

Cozy

YOUR HOME AWAY
FROM HOME

LEAD DESIGNER IKRA JAVED
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When I'm not dwelling over a prototype or finding the story that runs between the data points of a user research study, you can find me on a trail lost in the trees.





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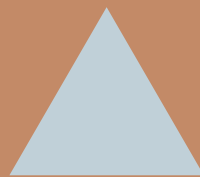
Looking Ahead

Given design is iterative, we look at next steps

For those feeling homesick, consider Cozy your home away from home, or maybe the next best thing. This mobile app allows you to save photos, recipes or songs that remind you of home, offers guided journaling, and connects you to local community resources.



About **Cozy**





Market **analysis**

From concept ideation to early paper-and-pencil wireframes, we were in touch with our customer base and our competitive market.

Similar Apps on the Market



homesickFM

Connects to a radio station from home



Homesick 1

Uses sharing about food to bring comfort

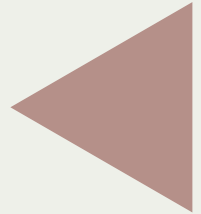


It's Nice to Talk

Connects with locals to reduce loneliness



Our
competitors





1

Early Testing

Field research to understand user needs

2

Wireframes

Lean and agile low-fidelity wireframes

3

Round 2 Testing

Iterations of testing and improved mid-fidelity wireframes



Understanding
user needs

Wireframing

Initial Conceptual Designs

User Testing



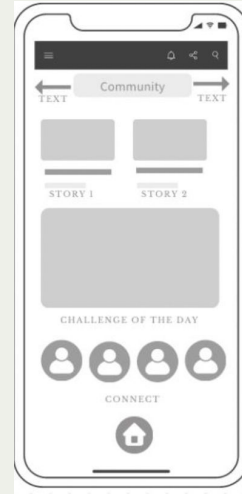
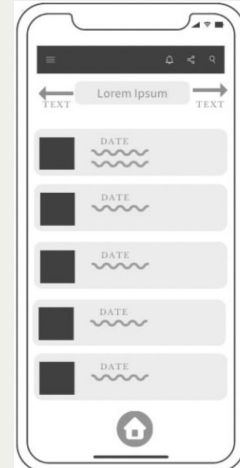
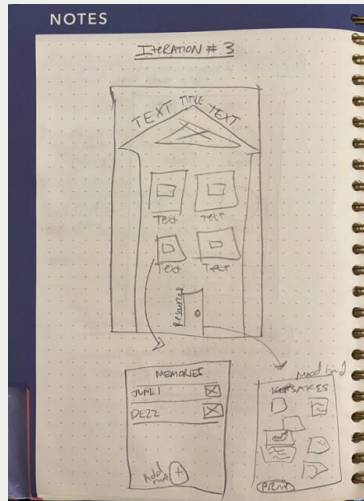
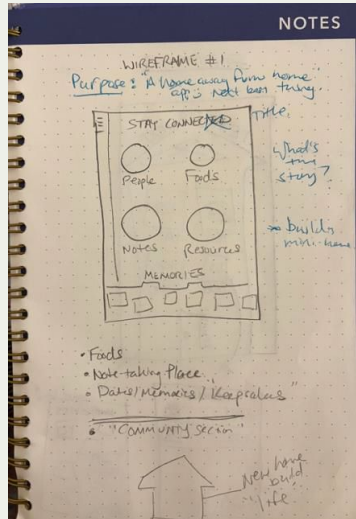
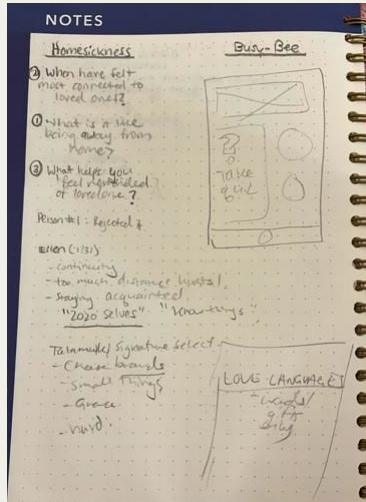
Round 1



User Testing




Round 2





UX Testing Timeline

Preliminary field research and planned testing before deployment

- January 2023** Ideation and testing to determine market needs
 - February 2023** Market research and rounds of testing and wireframing
 - March 2023** Analyze results to better formulate brand direction
 - April 2023** Begin development of brand strategy
 - May 2023** Develop interactive prototypes and test with intended customer based
 - June 2023 (Planned)** UX testing via card sort and tree test (using high-fidelity prototypes)
- 



Goals & **strategy**

We clarify our vision of Cozy, from who we will serve to what the goals are for the app and how to get there with branding and journey mapping.



