

JEN KRAMER, INSTRUCTOR
PLANNING SUCCESSFUL WEBSITES & APPS

CLASS FIVE

WHAT IS A USER JOURNEY?

A user journey is a series of steps (typically 4-12) which represent a scenario in which a user might interact with the thing you are designing.

- How users **currently** interact with the service / website / product
- How users **could** interact with it
- Includes online and offline interactions

- Demonstrating the vision for the project
- Understanding user behavior
- Identifying possible functionality at a high level
- Help in defining your taxonomy and interface

- Context: Where is the user?
- Progression: Get to the next step?
- Devices: Type? Novice or expert?
- Functionality: Expectation?
- Emotion: How do they feel?

Goals

Elevator Pitch

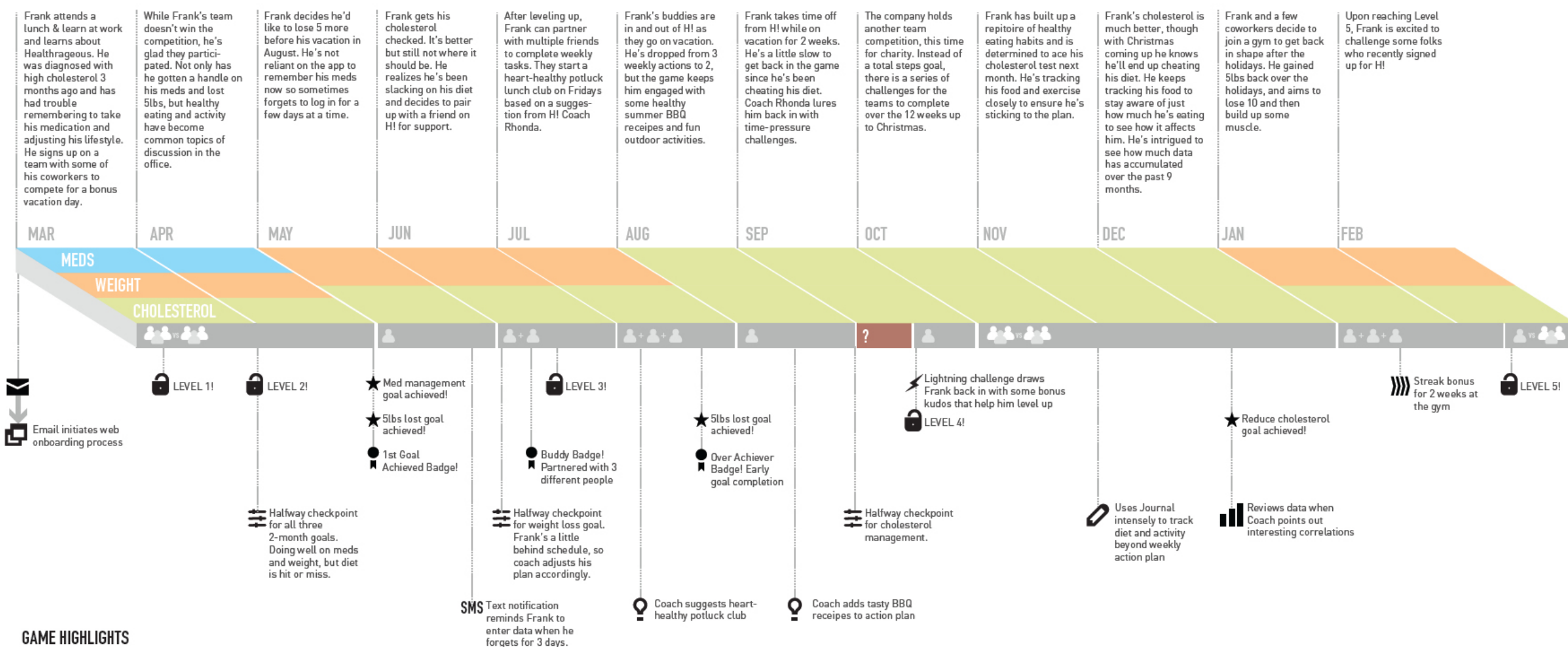
Personas & scenarios

Branding

User Journey

FRANK 43, Call Center Manager, Family Man
Recently diagnosed with high cholesterol

