

WhatsApp Poll Tool Design

Mobile Interaction Design
Jan. 2020 | Personal Project

WhatsApp is an app used to communicate. With this project I have found out that adding a poll option in WhatsApp could improve users' experience when having to decide a date for a meeting. This was a personal project.

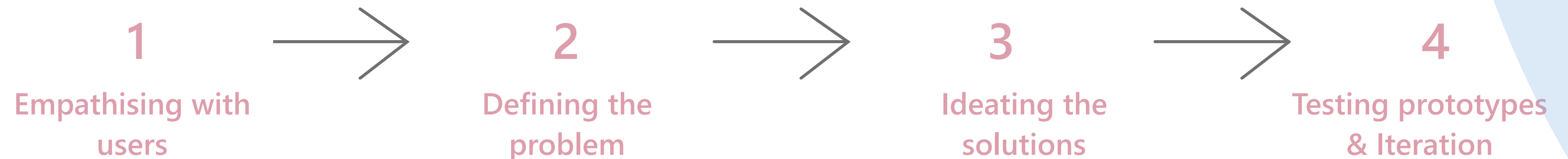
Design Goal

To find out if WhatsApp could improve users' experience by adding a poll option

My Goals

- To improve my abilities to go deeper into my thought process

My approach



1. Empathising with users

My main focus

To find out why users use WhatsApp more than other apps

To find out if WhatsApp could improve users' experience by adding a poll option

How did I do it?

I researched for information that would show me why users use WhatsApp more than other apps.

I wanted to focus on adding a new tool that would allow them to plan gatherings in a more efficient way (the poll tool). That is why I decided to interview 5 people (quantitative data) from Spain in order to see how they organize events in WhatsApp and whether they use polls instruments to do so or not.

Findings

From my research:

I found out that in Spain 88% of the population use WhatsApp as main instrument of communication (a study done by epdata.es in 2019). Users find this app very user friendly and simple, it is free, it has end to end encryption and it provides the user with tools that improve the communication.

From the interviews:

Users use Facebook and other webpages like google forms and Survio (it allows to share the information on social media) to do polls which is a pain point for them. The main reason is that they have to keep switching between apps. This creates a higher amount of memory load and it can lead to unpleasant situations.

It is difficult for people to vote because it forces them to go to the other app to do so (sometimes it even makes them create an account which is even more tedious).

2. Defining the problem

With the information gathered, I created a Persona that represents the students I interviewed. Here I present you Ana:



"Friends are the family you choose"

Name: Ana

Age: 21

Gender: Female

Location: Madrid

Marital status: Single

Occupation: Student

Personality

- Hard-working
- Positive
- Very cheerful
- A bit introverted at first, but she pushes herself

Goals:

- keep in touch with family and friends.
- Plan new hangouts and meetings.
- Share and comment on videos.
- Ask for advice.

Frustrations:

- When an app stops working
- When she loses connection and stops receiving messages
- Too many notifications popping-up distracting her

Bio: Ana is a student in Madrid. She moved there last year to pursue her studies in psychology. She loves spending time with friends and family. She has a group of friends in Madrid, but she keeps in touch with her family and friends back in her city of origin. Ana learns really fast and she is very used to communication apps (recreational use) and not professional.

Motivations:

- She really misses her family and friends.
- She loves sharing videos and pictures she likes on the web.
- She likes being able to comment on other friends' pictures (gossiping).