Goals

What Cozy is all about



Save

Allow users to save in scrapbook fashion every memory of home, whether it's a song, show, or new restaurant

Teach

Share research, books and articles through an educational tab to normalize homesickness

Point

Point, not push users to local happenings in the community based on their interests in a casual way

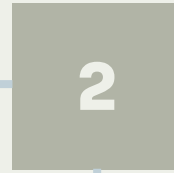
Business **strategy**:

“no resting without testing”



Ideation

Tested and tweaked the idea of an “app for homesickness”

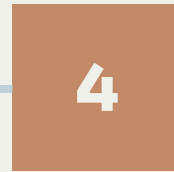


Research

Wireframe and tested with college students; conducted market analysis of competitors

Brand Strategy

Develop a brand strategy that aligns with our goals



Prototyping

Build high-fidelity mockups based on research and goals






Customer Base

Primary

Graduate and commuter university students

Secondary

International college students
All college students (transfer, undergrad)
Any homesick newcomer to a place



Personas

GRADEEL, THE GRADUATE STUDENT

Gradeel recently moved away from home to start graduate school but misses her family a lot. She's looking for ways to feel less lonely while she's away for the semesters to come.



COMUNDO, THE COMMUTER FIRST-YEAR

Comundo wasn't able to find first-year housing and had to live off campus with some new roommates. He's feeling isolated from friends and family and wants more community.



BRIVENE, THE INTERNATIONAL STUDENT

Brivene is an international student from Brazil completing his PhD in environmental science. He enjoys campus, but is sad when he can't attend holidays with his family.





A Note About Using Personas

Drawbacks

Use of personas is often critiqued by UX professionals for how they fall short or can fail.

How They Were Used

To circumvent pitfalls, we were cautious in how they informed our design process.

1. **General use:** considered like we do the customer segment
2. **Specific use:** always attached to a specific, measurable task (i.e. as an actor in a journey map)

Journey **mapping**

ACTOR



Age: 27 years old

Gender: Female

School: UNC Chapel Hill

Need: Walks by a restaurant on Franklin St. that smells like home and wants to capture it in her Cozy App

SCENARIO



To be able to open the app and quickly capture the details of the restaurant and moment through various media options (take a photo, write a note, add a voice memo).

EXPECTATIONS










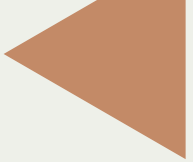
A quick and easy way to open the Cozy app and document the moment through a photo and text



Journey **mapping** (continued)

Task: user wants to add a memory of home in the app

Phases	Navigate to Board	Add Photo & Text	Save and Share
Actions 	<ul style="list-style-type: none">-open the app (log in if needed)-click on memory board	<ul style="list-style-type: none">-click edit-snap picture-write a quick entry	<ul style="list-style-type: none">-hit save-click share-choose from the options-send text. save to phone
Mindset 	<p>“This loaded quickly” “That was easy to find”</p>	<p>“Did this photo save to my phone?” “Can I share this nore with my family?”</p>	<p>“That was easy!” “It works just like notes, but better”</p>
Emotions 			
Opportunities 	Keep the memory visible on home screen	Make syncing with phone abilities clear and obvious	Enable auto-save features



“This is **awesome**. I wish I had this app when I moved to campus. It gets **really hard** sometimes, and it’s so comforting to have a place that **reminds me of home** and also helps me find new places to **connect**.”

—Aileen Didolle,
college student

Style Tile

Primary Colors

#b1b4a6

#935c3b

#eef0e9

#c0d0d8

#e4cfcb

Secondary Colors

#48392e

#c38a67

#899aa3

#281f12

#b59089

This is an example of a header.

Font Family: Sora | Style: Bold | Size: 20 px

This is an of subheading text.

Font Family: Sora | Style: Light | Size: 18 px

This is sample paragraph text. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore.

Font Family: Sora | Style: Light | Size: 12 px

This is text for hints and special callouts and other features.