GADGETS: Pedometer, Wireless Scale in Office, Smartphone
GOALS: 100% Med Adherence, Lose Weight, Reduce Cholesterol



GAME HIGHLIGHTS

SCHEDULED NOTIFICATIONS

DAILY Mobile medication reminders & logging

FRIDAY End-of-week checkpoint

SUNDAY Summary of past week

MONTHLY Goal progress & maintenance report

SAMPLE ACTION PLANS & KUDO SCORES

WEEK 1 [MAR]

- ✓ Take medication when reminded by HI mobile app
- ✗ Walk 2500 steps per day [for team competition]
- ✓ Buy olive oil to use instead of butter

2 1 per action

WEEK 8 [APR]

- ✓ Take medication without being reminded by HI mobile app
- ✓ Walk 4500 steps per day [for team competition]
- ✓ Play frisbee with the kids

18 1 per action + x2 completion bonus + x2 competition kudos for 3rd place

WEEK 18 [JUL]

- ✗ Cook 3 healthy meals this week
- ✓ Go for a 5-mile bike ride
- ✓ Healthy potluck lunch [with Jim, Sally, Mark]

19 1 per action + 8 co-op bonus + 10 goal completion bonus

WEEK 22 [AUG]

- ✓ Healthy BBQ with family
- ✗ Swim for 5 hours

5 1 per action - 1 sponsor penalty + 5 goal checkpoint evaluation

WEEK 27 [SEP]

- ✓ Make a healthy fruit dessert [do it tonight for bonus kudos!]
- ✓ Walk 5000 steps per day

14 1 per action + 5 lightning bonus + x2 completion bonus

WEEK 36 [NOV]

- ✓ Track meals in journal
- ✓ Eat 15 servings of veggies [for team competition]

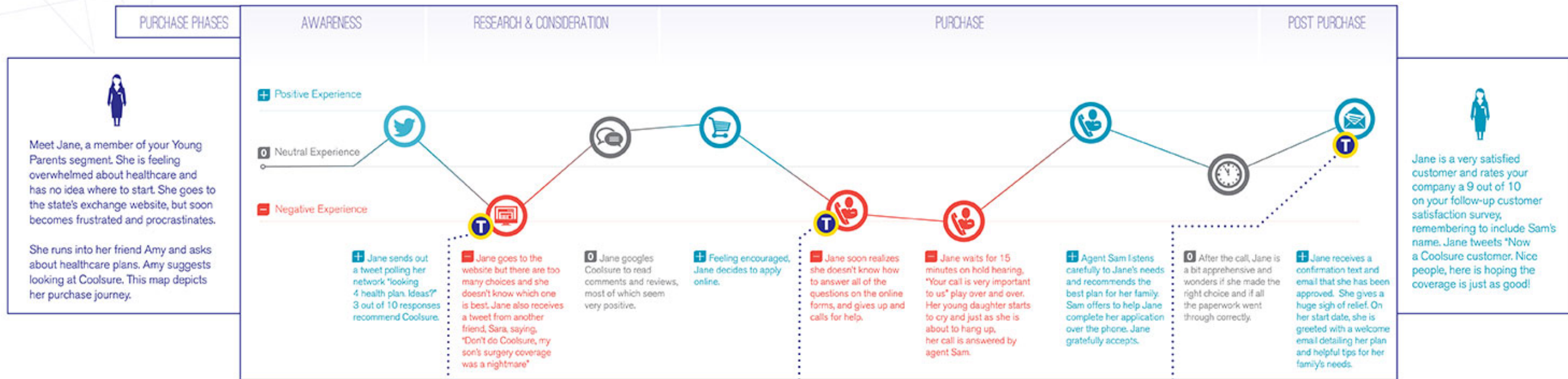
4 1 per action + 2x completion bonus

WEEK 47 [FEB]

- ✓ Go to the gym 4x
- ✓ Pack a new lunch food for you and the kids
- ✓ Walk more than a Level 1 group [versus Erik, Yang, Cory]

26 1 per action + 8 streak bonus + 4 challenge win + x2 completion bonus

SAMPLE MAP



MOMENTS OF TRUTH

Moments of Truth are the most critical steps in your journey. Get them wrong, and you lose customers. Get them right, and your customers become lifelong advocates. These should be your top priorities.



