

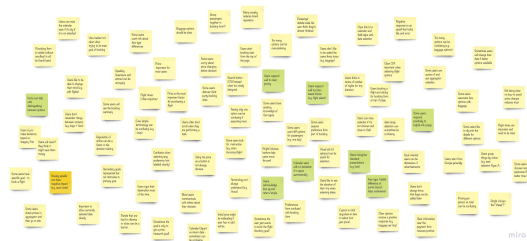
Fly UX: Summary of research findings

Affinity diagram

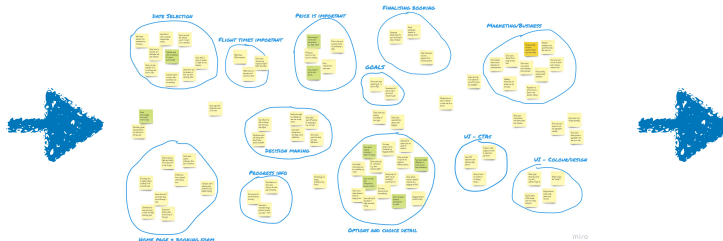
This Affinity diagram has been compiled from the following sources:

- A competitive benchmark study
- Survey results
- User interviews
- Three task-oriented user tests

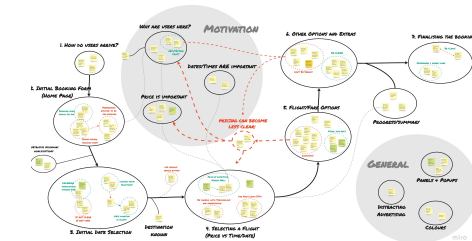
After reviewing the above sources the process was as follows:



Notes and observations were summarised and placed on a virtual white board (using Miro).



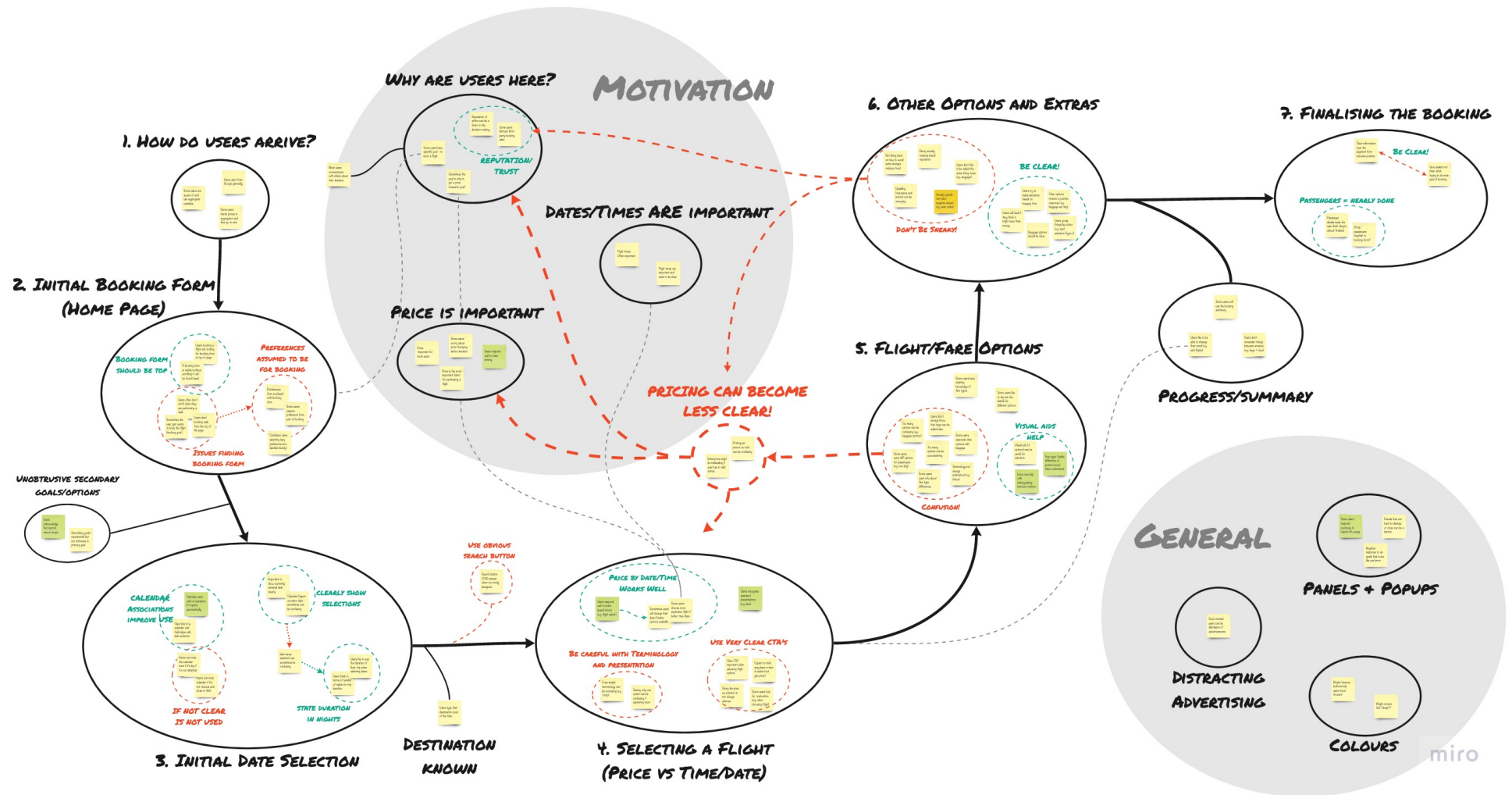
The post-it-notes were roughly combined into named groups.



