

UX DESIGN CASE STUDY: MicrosoftStore.com Surface Pro 3 Launch 12.1.2014

I was tasked with implementing a new enhanced category page template for Surface to coincide with the launch of the Surface Pro 3 tablet.

This was a confidential product launch, and I was the only UX designer assigned to the project, reporting directly to the Creative Director and Surface Product Manager. For this reason I was the sole owner of this project from a UX standpoint from beginning to end.

Objective:

Create an interactive and engaging, fully responsive category page for the Surface category which provides a rich-media experience to educate the customer about the products and helps them decide which Surface is best for them.

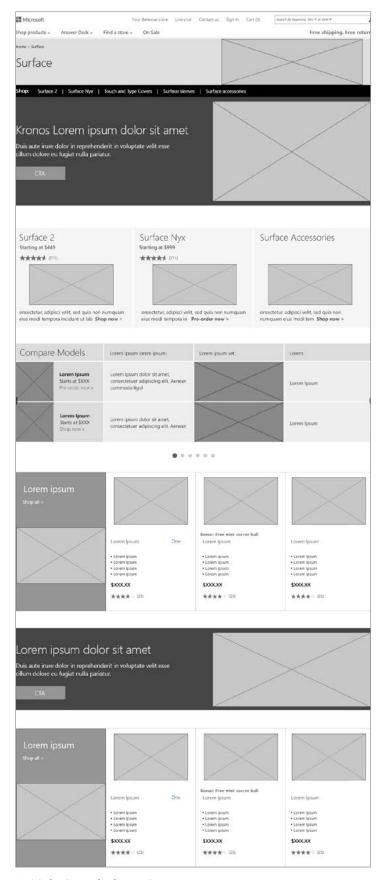
What I did:

- Initial concepts and wireframes
- Iterated on designs and presented to stakeholders (Creative Director, Surface team)
- Rapid prototyping
- Usability and A/B testing
- Created image assets
- Site-wide banner creation to support the launch
- Worked hand-in-hand with development team to build and launch the page
- Post launch analysis using heatmaps and other data

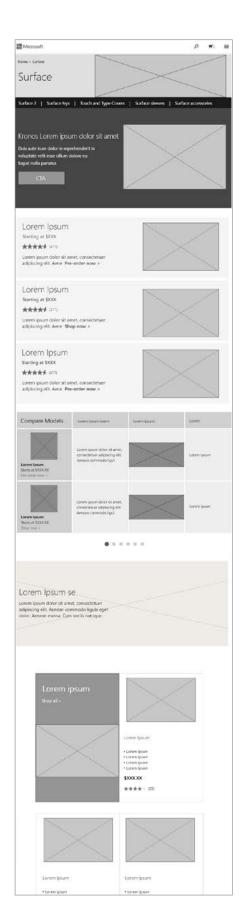


Wireframes

I used wireframes to present initial concepts to the Creative Director for incremental feedback and refinement.