Font Family: Homemade Apple | Style: Regular | Size: 11 px

Links: Active and Inactive States

Buttons

Inactive Button

Active Button

App Tiles

Default App Tile

Hover State: App Tile

General Links

This is a link →

This is a link when clicked →

ADJECTIVES

Cozy

Casual

Safe

Comfy

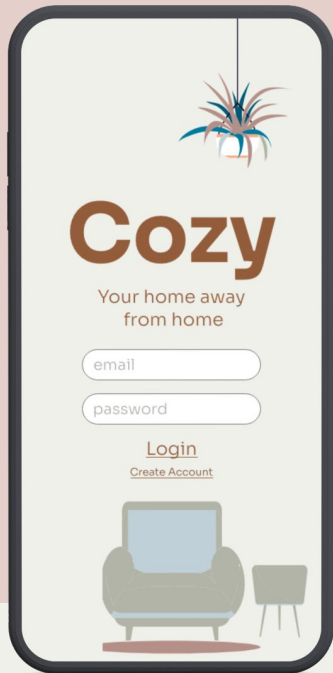
Friendly



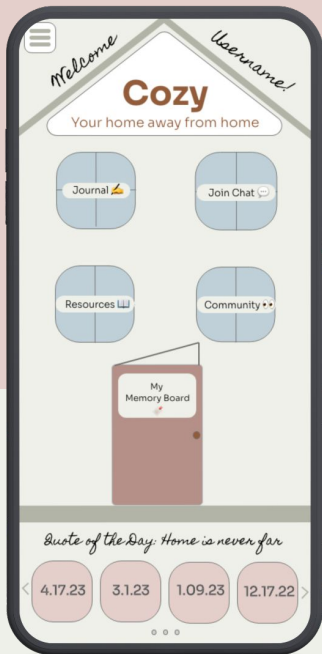
Prototyping

We share high-fidelity design mockups with conversion metrics to measure success, including an interactive prototype in Adobe Xd.

Login

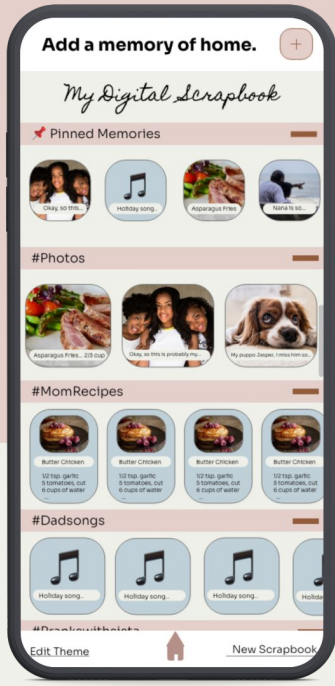


Home



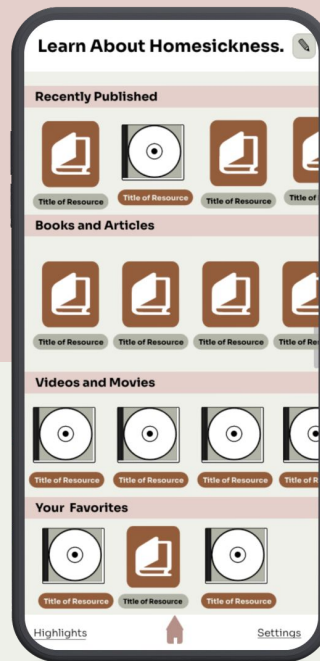
Design Mockups: *Mobile*

Add a memory of home.

