Why it worked

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What is Shutterfly?







Customers 'add' analog or digital photos to the site online photo finisher

Photos can be shared electronically.
The customer can also order prints, cards and gifts from their photos.

Before & After





Launched in 1999

Problems:

- "FREE" offer dominates page.
- Poor communication of new service.
- Esoteric & scattered navigation

Target user: Gadget Geek

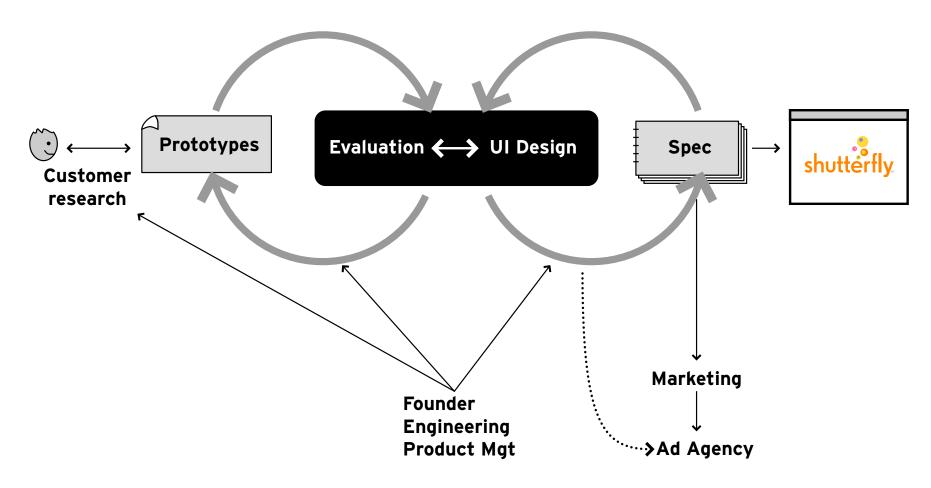
Re-Branded in 2000

Solutions:

- Visual focus on prints.
- Prominent new member path.
- Quick view of products and promotions.

Target user: Soccer Mom

Process Overview Diagram



Research Schedule

| | JUNE | JULY | AUGUST | SEPTEMBER |
|----------------------------|---|---|--|---|
| USER RESEARCH TOPICS | Homepage (sketch) | Homepage (wireframe) | Homepage visual designs | Post launch testing |
| | Add Pictures Plug-in (wireframe) | Learn More (wireframe) | Learn More, Add Pictures, Share, and Cards | Benchmarking with competitor sites |
| | Share (wireframe) | Revised Share (wireframe) | Order, and Share | Paper prototypes of printed greeting cards offering |
| | Ethnography: Organizing photos and Sharing Photos | Competitive audit: Organizing and Sharing | Final branding | Product concept for CD archive |
| ROUNDS | 3 | 3 | 4 | 2 |
| RESEARCH LOCATIONS | Ethnography and Testing at Shutterfly | Testing at Shutterfly | San Francisco and New York City labs | Ethnography |

Ethnography



Understanding our customers played a central role in product development. By bringing cross-functional stakeholders into our customers' homes, we shifted our business from an engineering focus to a customer focus.

