GCU Website UI analysis and redesign concepts

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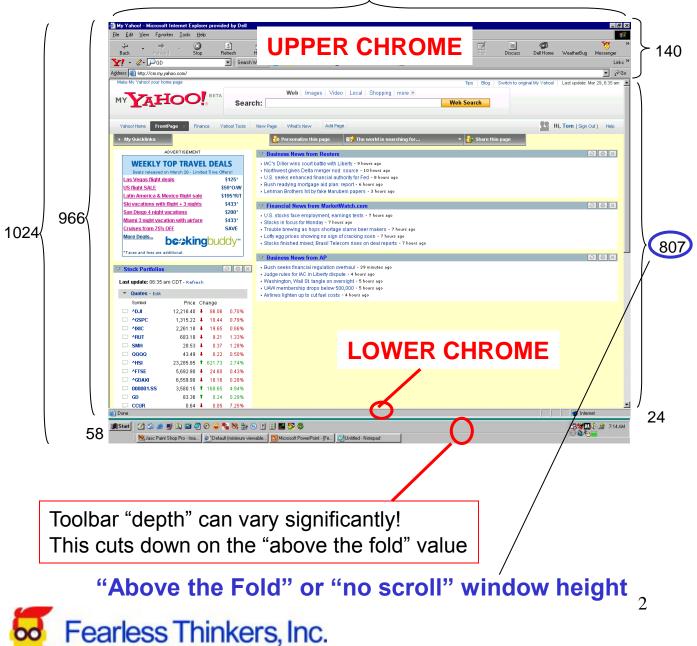


SHOPPER'S SCREEN UNDERSTANDING

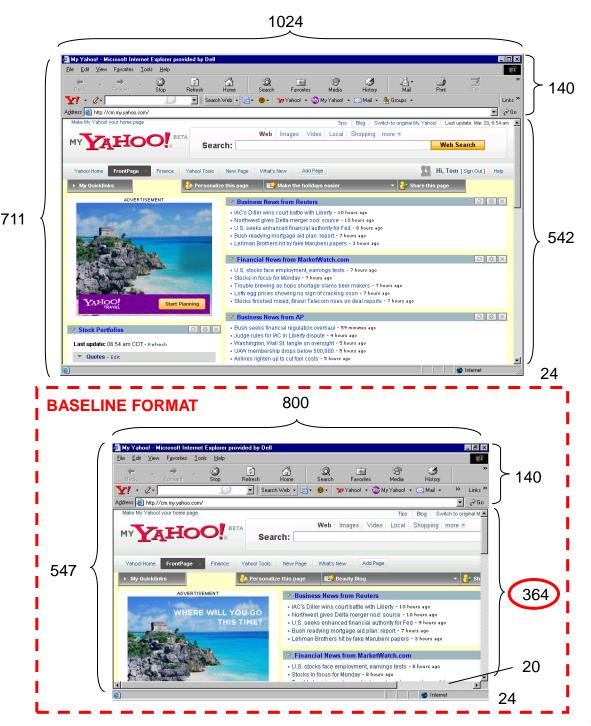
IT IS CRITICAL TO DESIGN eCOMMERCE WEBPAGES RELATIVE TO WHAT THE SHOPPER CAN VIEW ON THEIR SCREEN WITHOUT VERTICAL SCROLLING.

VERTICAL PIXELS ARE LOST TO COMPUTER AND BROWSER TOOLBARS AS SHOWN BELOW.

1280



IT GETS FAR WORSE AS THE SCREEN SIZE IS REDUCED. MOST MODERN SITES USE THE 800p-WIDE FORMAT AS A DESIGN BASELINE.