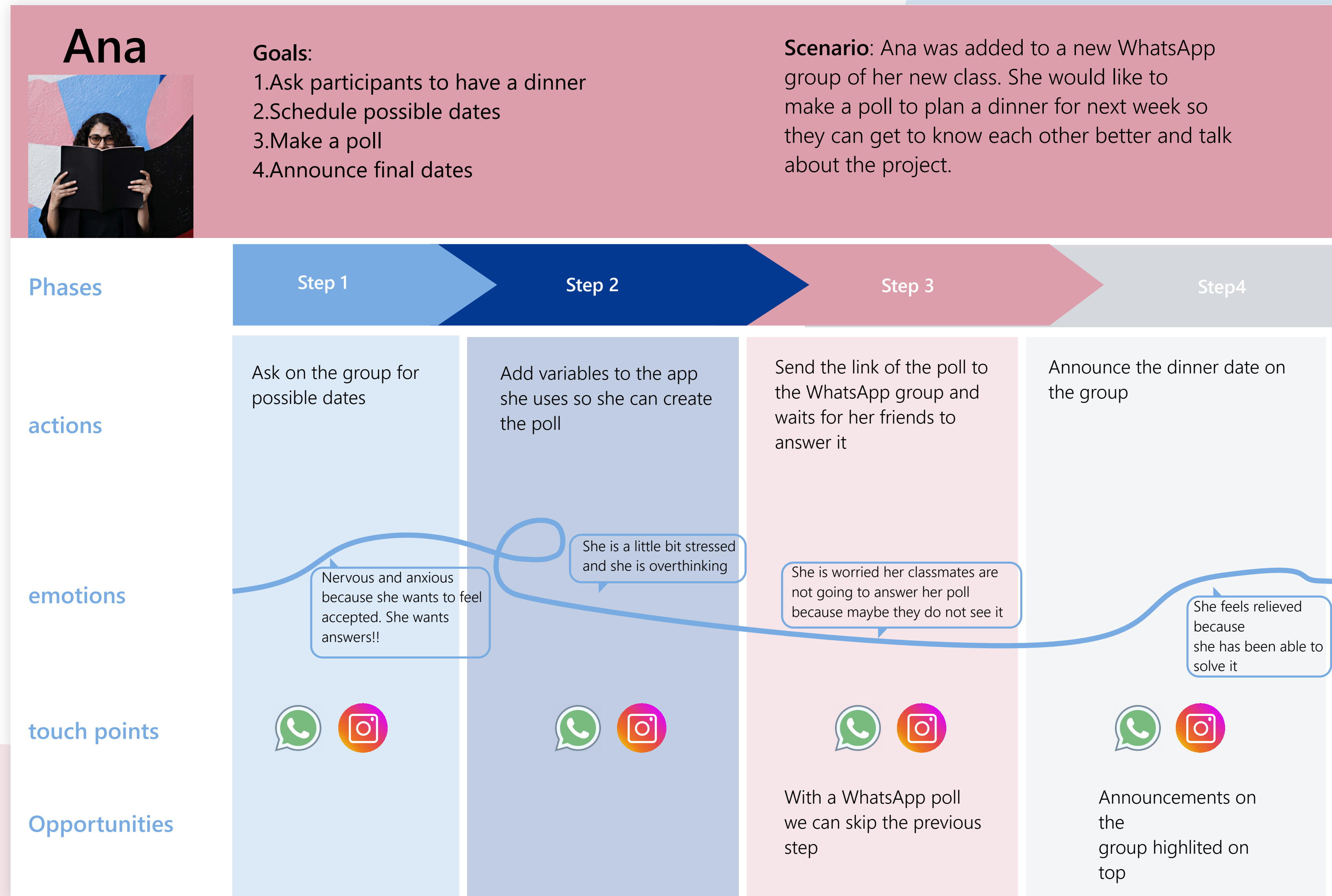
Influences

Boyfriend
Friends
Family
Teachers

Preferred Channels

- Laptop
- Smartphone
- Instagram
- WhatsApp
- Facebook
- Twitter

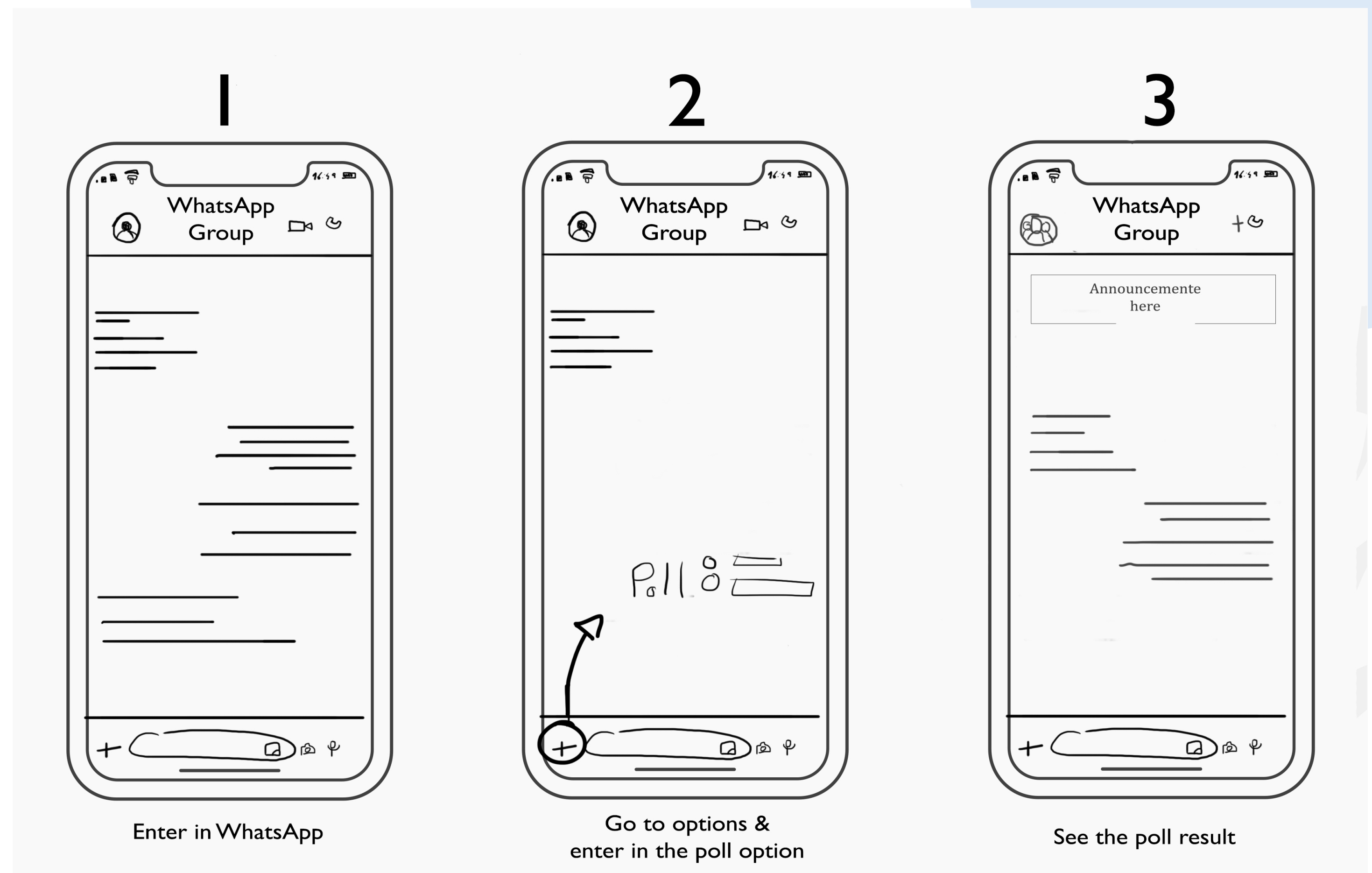
Ana wants to plan a dinner with a new class group, so I created a journey map that shows what what she has to do to achieve it.



3. Testing the prototype

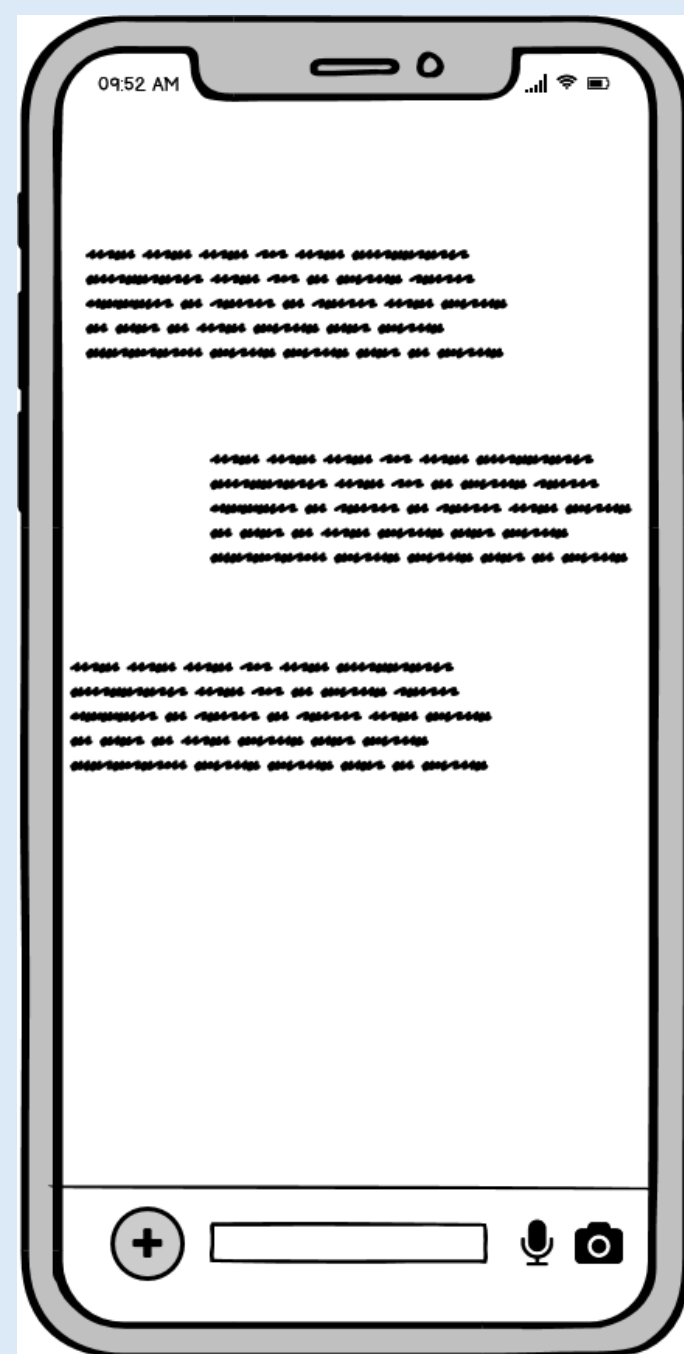
I did some low-fidelity prototypes to see how I could get rid of the step 2 by adding a poll option on WhatsApp. This would mean avoiding step 3 so Anna would not feel worry. This would also speed up the process of creating an event with friends and the way of finding out dates for that event.