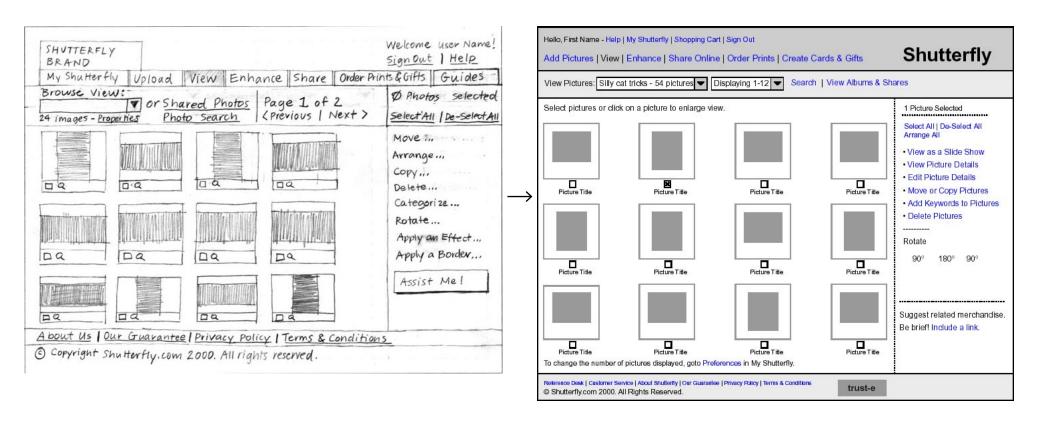


Customer Profiles

Customer profiles gave the entire company— including executives, engineering, marketing, customer support and product management— a picture of our customers and how they were changing over time.

| NAME | Mike (Seattle) | Stephanie (Los Angeles) | Grandma Sue (Nevada) | Betty (Cleveland) |
|---------------------------------|---|---|--|--|
| GOAL | Try new digital gadgets and services. | Share baby photos with AOL grandparents. | View and order prints of granddaughter. | Curious about digital prints; uses lots of film. |
| PROFILE | Early Adopter. Gadget buyer. Unlikely to share or order. | Family Scribe. Social interests and needs drive technology adoption. | Novice computer user on AOL. May never upload, but want baby photos. | Film shutterbug. Curious about digital, but tech adverse. |
| PRODUCT QUESTIONS | How to keep power users satisfied? What will increase their purchases? | What products appeal to young parents? What purchase models promote loyalty? | How can we simplify receiving and ordering photos for AOL Users? Does the share page encourage purchases? | What can we offer film customers? How can we make the transition to digital easier? |
| % OF TOTAL MARKET IN 2004 (EST) | 5% | 15% | 20% | 60% |

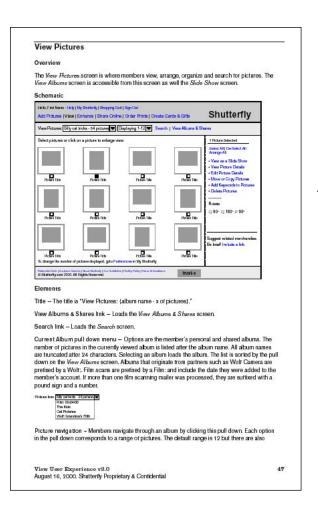
From sketch to wire frame...



Guided by customer goals, Shutterfly's interaction design was created with multiple rounds of prototyping and usability testing.

3 rounds of hand drawn, 3 rounds of wireframe, and 2 rounds of a HTML clickable prototype.

... and "spec" to final site





The wireframes formed the basis of a 150 page functional specification that included each site page, explained states, behaviors, and actions.

The spec was reviewed and accepted by multiple groups, delivered to the ad agency, and guided site development. It has kept the site consistent for close to two years.

Communication improvements





With just weeks before launch, we tested and rejected the ad agency's home page. Customers told us they thought they were on a baby site, and few understood that we sold prints.

The revised home page has a visual focus on the tangible feel of prints.

Feature improvements

Order prints



The new navigation reflects customer's tasks.

Select pictures, then choose an action on the right.

Communicates Shutterfly's service and product offerings.

Uses friendly nomenclature, not technical or system based.

Success Metrics

Customer Satisfaction

At the end of multiple rounds of customer testing, prototypes elicited positive responses.

Qualitative research demonstrated usability and delight. Measures included ability to complete common tasks and story drawings by participants.

Industry Awards

PC Magazine AIGA

Yahoo! Fortune

Internet Life

Family PC Forbes

Magazine

Revenue

- New design increased print orders by 200% (from April to October 2000).
- Introduced high margin photo products.
- Photo cards created a second revenue stream after prints.
- Snapbooks exceeded sales projections by 85%.
- Both products were quickly imitated by competitors.

Final Thoughts

Why it worked...

Hundreds of customer visits and prototype evaluations.

Close collaboration between research and design. Designer involved in all research activities, researcher proposed design solutions.

Process that involved multiple groups in customer research and design spec. Input and sign off.

Willingness to use customer insight to reject in-house assumptions and to inform strategic decisions.

Focus on intersection between customer goals, technical feasibility, and business success.