ESTIMATE OF THE "ABOVE THE FOLD" DESIGN POINT

800x600 screen	Vertical usage]
Browser Top Chrome	140p	
Browser horizon scroll	20p	
Browser Bottom Chrome	24p	
TOTAL BROWSER	184p overhead	
	(416p remaining)	
Bottom OS Toolbars	Remaining "Above Fold"	
0 (hidden)	416p	1
1 layer (29)	387p	1
2 layer (57)	359p	1
3 layer (88)	328p ~340p target de	esign point
4 layer (117)	299p	
		1
		1

IT IS VERY IMPORTANT TO KEEP ACTIONS AND NAVIGATION ABOVE THE FOLD



A "QUICK" REVIEW OF THE CURRENT GCU SHOPPER PAGES

- 1. Not designed to consider the FOLD, leading to dependence on scrolling
- 2. Sloppy navigation scheme.
- 3. "Clicks" and page repaints used excessively, adding to delays-ie: 6 page changes and >1 minute to "reach" Mom Christmas Cards
- 4. Inefficient use of space (too much white space and too large of fonts used)
- 5. Does not drive the buyer down a "funnel" to purchase - excessive ways to escape out (a sieve!)
- 6. Duplication of information and search that is unnecessary and wasteful

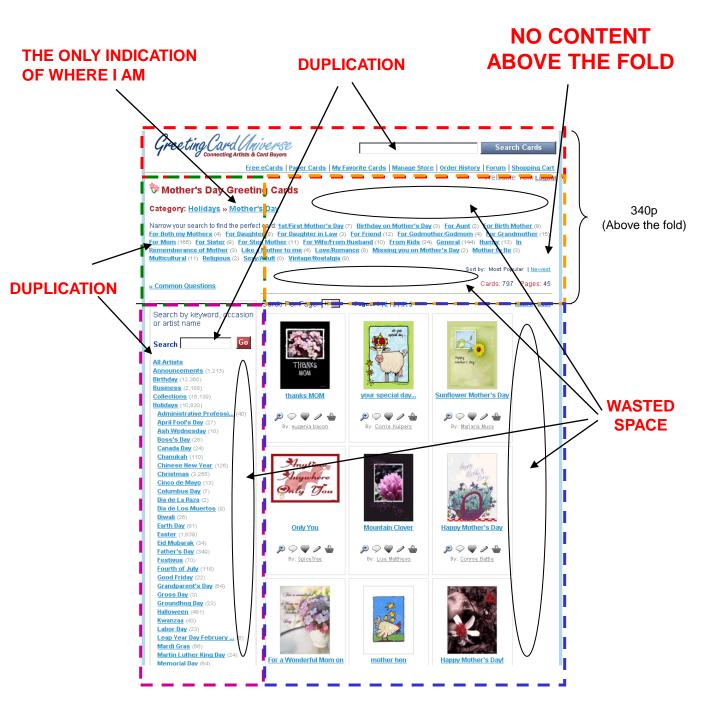
7. Painfully slow on even fast connections, dial-up near worthless. Both result in shoppers leaving. A shopping performance benchmark is needed

- 8. Not easy to find the right short-list of cards, or to backtrack
- 9. Poor display of the selected card. Watermark ruins desire to buy.
- 10. Does not fully use the shopper's screen width.
- 11. Lack of overall "compelling" feel.
- 12. Too many steps to finalize purchase. Need a "1-click" scheme.

