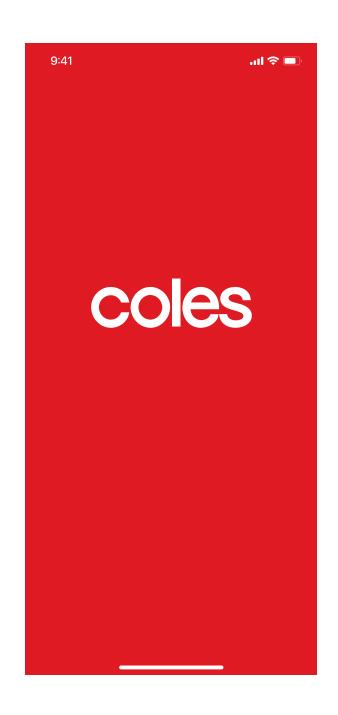
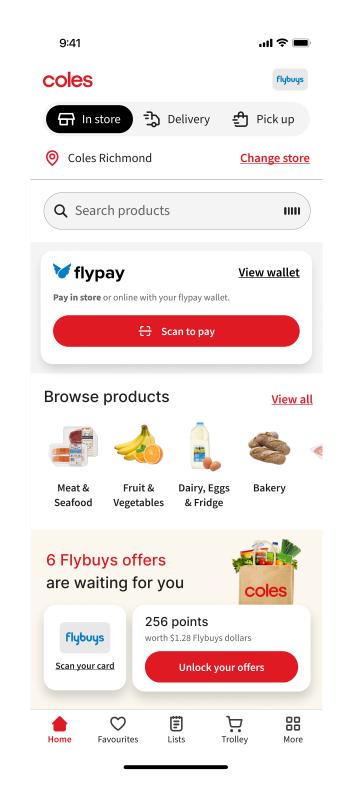
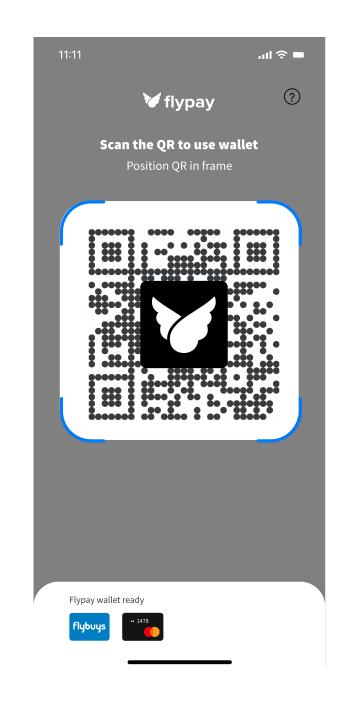
coles

Design for flypay app with a QR payment and manage flypay account







Project overview - flypay (omnichannel)

Problem:

Payment by QR code is a mandatory service that retailers will need to offer customers in the near future. Currently Coles doe not offer payment at the in-store Checkouts terminals by QR.

How can we integrate flypay omni-channel capabilities into the Coles app so that customers can manage their flypay mobile-responsive account in the Coles app.

