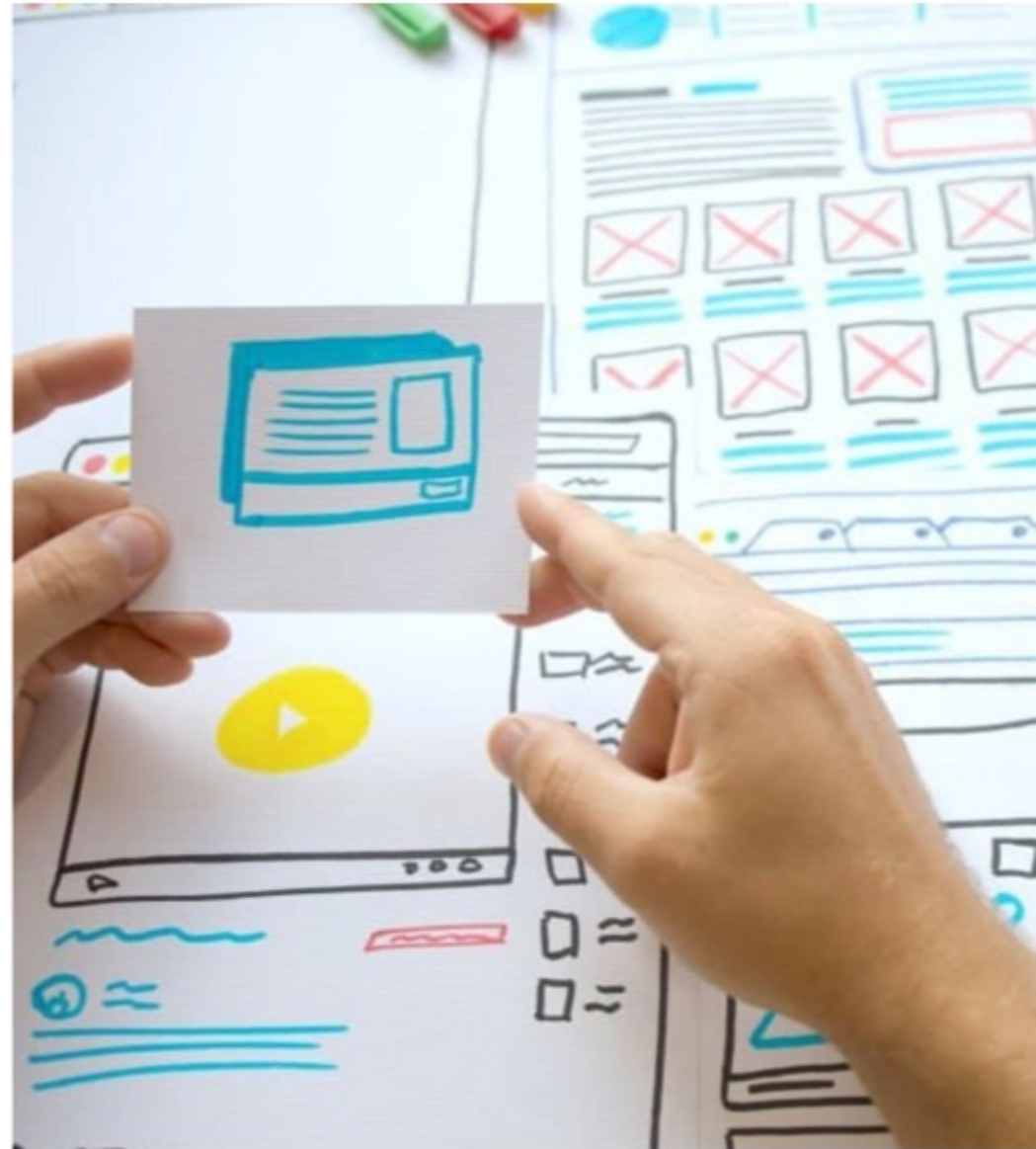
Conclusion

- Users had difficulty navigating Main screen before logging in/registering needs different layout
- Show screen of vehicle coming to pick up during booking phase



Prototype

Mid-fi Prototype



1- Create an account or Login

Chello
Let's Go!

 Own your mobility!
Make travel worry-free
Unlimited rides start from €5.00/day

Check out our Subscription Plans Now

How to us? Get a 1-day Free Trial
[Learn More](#) [Sign Me Up](#)

[Log in](#)

Chello
Let's Go!