THE NEXT FEW PAGES IDENTIFY SOME OF THESE ISSUES IN MORE DETAIL



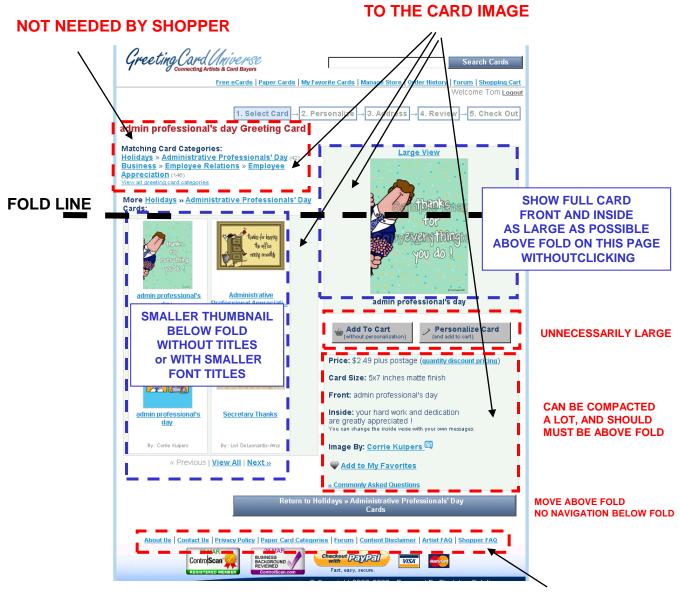
SPACE USAGE





SPACE USAGE

MORE SPACE TO DEVOTED



ALSO PUT IN HEADER



NAVIGATION SPEED - FUNDAMENTAL PAIN

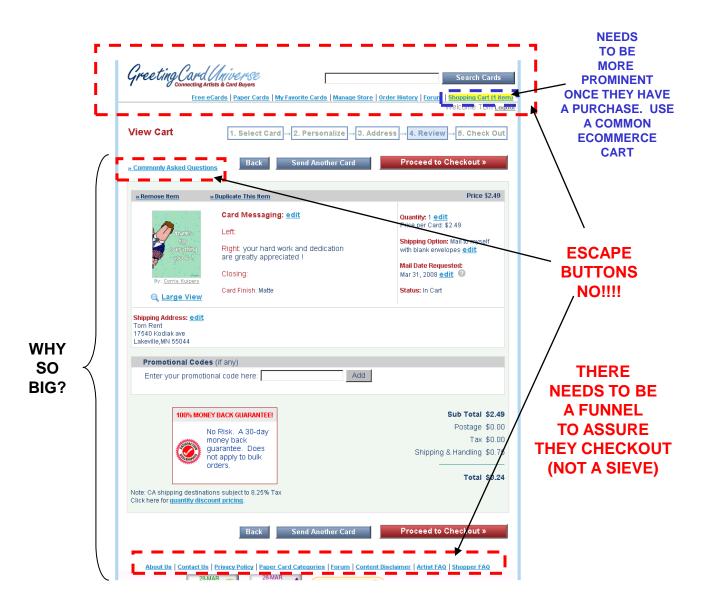
Clicks and time to get "near" the right card by browsing (45 seconds - several minutes)

- 1. Front page click "Paper Greeting Cards" (Wait 5-10 seconds)
- 2. Category Page, scroll, Scan long list, find under Holidays, Click "Admin Pro Day" (10-30 sec)
- 3. Only 6 cards shown, scroll to see rest of page, click and scroll to view other cards (30-sec minutes)
- 4. There a 5 levels in some cases (i.e.:Mom Christmas Cards)





A SIEVE



Duplication (buttons), wasted space, use of scrolling



A SIEVE



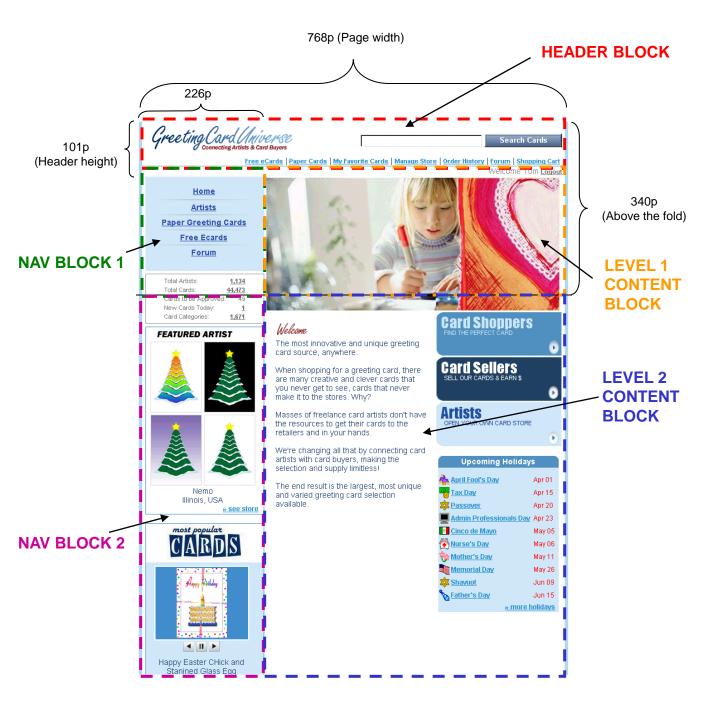
Duplication (buttons), wasted space, below Fold, use of scrolling



