Case Study

Used/idle goods trading platform for Chinese students in the U.S.

—— a Wechat mini program

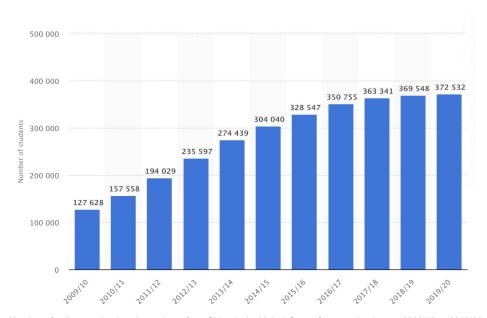
Yumeng Xie

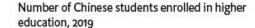
User Research & Testing for User Experience Design

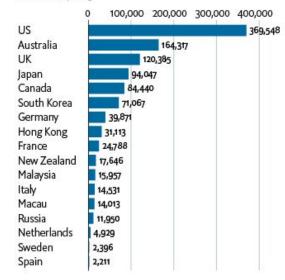
Pro. Debra Lawton

Problem Statement

Chinese students is a big group among all the International students in the U.S. They need to sell/buy used-goods in many situations. However, they face with diverse problems when using existing platforms when trade used-goods. As a result, an easy-to use used-goods trading platform is necessary and this product will bring convenience to Chinese students in the U.S.







Number of college and university students from China in the United States from academic year 2009/10 to 2019/20 © Statista 2021

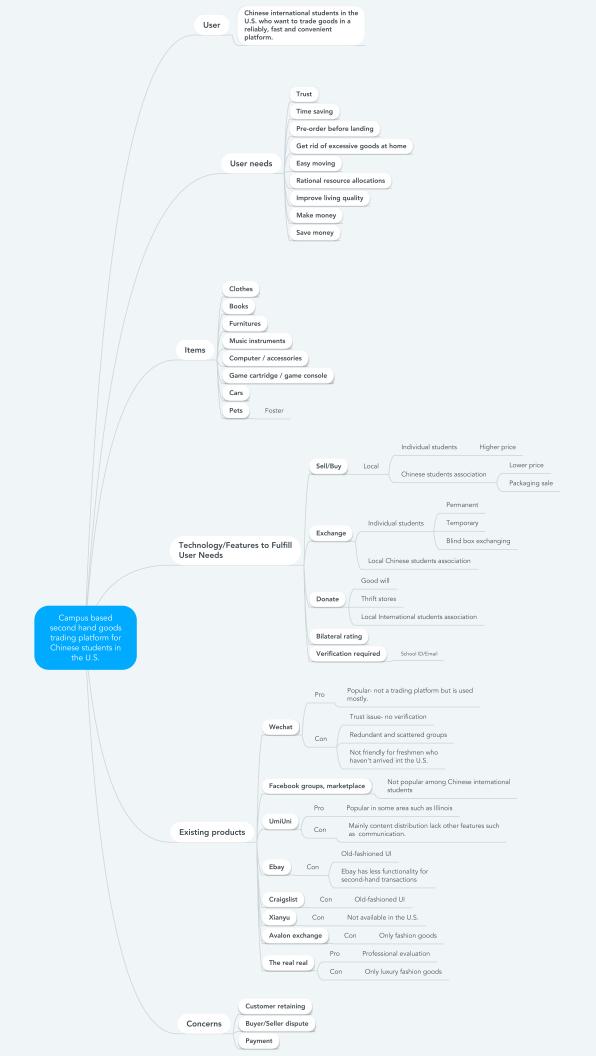
Sources: The Economist Intelligence Unit; national statistics bureaus; UNESCO; OECD; International Institute of Education.

Proposal

For dealing with the problems ahead, I would like to design a product embedded into Wechat as a mini program to provide a better user experience for the Chinese student in the U.S. to trade used/idle goods. Currently, I will focus on these goals in the product:

How might we create a product to provide Chinese students in the U.S. with a better used goods trading experience, in the meantime...

- 1. design simple and cozy listing pages to help users browse/post used/idle goods and item details (e.g. pictures, information, location)?
- 2. design easy-searching pages to help users find specific goods quickly?



