

Career Accelerator programme:	Product Management
Course Assignment:	Demonstrating your MVP design
Learner Name:	Amit Varma
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1 Strategic Alignment

1.1 Introduction

One of the user pain points is that the current sign up and onboarding process is clunky and lacks personalization. The product feature is to optimize the current onboarding process to make it easier and more personalized for the users. It will improve the user satisfaction, hence leading to increased user engagement and increased conversion rate. This will align with the product KPI and the North Star Metric (ASR) which highlights the conversion and churn rates.

1.2 Roadmap Elements

The below roadmap [Product feature roadmap] elements were considered that will deliver impact to users and align to the organisation's goals (KPI and NSM).

<u>Goals</u>

Increase user satisfaction by 10% above the baseline in 3 months – Increased user satisfaction means users would want to continue using the app leading to increased customer loyalty and continued business. (Digital Next, 2024)

Increase user app engagement by 10% in the next 6 months - Engaged customers form strong and long-lasting relationships with the brand, which leads to increased loyalty and higher conversion rates. (Serdiuk.J, 2024)

Reduce Churn rate by 10% in a year - One of the ways to prevent churn is to actively engage your users with your product. (PLAKSIJ.Z ,2024)

Themes and Initiatives

To align with the product feature goals, the below themes and initiatives were identified.

Improve Onboarding Experience.

- **Single Sign-on feature** Makes the Sign-in process faster as no password needed.
- Additional payment options Makes it easier for the users to make payments not entering card details.





Provide Personalization.

- **Personalized recommendations on the home page** Recommendations based on their preferences and viewing habits.
- Improved Personalized content Lesser-known films and Genre adding variety.
- Integrated chat feature Opportunity to share with others.

The combination of improved onboarding experience, which is a pre-requisite and providing personalization, will add most value to the users, as they can login and watch films of their choice much faster. This will lead to increased user satisfaction and user engagement aligning to the goals.

1.3 Product Roadmap

The identified goals, themes and initiatives are placed into the Now/Next/Later (Bastow.J,2022) to identify the initiatives which most value addition to the users and the align with the organisational strategy.

Now

The immediate priority is to "Increase the user satisfaction by 10% in the next 3 months" and "Increase user engagement by 10% in the next 6 months".

"Single Sign-on feature" is considered one of the quick wins to reduce the sign-on time to get users engaged faster and add immediate value to the users. "Personalized recommendations on home page." helps the users engaged longer and would provide the most value to the users. Combining these two into the MVP will help to achieve the above goals.

Next

Providing added value to the users. "Increase the conversion rate to 40%" and continue tracking "Increase the user satisfaction" and "Increase user engagement", directly aligned to conversion.

"Improved Personalized content" align to this goal as it will increase the user engagement. "Additional payment options", would result in quicker payments and onboarding resulting in user satisfaction.





Later

Longer term, track **"Reduce user churn rate by 10% in the next year."**, to retain users. Also keep tracking **"Increase user engagement"**, for conversion.

"Integrated chat feature" will connect them to their user segments resulting in increased user engagement and reduced churn rate.

1.4 User Story Map

User story map [User Story Map], with high level user stories, steps and granular user stories are created which aligns to the user expectations of the product. The roadmap theme of having "Improved Onboarding experience" align with the high-level user story of the user wanting to have an optimised onboarding process. Similarly, the theme "Provide personalization" aligns with the high-level user story of user wanting personalized recommendations.

For each high-level user stories, steps are defined which the user needs to follow to achieve the objective. Steps under optimized sign up and onboarding are creating an account, add payment details and sign in. Similarly, under personalization steps are find a film, watch the film, or save it for later.

Under the step "*create account*", we have a user story to "*Enter user segment*". This is the user preference that will be used for personalization. User story "SSO sign in" is added to the step "Sign-in to app" which are the features for the high-level user story of optimised onboarding. Similarly, under the step "Find Films" we have granular user stories "Personalized recommendations" and "Enhanced search", which are the features for the high-level user story of user asking for personalized recommendations.