Log in with

Or

Email

Password

[I forgot my password!](#)

[Log In](#)

[I don't have an account](#)

Chello
Let's Go!

Log in with

Or

Email

Password

[I forgot my password!](#)

[Log In](#)

[I don't have an account](#)

Chello
Let's Go!

We take you where ever you want. Only complete a few steps and Lets go!

Or

Name (It's to know how you want us to call you)

Email

Password

[Create Account](#)

Do you have an account? [Login](#)

Chello
Let's Go!

We take you where ever you want. Only complete a few steps and Lets go!

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Name (It's to know how you want us to call you)

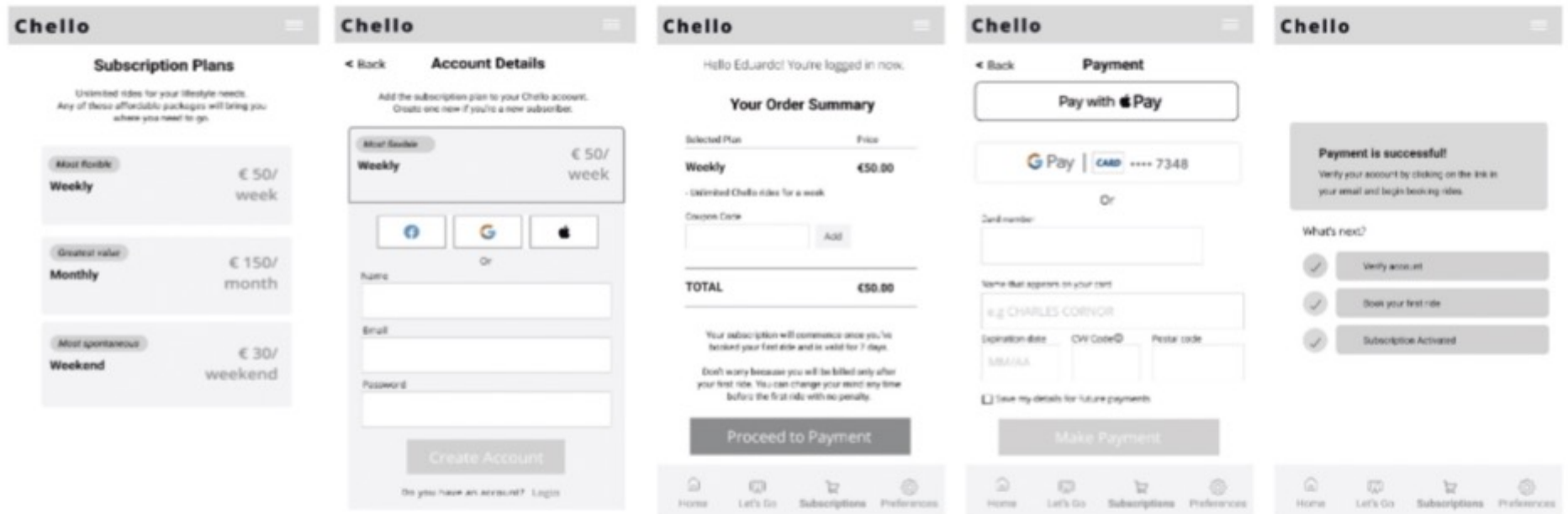
Email

Password

[Create Account](#)

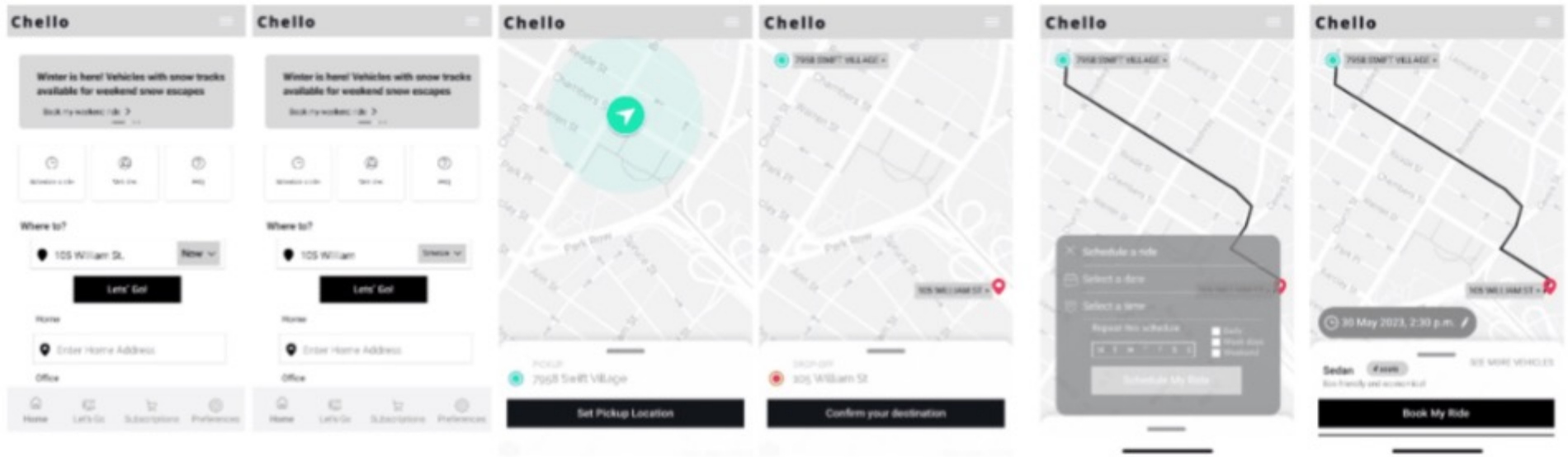
Do you have an account? [Login](#)