Persona & User Journey



Actions:

Scenario

Lily as an international student (Chinese) in the U.S. loves shopping but sometimes would like to get rid of excessive used-goods in a reliable trading platform.

Goals & Expectations:

- Wants to sell used-goods quickly
- Wants to make money
- Wants to save time when communicate with buyers

Discover a product Stages:

• Browser used-goods

 Search her location Compare app to others

Assesses content's match

Sign up for account

- Explores app Click on '+' navigation • Determines the app meets her · Upload used-goods infos including
- needs Prefer a guick sign-up process
- Varifies edu emails

- images
- Label the images with price, use condition, location, availability, etc.

Post used-goods infos

- Await inquiry and sale
- Hope any buyers has interests in her used-goods soon and reply
- messages to buyers Continues browser other similar used-good on the platform and

decide if she needs to update any

Or withdraw the goods infos

· Re-edit the goods infos

Update goods infos or withdraw it

· Click on 'My sales' navigation

to her desires Feeling:

- Pain points: Doesn't know if the app is Time consuming
 - Doesn't like to remember multiple logins
- Unsure about the price she should give
 - May not able to provide a good-looking pic of the used-goods

· Easy to navigate goods'

conversation with buyers sometimes is time-consuming · Unreliable buyers may

Communication and

infos about her goods

- bring troubles or recall offers
- Want to be able to modify images, labels and contents of the goods
 - infos easily
- Feel guilty to withdraw posts or go back on her
- words · Easy navigate to re-edit or

Opportunities: Present the app as factual and based on campus in the U.S. recognized resources and positive feedback quotes from

users

reputable

Unsure about the

exposure of her

used-goods on this app

- Easy sign-up and login
- that includes email and password Easy navigation throughout the app
 - images/infos post Enable sellers to directly edit/add filters on goods' images by the app before uploading it

· Ability to know the visitor numbers and directly contact the potentially buyers who - visit the goods for several times/

add the goods to 'love'

- withdraw the goods' infos
- Recommend similar goods on sale

Research

I have conducted these research for designing the product (participants were all Chinese students in the U.S.):

- 1 online survey (Google form) to collect information of Chinese students' experiences, needs, and ideas about the used-goods trading platform in the U.S.: https://forms.gle/Pr44xsrJqxcVNS7J9.
- 2 existing competitive product testings(5-second, usability, desirability) with 3 participants.
- 1 card sorting test for information architecture: https://7pbpbe63.optimalworkshop.com/optimalsort/865841hi.
- 2 A/B testings for the homepage/filter page preferences of my product with 2 participants.
- 2 usability tests for the 2 clickable prototypes with 2 participants.













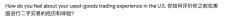


Survey

From the survey results, it shows most of the Chinese students in the U.S. use Wechat groups to publish, buy and sell campus-based used/idle goods. However, Wechat groups, by its nature, it is a social media (message) app, therefore, there are many problems/inconvenience to trade via Wechat groups, for example:

- Redundant/unnecessary groups and messages
- Scam postings
- No item updates
- No archive
- No search or sorting for postings
- Inconvenient to post items
- Buyers/sellers trust issues
- Time consuming of trading and communication process



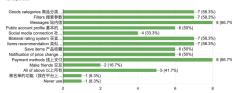


12 responses



Among the features of a platform below, what are necessary features for you when you trade used-goods platforms in the U.S.? (please fill in 'others' if the platform is not listed) 在以下功能中,请勾适出所有你觉得在美国进行二手交易平台上所必需的功能。(如果没有列出,请在'其他'中手助输入,可写中文)

12 responses



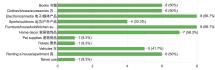
What platforms you have used for used-goods trading in the U.S.? (please fill in 'others' if the platform is not listed) 你之前在美国用过哪些二手交易平台? (如果没有列出,请在'其他'中手动输入,可写中文)

12 responses



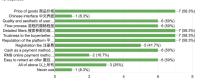
What used-goods you have traded in the U.S., or you plan to trade? (please fill in 'others' if the platform is not listed) 你在美国买卖过那些二手产品? 如果没有,你可能会想买卖那些产 品? (如果没有列出,请在'其他'中手动输入,可写中文)