1.5 Prioritisation

MVP prioritisation was based on "MoSCoW" (ProductPlan ,2024) framework. The features that cannot be avoided or else the user won't be able to use out product. The added features in the sign up and onboarding in the MVP section is the minimum that needs to be provided to the users to differentiate the FilmSlate app from the competitors. These are the "Must Have's and the Should Have's". There are other features that will add value to the users but may not be needs immediately can be added to non-MVP or Release-2 section. These are the "Could Have's". Others added to the backlog that are the "Will not have" for now.





2 Prototype Design

2.1 Design Decisions and Rationale

The mid fidelity prototype [Initial Mid Fidelity Prototype] was created to test the usability, focussed on improved onboarding experience to increase user satisfaction, resulting in organizational strategy of improved conversion rate.

The below UX design (UXPin ,2023) best practices were implemented.

- Hierarchy Launch screen to have SSO/sign-in/sign-up buttons. Each of these take the users to specific pages designed to complete that task or option to go to other tasks.
- Consistency The buttons used are consistent across the pages.
- Confirmation Error handling and confirmation pop ups to be implemented.
- User controls A home button and a search option are also provided as user controls.
- Accessibility Edit boxes properly titled so that users still know which boxes they are typing in.

The specific elements like SSO login and a personalized recommendations in home page will add most value to the users. To enhance the user experience in the personalized landing page, an enhanced search feature is also added.

MVP having SSO and personalized recommendations should reduce the time taken for the users to start watching films. Prototype having these features should be considered for usability testing.

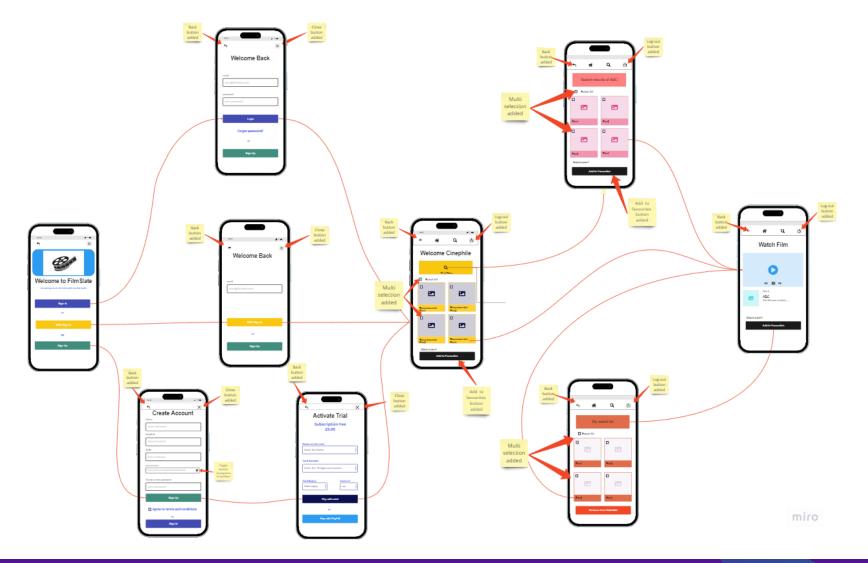
2.2 Success Criteria

The success criteria will be how easily and quickly the user can navigate to get to start watching the film they like during the usability testing. Time taken to navigate from the launch screen to watching film can be used as the metrics. Once the usability testing is completed, feedback is consolidated, and the prototype refined [The mid fidelity Prototype].





2.3 The Mid-fidelity Prototype







3 Testing And Validation

3.1 Usability Test Script

The MVP features are the SSO sign-in and personalized recommendation page. Users will still have to create an account and start trial to use these features. While creating account, they enter their preference which is then used for personalization. Also, a FilmSlate account is needed for SSO sign-in.

The Mid-Fidelity prototype in a mobile was used to conduct a usability testing [Usability testing script], by identifying three users from different user segments.

The product hypothesis was defined as below.