How can we

Business request

To enable customers to signup to flypay and pay by QR code via Coles app

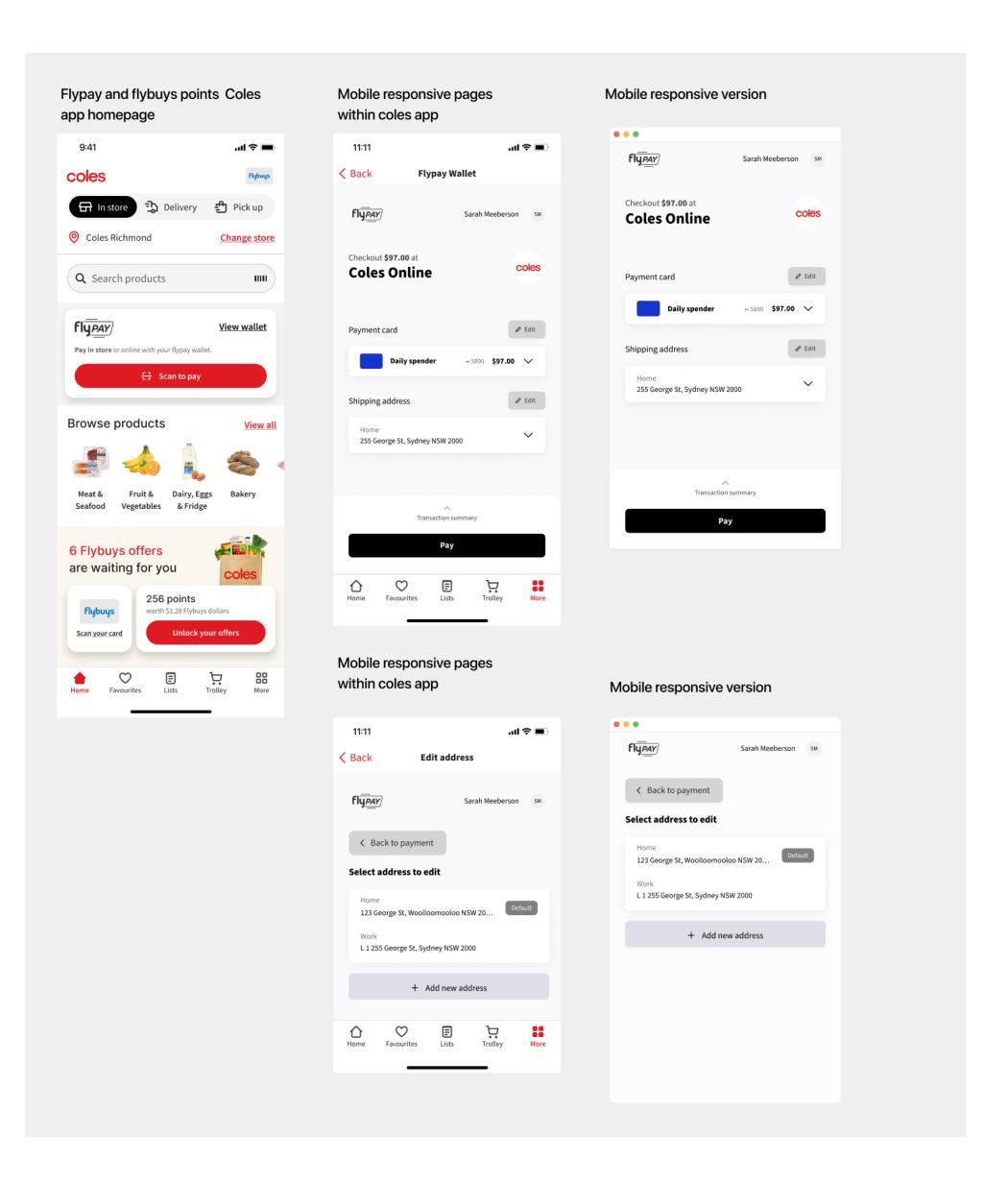
To enable customers to manage their flypay on-line account within the Coles app

- Omnichannel signup or login to flypay online using the mobile responsive signup process
- · Onmichannel my account for flypay app to web experience









Discovery - problem definition



Defining the problem - how might we

How can we integrate flypay omni-channel capabilities into the Coles app so that customers can manage their flypay mobile-responsive account in the Coles app.

HOW MIGHT WE

How might we tell if this value proposition is something that customers want?

How might we educate customers of this new way of payment by QR code?

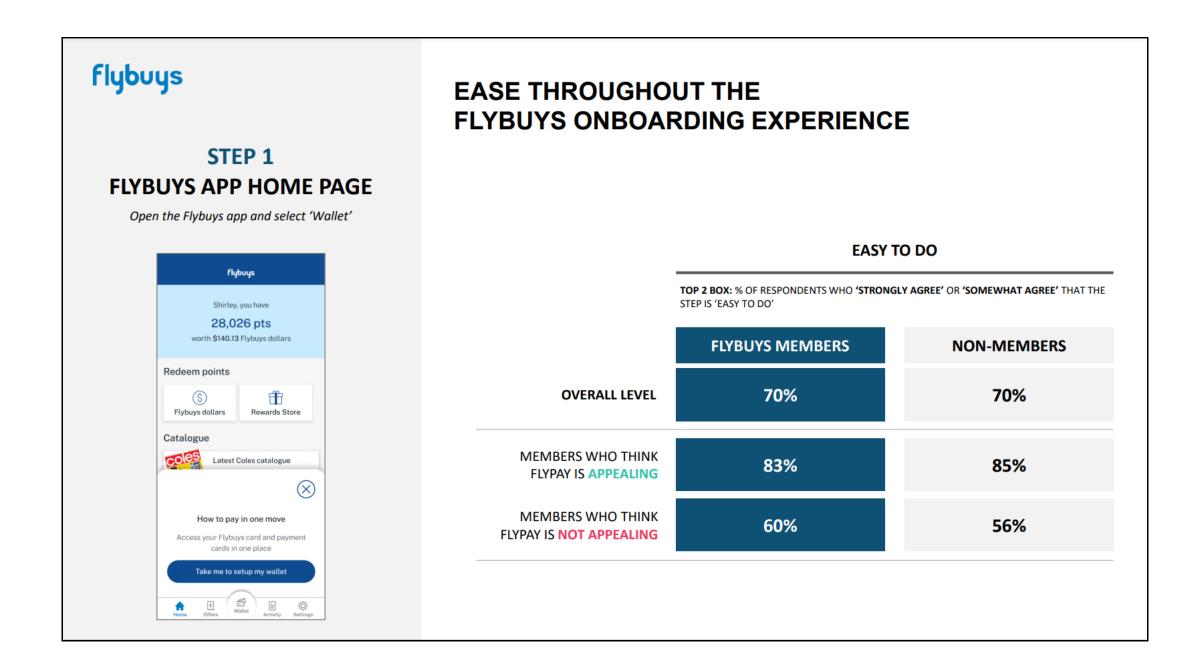
How might we communicate the difference **between** fly**pay** and Fly**buys** relate but also distinguish between the two services are by different providers