2 responses



What features influence your experience when using a used-goods platform in the U.S. - what encourages/prevents you to use it? (please fill in others! if the platform is not listed) 请 勾选出所有影响你在美国使用二手交易平台的体验的原因。哪些原因会促使妨碍你去用这个平 合? (如果没有列出,请在 冥他 中事动输入,可写中文)

12 responses



Please list 1-3 keywords as qualities of a good used-goods platform for Chinese students in the U.S 请列出1-3个关键词作为特质来形容一个好的在美中国留学生二手交易平台。

responses



Competitive analysis

Offerup



- Good UI/UX
- Detailed filters and categories
- Good navigation

Facebook Marketplace



- Good reputation
- Linked to facebook account so it may be more trustworthy

Umiuni



 Already has provided services to some campus areas in the U.S.

Wechat



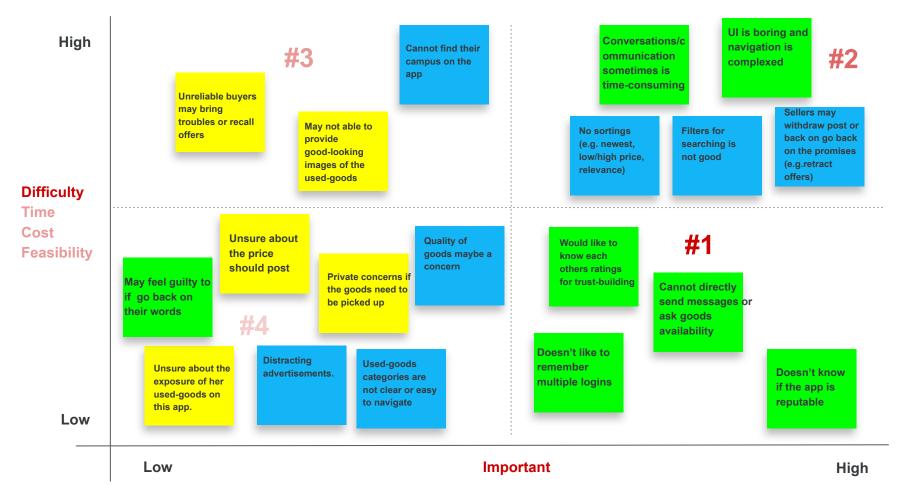
- Large amount of potential users
- Online payment is easy (RMB)
- Flexible, no need to registration

