# **Event World Case Study**

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## Project Goal & my responsibilities.

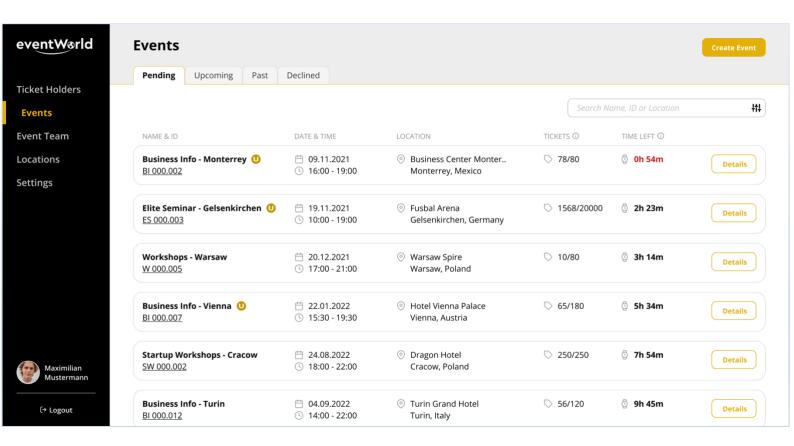
The goal was to build a desktop application and a mobile application to manage and create events, teams, and tickets. I would like to focus on a few examples showcasing my UX and UI skills.

Firstly, I received rough designs which weren't acceptable from my point of view. They needed a great amount of UX work (sitemaps, flows, interviews, workshops etc.) and then designing UI starting with a design system to get final high-fidelity mock-ups and interactive prototypes.

This case study will cover the desktop application. I was also responsible for creating the new experience and design of the mobile application as well.

Let's go through an example – the Event Card.

Below is the newest design for the Events page.



### **Event Card**

The Event Card went through 2 major design updates over a year.

Phase 1. Started when I began to work on the project.

**The problem:** The tables in the system are hard to read.

**Diagnose:** There's too much data and the information architecture is wrong.

From the Business perspective, all the information was very important to have. It needed UX sessions with exercises to clarify and sort the information.

I was focused on removing major pain points. The user couldn't find the desired information, the information architecture was lacking.

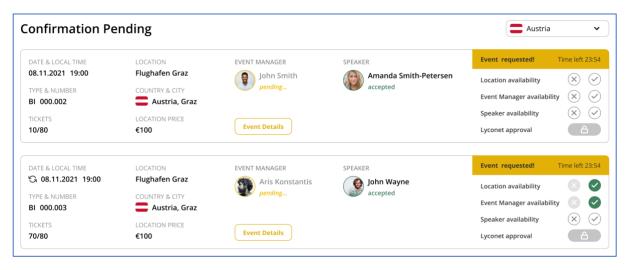


Screenshot 1. What was received.

### Way of thinking and steps to solve.

- 1. Get familiar with the labels and the level of importance.
- Prepare an exercise (card sorting and connecting) of which labels can be joined together, which needs to be close to achieve maximum readability e.g. Location + City.
- 3. Clarify UI it's not the label, which is most important, it is the value. Fix the IA to make it readable.

After the series of exercises, which I lead, the vision was clarified. At the end of the process and updating the general application layout I ended up with the card where the information architecture was resolved.



Screen 2. What was achieved.

I created the quick survey to ask Users if they can easily find the desired information. The outcome was that solution in the screenshot 2 had improved readability and the information was easier to locate.

### Phase 2. Started after the pilot usage

**Diagnose:** There's too much information on the Event Card still.

The pilot use of the application was done at the biggest company event where I had a chance to interview actual users of both, mobile and desktop apps.

I wanted to check if the introduced solutions were understandable and easily adopted by the new and existing users.

I had a chance to speak to both – general users and event staff.

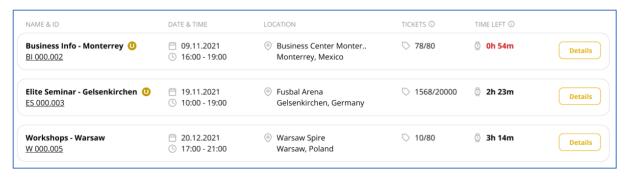
### Way of thinking and steps to solve.

1. I prepared 2 surveys to get qualitative results, but after it, I had a few open questions. 1st Survey was for clients (mainly using the mobile app), the 2nd survey was for staff members (using both mobile and desktop app). Questions were focused to clarify existing UI and IA.

- 2. Sort out the results to check if Phase 1 is enough or we can narrow down the amount of information even more.
- 3. Prepared workshops for Business Owner and Business Analyst. They needed to check the results of my interviews and approve them before the next steps.
- 4. Working on UI and IA based on the user surveys, workshops, and feedback gathered.

The both apps were a great success, but I knew we can make them even better. That's why after the event and feedback processed, I knew where to start work to make the app even more useful.

Below is the minimized version of the event card.



Screen 3. What was achieved in the second redesign phase.

#### Conclusion

After receiving, from a Business Owner, the screens in the beginning, I knew that is going to be a great challenge and an iterative task. I worked closely with BO and PO to make the most out of it. We did workshops that I was leading. I knew everything needs to be clearly communicated to the developer teams (back and front end). Atomic approach to the elements of design and functionalities came out as the best possible choice.

Moreover, **user opinion matters**. After getting the feedback in both phases I had more meaningful information about fixing the layouts to make them easier to read. Apparently, there was a huge gap between **what the Business thinks** and the actual user's opinion.