UX Research Plan

UXO720 UX Design / Katerina Urmet

Project topic: Women in Charity Activity

Problem statement: How might solutions specifically empower female-identifying donors, inspiring gender equity across the giving ecosystem in the UK?

Stakeholders: charities, female-identifying donors, government, local community, ones in need.

Objectives:

- Learn at what times users interact with charity.
- Understand motivation why users return/or not to charity activity.
- Discover what charity products/services users are using.
- Uncover any pain points or challenges users find when navigating within the charity process.
- Measure user interest in charity and identify potential new features.

Research methods:

- Ethnographic study user interview
- Contextual enquiry observation
- Competitive analysis
- User journey test
- Usability test

Participants: female-identifying donors, age 20-26, located in the UK, Bournemouth.

Sample size: 5 participants

Presentation of findings: via video presentation and CRJ

Deliverables:

- A persona
- A case study
- A user experience solution that empowers female-identifying donors and inspires gender equality when contributing to charity.

Deadlines (see the planning document below):

- User interview 9/12/2024
- Persona 9/12/2024
- Contextual enquiry 16/02/2024
- Competitive analysis 16/02/2024
- User journey test -30/02/2024
- Low-fidelity prototype 11/03/2024
- Usability test 15/03/2024
- A case study -25/03/2024
- High-fidelity prototype 8/04/2024
- Video presentation 19/04/2024

Results presentation by 19/04/2024:

- High-fidelity prototype
- A case study

Scenarios:

1. 1-1 ethnographic interview, starting with screening questions and signing the consent form.

Duration: 20 minutes

Screening interview question:

- Have you ever been taking part in a charity activity?
- How old are you?
- Will you agree to participate in a named study that aims to measure and identify motivation and possible bias in the process of donation?

Ethnographic study questions:

- When was the last time you interacted with a donation process?
- What was the reason for that? / Why did you choose this charity?
- Tell me about your experience: in which way did you donate? how long did it take you? what did you have to do to donate?
- How often did you donate during the past year?
- When you donated before that, was it the same type of donation or you had a different experience?
- What is the best way for you to donate?

- Would you repeat the donation the way it was done before and why?
- How often do you feel the urge to donate?
- How the donation process is normally initiated (by you, by an advert, etc)
- How easy and how satisfying was the donation process for you?
- What do you get out of the donation experience, how is it beneficial for you personally?
- If you look back, what did you feel was missing in your experience, if anything?
- Do you see any other ways to donate that would meet your interests and needs better?
 Possible further exploration with the Five Why method.
- 2. 1-1 contextual enquiry a workflow or interface an observation of the process of donation in a natural setting. Duration 30-45 minutes.

Contextual enquiry questions:

- Why did you choose this charity?
- Did you use this (type of) charity before?
- How motivated do you feel and why?
- What are you doing now? How easy is it to follow?
- What will be the next step?
- How do you feel?
- How satisfied you are with the process of donation? / How did the process of donation work for you today?
- How this could be organised better for you?
- How motivated do you feel and why?
 Possible further exploration with the Five Why method.

TASK	Week 1 22-01 Orientat ion	Week 2 29-01 User Researc h	Week 3 5-02 Who are our users?	Week 4 12-02 HT Sketchin g & Wirefra ming	Week 5 19-02 Informat ion Architec ture (IA)	Week 6 26-02 Reading Week	Week 7 4-03 Prototyp ing & Usability	Week 8 11-03 Visual Design	Week 9 18-03 Web Design	Week 10 25-03 Content	Week 0 1-04 Travel	Week 0 8-04	Week 11 15-04 Deliver Case study	Week 12 22-04 Reflectio n week
	Discovery		Define		Design			Delivery						
UXO720 ARTEFACT (70%) Case study PP Video PP Prototype	Underst and the brief Planning	Researc h plan Questio ns Ethics form	Field Study Ethnogr aphic work- User intervie ws Competi tive analysis	Context ual enquiry- User observa tion Synthes ise: Identify the problem Hypothe sis stateme nt Create persona	Assumpt ion mapping Plan Al Sketchin g	Sketchin g User journey mappin g Wirefra mes Tasks Scenario	Define problem s Prototypi ng UI element s	UI element s Prototypi ng Run usability testing Define problem s	Case Study Prototypi ng Finalise prototyp e	Feedbac k loop User observat ion User intervie w		Video delivery Check submissi on	19 Apr by 16:00	
UXO720 CRITICAL EVALUATION (30%) CRJ	Journal entry	Journal entry	Journal entry	Journal entry	Journal entry	Journal entry	Journal entry	Journal entry	Journal entry	Journal entry			Check journal	26 Apr by 16:00