# TOOLBOX Nº 9 Product User Experience (UX) Self-Assessment



9 areas to help you evaluate your company's product and team performance. Find out where you are excelling when it comes to User Experience.

Discover ways to improve your customer satisfaction and increase your ROI.

## The ROI of a Great User Experience

For every \$1 invested in UX, businesses can expect to see a return of up to \$100\*



### Improved Customer Loyalty and Revenue

Companies that prioritize UX design can increase customer loyalty and revenue by up to 240%\*



#### Reduce Customer Churn

A 5% increase in customer retention can lead to a 25% increase in profits\*



# Increase Conversion and Upgrades

A 10% improvement in UX can increase conversion rates by 400%\*



# Reduce Customer Support and Training Expenses

Companies that invest in UX design can reduce support expenses by up to 90%\*

<sup>\*</sup>Sources

<sup>&</sup>quot;The Six Steps for Justifying Better UX" - Forrester Research

<sup>&</sup>quot;Retaining Customers is the Real Challenge" - Bain Consulting

<sup>&</sup>quot;Improve Customer Experience with UX Investments that Increase ROI" - Interaction Design Foundation

#### **Common UX Pain Points**

Tell us where it hurts. Related to each area, here are some common pain points that a good UX strategy will help to remedy.



1. UX Fundamentals

"We're not really aligned internally with our product vision."

"Our product team doesn't understand the big picture."



4. Navigation & CTAs

"Our users are getting lost on our platform."

"Our users don't take the actions we want them to."



7. Content

"Our customers don't speak the same language we do."

"We have too much content, and it sounds stale."



2. Customer Journey

"We have high customer churn."

"We don't know if our product is actually useful for our customers."



5. Data Exploration

"Our users don't see the power of our application."

"Our users are getting overwhelmed with the information we give them."



8. UI Development

"We're not releasing UI features quick enough."

"We're accumulating a lot of technical debt."



3. Onboarding and Guidance

"We're getting too many support tickets."

"Our clients aren't completing onboarding."



6. User Interface

"Our interface is ugly and outdated."

"Our back-end is complex and powerful, but our front-end needs to feel simple and intuitive."

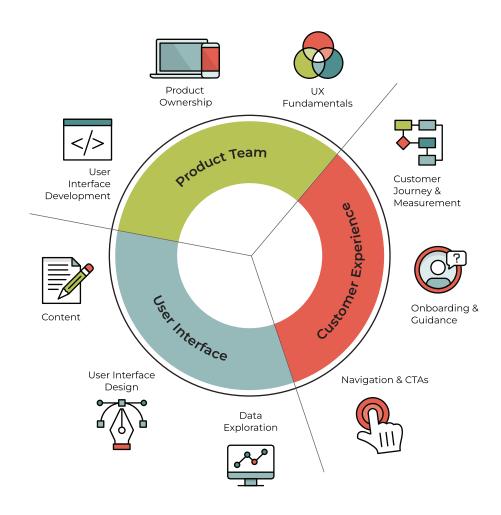


9. Product Ownership

"Customer feedback is not making it to our team."

"Our team doesn't see the value of the efforts we're working on."

# Product User Experience (UX) Self-Assessment



#### **How to Use This Assessment**

Take the first step in improving the performance of your product with an evaluation based on our experience with hundreds of digital products, industry best practices, and proven UX guiding principles.



- **O.** We have <u>no strategy</u> in this particular area. (Leave it blank)
- 1. My team is doing a <u>poor job</u>. There is a lot of room for improvement.
- 2. We are performing <u>below average</u>. There are many things we could do better.
- **3.** My team is <u>meeting expectations</u> at this. We are probably about average.
- **4.** We are performing <u>above average</u>. There are still opportunities to improve.
- **5.** My team is <u>excelling</u> in this area. There is little room for improvement.



## 1. UX FUNDAMENTALS

A strong foundation supports all of your efforts and determines if your team is productive and engaged. See Appendix to learn more.

UX Strategy						isseminated engineering  5	d throughout g.			
Customer Validation & Prototyping		ct decisions ototype, and				mer needs. Î	We			
	000	1	2	3	4	5				
Reduced Complexity	We have an ethos of reducing the complexity of our product so we deliver clear and immediate value to our users.									
	00	1	2	3	4	5				
Data-Driven Decisions	Our customer success metrics are tracked via quantitative analytics and qualitative research is evaluated routinely.									
	00	1	2	3	4	5				
Clear Customer Benefits						parent. Ben and data-vi				
	00	1	2	3	4	5				
Company Pride		on our team cate the val				platform an	d can			
	00	1	2	3	4	5				
	Add	led Score:		>	(2 =		out of 60			



# 2. CUSTOMER JOURNEY & MEASUREMENT

How well do you understand your customer's journey and have the ability to evaluate the performance of your application?