2- Subscription



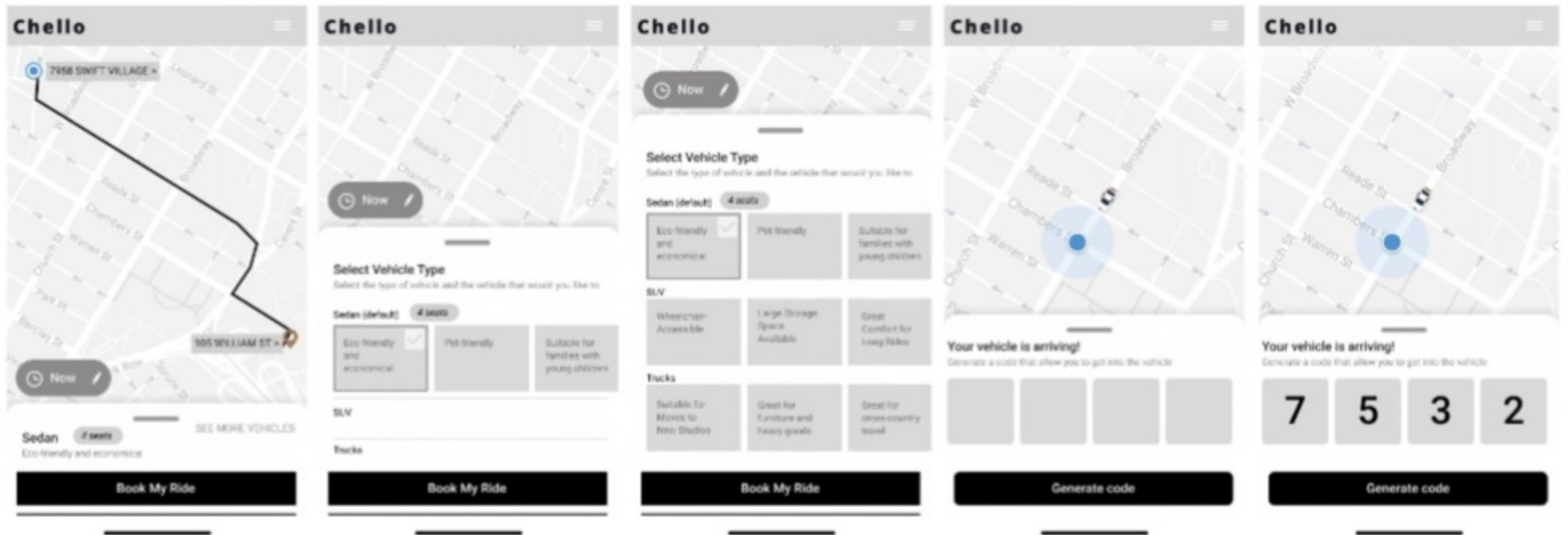
Users are price sensitive and they have had bad experiences with the transport system. We made sure to assure users about payment every step of the way. We created packages and processes that are generous and assuring.

2- Book a ride - Flow with Schedule



We referenced our persona's favourite applications and how they often use them. We created those flows to design for familiarity.

2- Book a ride - Flow without Schedule



We minimised options and simplified actions on each page.
If more options were required, they could be disclosed upon being clicked.