"We believe that Sign-up and Onboarding lacks personalization for the users. Therefore, we think that having an optimized sign-in and onboarding process with personalized recommendations will result in increased user satisfaction leading to increased user engagement. and 10% more users will start using paid subscriptions. We will know this is true when we achieve a 10% increase in conversion rates when users start using the redesigned app."

The research objective was to find out whether users can successfully sign-in to the app and watch films and if so, how quickly and how easily they can do it.

The below three tasks were identified for the users to complete to prove the usability.

- 1. Create an account and activate trial.
- 2. Sign-in using SSO and normal.
- 3. Find and watch your favorite film.

We will measure the time taken for the users to complete each of the assigned tasks to see how quickly they can. We will also assess the users during the tasks to see how easily they are able to complete the tasks. This is to prove whether the sign-up and onboarding process is faster and any improvements which should result in increased user satisfaction. Thus, these quantitative and qualitative metrices can be used to define the success criteria of the tasks.

Once the usability testing was completed, the data was critically analysed along with the verbal feedback from the users, to understand the potential issues and for any recommended improvements to the mid fidelity protocol.





3.2 Insights From Usability Testing

All the three users were able to successfully complete the tasks. The time taken was measured and all of them were able to complete between 7 to 8 minutes which is considered good. The users were also fairly satisfied with how the testing went which proves our testable hypothesis and the research objectives were met.

The key outcomes after the usability testing data analysis [Usability testing data analysis] are as below.

Quantitative analysis

Success rate	80.5%
Error rate	19.5 %
Average time to complete all the tasks	7.7 min
Average/Median Satisfaction ranking	4 out of 5

Qualitative analysis

Overall users were satisfied with the usability testing, and they were successfully able to complete all the tasks. There were problems with some of the sub-tasks which were sorted out into categories. [Usability testing interpretation and conclusion]

- 1. **Critical**: All the three users were unable to figure out how to go back to the launch screen. Reason why we think this is critical because, although they managed to finish all the tasks, without prompting how to go back to launch screen, they might not have figured this out which would have led to failure. This needs immediate attention.
- 2. **Serious**: There were some serious issues noticed where the users were unable to use the toggle buttons properly to select a category. This led to personalized recommendations not working for some of the users. This didn't lead to testing failure, but the product feature intended to provide increased user satisfaction did not work as desired. This needs to be resolved to get the main product feature working.
- 3. **Minor**: One of the users would like to have an option to select multiple films to add to watchlist. Although this is not affecting the overall satisfaction, having this would provide the user added satisfaction.





3.3 Recommendations

Based on the user testing and the feedback, the problems are to be fixed before the product launch. The below were suggested as the solutions.

- Having a logout button on every screen which would help the users go back to the launch screen. Also, a back button would help to go back to the previous page.
- The toggle buttons are confusing and hence can be replaced with a dropdown list where the users can select only one option. This would help fix the issue with personalized recommendations.
- Optional to have multiple selection for films and a button to add to favorites on the home page and the search results page.

The mid fidelity prototype will be updated with the above recommendations and will review whether another usability testing is required to prove these assumptions.

3.4 Constraint Management

With the updated mid fidelity prototype as per the user feedback, the development constraints are to be identified. The MVP feature of optimising the sign-up and onboarding process with a redesigned app is scheduled for delivery within Q2. This means we will have a firm deadline for this product feature as we have a time constraint, since the launch date cannot be moved. The other constraint would be the budget where only one developer and UX designer is assigned for this MVP feature and a UX researcher will be working part time on this feature. This would mean that the MVP features are to be properly scoped. Anything outside the scope will be de-prioritised by the development team. So, we need the MVP features that adds maximum value to the users.

3.5 Feedback and Iteration

User story map clearly shows the user stories that are prioritised for the MVP and those will be scoped for the first iterative development process. The release 2 items and the backlog items will be prioritised for the next and later releases. So, the scope will be analysed throughout the development process. The SSO sign-in and the personalized recommendations are already scoped in as the best value adds. After the usability testing and the feedback, critical and serious issues also need to be scoped in. The potential trade-off would be the minor issue of having multiple selections to add to favourites. Although this would add value to the user, it wouldn't directly impact the success criteria. Negotiations would still conduct to see whether this can be scoped in. This way the MVP will add best possible value to the users.