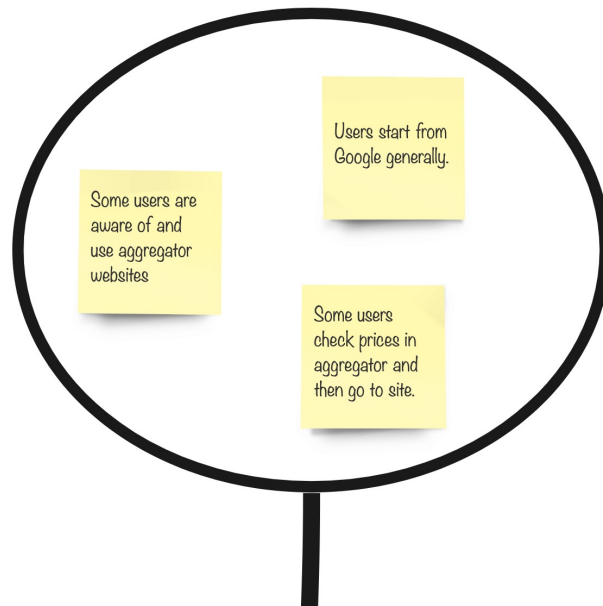
The groupings were further refined, linked and annotated into an affinity diagram.

The next page shows a “bird’s eye view” of the affinity diagram. It shows the main groupings and how they are linked. Subsequent pages show the detail for each group within the affinity diagram (so that individual post-it-notes can be reviewed). You can click on any of the groups to go to the corresponding detail page.