This was the first draft:

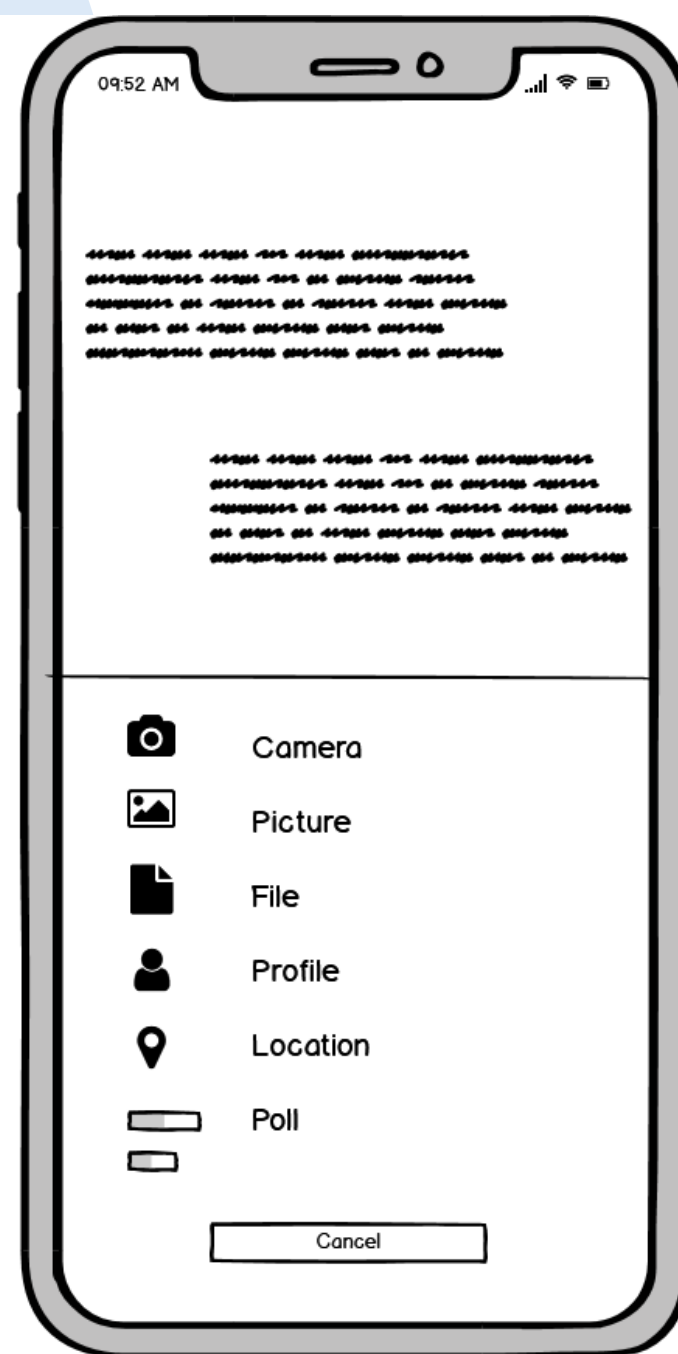


The usability method I decided to use to validate this **low-fidelity prototype** was videocall interviews. I chose this one since it allowed me to collect feedback faster from home without having to spend money that other methods require.

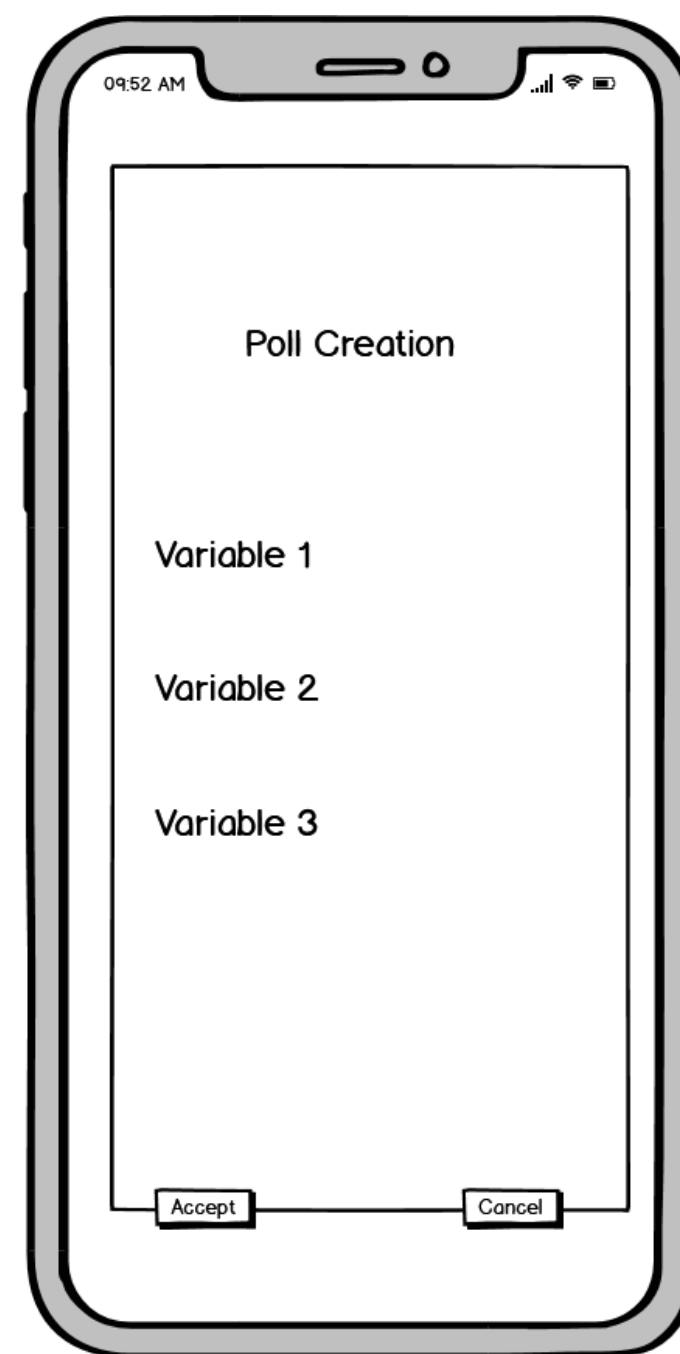
The **improvements after testing**: more explicit steps in order to make it easier fo users to understand the whole process. Steps added are creation, voting and alert page.