Prototype

Usability testing results





Objective

The usability test was conducted to understand if the proposal matches the user's mental model if it is friendly and collects feedback to improve it..



Participants

There were 9 participants recruited for the exercise.

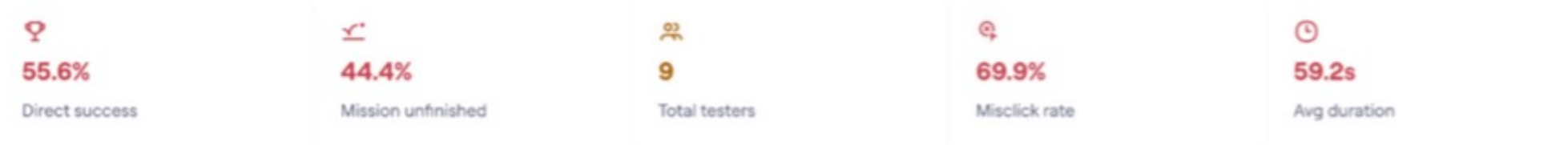


Methodology

We have moderate and unmoderated sessions, we use the tool Maze to gather metrics, and we asked to participant to think aloud to know what the was thinking while thy interact with the prototype.

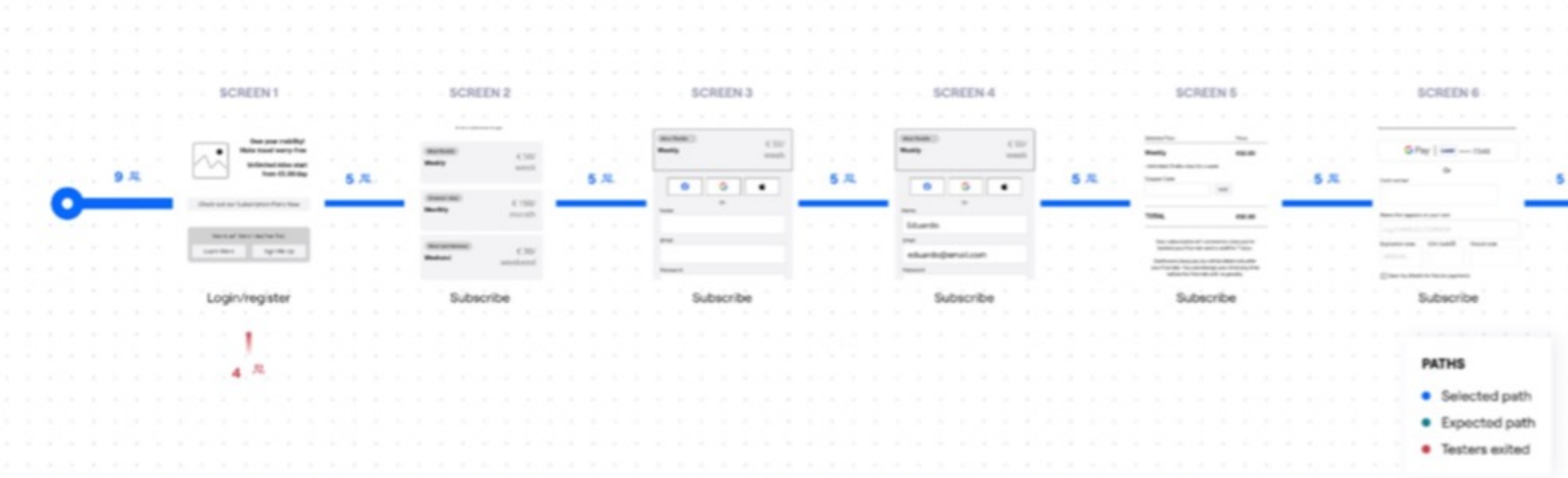
Imagine that you wish to get a weekly subscription and create an account

Please, could you show what you would do to get there?



Mission's paths

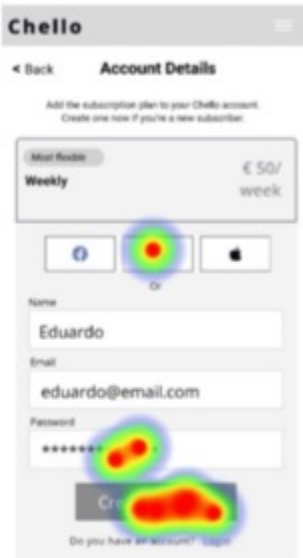
Click on a path to analyze the results for that path.