Initial wires, desktop view



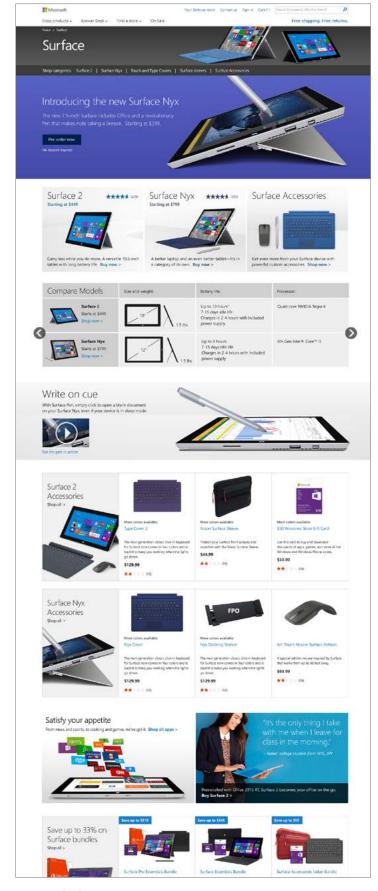
Initial wires, tablet view



Initial wires, mobile view

Comps, desktop, tablet and mobile view

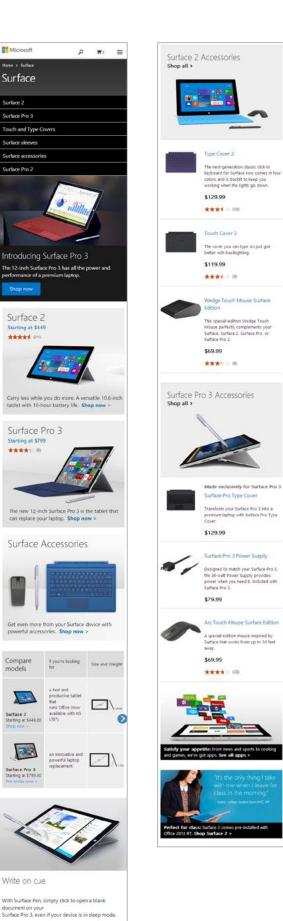
I created comps and presented iterations to the Creative Director and Surface stakeholders for incremental feedback and refinement.



Comp, desktop view



Comp, tablet view

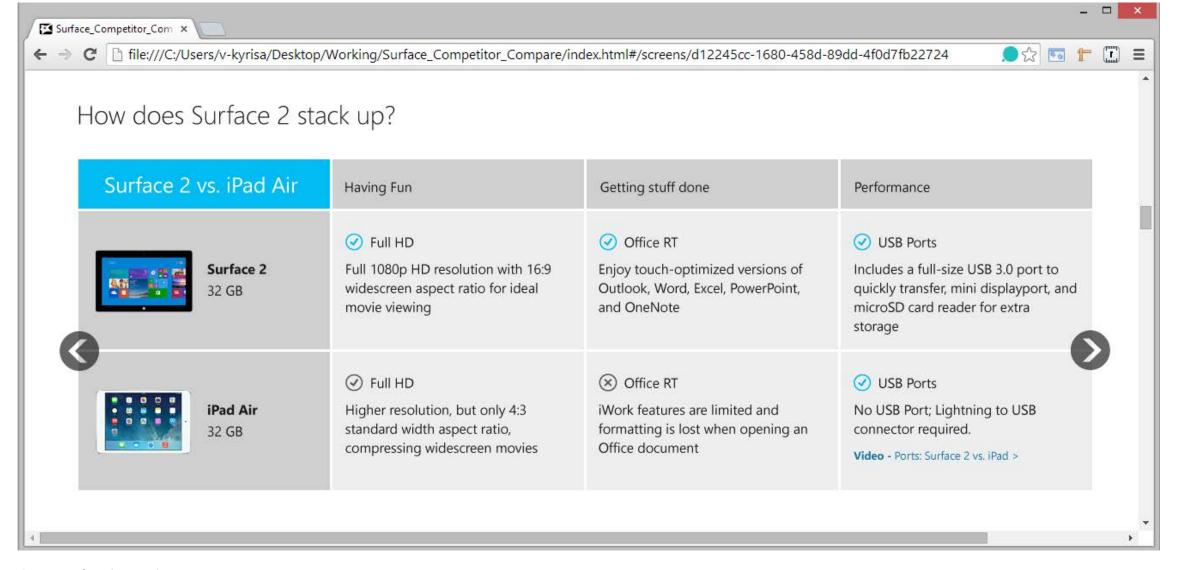


Comp, mobile view

Usability and A/B testing

One request for the Surface category page was to include an interactive compare table for users to see how the Surface models compared to each other and how they stacked up against the competition.

In order to get insights about the chart design, I created an interactive prototype and tested it using UserTesting.com. It was then implemented as an A/B test on the Surface 2 product page using Optimizely and it outperformed the control (no chart) with conversion as the metric.