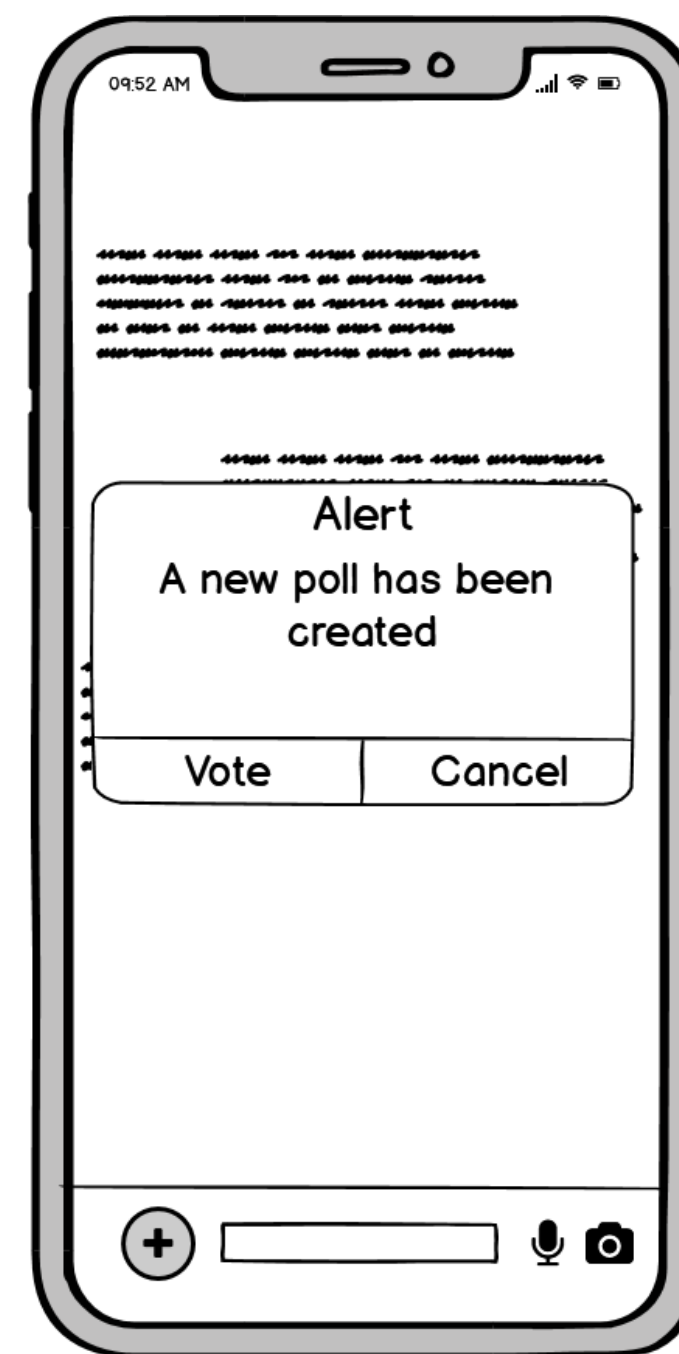
Enter in WhatsApp



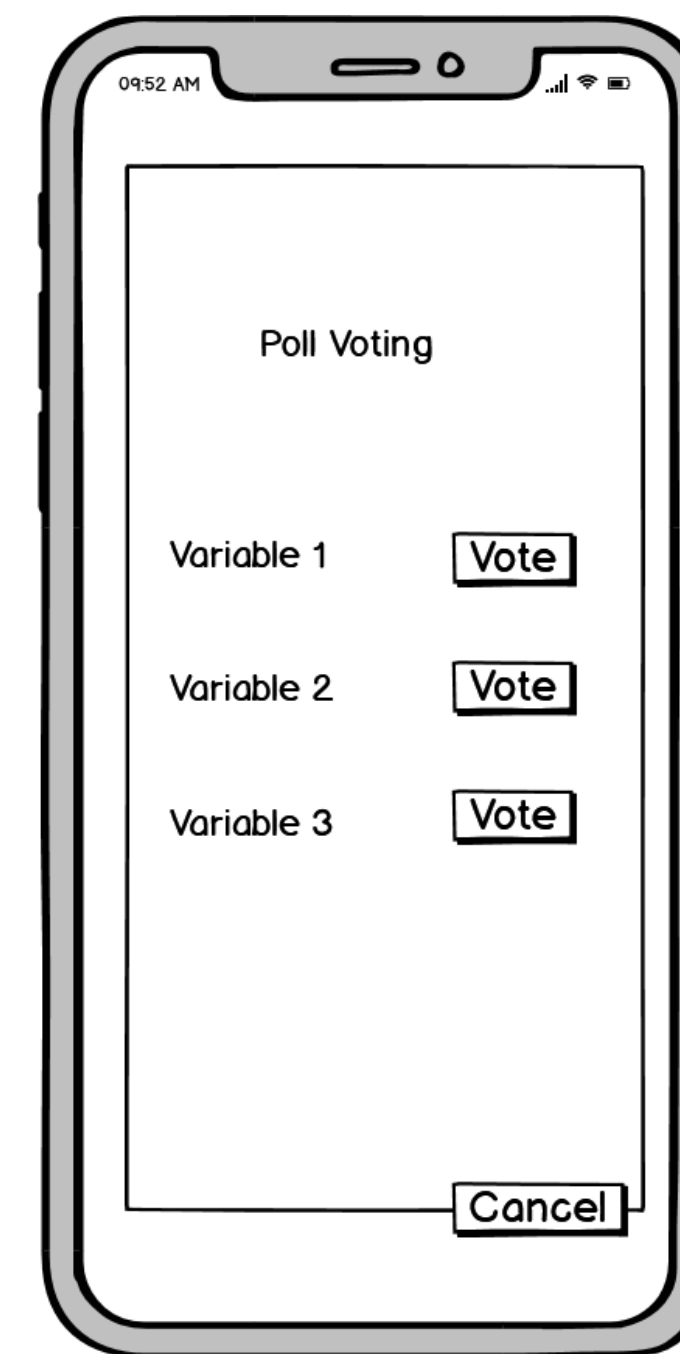
Go to options