The tests show that it was not too intuitive to see the option to subscribe, according to the mental model of 4 out of 9 users, they first logged in or created the account and thus deviated from the path we had traced.

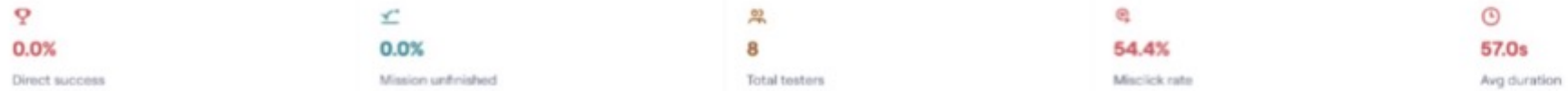
Some users model was more like:
Login / create account > Subscriptions



For this first mission, the user had to create an account to be able to subscribe, most opted for the fastest way with social networks, although for the purposes of the test that part was not clickable, so the percentage of wrong clicks was high.

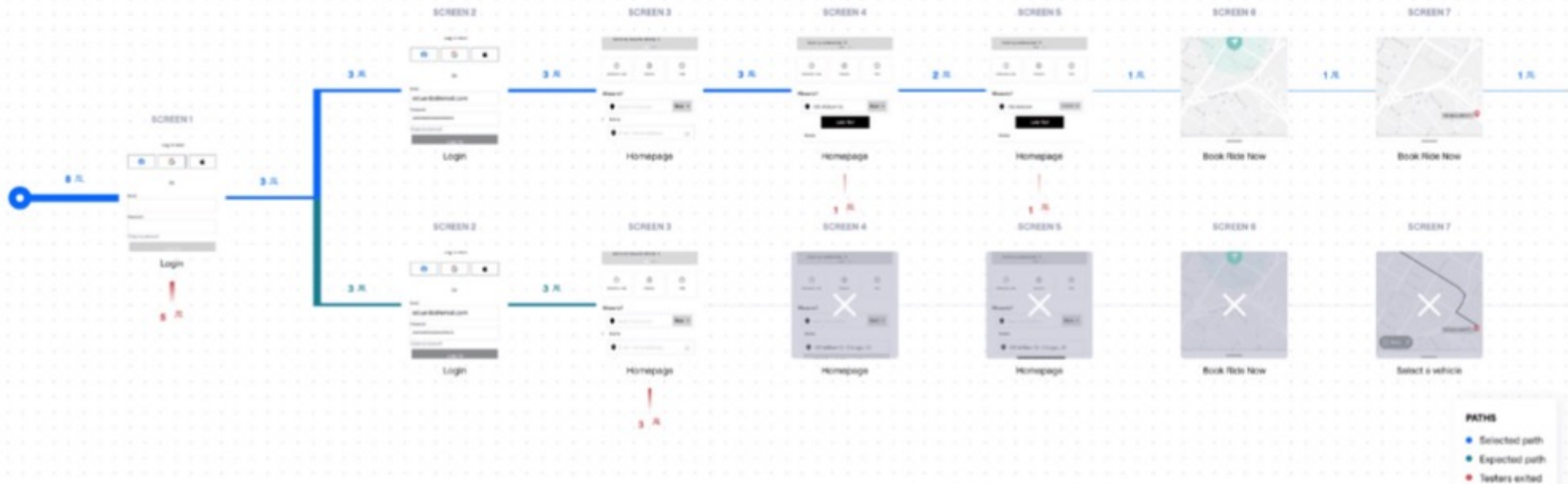
Now Book a ride. You can do it to get a ride at the moment or schedule it for later

Imagine you will head home after your meeting ends on 30 May, 2.15 pm. Schedule a booking for a ride back home on that day and time. Or you can imagine that you are leaving work and want to go home.



Mission's paths

Click on a path to analyze the results for that path.



Difficulty Scale

From 1 to 5, how difficult do you find the tasks?

Opinion Scale

Five is very easy, and one is too difficult

8

Responses

4.6

Average



Interactivity Scale

How much did you like the experience in the app?

Opinion Scale

One is you don't like it at all, and five is you like it a lot

8

Responses

4.4

Average



Final Thoughts

QUOTES

"Easy to use, the UI is friendly and accomplish to let me schedule rides too"

Tester #162486874 - May 11th 2023, 3:16:49 pm

"Awesome app and easy to use"

Tester #162536845 - May 11th 2023, 3:14:45 pm

"Excellent idea"

Tester #162535323 - May 11th 2023, 3:10:33 pm

"None"

Tester #162535154 - May 11th 2023, 3:04:12 pm



Users, despite the fact that not everything was clickable, understood how they worked. For example, after setting the date and time, they tried to use other options, such as making it recurring, since that would allow them to go home from work every day at the same time, without re-requesting the trip every day of the week.