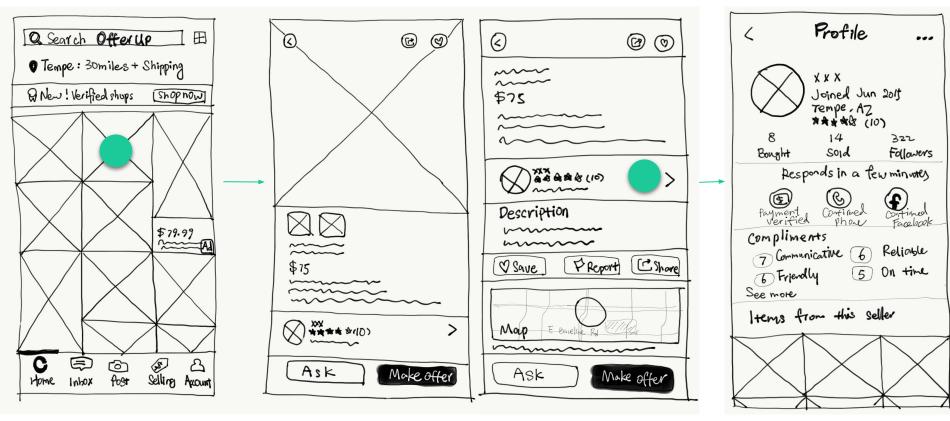
Competitive analysis

Affinity diagram - Problems in existing products

Problems from sellers Problems from both **Problems from buyers** Distracting Doesn't like to Doesn't know Cannot find their **Problems** advertisements. Unsure about the remember campus on the if the app is exposure of her before/about multiple logins app reputable used-goods on login this app. UI is boring and Would like to **Used-goods** No sortings Filters for navigation is know each Problems in (e.g. newest, categories are searching is May not able to others ratings complexed Unsure about low/high price, not clear or easy not good provide posting/reviewing for trust-building the price relevance) to navigate good-looking should post qoods images of the used-goods Cannot directly send messages or ask goods availability Sellers may Problems in Quality of withdraw post or Unreliable buyers Private concerns if goods maybe a back on go back trading Conversations/c may bring the goods need to May feel guilty to concern on the promises ommunication troubles or recall be picked up if go back on (e.g.retract sometimes is offers offers) their words time-consuming

Importance & Difficulty matrix

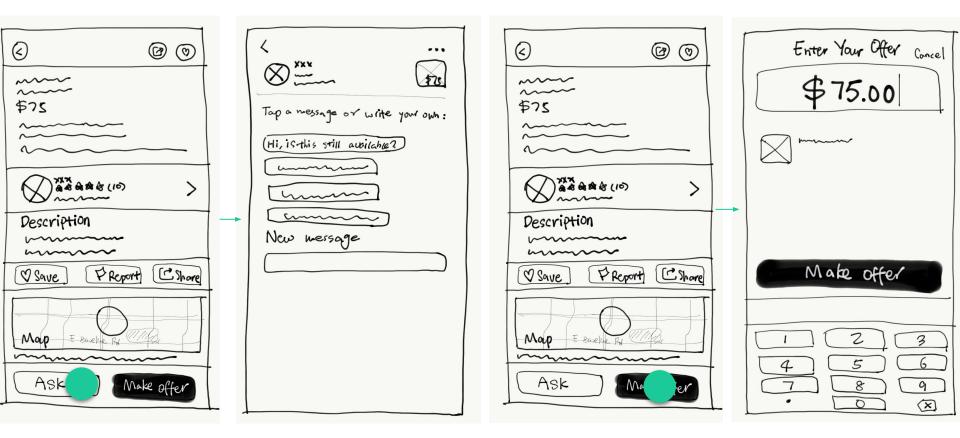




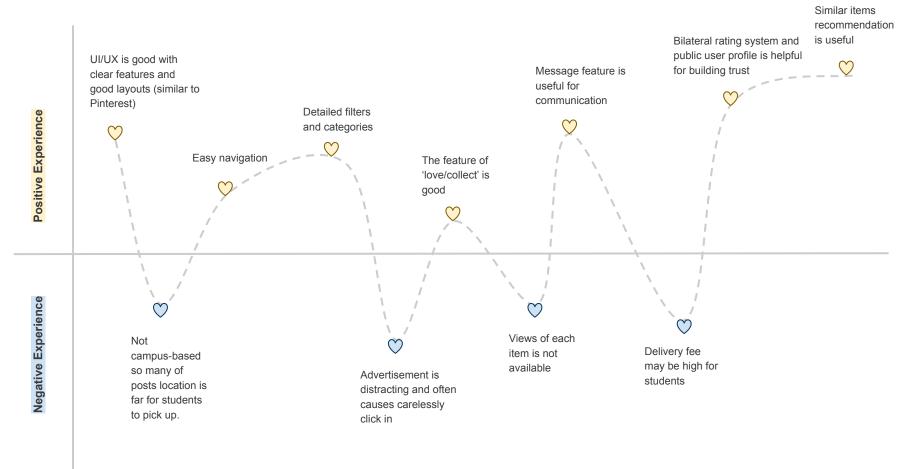
Clear features and goods' images layout

Simple navigation UI/UX

User's ratings and other infos are available which benefit to trust-building

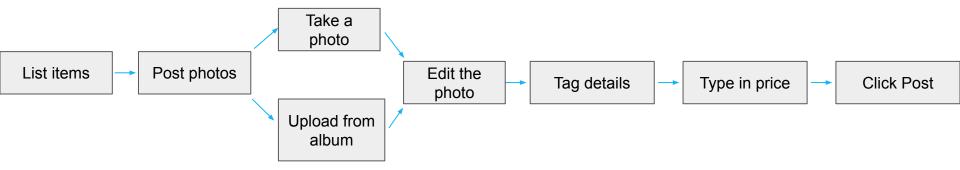


User journey map of existing competitive product (OfferUp)