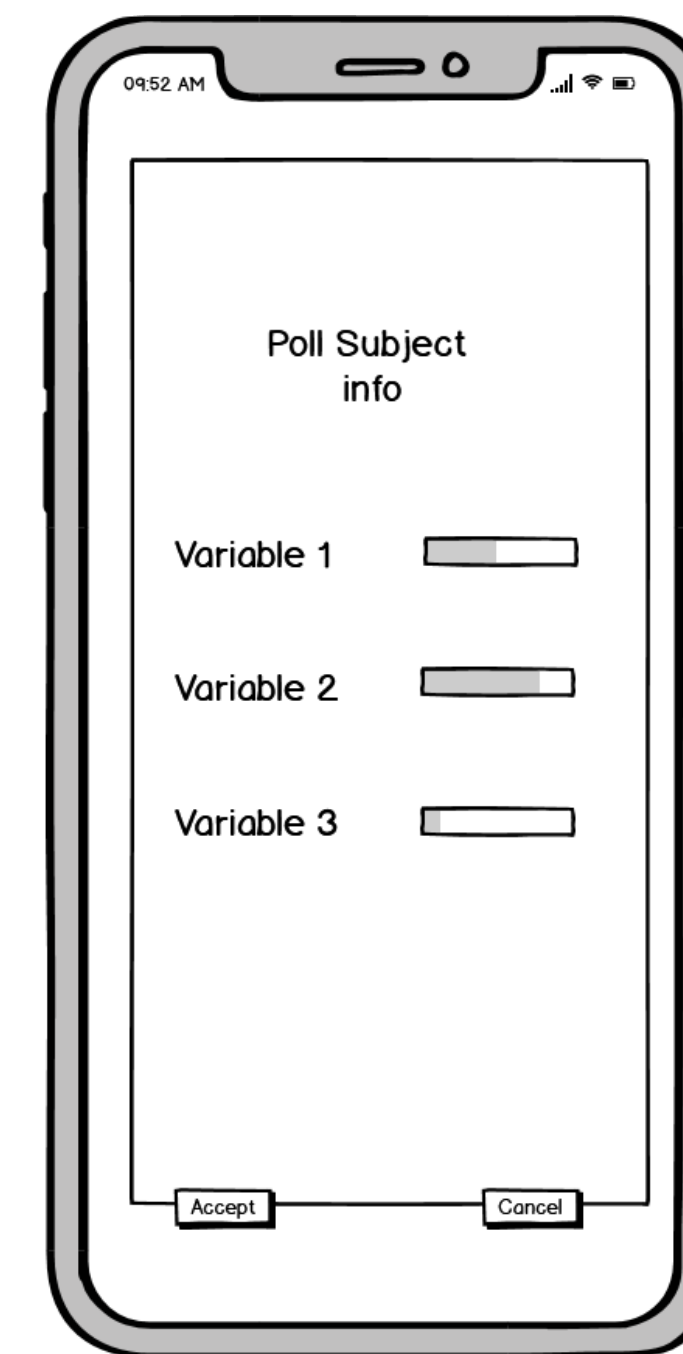
Create poll



Alert to vote

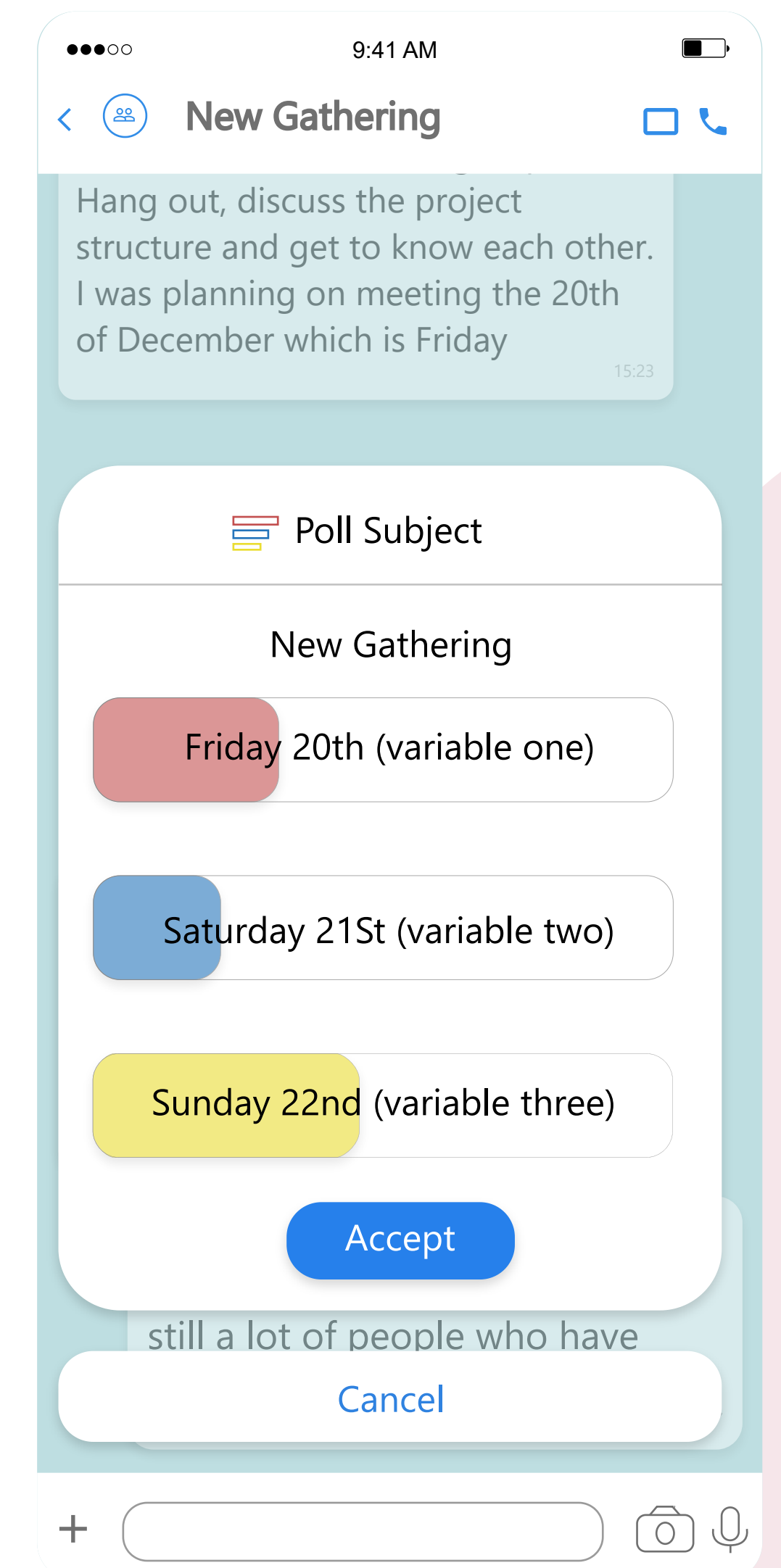