In the case of trips that were made at the moment, the users understood the flow, and realized that since the car is autonomous they had to use that code to enter the car.

Conclusion

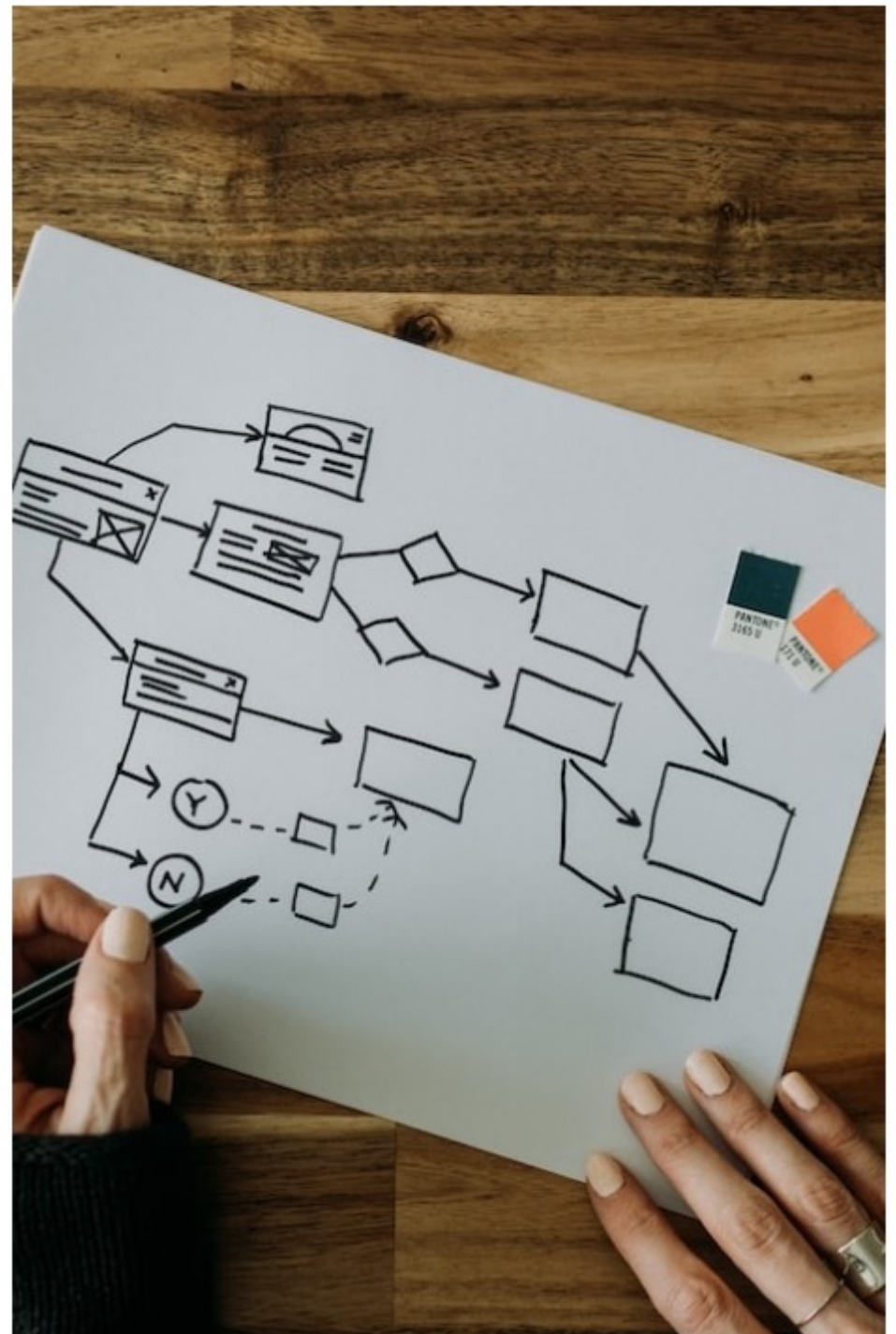
- Users could navigate easily
- Their experience varied from mid satisfaction to fully satisfied