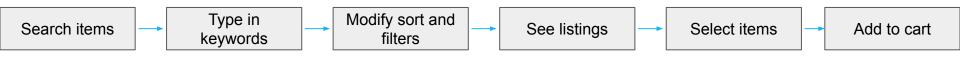


User task flow

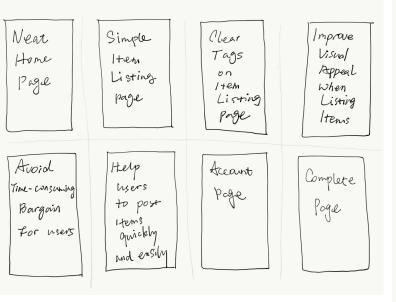
1. Design easy-listing pages to help users(sellers) post used/idle goods pictures and information in a clear, fast and convenient way.



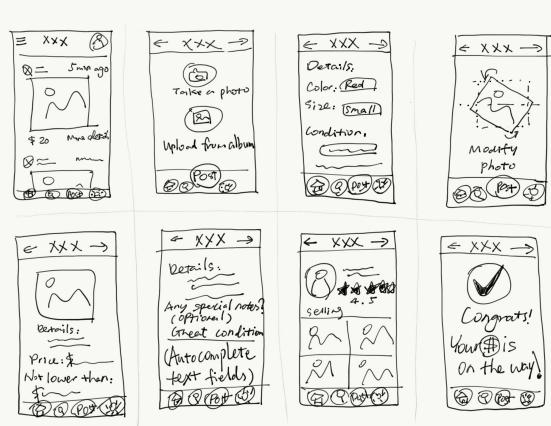
2. Design easy-searching pages to help(buyers) browse and find specific goods quickly.



Crazy eight ideation

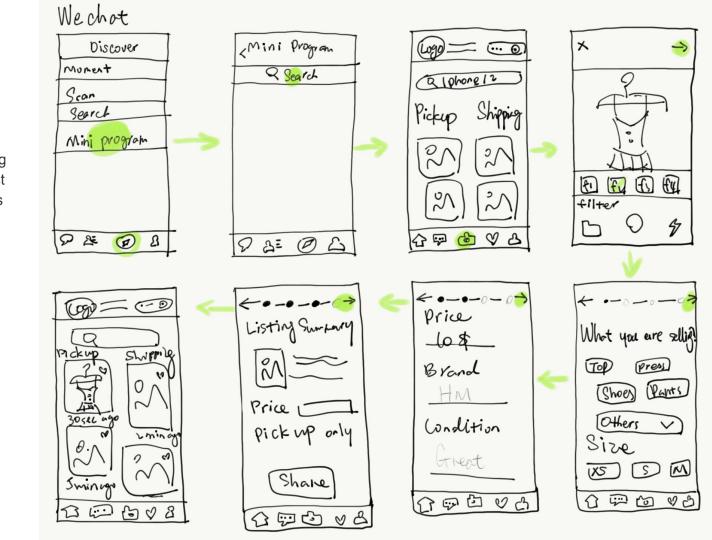


8 goals ——



Wireframes

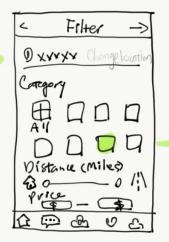
1. Design simple and cozy listing pages to help users browse/post used/idle goods and item details (e.g. pictures, information, location).



Wireframes

2. Design easy-searching pages to help browse and find specific goods quickly.









Testing of prototypes (three rounds)

First round - A/B testing



OR B? Q Search All categories All categories Bathroom Home decor Furniture Cell phones & Accessories Cameras & Photography TV & Media players View all Bath & Body Makeup & Cosmetics Tools & Accessories 2

A/B testing on the home page

A/B testing on the categories page

Results

Suggestions about the homepage design and items browsing process/ experience:

- Want to browse as many items as possible because it is effective, attractive and informative.
 And the thumbnail is very straightforward and can provide enough information.
- Prefer to know the details once clicking the interested items.
- Want to see the filter on the homepage.
- Enable users to see recommendations after reviewing the interested items.