EXPLORING A NEW DESIGN

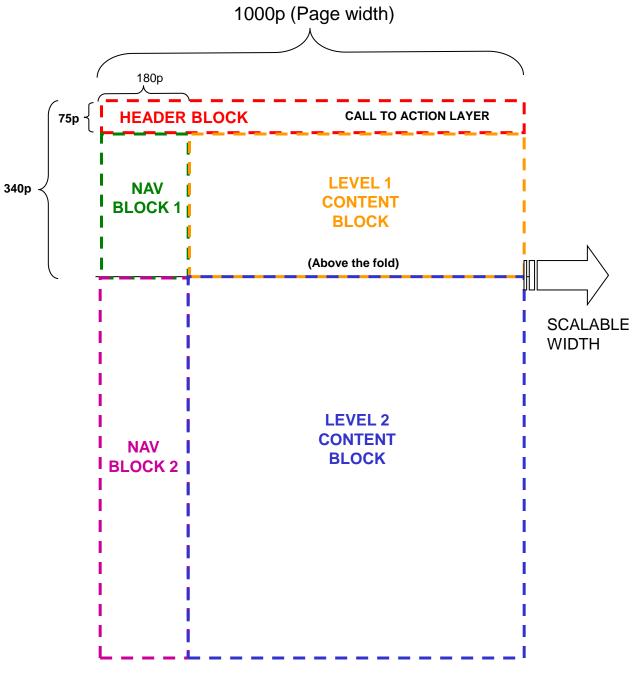


FOUNDATION WEBPAGE "BLOCK" DESIGN FOCUS



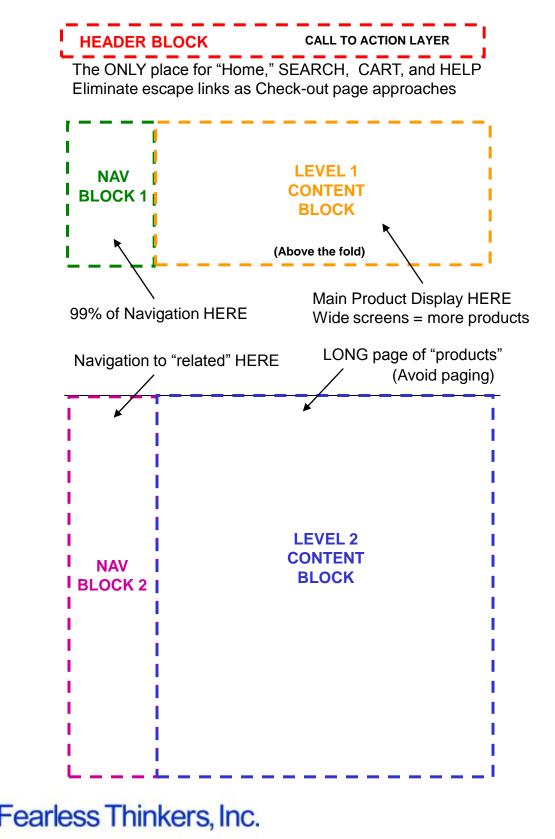


A MORE EFFICIENT FOUNDATION WEBPAGE SIZING



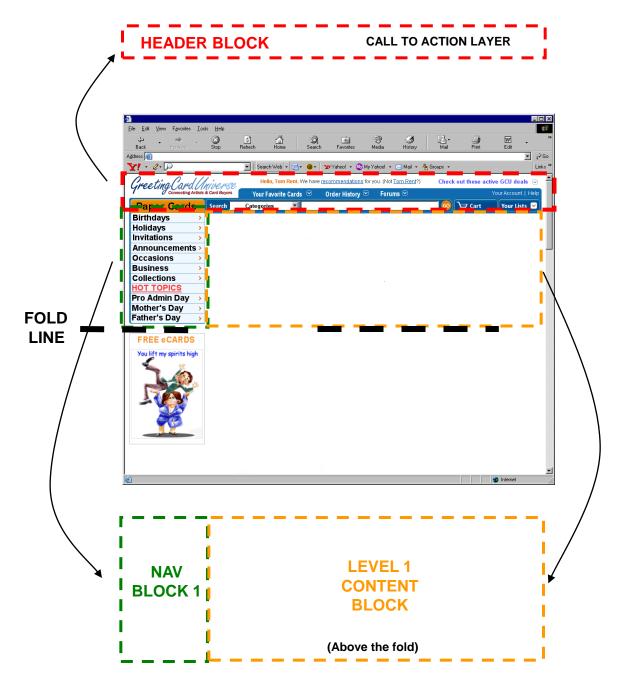
- TIGHER HEADER AND NAV BLOCKS. LARGER CONTENT BLOCKS
- SCALABLE PAGE WIDTH, MAINLY FOR MORE CONTENT
- PRIMARY NAV BLOCK ABOVE THE FOLD SO IT IS ALWAYS ACCESSIBLE
- BELOW THE FOLD IS FOR "LOWER RELEVANCE" CONTENT
- Fearless Thinkers, Inc.

FOUNDATION WEBPAGE



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FOUNDATION WEBPAGE





CALL TO ACTION LAYER

HEADER BLOCK



- HOME Logo
- Welcome/LOGIN
- Active Deals
- Favorite cards and stores
- Order History and status
- · Forum(s) could have Manage Store on this list
- Account Info
- HELP
- Site and Category SEARCH
- Cart
- Reminder Lists

75 pixel vertical allocation Scales horizontally as wide as user screen permits



NAVIGATION BROWSING SCHEME

NAV BLOCK 1

Greeting Card University & Card Buy Connecting Artists & Card Buy Paper Cards Search	Your Favorite Cards 🔍 Order History 🗵 Forums 🔍	Your Account Help
Paper Cards Search		
	Categories 🗾	💿 💓 Cart 🛛 Your Lists 🔽
Birthdays > Holidays > Invitations > Announcements > Occasions > Business > Collections > HOT TOPICS Pro Admin Day > Mother's Day > Father's Day >	265 pixel vertical allocation	
Greeting Card Univers	Hello, Tom Rent. We have <u>recommendations</u> for you. (Not <u>Tom Rent</u> ?)	Check out these active GCU deals 🕤
De se a Connecting Artists & Card Buye	s Your Favorite Cards 🔍 Order History 🔍 Forums 🔍	Your Account Help
Paper Cards Search	Categories 🗾	💿 🐙 Cart 🛛 Your Lists 😒
Birthdays > Holidays >		

Use "mouse -over" rather than clicks to navigate down a hierarchy User "Click" ONLY when end-point is reached. Stay fully in the "Above Fold" space. On CLICK, draw a new NAV1 block based on "Context" (funny, serious,)

ELIMINATES DELAYS UNTIL A "CLICK"

Fearless Thinkers, Inc.