Moving Forward

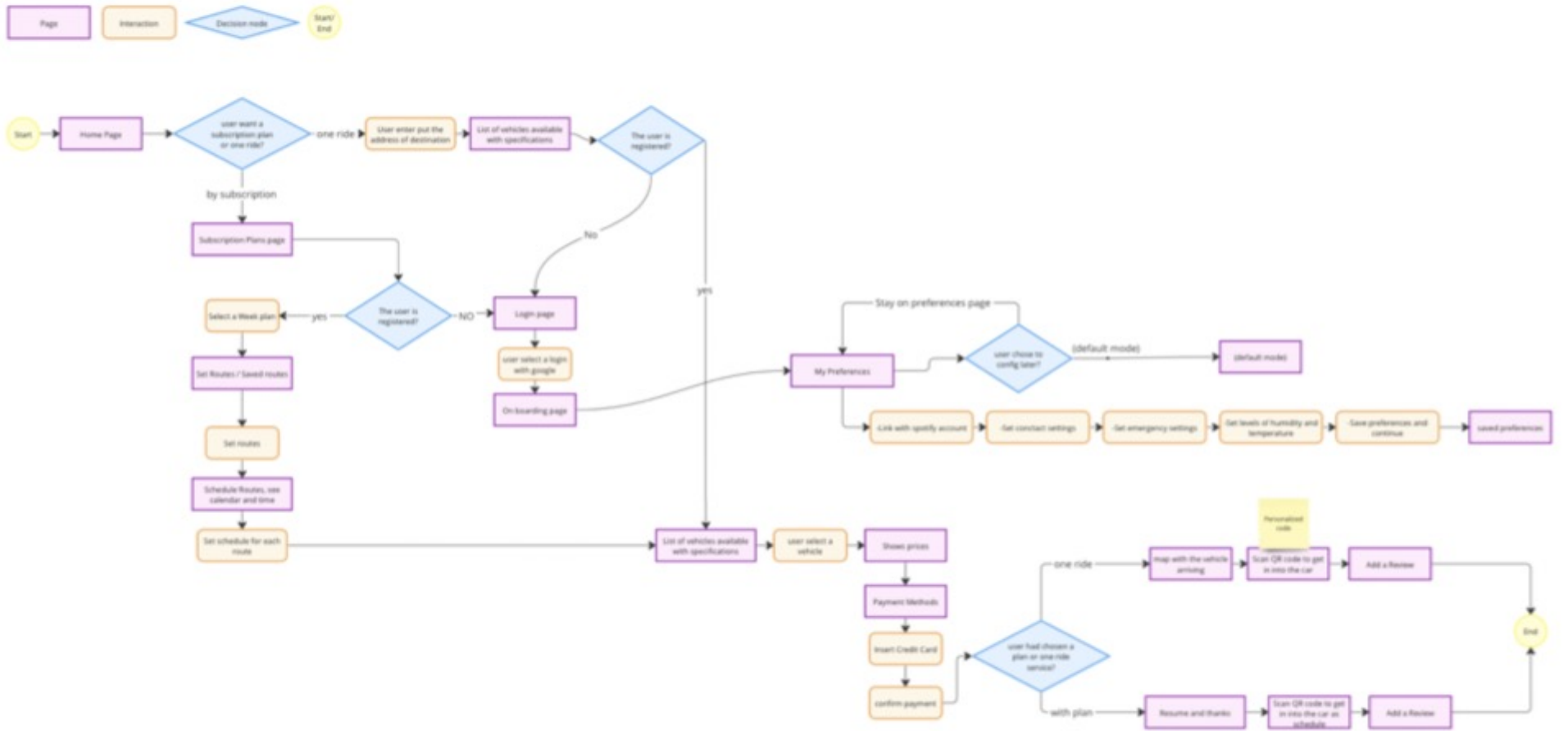
- Use hierarchy and simplicity principles to elevate the design
- Use design aesthetics to make the experience of navigating fun