4 References

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5 Appendices

Content	Link
Product feature roadmap	Product feature roadmap
User Story Map	User Story Map
Initial Mid Fidelity Prototype	Initial Mid Fidelity Prototype
Usability testing script	Usability testing script
Usability testing data analysis	Usability testing data analysis
Usability testing interpretation and conclusion	Usability testing interpretation and conclusion



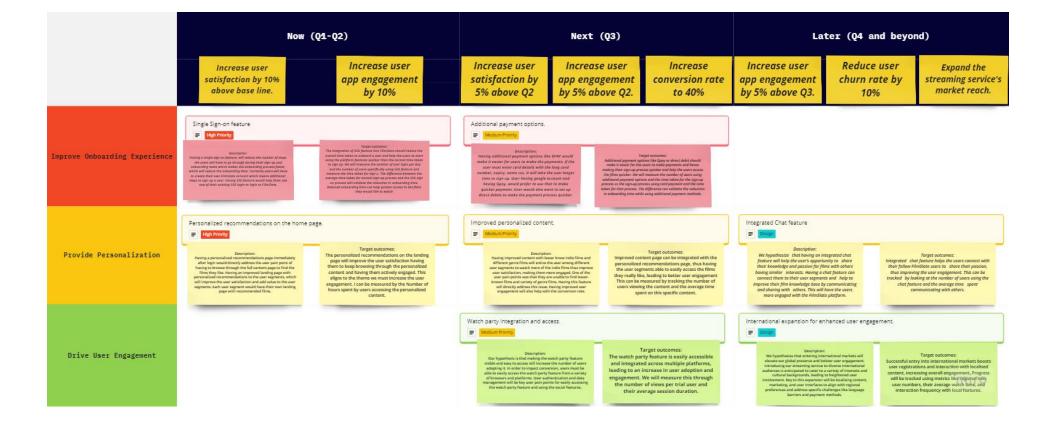


5.1 Product feature roadmap

Product vision and mission	North Star metric and product goal(s)
 Vision: Within five years, FilmSlate will become the leading indie film streaming platform, leading users to their genuine interests through human-led content curation. Mission: At FilmSlate, we create a platform experience that showcases the diversity of indie films and documentaries to give films the visibility, respect, and attention they deserve so that they don't get lost in an infinite scroll. 	NSM (organizational aim): FilmSlate will track annual subscriber revenue (ASR) as the North Star metric that captures the core value to the user and organization. As a monthly subscription service, users can cancel their membership if FilmSlate does not offer users their expected or required value. As such, ASR encompasses user acquisition and retention and how this impacts the overall organization's viability.
	 KPI (product goal): In the current fiscal year (Q1-4), FilmSlate's KPI will focus on acquiring and retaining customers. The team's KPI is to improve the conversion rate from trial users to paid subscribers from 32% to 40% by end of Q3 of the current fiscal year.
Product value proposition:	Key features
FilmSlate through its redesigned app, provides an optimized user onboarding process, with an easy sign-up and onboarding and having an improved content page with personalized recommendations to the user segments, which will improve the user satisfaction and add value to the user segments.	 Single Sign-on feature. Personalized recommendations on the home page. Improved personalized content. Additional payment options.