Invitations

Occasions

Business

Collections

HOT TOPICS

Mother's Day

Father's Day

Pro Admin Day

Announcements

>

>

>

>

>

>

>

> Adoption

> Divorce/Breakup

> Engagement

> Graduation

> Retirement

> MORE

> Birth

CONTENT VIEWING SCHEME

LEVEL 1 CONTENT BLOCK



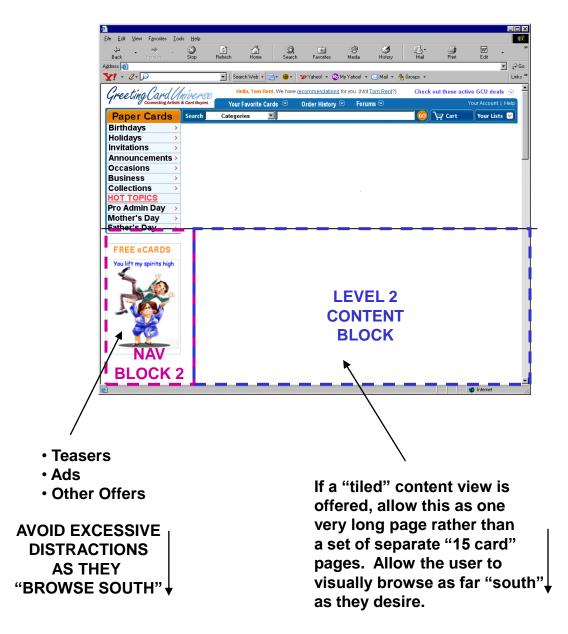
Concept 1: Make it appear like a **Retail Greeting Card** aisle, initially indicating all the Main categories with a "3D" type look. With a mouse rollover, the shopper "drives" the direction they want to browse, eliminating from view the other categories and allowing lower card subcategories to appear. As they continue with their mouse, more "sub-sub-categories" appear, and so on. As they get lower-and-lower, real cards emerge in a small horizontal stripe left-to-right (ie: 10 wide) but above the fold. If they CLICK on any, a new window opens but they do not lose their place in the first Window. The new window focuses entirely on the selected card, giving an immediate full front and inside view, and the card's details in small text. They can Add-to-Cart and personalize here in this window if desired, then continue shopping.

Concept 2: Shopper uses only 2 levels in category browse using the NAV 1 block Which leads to a "Contextual Palette" displayed in the upper 1/3 of the Content Block. This palette has fun "sliders" for emotions, look/feel, to/from,"LARGE keywords," and so on, all of which present a subset of cards that are the most relevant. Present a small horizontal stripe left-to-right, like above, and above the fold. If they CLICK on any, a new window opens but they do not lose their place in the first Window. The new window focuses entirely on the selected card, giving an immediate full front and inside view, and the card's details in small text. They can Add-to-Cart and personalize here in this window if desired, then continue shopping..



CONTENT VIEWING SCHEME

LEVEL 2 NAV and CONTENT BLOCKS





Summary

- Existing UI has not been Usability Engineered
 - Negatively effecting shopping experience
 - Negatively effecting return visits
 - Negatively effecting growth
 - Negatively effecting ability to market to partners
- Site needs to be Usability Engineered
 - Proper use of the Shopper's Screen space
 - Use "standard" methods for navigation and cart
 - Snappy response and "in the background" predictability
 - Compelling Browse and effective search
 - Improve display of selected card
- Compelling Browse should use a real paper card shopping experience analogy.
- · Shopping/checkout should drive towards "1-click."