Customer Journey Mapping	We map each stage of our customer's journey through our software (such as onboarding through customer support), and are aware of the user's goals at each stage.								
	00	1	2	3	4	5			
Key Metrics	We have quantifiable metrics for each stage of the customer journey we use to identify specific patterns that need optimization.								
	00	1	2	3	4	5			
User Tracking	We employ user tracking tools (such as Hotjar, CrazyEgg or FullStory) to gair more in-depth understanding on how customers are interacting with our U								
	000	1	2	3	4	5			



Added Score:	out of 15



## 3. ONBOARDING & GUIDANCE

First impressions are everything. How your users gain access to your platform and learn how to maximize it will leave a lasting impact on your company's performance.

Onboarding	Our onboarding is a positive experience for our users. We provide the right amount of information to help guide users into our platform and educate them on how our product maximizes their life.								
	00	1	2	3	4	5			
Out-of-Box Experience	Our product leaves a positive first impression. Empty-states of key views and/or dashboards are populated with teaser or explanatory content to demonstrate the potential of the platform.								
	00	1	2	3	4	5			
Contextual Guidance	Users can learn how to use the platform and maximize its capabilities with the help of contextual guidance as opposed to external documentation or customer support.								
	00	1	2	3	4	5			
Progressive Onboarding				elmed. We gress throug			anced features		
	00	1	2	3	4	5			
Actionable Insights and Coaching		rm provide the data o			nsights and	d/or coachi	ng on how to		
	00	1	2	3	4	5			
				Added S	Score:		out of 25		



# 4. NAVIGATION & CTAS

Your users should know where they are and where they are going.

Navigation	Our users can easily navigate through the application and do not get lost within the system. We use design patterns that are intuitive to users and guide their primary workflows.									
	00	1	2	3	4	5				
Obvious Next Steps	Our users always know the next step in our platform to accomplish their goal. Buttons and Calls-to-Action make the desired activity very clear.									
	00	1	2	3	4	5				
Wayfinding	Our navigation uses terms and verbs that are clear to new visitors. We avoid using words in navigation and buttons that are too generic to understand the intent. We also avoid using terms that are proprietary to our organization that users don't understand.									
	00	1	2	3	4	5				



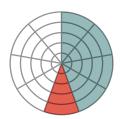
Added Score:	out of 15



# **5 DATA EXPLORATION**

Can your user see the power of your application?

Highlight the Most Important Features	Our links to key content or features are highlighted, driving customers to the most important functional areas of the experience.							
and Information	00	1	2	3	4	5		
Audience-Based Dashboards & Workflows	and expe	rience is n	ot one-size	e-fits-all. W	e address t	the needs o	n our softwar of different where to beg	
	00	1	2	3	4	5		
Interactive Data		can be ma based on t			nd/or intera	acted with	so users can s	see
	00		2	3	<u> </u>			

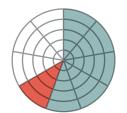


Added Score:	out of 15



# **6. USER INTERFACE DESIGN**Your software is visually appealing.

Visual Consistency							platform. We age hierarchy.		
Design System	We have a documented Design System that allows our developers to generate new views and functionality without having a design team evaluate every feature request.								
	00	1	2	3	4	5			
Icon/Illustration Library	to draw at		key areas	of the expe			stration library unique and		
	00	1	2	3	4	5			
Useful Color Palette				lette which ough use o			ted appearance		
	000	1	2	3	4	5			



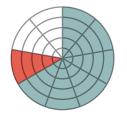
out of 20 Added Score:



# 7. CONTENT

Our content is simple, clear, and straight-forward so a wider audience can understand.

					g data, pro	viding		
When users encounter technical issues or user errors they are met with friendly content and helpful information that directs the user to the best course of action in the most appropriate way possible.								
00	1	2	3	4	5			
			engthy pro	cesses, suc	:h as onbo	arding, comple	ЭX	
00	1	2	3	4	5			
We end multi-step processes with a confirmation of action, and some form of informational reward for their time investment.								
00	1	2	3	4	5			
	When us friendly course of  We guide processe	when users encour friendly content and course of action in to the course of action in the course of ac	when users encounter technic friendly content and helpful in course of action in the most approcesses, or forms.	instructions, and labeling desired call-to-    O	instructions, and labeling desired call-to-action.  When users encounter technical issues or user error friendly content and helpful information that direct course of action in the most appropriate way possible.  We guide our users through lengthy processes, such processes, or forms.  We end multi-step processes with a confirmation of informational reward for their time investment.	instructions, and labeling desired call-to-action.    Oo	When users encounter technical issues or user errors they are met with friendly content and helpful information that directs the user to the best course of action in the most appropriate way possible.  We guide our users through lengthy processes, such as onboarding, complet processes, or forms.  We end multi-step processes with a confirmation of action, and some form informational reward for their time investment.	