Affinity Diagram - Bird's Eye View

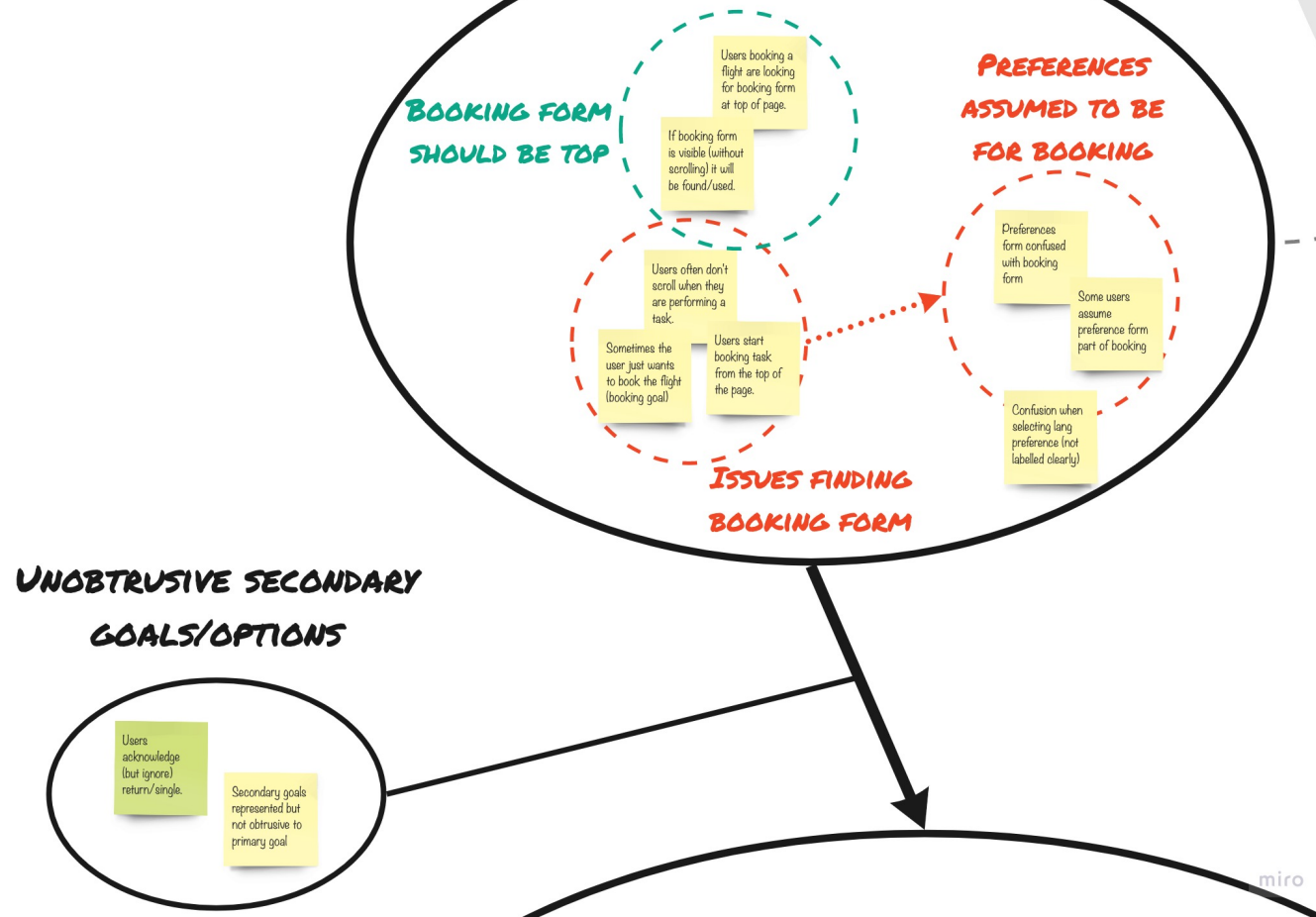


1. HOW DO USERS ARRIVE?

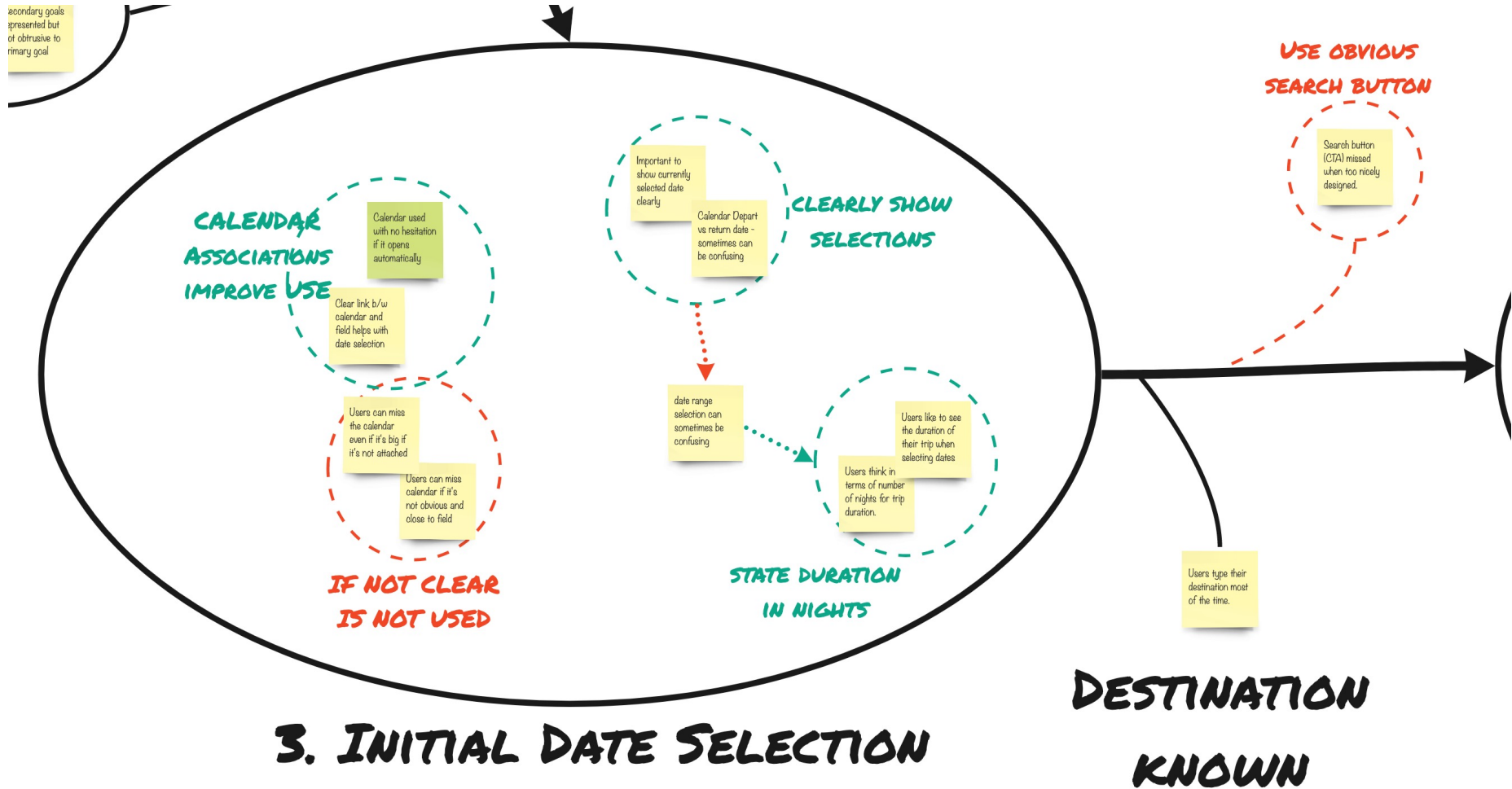


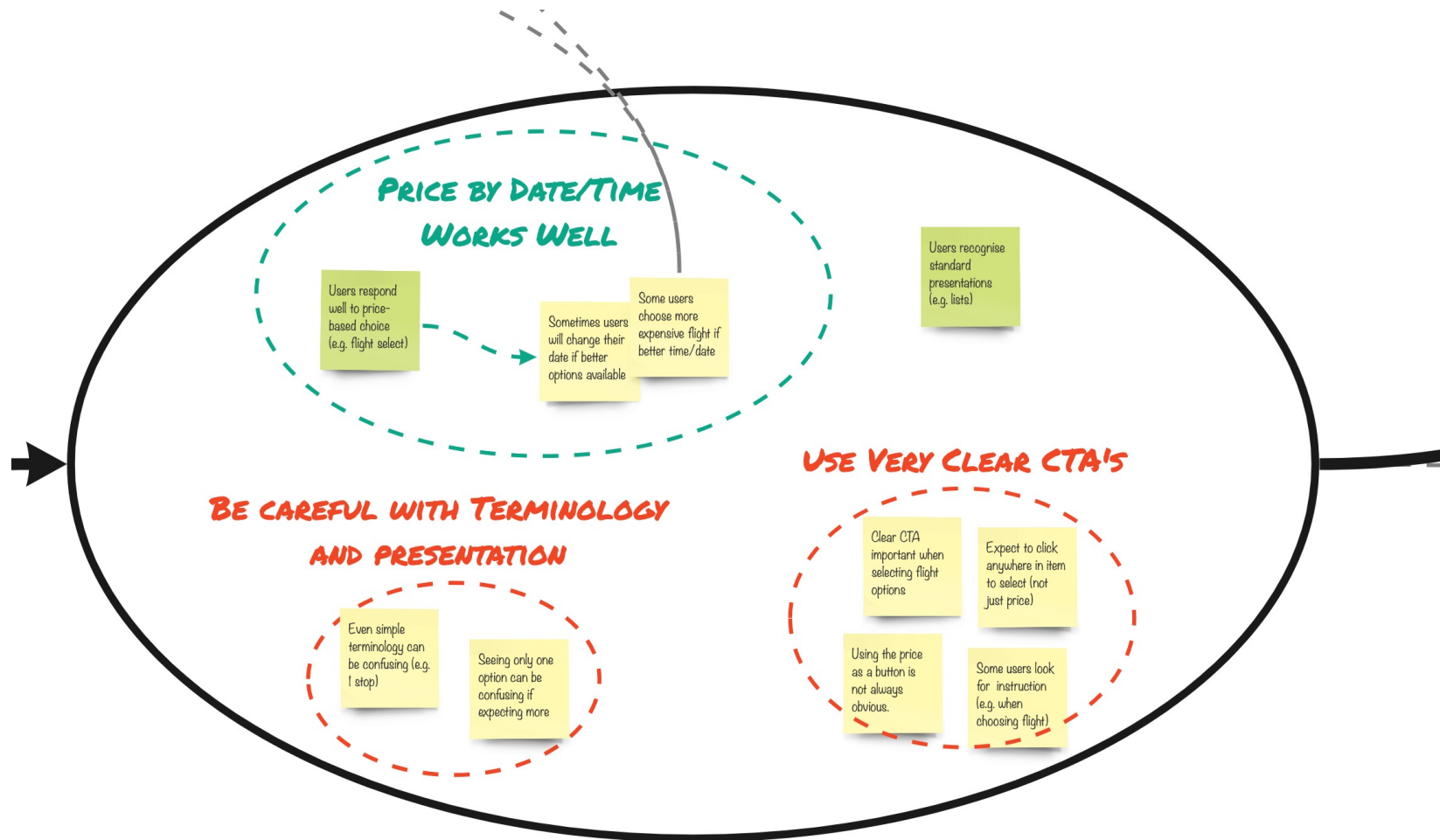