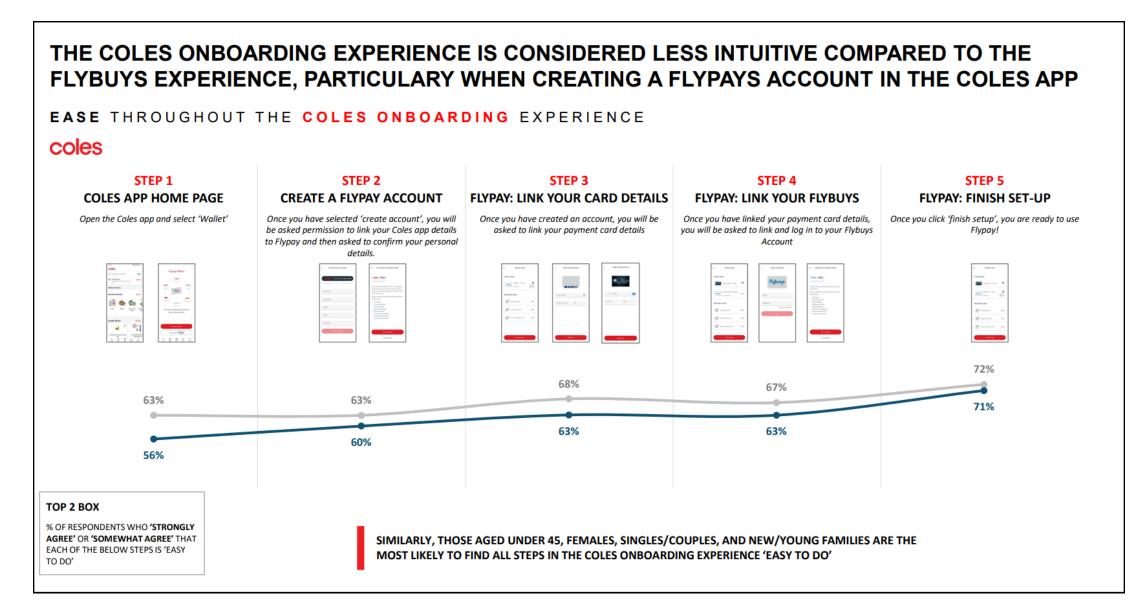
How might we easily be able to link Flybuys points without having to login?

How might we allow customer to set how may points they want to use for each shop with ease?

Existing research

Review existing research to discover user needs and feed this into the high fidelity concept testing for round 2