Suggestions about the filter page design:

- Suggest to combine the items page (70% coverage, upper) and categories page (30% coverage, lower) because it would be more effective to see the items results once clicking on the chosen categories, which help users to get instant feedback if the chosen categories can provide expected items.
- Suggest to give more labels to items because some goods are difficult to be categorized (multi-labeled).
- Users prefer to see pictures rather than texts because pictures are more straightforward. For example, the left one below is better than the right one as the filter page.





Testing of prototypes (three rounds)

Second round - Usability test

Usability test for the #1 clickable prototype with 2 participants.

https://www.figma.com/proto/3vRXiwQRxl ZUDlAankicYO/Yumeng-Xie?node-id=247 %3A4840&scaling=scale-down&page-id= 106%3A5608&starting-point-node-id=247 %3A4840

Task:

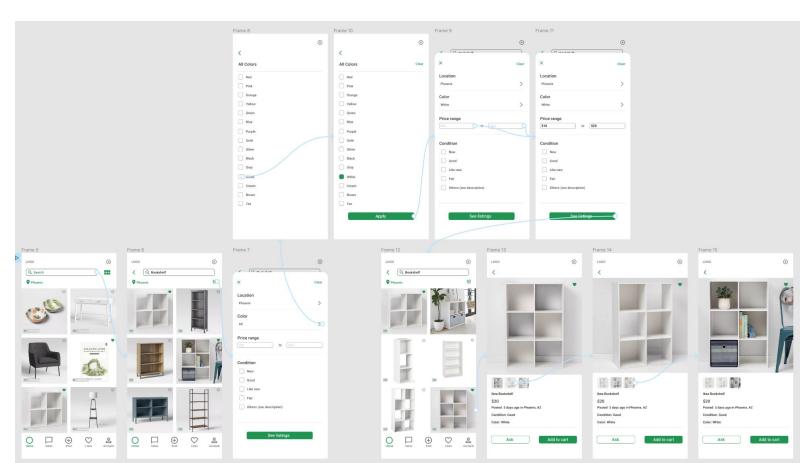
Find a white bookshelf between \$10- \$20.

Goal:

To know how do users browse, search and find specific goods through this product.

To help me understand how do users interact with my homepage, and how do they search for the expected used-goods.

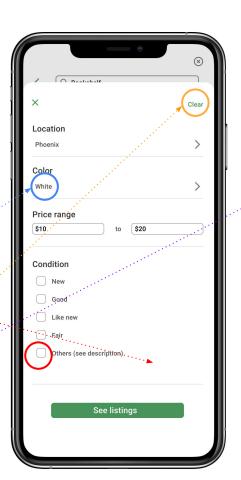
To determine what features work and what might be missing.



Results

Suggestions about the items searching and adding process/ experience:

- Back button is needed.
- 'Like' feature is redundant, because she doesn't want to waste of time to delete or maintain the 'Like' list.
- Homepage category icon is misleading.
 For her, it looks like showing how many items in this page.
- Want to see the search history when use it.
- 'Others' in 'condition' feature is not needed, it's too ambiguous. 'Bad' option is needed. So, the 'condition' feature should be multiple answers.
- Want to delete filter detail tags directly and quickly if needed.
- Want to have both 'Clear all' and 'clear' for each filter details for specific editing.
- Listing sort feature is needed.
- Want to see the map in the item details.