miro

2. INITIAL BOOKING FORM (HOME PAGE)



secondary goals
presented but
of obtrusive to
primary goal

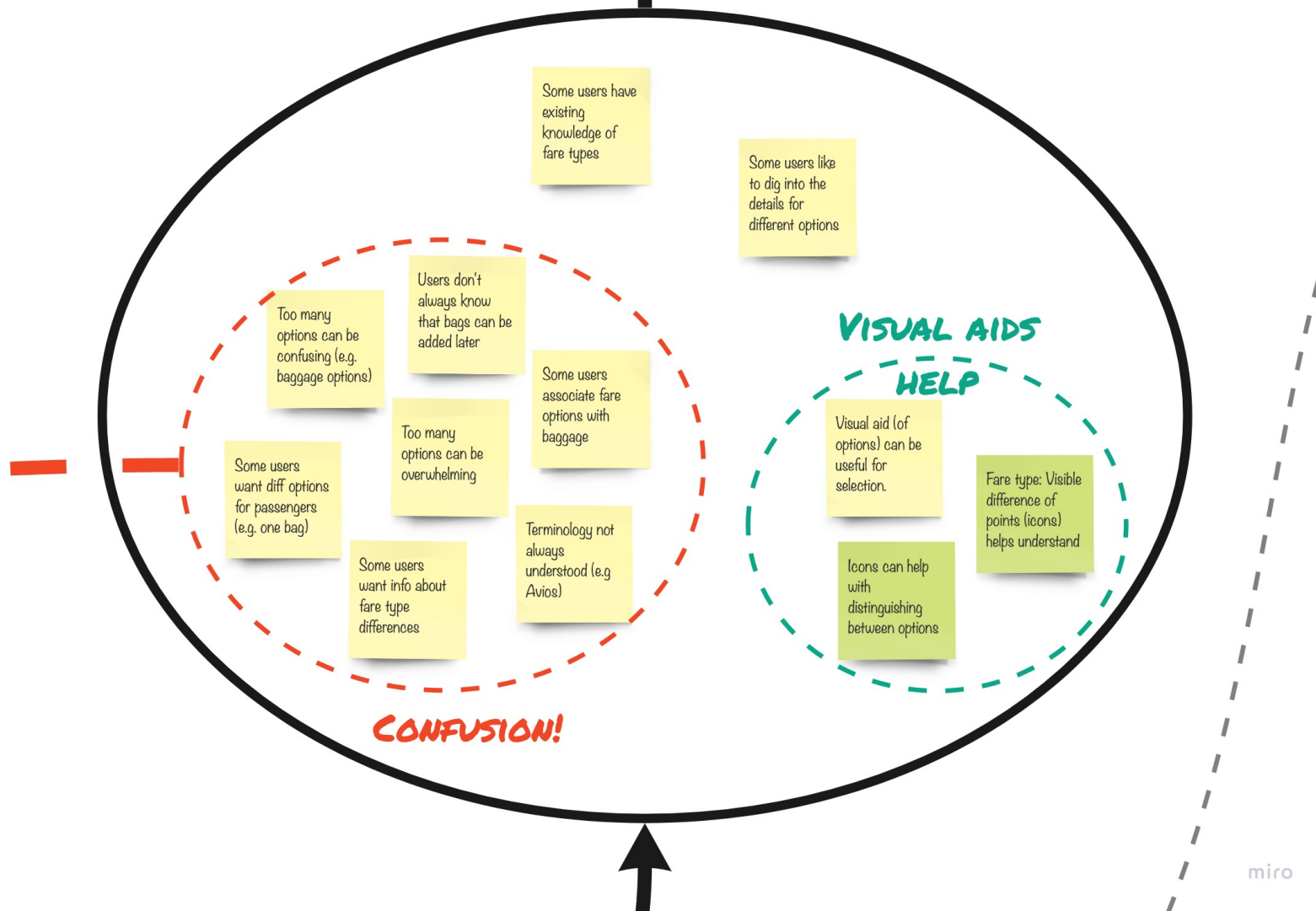