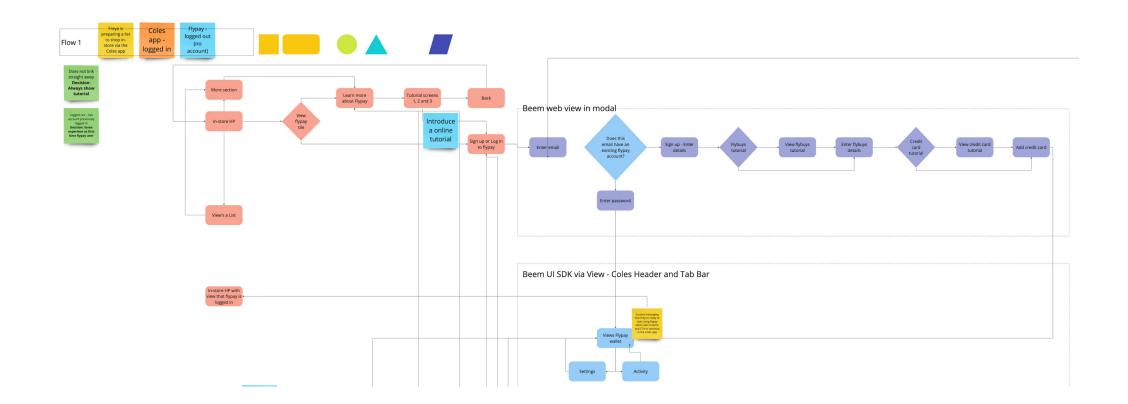
End to end mapping



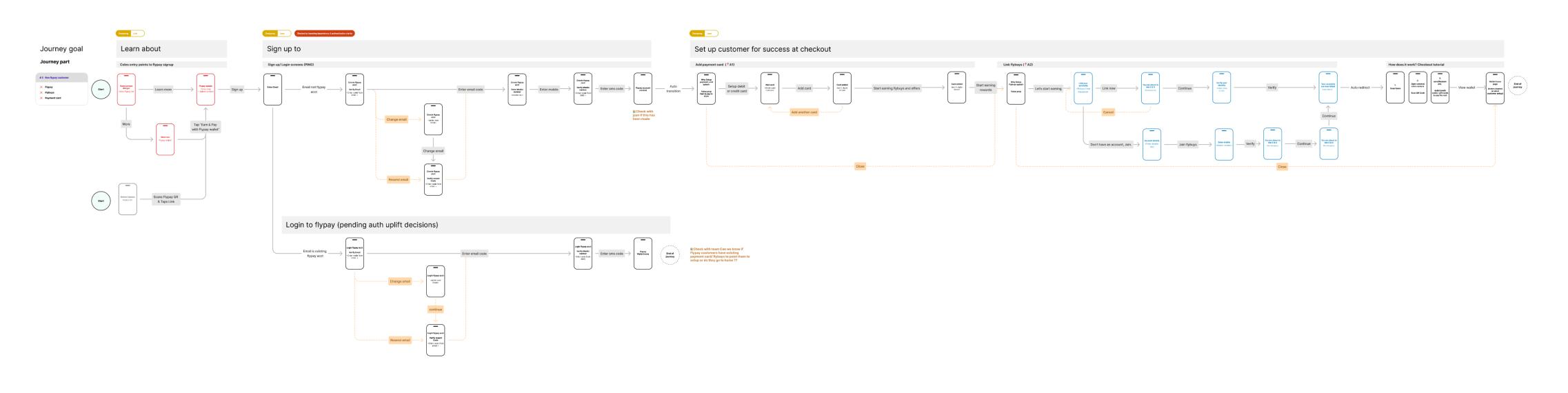
Identify the touch points with the customer and map scenarios

User scenarios							
	shopping mode	Coles app	Coles state	flypay wallet	Customer action	Where does the customer go next?	Coles app homepage state
Flow A	in-store	Coles app installed	Logged in	Not signed up	Scans QR code with native camera	QR code deep links to Coles app tutorial screen with CTA to sign up to flypay	Login/Sign up to flypay prompt
Flow B	in-store	Coles app installed	Logged in	Logged in	Scans QR code with native camera	QR code deep links to Beem flypay wallet checkout flow user completes checkout? (skips the scan screen)	Top homepage tile, Pay & scan CTA
Flow C	in-store	Coles app installed	Logged in	Logged in	Scans QR code with Coles app scanner	QR code deep links to Beem flypay wallet checkout flow user completes checkout? (launches into the scan screen)	Top homepage tile, Pay & scan CTA
Flow D	in-store	Coles app installed	Logged in	Logged out	Scans QR code with Native camera	QR code deep links to Beem flypay wallet , user logs into flypay	Re-link honepage tile. Action - TBC the correct cusotmer language and content
	in-store	Coles app installed	Logged out	Logged out			do we want to surface a flypay tile on C&C and delivery methods?
	in-store	Coles app installed	Logged out	Logged in	Scans QR code with native camera	Sign up prompt on Coles app	

Workshop draft flow diagram of each step of the customers journey



Create a high fidelity journey map



User Testing and Customer research



About the user testing

We require participants to test and provide feedback about this product. They will be using a supplied laptop to access a prototype website.