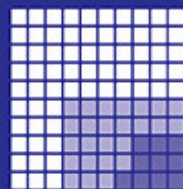
A Moment of Truth

1. The first moment of truth occurs when Jane looks on your website. If she can't quickly find what she's looking for, she moves on to Google and may end up selecting one of your competitors.
2. Your second moment of truth is the application process. One fourth of all applications are abandoned before completion, and many of these potential applicants never end up registering with you.
3. Your third moment of truth is the first month of coverage. Customers who report a 9 or a 10 in their onboarding survey renew at 75%, versus 25% for those who give you a 0-6 in their initial survey.

CUSTOMER PROFILE



68% Suburban
25% Urban
7% Rural



65 Promoters
25 Passives
10 Detractors



42% 2 children
33% 1 child
25% 3+ children

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WHAT YOUR CUSTOMERS HAD TO SAY

"I love the short emails that come every month with healthy tips. They help me stay on track."

"Your phone support is terrific – they always help me out. I just wish I didn't have to call them so often."

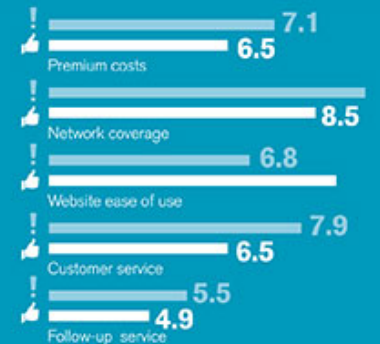
"When I shop for auto insurance it's really easy. I put in my information and up pops three quotes. But choosing health insurance is a job—and one I don't enjoy."

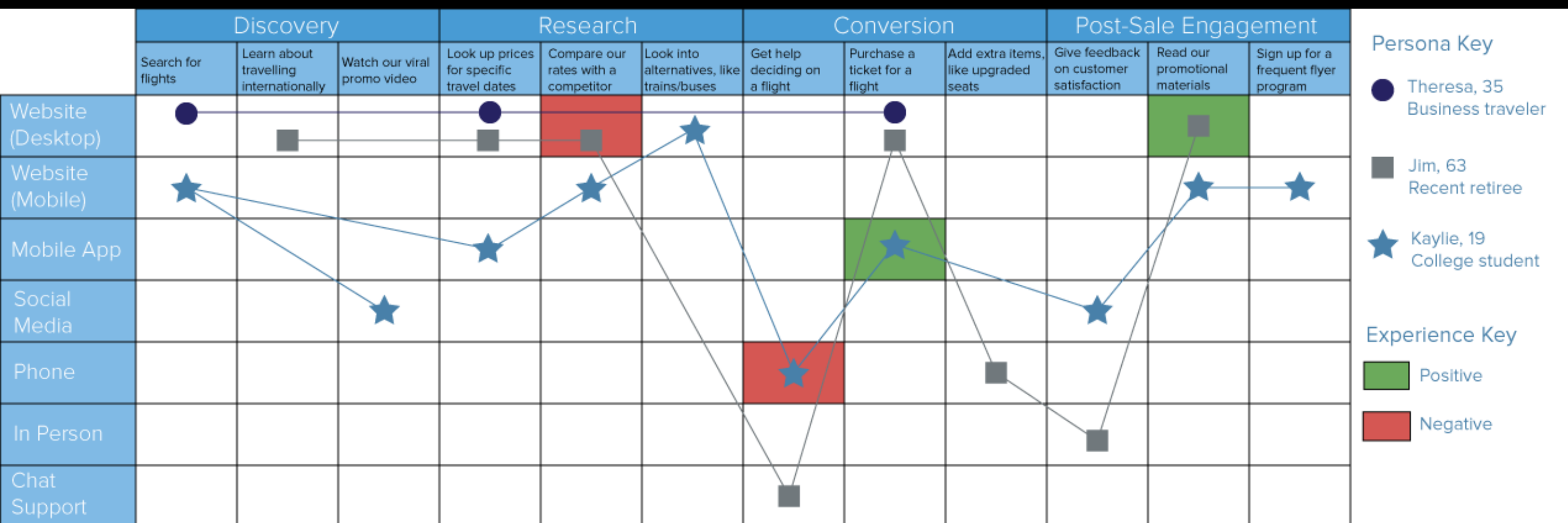
"The only problem is there are so many choices. There is a lot to think about and I felt it was hard to figure out what was best."