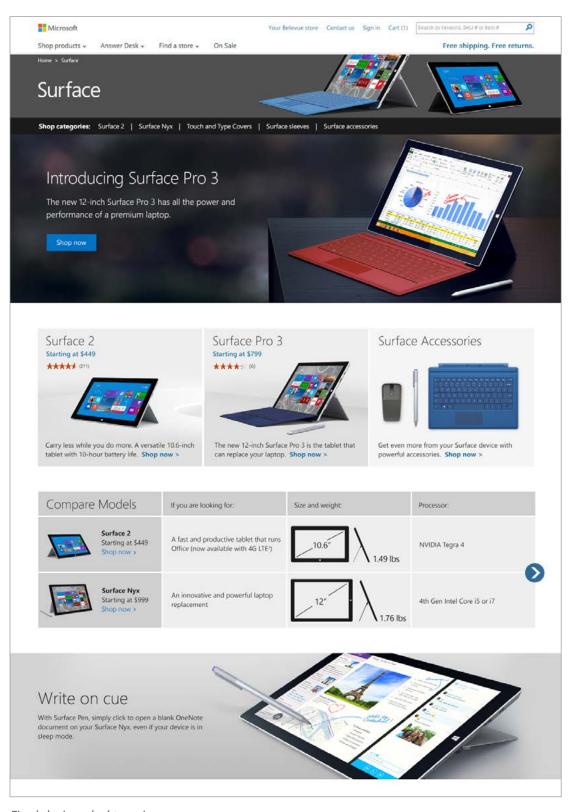


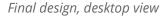
Compare chart interactive prototype

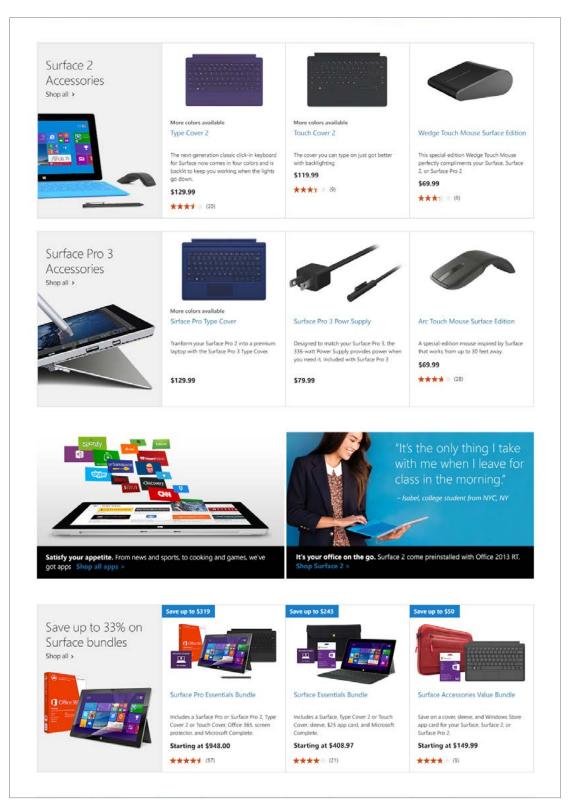
Final design, desktop view

This is the final template design for the desktop view. Features of the page include:

- · A "sticky" nav bar for quick navigation to Surface models and accessories
- · An interactive compare chart so the customer can easily decide which model is right for them
- Merchandising sections for accessories and bundles





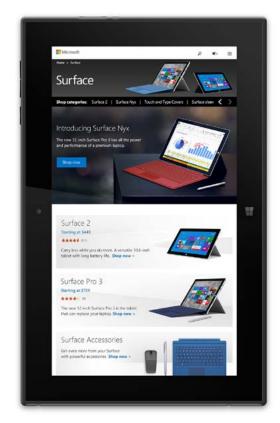


Final design, desktop view (cont.)

Final design, mobile view

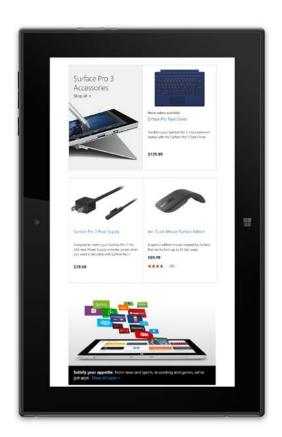
This is the final template design for the mobile and tablet views. Features of the page include:

- · A "sticky" nav bar for quick navigation to Surface models and accessories
- An interactive compare chart so the customer can easily decide which model is right for them
- Merchandising sections for accessories and bundles