Dates

- 8 participants on either Thursday 16th March or Friday 17th March 2017.
- 8 participants on either Thursday 30th or Friday 31st March 2017.
- 8 participants on Thursday 13th April.

Participant requirements

- Australian or New Zealand permanent residents.
- Even mix of genders and ages between 25-50 years.
- Even mix of single and married / defecto, with and without children.
- Have either purchased a property in the last year, or intending to purchase, or have refinanced a property in the last year, or intending to refinance.
- Be competent in using a computer to fill out online forms.
- Available to come to our North Sydney offices during normal business hours.
- Must be comfortable being recorded and articulating their thoughts while using the product.

Session description

8 x individual sessions lasting approx 45-60 mins per user.

They will need to be provided with access to a laptop or desktop computer with ability to record the interactions.

User will need to be given a detailed description of their situation to set up the customer journey. This will include completing a 10 min home loan application.

User will then be given access to an interactive prototype (InVision) with the objective of gauging how well they're able to navigation through a specific journey and complete the assigned tasks.

User will be encouraged to explain their thought process and describe any problems they encounter.

They should provide feedback about the overall experience along with any suggestions fo improving the experience.

Summary report to be provided for the sessions, including; general observations, notable patterns, suggestions from users, key out takes.

User testing and customer research outcomes



What do we want to explore from the research?

1. Discovering Flypay in Coles app

What education/context is required to setup a digital wallet used for in-store and online a when a user is in a supermarket app?

As an existing coles online shopping what is a user's reaction/ expectation to a digital wallet?

2. Learning about Flypay

How will customers expect this wallet to work?
What benefits do customers perceive as relatable?
What concerns do they have at this stage that we could alleviate?

3. Joining Flypay

How will existing customers expect to signup to a digital wallet inside coles?

What could help a user signup easier?
What concerns do they have at this stage that we could alleviate?
How much information is a user willing to give at this stage?
How do customers feel with information auto filling from coles account?

4. Setup payment in the Flypay wallet

How can we make it easy and create enough trust to setup payment card and link flybuys so customer is ready to pay instore and online?

What is the wording to get customer to understand how to pay (ensuring they dont assume its a tap and go experience)

5. Setup loyalty in the Flypay wallet

How do we help customers get setup for success at store so they can start earning the moment theyre at checkout?

How can we make it easy and create enough trust for existing coles customers

to bring over flybuys account information?

Do customers want the ability to transfer a linked account from coles to flypay.