4. SELECTING A FLIGHT (PRICE VS TIME/DATE)

miro

5. FLIGHT/FARE OPTIONS

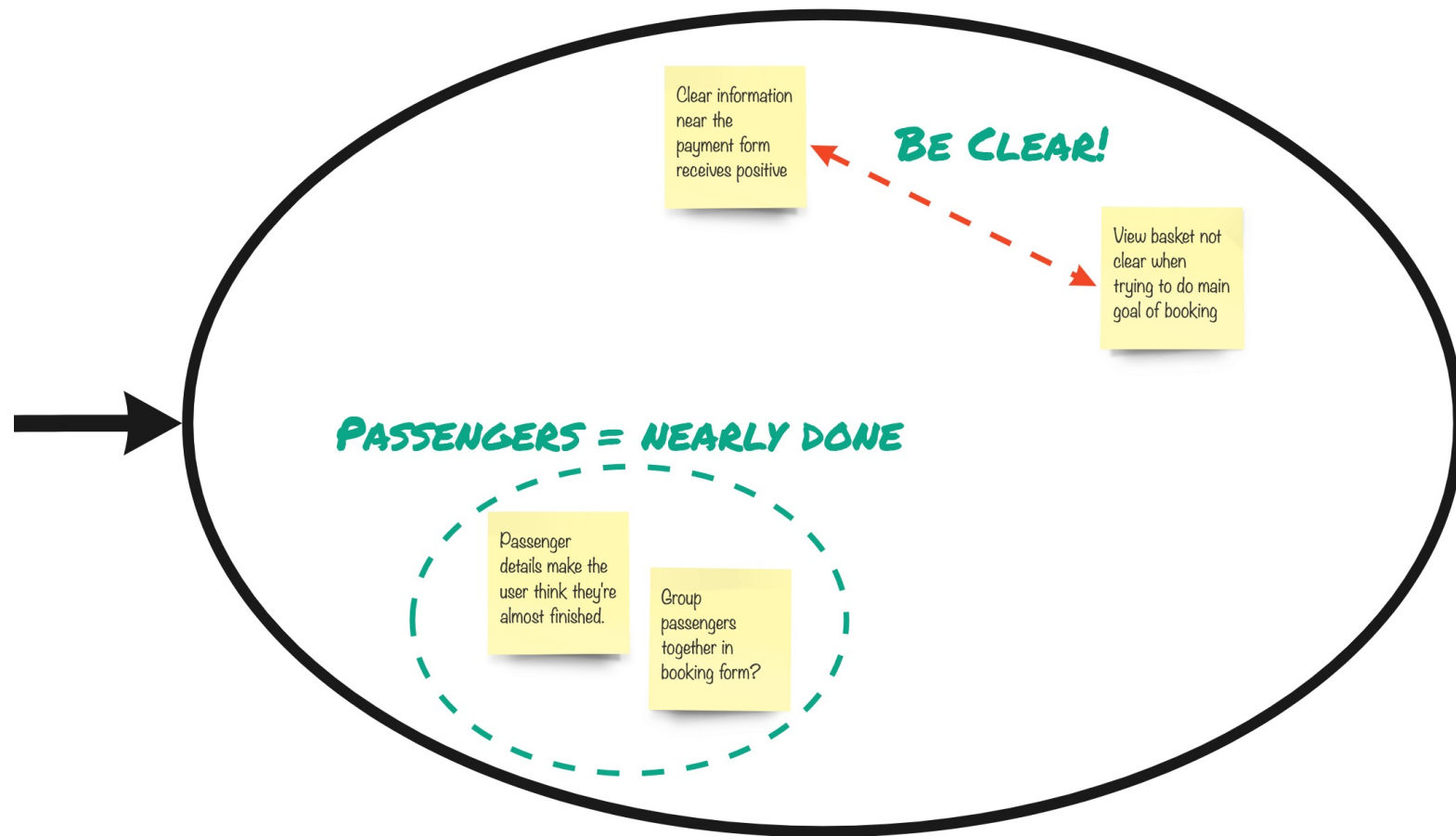


6. OTHER OPTIONS AND EXTRAS

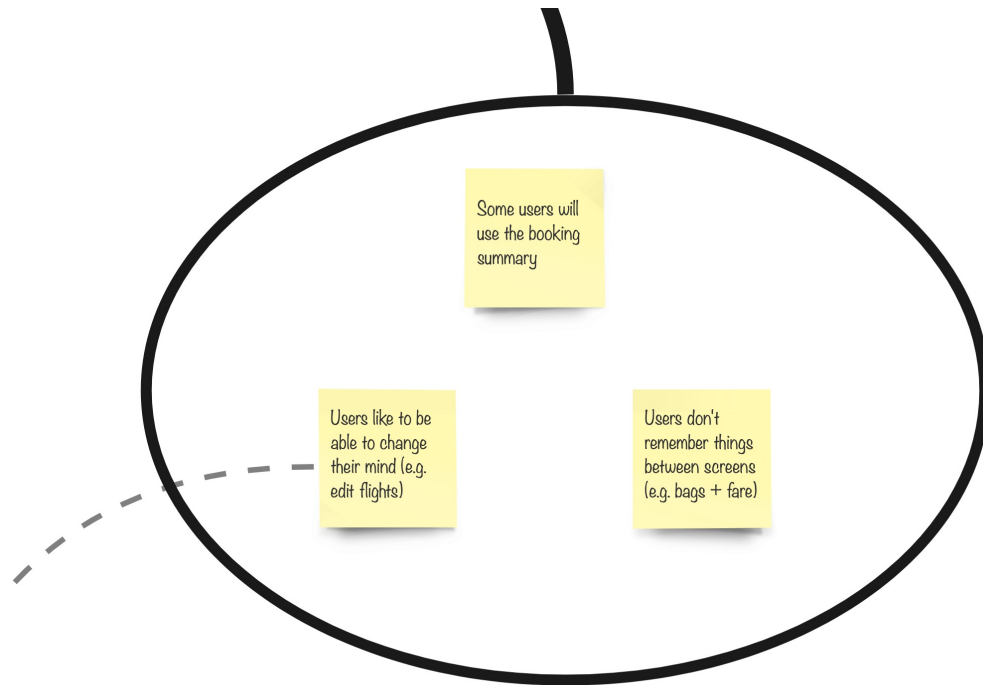