Final design, tablet view



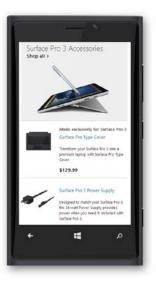




Final design, mobile view

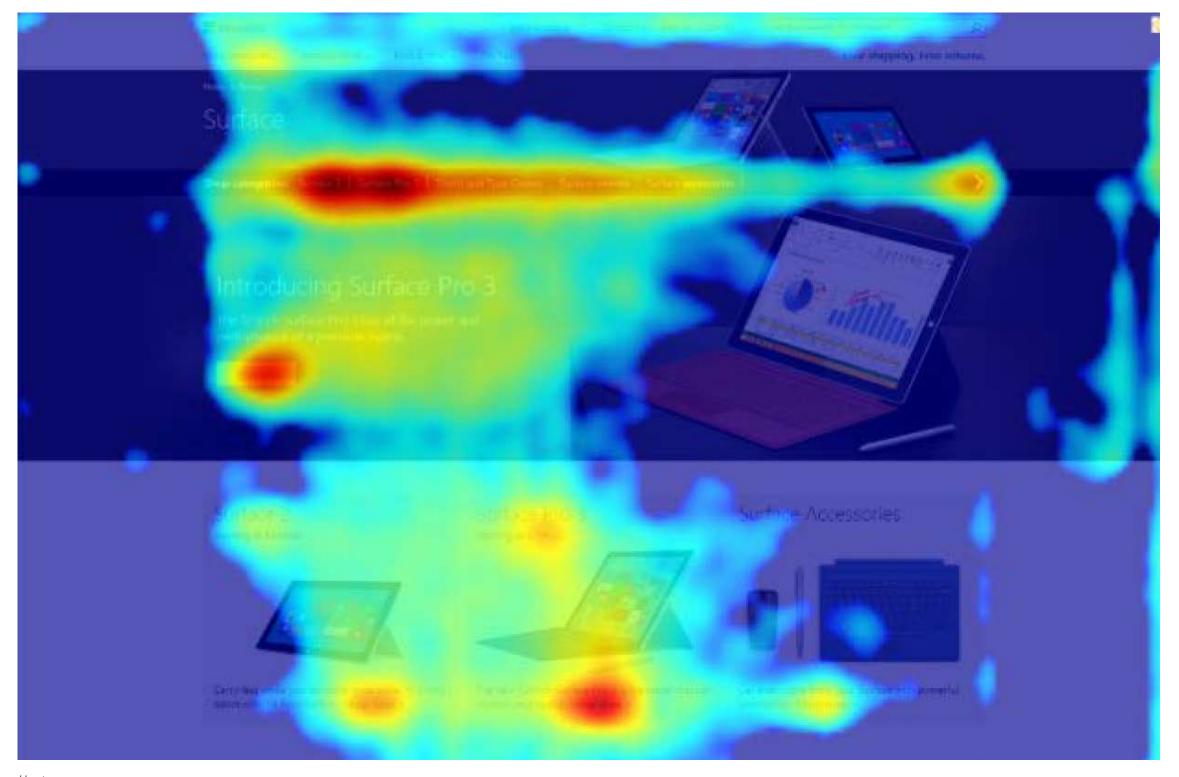






Post-launch analysis

Post-launch analysis was done using ClickTale to visualize user interaction through heatmapping. We also looked at page data and click-through as well as Customer Service feedback.

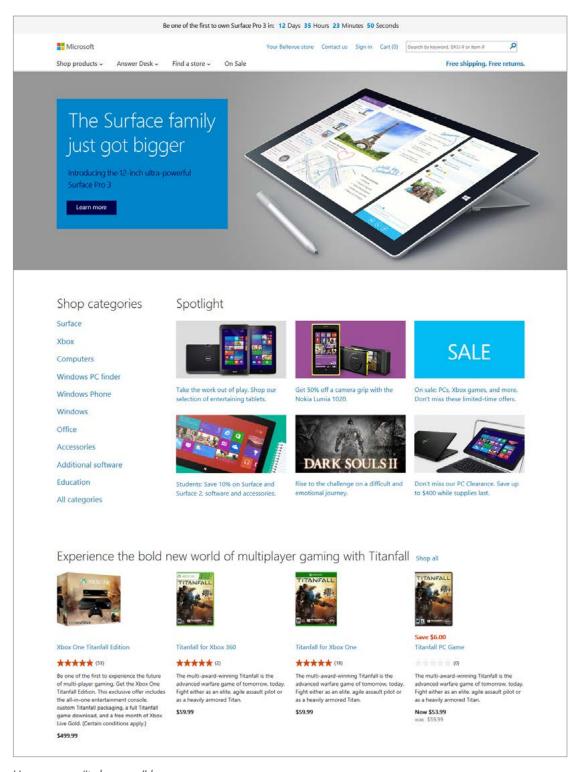


Heatmap



Launch support promotional banners

I created various banners to drive customers to the Surface page



Home page "take-over" banner









Site-wide support banners