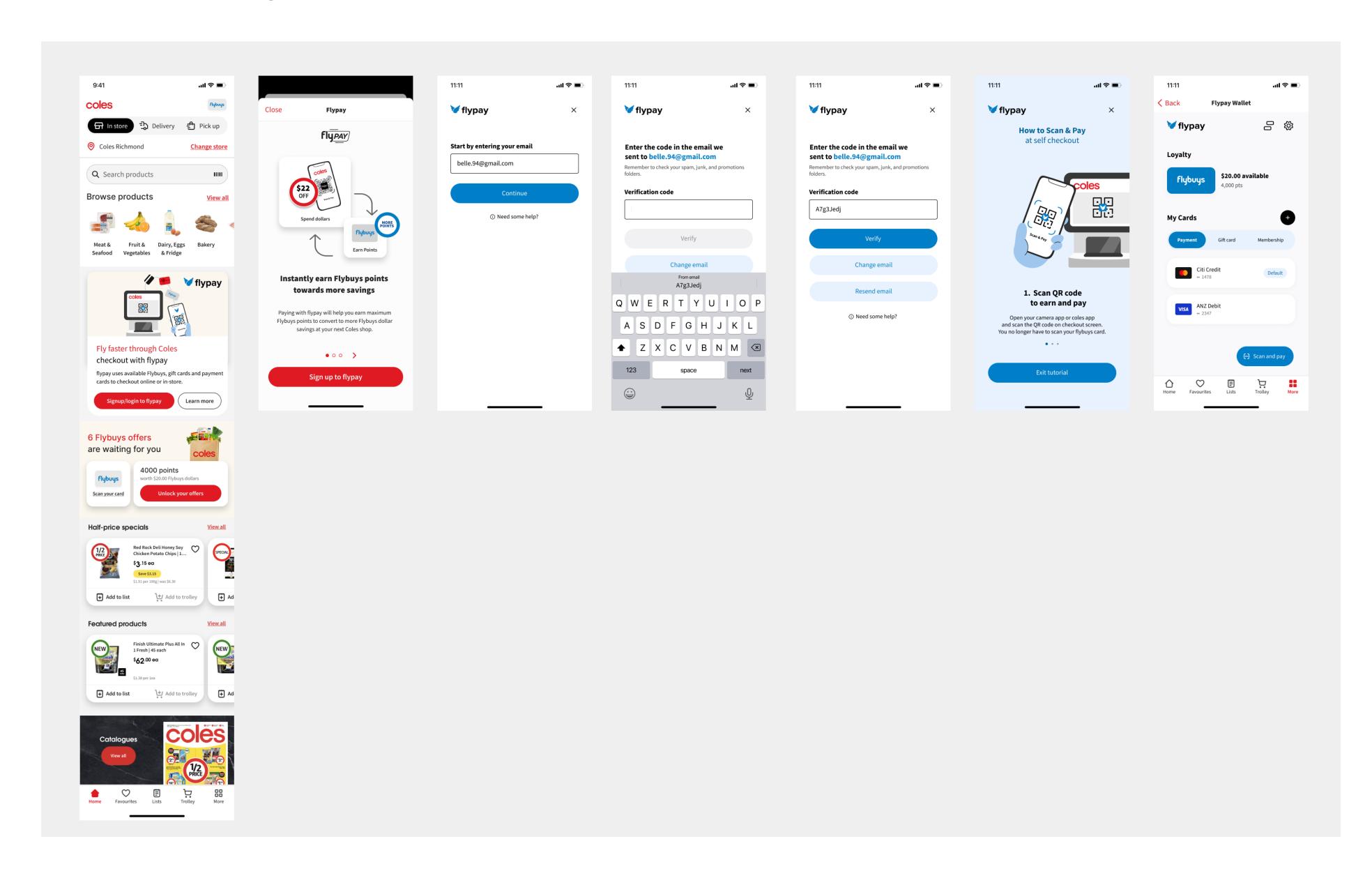
5. View Flypay wallet

What are customers expectation of what the setup wallet can do?
What might customers expect to add to the wallet?
What settings might customers expect to manage?

Create mid-fi designs for user testing



Create mid-fi design to explore concepts with customers



Usability testing and research feedback

What did we learn?

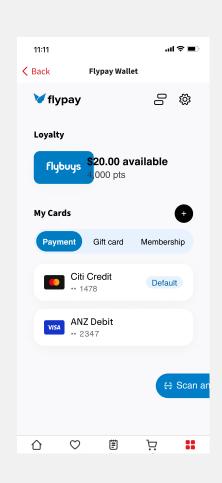


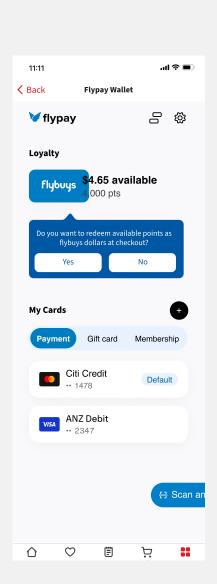
Research and usability recommendations



Synthesize the findings into recommendations

Wallet and flybuys setup





What we wanted to learn:

Whether customers understood how many points they had and how may they intend to redeem, and that to reap the benefits of redemption to

have it set automatically

What we heard:

"Honestly I haven't had a good in-depth look into

what I can use those points for."

What we learnt:

All participants could not recall their flybuys account number, did not carry a physical Flybuys card was, instead relied on a digital card either on their apple wallet or the Flybuys app. Customers preferred flypay was automatically linked to their account.

Customer had both Woolworth rewards and Flybuys, some of them used it for partial discounts ,

Although 2 customer indicate they were saving for a flight or large purchase, it was not clear to them how long it would take to reach the requited points. Because the goal was long term, and points were ambitious, "instant" redeemion was viewed favourable.

Most customers even if they idisded they were saving points, still would consider redeeming the max amount in that moment as it offer dthen "instant" gratification rather than saving long term.

None of the customers chose to scan QR on the terminal, we believe that new customers are not ready to pay upfront.

Customers would want to know how redemption works at this stage.

Configuration of redemption should be part of setup so customers know do they have to "redeem pts to \$ " like flybuys experienced which was undesirable or is it like woolies where it reminds users of "available discounts at checkout "which is desirable

Gift card had high appeal due to pain point of entering in # and pins at terminals.

Final designs



Create final designs based on feedback