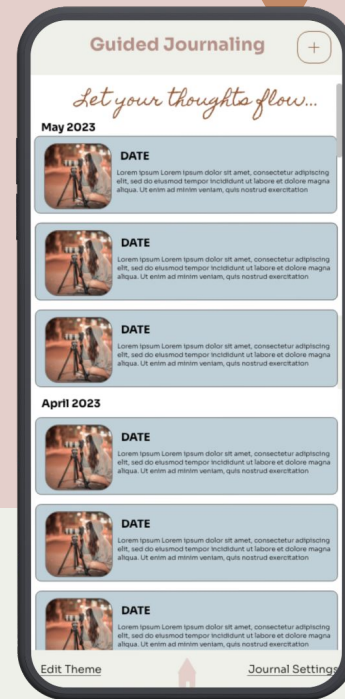


Memory Board

Resources

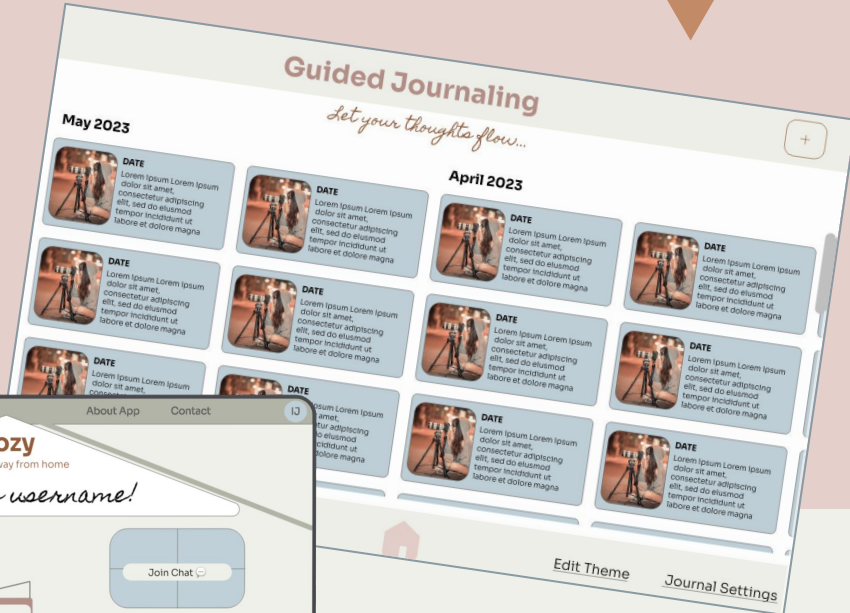
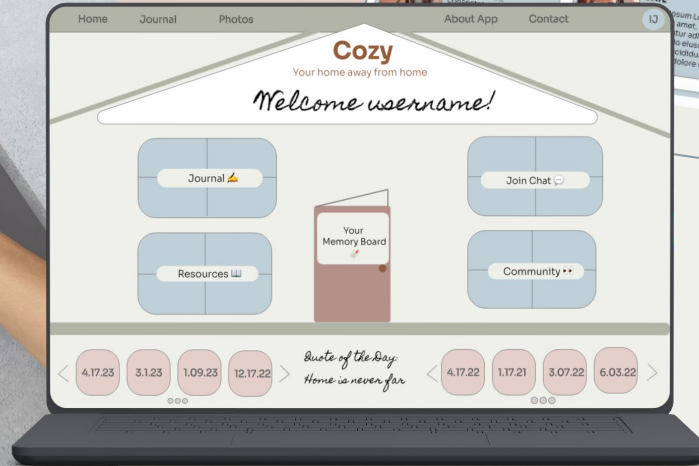


Guided Journaling



Journal

Design Mockups: Desktop



Key Performance Indicators (KPIs)

Account Creation

Users who not only download the app, but also create an account



Time Active in App

Users who spend at least 5 minutes a week in the app



Customer
Conversion



Conversion **measurement**



User has a registered
Cozy account

Creates Account

User spends at least 5 cumulative minutes in
the app per week (measured by clicks on any
links + reading time in the app)

“Time Spent”

Opens App

User opens the app
during the week for any
purpose



App demo

Interactive Prototypes:

- Cozy App- Mobile
- Cozy App- Desktop





Key takeaways



Values

Cozy strives to save, teach and point.

Research

Market competition is weak.

Brand

Desired effect is cozy and casual.

Testing

Iterated on designs with user testing

Conversion

Measure success by time spent in app

Audience

Mainly college students



Iterative Design



What We've Covered:

- About Cozy
- Market Research
- User Testing & Wireframing
- Personas & Journey Mapping
- Refined company vision & goals
- Branding & high-fidelity prototypes
- Conversion strategy

Where To Go Next:

- Testing new prototypes
 - ◆ Card Sort
 - ◆ Tree Test
- Iterate on designs based on user research
- Guerrilla UX testing (3 rounds)
- Consider marketing strategy



Thank **you!**

DO YOU HAVE ANY QUESTIONS?

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CREDITS: This presentation template was created by **Slidesgo**, and includes icons by **Flaticon**, and infographics & images by **Freepik**. I would also like to thank **Professor Lisa Villamil** and my **classmates** of **MEJO433: UX Design & Strategy** who provided their insights and feedback through the user design process. Finally, to the **participants in our field research**- Cozy couldn't support you without you, so thank you!

All Links

Interactive Prototypes:

- [Mobile Version](#)
 - Full link: <https://xd.adobe.com/view/0873ed7f-d631-4f12-9924-6519fcbaf351-5d20/>
- [Desktop Version](#)
 - Full link: <https://xd.adobe.com/view/f9c4826c-bcda-473c-a6ea-9d2f685abfc4-ac97/>

[My 2-3 minute video presentation](#)

- Full link if hyperlink doesn't work:
https://adminliveunc-my.sharepoint.com/:v/g/personal/ikra_ad_unc_edu/EUygWoAZicFEjpTCbzABJG4Ba5fy-5SYYwIzGJYV5S1g0A?e=aQuQtZ