miro

7. FINALISING THE BOOKING

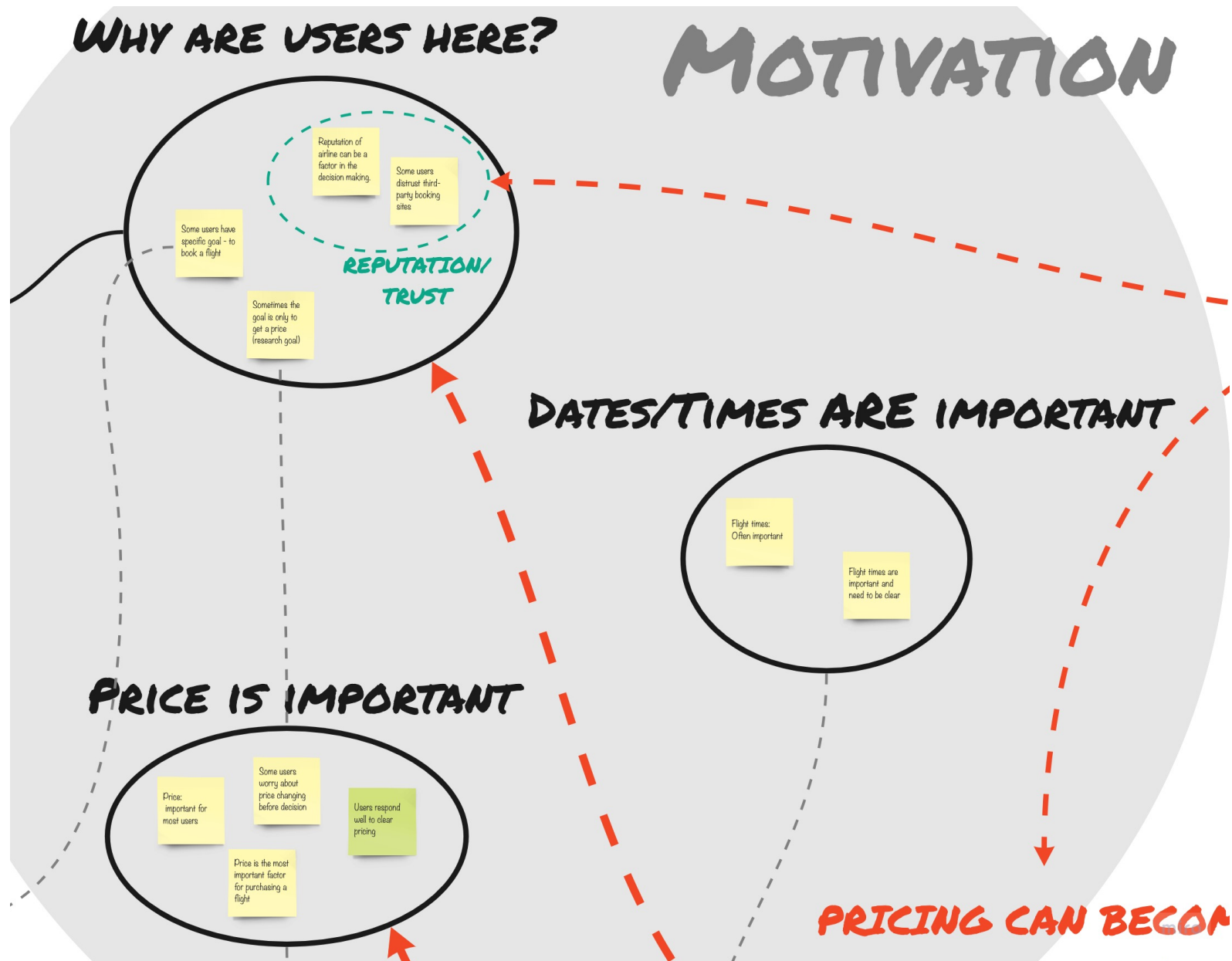


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PROGRESS/SUMMARY

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