Updates to user flows



Flowchart



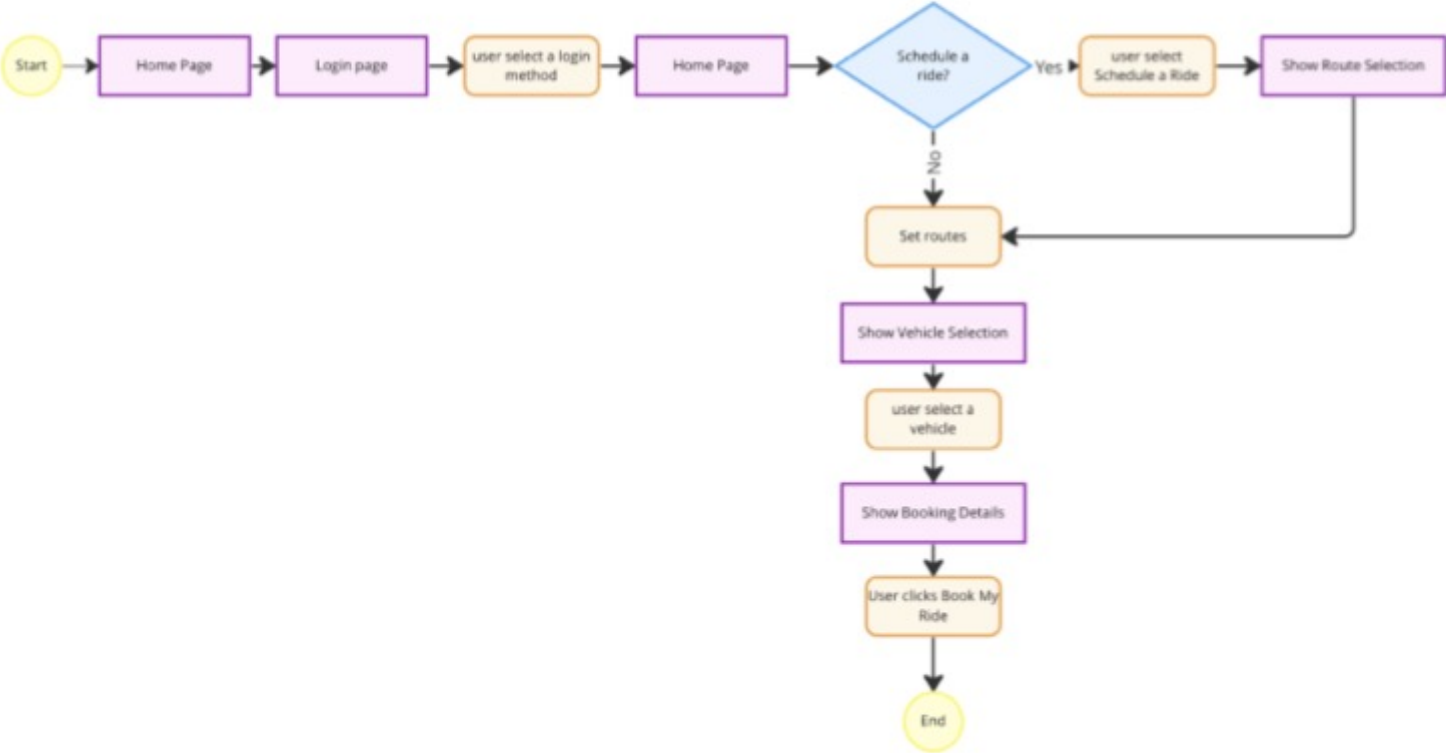
Flowcharts after iteration

Service Subscription User Flow



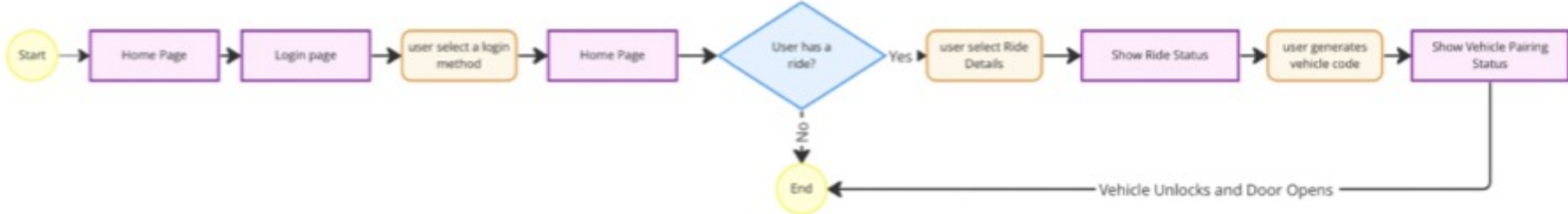
Flowcharts after iteration

Vehicle Booking User Flow



Flowcharts after iteration

Vehicle Unlock User Flow



Conclusion

- Users could navigate easily
- Their experience varied from mid satisfaction to fully satisfied

Moving Forward

- Use hierarchy and simplicity principles to elevate the design
- Use design aesthetics to make the experience of navigating fun



Thank you.