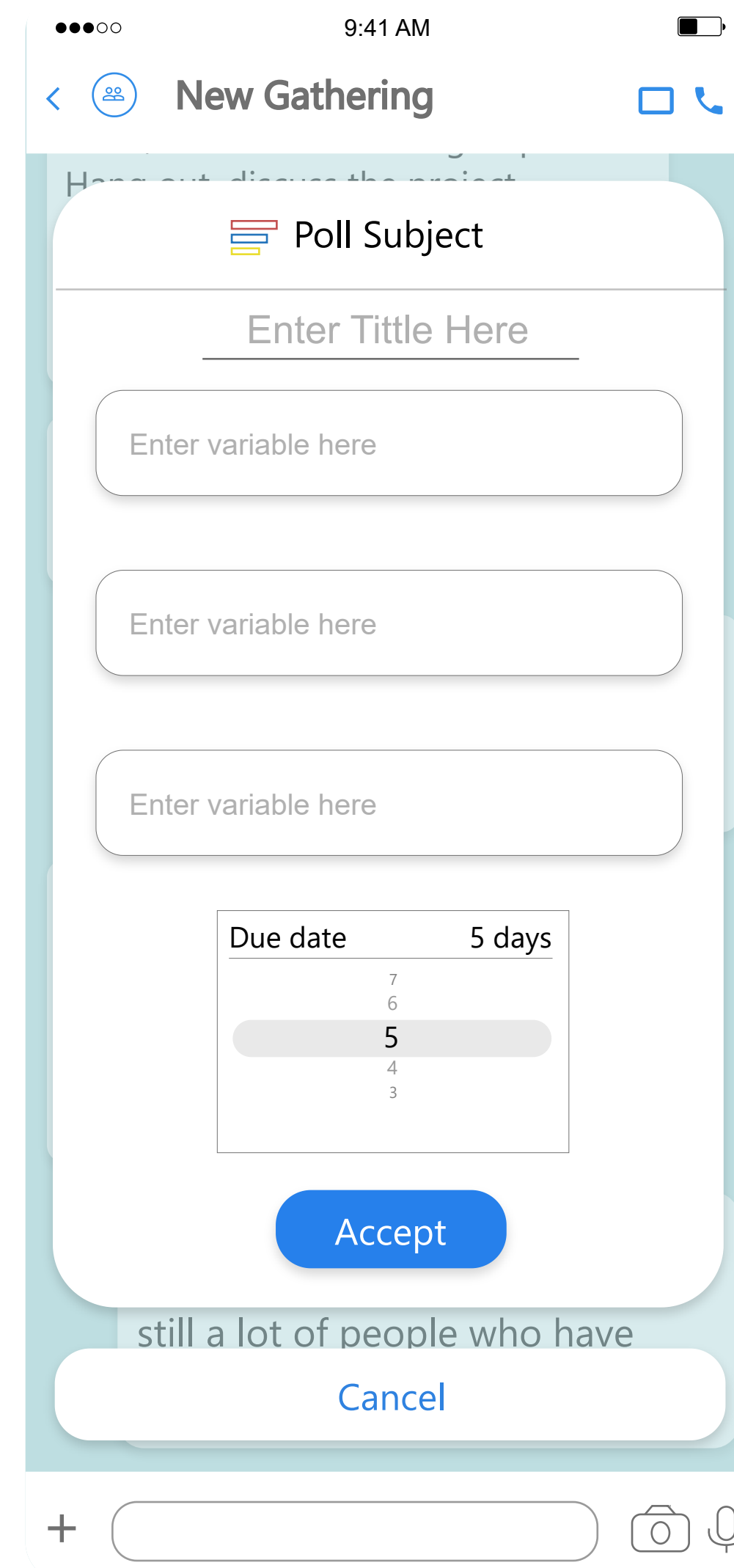
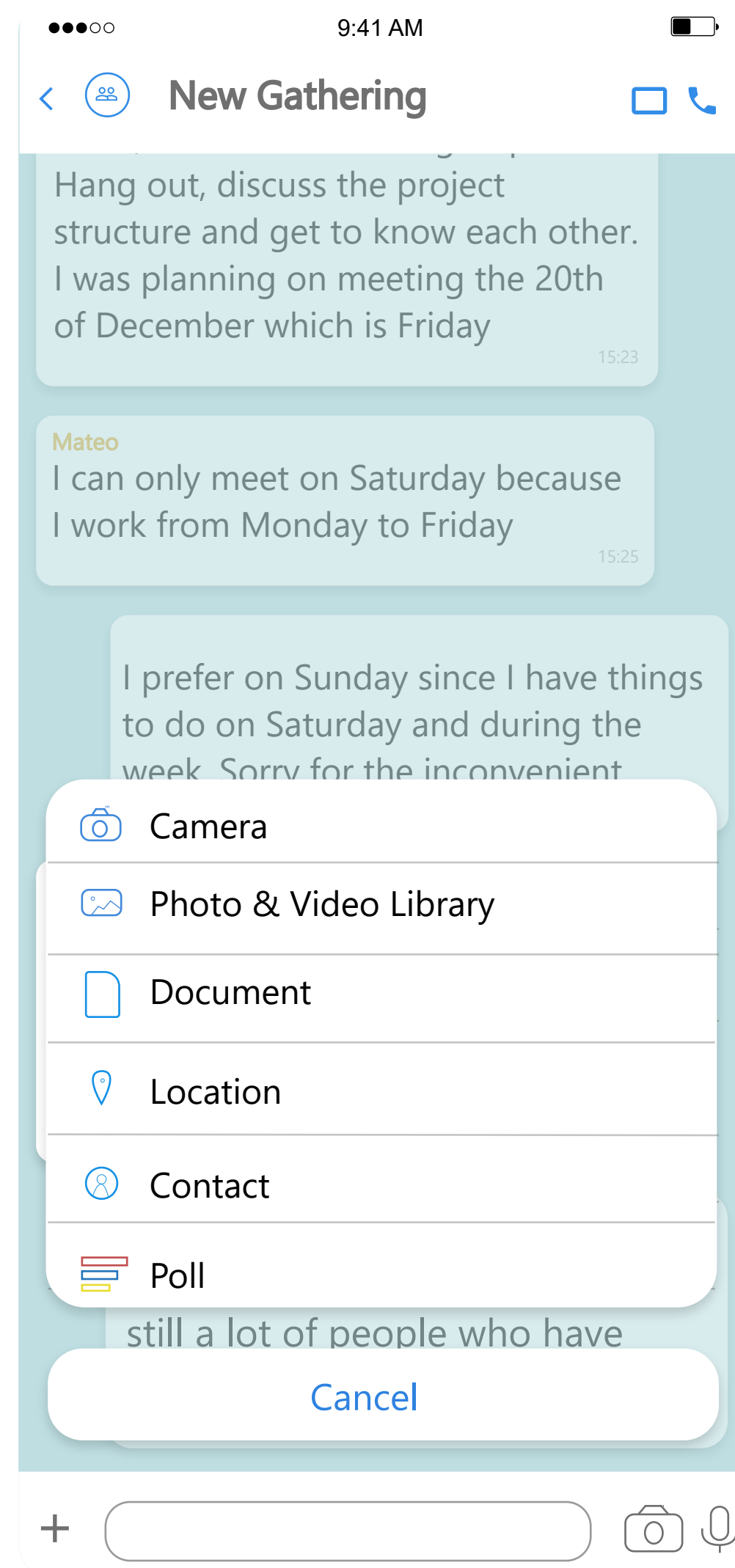
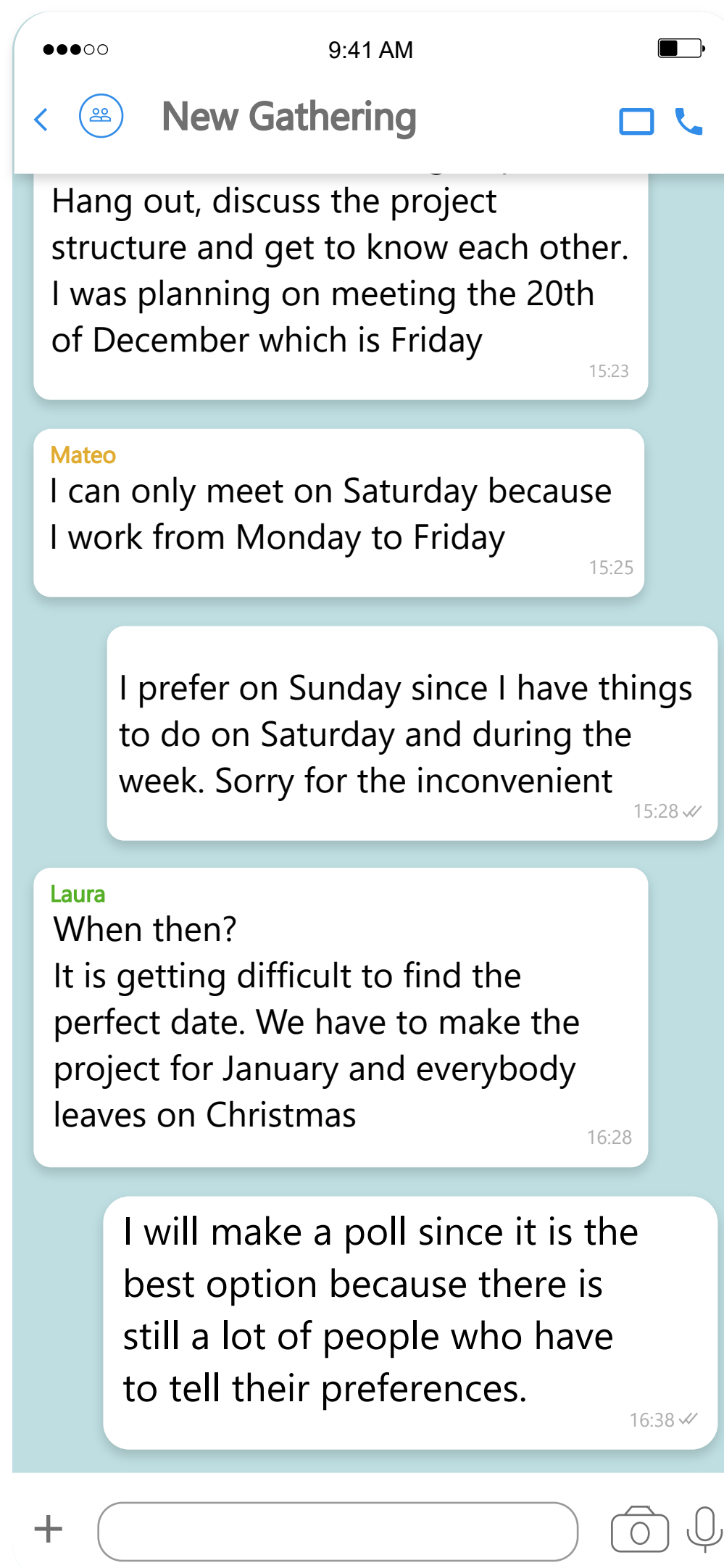