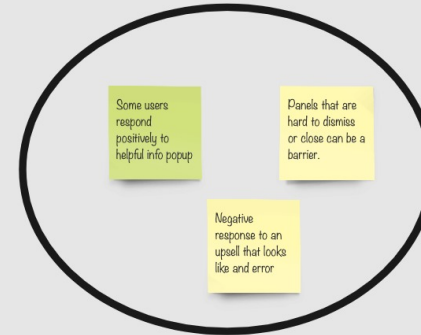
PRICING CAN BECOME LESS CLEAR!

Pricing per
person vs total
can be confusing

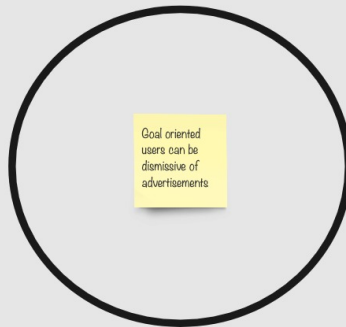
Initial price might
be misleading if
user has to add
extras.

miro

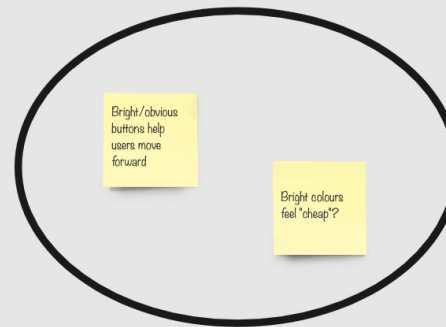
GENERAL



PANELS + POPUPS



DISTRACTING ADVERTISING



COLOURS