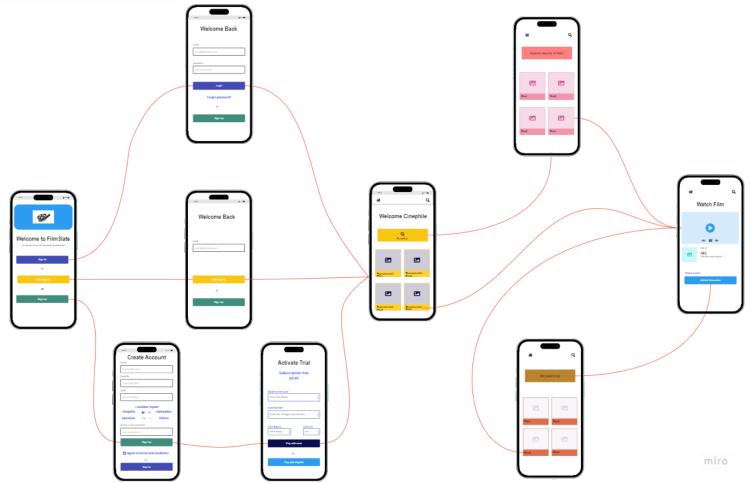
5.2 User Story Map

				User Sto	ory Map			
+ + + + +	As a FilmSlate user, I want the sign up and onboarding process to be optimised so that I can start watching my favourite films.			As a FilmSlate user , I want to see personalized recommendations , so that I can easily find the films I like and watch them.			As a FilmSlate user, I want to watch lesser know films and different genres, so that I can learn about the social aspects of those films and share with others.	
	Create account	Add payment method	Sign-in to app	Find films	Watch films	Save films	Content curation	Sharing details with others
	MVP 13							
	Enter Name/email/DOB Editing feature	Pay with Card Exting feature	Enter username and password Editing Feature	Personal recommendations in landing page	Select a film.	Add Favourites watch list		
	Create password	Pay with Paypal Existing feature	Use SSO login aption	Enhanced search option by typing	Play from beginning and/or resume option Pause / rewind / forward .			
	Enter User Segment Efficiency				Pause / rewind / ionward .			
	Release 2 10							
		Pay with Gpay	Login with Google/Microsoft/Facebook/Apple	Sort option by trending/most popular/latest/lesser known.	Select subtitles	Download to watch offline	Add lesser know films	
		Pay with Direct Debit		Search by list of Genre /Country / Year	Select language.		Add different genres	
	Backlog 18							
	Enter user location.	Trial period reminder	Login using Biometrics	Search by cast & crew	Select/Change display options like aspect ratio.	Reminder on movies in the watch list.	Add films on specific social themes.	Chat feature
	Enter film/genre preferences.	Pay with Internet banking	Login using Face recognition	Search by awards and festivals	Adjust audio settings.	Save the watch list films into calendar.	Films from other countries and languages.	Blogs
			Login using phone number	Al recommendations based on viewing habit				
								miro





5.3 Initial Mid Fidelity Prototype







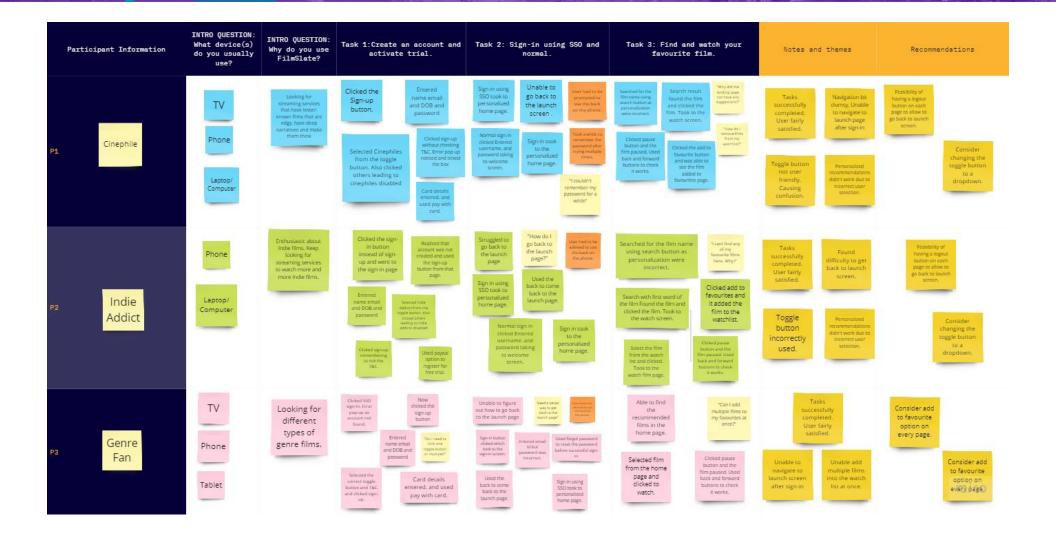
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5.4 Usability testing script

