How to get results on your project? Thanks to a clear process

Intake & kick-off: gathering input and starting together

+/-1 week duration

- Intake: Request necessary materials, including screenshots, existing research, etc.
- Kick-off (2h): We go through all the outstanding questions together and ensure that as a team, we are aligned in the same direction.

Discovery & Strategy phase: What are the problems?

- +/- 4 weeks duration
- Seamiliarizing with existing research: What do we already know about the audience's boosters, barriers, and information needs?
- Creating a research plan: We define and describe in detail the research approach.
- Conducting the research: We uncover the reasons why people are (not) performing the desired behavior. We search for boosters, barriers and information needs.
- Turning insights in advice: We derive practical improvements from research, extracting hands-on solutions and translate into recommendations for making significant project decisions.

Research presentation & journey workshop

1 day

- We discuss the **findings** from the discovery phase
- Sourney mapping: We examine how the insights impact the digital journeys of our visitors: identifying necessary changes and constructing logical flows.

Design sprint: How to solve the problems?

+/- 2 weeks duration, 1 sprint per journey



with the (partial)

journey that we're

going to redesign.

2





Immersion

Behavior Storm (1day)

Together, we brainstorm We familiarize ourselves solutions based on insights from behavioral psychology.

Wireframing & copywriting Demo Meeting (2u)

We outline the new solutions, with UX and copy working hand in hand.

We involve stakeholders and showcase what we've created, emphasizing the reasoning behind it.

Validation phase: Are the problems solved?

+/-1 week duration

- Setting up and conducting user tests: We test with 6 participants and assess which adjustments are required in the flows.
- Iteration: We implement the necessary adjustments.

□ Final delivery