Greeting Card Search II Concept

Supplement Rev B

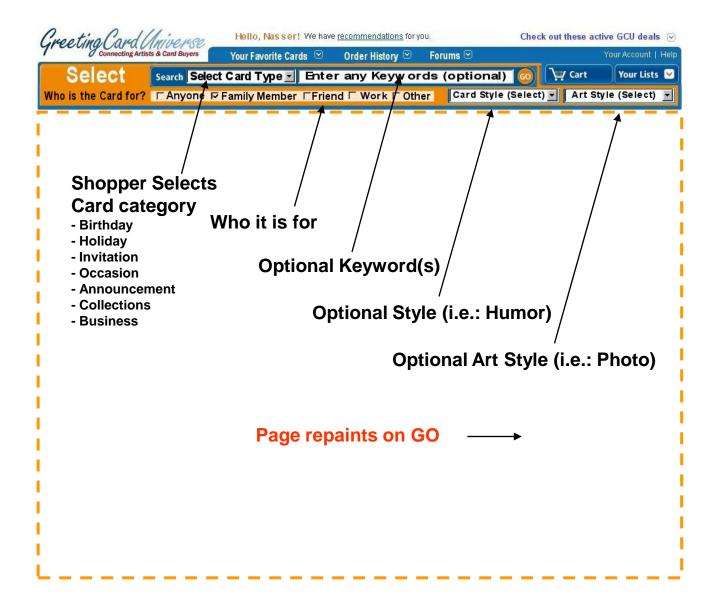
15 April 2008

By Tom Rent





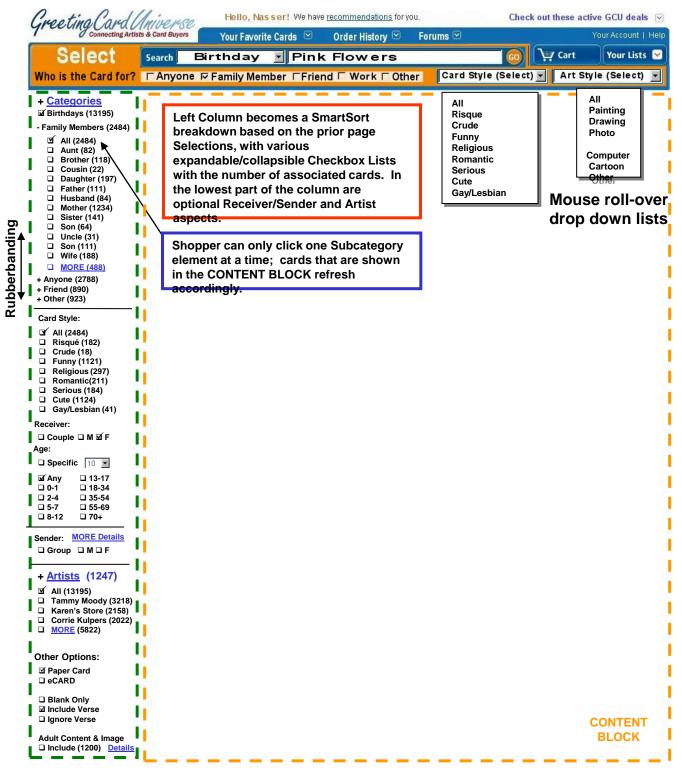




Home Page

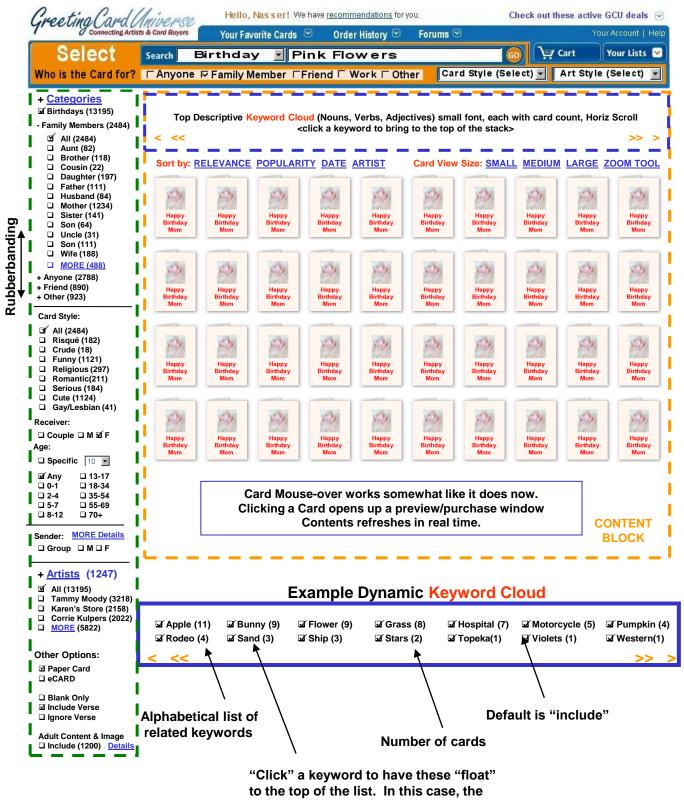
Click and GO





Designed to help the shopper "reduce" the number of cards presented through a series of click choices





3 cards with Sand would move to positions 1-2-3.