Added Score: out of 20



## 8. UI DEVELOPMENT

Our development team is committed to a superior User Experience through the use of modern frameworks and UI best practices.

UI Framework	incorporat		lerations re			rk for our au eeds, future	udience technology		
	00	1	2	3	4	5			
Performance				age loads, d esses our u		hes, and fu	nctionality all		
	00	1	2	3	4	5			
Responsiveness	Our UI responds to the various needs of web and mobile devices including special considerations for screen size, device limitations, bandwidth, and environment our users are in.								
	00	1	2	3	4	5			
Accessibility	Our application is accessible and we use modern best-practices to ensure user's with various needs can navigate and access content and data regardless of visual ability and device limitations.								
	00	1	2	3	4	5			
Design-Developer Collaboration						ough the us	se of workshopping.		
	00	1	2	3	4	5			
				Added S	Score:		out of 25		



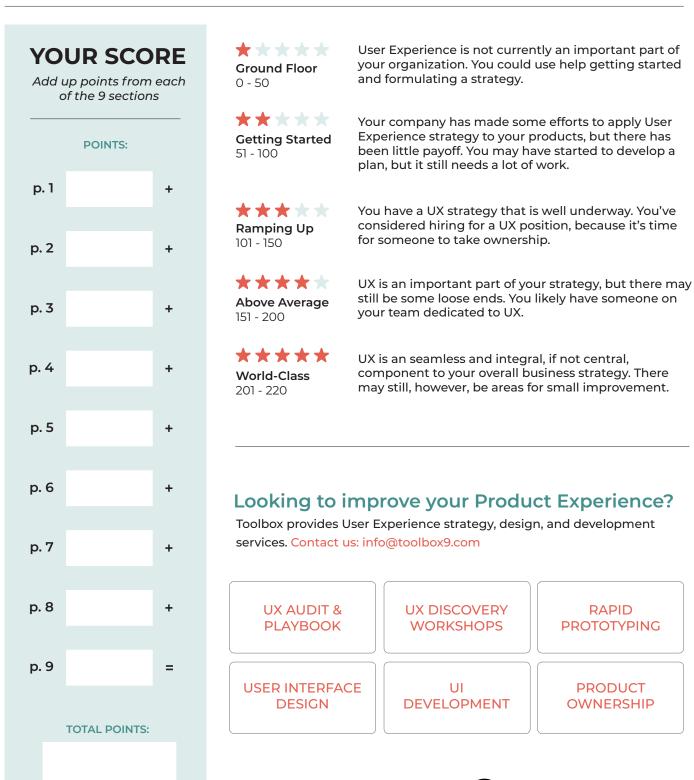
## 9. PRODUCT OWNERSHIP

We manage the development of our product to maximize existing and future customer needs.

Product Roadmap	We have a Product Roadmap that clearly articulates the short-term and long-term objectives for our product for our customers. We define desired outcomes and customer-driven KPIs for measuring the success of those outcomes.									
	00	1	2	3	4	5				
UI Specifications	Our specifications are defined for our engineers to ensure our UI development efforts are always focused on delivering features that are intuitive, easy-to-use, and follow established UX best practices.									
	00	1	2	3	4	5				
Controlled Releases						es on delive customer f	ring consistent eedback.			
	00	1	2	3	4	5				
Customer Feedback						d to collect ess custome	user feedback. er needs.			
	00	1	2	3	4	5				
Customer Advisory Group	review out	r roadmap, de early fee	, provide fe edback on	edback on designs for	their pain upcoming	points and	regular basis to challenges, o ensure we ce.			
	00	1	2	3	4	5				
				Added S	icore:		out of 25			

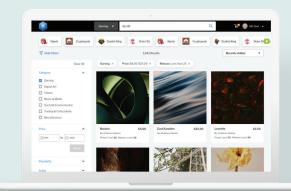
#### **CONGRATULATIONS!**

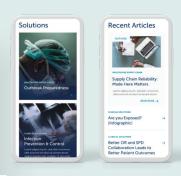
Thank you for taking this Assessment! If any of the boxes are unclear or unchecked, it may be time to consider if you have a sophisticated UX/UI approach to your product experience.



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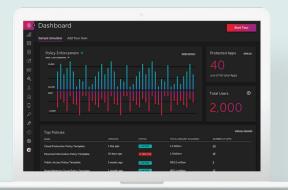
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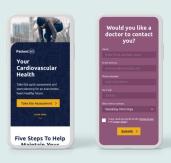




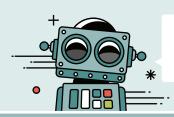












Let Toolbox help you achieve your User Experience Goals!