FilmSlate Redesigned app for optimized onboarding and personalized recommendations. Research goal: Can user sign-up and start watch films using redesigned app?	Product Hypothesis "We believe that Sign-up and Onboarding lacks personalization for the users. Therefore, we think that having an optimized sign-in and onboarding process with personalized recommendations will result in increased user satisfaction leading to increased user engagement. and 10% more users will start using paid subscriptions. We will know this is true when we achieve a 10% increase in conversion rates when users start using the redesigned app."
Problem Statement "As a passionate indie film enthusiast, I think that the current onboarding process is clunky and lacks personalization. There is limited opportunity to share information and access lesser-known and variety of genre films, preventing me from understanding more about the Indie films and following my passion for Indie films."	Tasks Task 1: Create an account and activate trial. Task 2: Sign-in using SSO and normal. Task 3: Find and watch your favourite film.













5.5 Usability testing data analysis

User	Category	Task	Problem	Tag 1	Tag 2
Cinephile	Navigation	Sign-In using SSO	Unable to navigate to launch page after sign in	Back button	Confusion
Cinephile	Create account	Create an account and activate trial.	Selected multiple preferences instead of one overwriting the first.	Toggle button	Confusion
Cinephile	Personalized reccomendation	Find and watch your favourite film.	Personalized recommendations didn't work.	Home page	Disappointment
Indie Addict	Navigation	Sign-In using SSO	Unable to navigate to launch page after sign in	Back button	Confusion
Indie Addict	Create account	Create an account and activate trial.	Selected multiple preferences instead of one overwriting the first.	Toggle button	Confusion
Indie Addict	Personalized reccomendation	Find and watch your favourite film.	Personalized recommendations didn't work.	Home page	Disappointment
Genre Fan	Navigation	Sign-In using SSO	Unable to navigate to launch page after sign in	Back button	Confusion
Genre Fan	Create account	Create an account and activate trial.	Unsure how to use toggle button.	Toggle button	Confusion
Genre Fan	Save films for later	Find and watch your favourite film.	Unable to select multiple films to add to watchlist.	Selection	Disappointment





5.6 Usability testing interpretation and conclusion

			Quantitative Analysis			Qualitative Analysis	
Task	Sub- task	Success Rate	Error rate	Avg Time to complete	Median Satisfaction ranking (0-5)	Analysis	Problem Category
Create an	Click sign-up from launch screen	100%	0%	0.5	5	Users were successfully able to click the button	None
account and	Enter details	100%	0%	1	4	Users were able to type in the details.	None
activate trial.	Select preference	33%	66%	1	2	Users unable to successfully use toggle button	Serious
	Sign-up button	100%	0%	0.2	5	Users satisfied with the button.	None
	Activate trial	100%	0%	1	5	Users were able to enter the card details or paypal details.	None
Sign-In using	SSO - sign-in	100%	0%	0.5	5	Users once registered successfully used SSO sign in one click.	None
SSO	Back to launch screen.	0%	100%	1	1	Users unable to find a way to go back to launch screen.	Critical
	Normal sign-in	100%	0%	0.5	5	Users were able to enter details and successfully click the sign-in.	None
Find and watch	Home Page personalization	33%	66%	0.5	2	Some users didn't find personalized recommendations.	Serious
your favourite film.	Search button	100%	0%	0.5	5	All users were able to use the search button to find films.	None
	Watch film	100%	0%	0.5	5	Users were able to click and watch films. They were able to pause /payback /forward.	None
	Save films	100%	0%	0.5	4	Users were able to successfully add film to watchlist. One user wanted option to select multiple.	Minor
Overall	All tasks total/avg	80.5%	19.5%	7.7	4	Overall users were satisfied with the usability testing and they were successfully able to complete all the tasks.	None miro