IMPORTANCE & SATISFACTION

How important your customers felt the interface or touch point was, and how satisfied they were it.

Importance Satisfaction





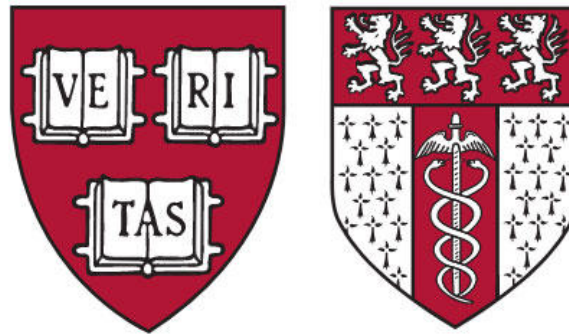
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A USER JOURNEY

Current state:
Paying healthcare bills online





HARVARD UNIVERSITY
Health Services

**DO NOT SEND CASH OR CREDIT CARD INFORMATION
WITH THIS FORM.**

To pay by credit card, please call our office.

Health Savings Account

4000 1234 5678 9010

4000

GOOD
THRU 12/20

A. MILLER

DEBIT

VISA



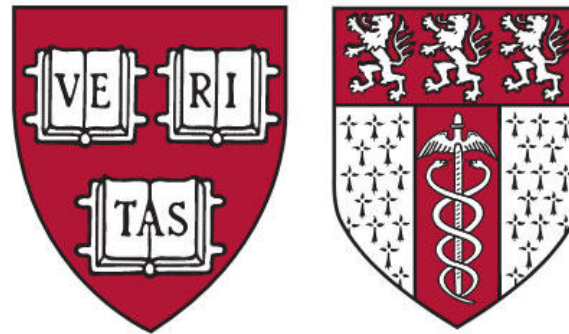


- Context: Where is the user?
- Progression: Get to the next step?
- Devices: Type? Novice or expert?
- Functionality: Expectation?
- Emotion: How do they feel?

- Context: Where is the user? At home in the evening
- Devices: Type? NONE
Novice or expert? Expert
- Functionality: Expectation? Why can't I pay my bill online with my debit card?
- Emotion: How do they feel? Frustrated!

Proposed state:
Paying healthcare bills online





HARVARD UNIVERSITY
Health Services

Jen, You have a bill from HUHHS!

It is for \$25.00!

It is due on June 12!

[View your bill](#)

[Pay your bill](#)

Receive bill by email (desktop)
instead of US mail

Benefits: more immediate, easy paper trail

HUHS Patient Portal

You currently owe \$25.00, due on June 12.

[Pay your bill online](#)

Call 617-xxx-xxxx to pay your bill by phone

Mail your payment to XYZ

Access patient portal (desktop)
Benefits: quicker bill pay, fewer employees
required to accept credit cards

HUHS Patient Portal

You currently owe \$25.00, due on June 12.

[Pay with your HSA debit card on file](#)

[Pay with a new card](#)

[Contact us with questions](#)

Still in patient portal (desktop)

Benefits: Fast bill pay, no need to re-enter information,
high convenience



Carmie

- Context: Where is the user?
- Progression: Get to the next step?
- Devices: Type? Novice or expert?
- Functionality: Expectation?
- Emotion: How do they feel?

- Context: Where is the user? At home in the evening
- Devices: Type? Desktop
Novice or expert? Expert
- Functionality: Expectation? Click and pay the bill!
- Emotion: How do they feel? Happy!

- How users **currently** interact with the service / website / product
- How users **could** interact with it
- Includes online and offline interactions

- Context: Where is the user?
- Progression: Get to the next step?
- Devices: Type? Novice or expert?
- Functionality: Expectation?
- Emotion: How do they feel?

WHAT'S NEXT?

- Outline another user journey – you may have several or just a few, depending on the focus of your project.
- Same persona, different part of the site
- Different persona, same part of the site
- Emphasize different qualities of the experience (emotion, devices, context, etc)