Results

Suggestions about the items searching and adding process/ experience:

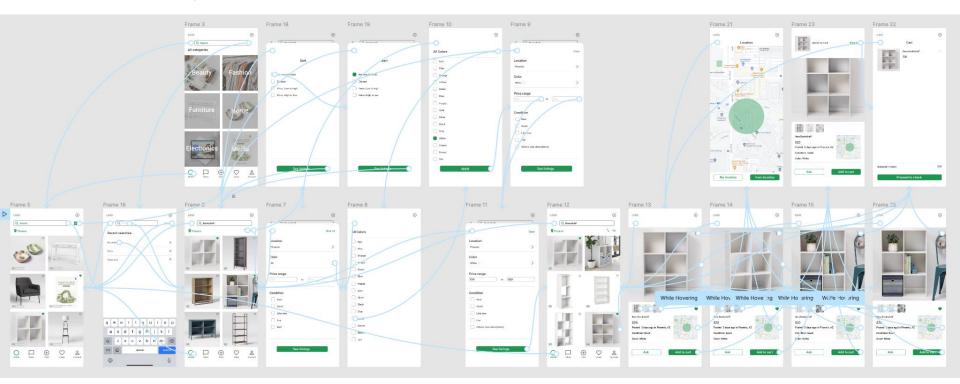
- Filter icon is not so understandable.
- Color feature is not necessary, especially for the sellers, because sometimes it is not easy to define the color of the item.
- Listing sort feature is needed.
- Want to slide to see the detail pictures of the item rather than clicking on the thumbnail.





Testing of prototypes (three rounds)

Third round - Usability test



Usability test for the #2 clickable prototype with 2 participants (evolution of the #1 prototype).

https://www.figma.com/proto/3yRXiwQRxIZUDIAankicYO/Yumeng-Xie?node-id=360%3A4839&scaling=scale-down&page-id=360%3A4838&starting-point-node-id=360%3A4838

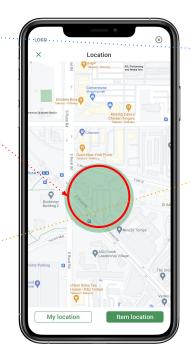
Task: Find a white bookshelf between \$10- \$20 and add it to the cart.

Goal: To help me understand how could users interact with the modified product better, and how do they feel about the updated process of searching and adding expected used-goods. And to determine what features work and what might be missing.

Results

Suggestions about the items searching and adding process/ experience:

- Want to include 'continue shopping' feature after adding items to cart.
- Want to zoom in/out the items location map.
- It's good to consider the privacy issue when viewing the approximate rather than the detail... location of the items on the map.
- Suggest to show other users' interests on the selected items (present visibility of system status, e.g. XX people added this item to their carts)
- Enable users to get the update of the items availability.
- Hope to see the both buyers' and sellers' profile due to the trust issue. It's better to have the bidirectional rating system.
- The 'view cart' icon is misleading, because the plus icon makes users think this icon can enable users to add this item quickly, however, it is redundant and similar to the 'add to cart' feature. But, actually, this icon aims to lead to 'view cart'. As a result, the plus sign should be deleted. Or, it maybe better to replace the plus sign with a number (of items in the cart).
- Overall, the whole interaction process for searching item is better with more details than the first prototype.







Next steps

I would like to move forward with this mini program design through:

- Improving the **information architecture** through more rounds of card sorting tests.
- Developing more prototypes.
- Testing those prototypes with more users.
- Conducting a survey to collect data about users' preferences on the **user interface design**.
- Thinking about the **multi-language** and **payment methods** in reality situations.

Lessons learned

- Usually, users are the real experts of their life experience rather than designers. Therefore, it is essential to listen to their voices and know their ideas before/during/after the product design process.
- Don't forget to **update personas** because anything would change, users and their needs will change as well.
- Don't talk too much; explain the design; or ask/answer questions during the usability test. I did not perform very well about that when testing the prototypes.
- It's better to conduct diverse types of tests to make the UX research more reliable and comprehensive.
- It is necessary and important to **often go over testing results** during design process to get more insights.

References

https://www.statista.com/statistics/372900/number-of-chinese-students-that-study-in-the-us/

https://www.eiu.com/n/how-will-the-coronavirus-affect-outbound-chinese-students/

Case study of using personas video by Anna Prisicari

Travis, D., & Hodgson, P. (2019). Think Like a UX Researcher: How to Observe Users, Influence Design, and Shape Business Strategy. CRC Press.

Thanks!