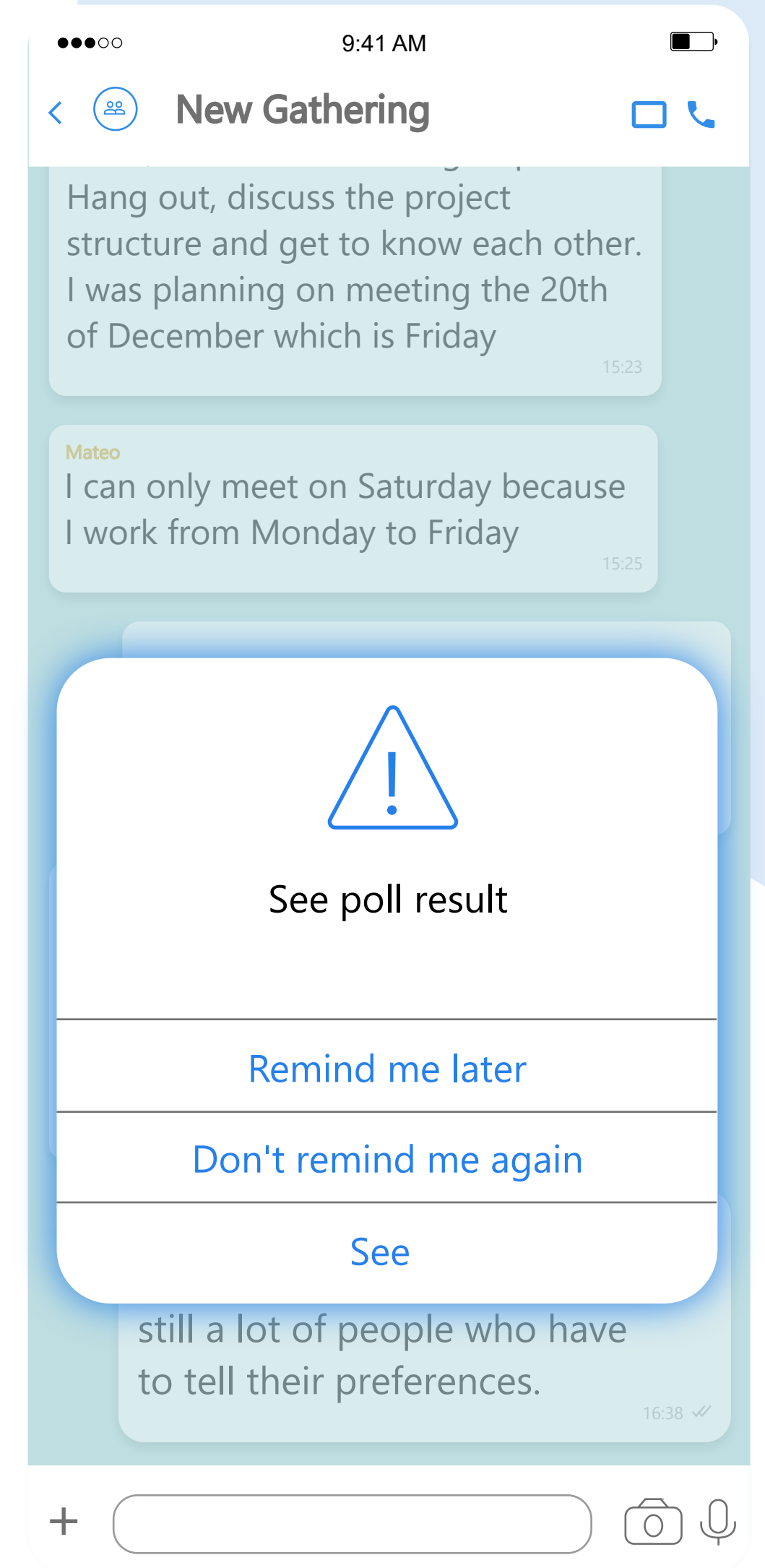
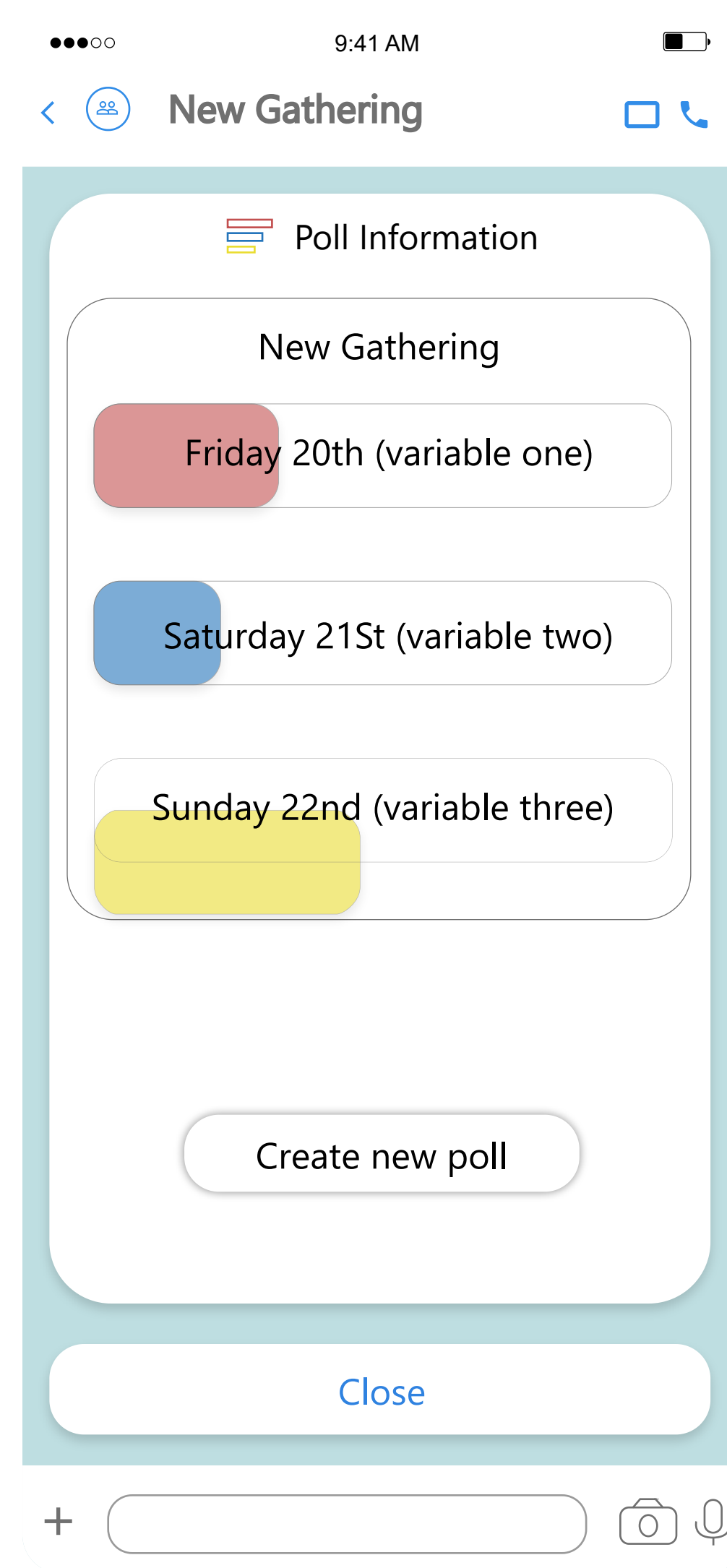
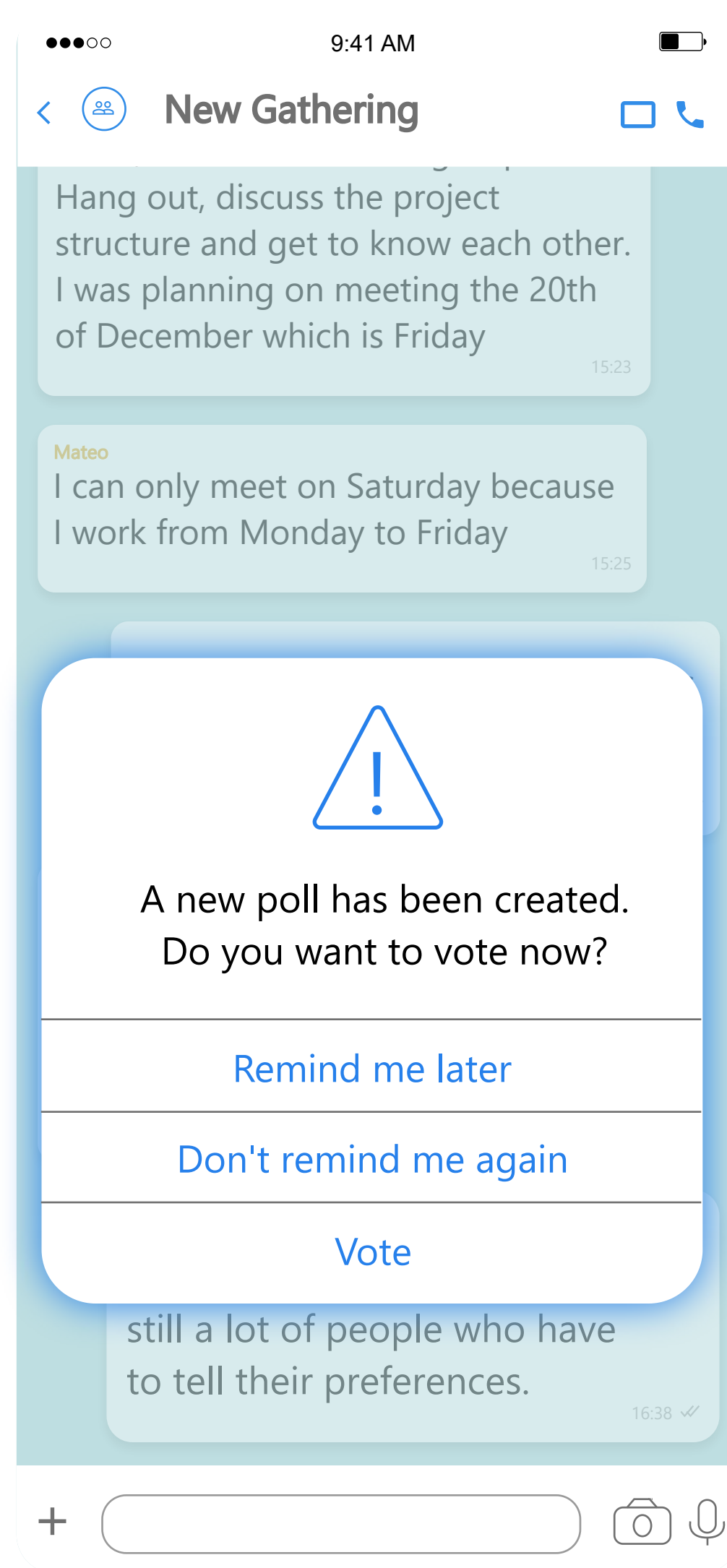
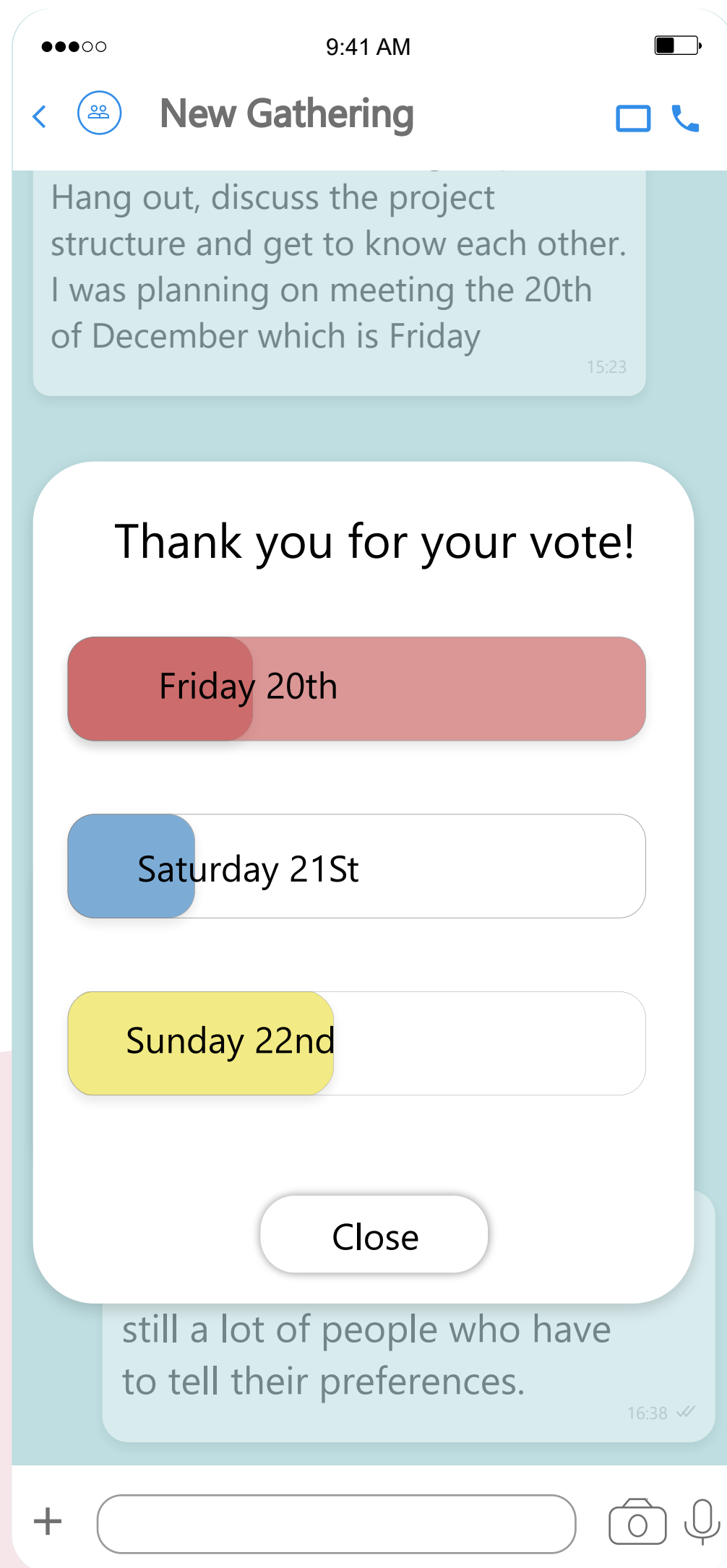
Voting



Results

After this second round of interviews, I decided to design the following High-fidelity prototype that shows all the steps needed to create, to vote and to have a look at a





5. Conclusion

With this project I have been able to:

- get rid of having to switch between two apps in order to create a poll and see the results. It is done in WhatsApp.
- have a better user experience. In this way, there is more flow between actions and the user memory load will be lower.

With this project I have been able to:

- I was able to improve my research skills.
- I was able to corroborate my assumption that adding a poll option to WhatsApp would improve the overall user experience